

EDC – Enjoy Demanding Children

What is EDC?

EDC – Enjoy Demanding Children is your always-ready pocket magic kit.

Designed for those moments when a child suddenly asks:

“Can you show me a magic trick?”

...but it's much more than an emergency kit.

EDC is also a perfect addition to your professional repertoire. Whether you're performing table hopping, strolling magic, hospitality events, or any close-up situation where one or two children are present, you'll always have a complete set of strong, visual routines ready to perform.



RUBIK'S MONTE

What You Need

- One double-faced card depicting a Solved Cube on one side and a Scrambled Cube on the other.
- One double-backed card.

Handling

1. Show two cards: one depicting a Solved Cube, the other showing a card back.
2. Turn both cards over while secretly switching their positions, revealing a Scrambled Cube.
3. Place the back-showing card on the table.
4. Place the Scrambled Cube behind your back.
5. Ask, "Where is the Scrambled Cube?"
6. Turn the card behind your back over and reveal the Solved Cube.
7. Use that card to turn over the tabled card, secretly switching the cards' positions as both are turned over.
8. Reveal that the Scrambled Cube has been on the table all along.

FIND THE UNICORN

Five cards are shown. Four show a black horse, while one shows a Unicorn. The spectator clips a clothespin onto the card they believe has the Unicorn on the back—but they always lose.

What You Need

- Find the Unicorn card
- One clothespin

Handling

1. Show the card with the Unicorn in the center and explain that it is the winning card.
2. Hand the clothespin to the spectator.
3. While their attention is on the clothespin, casually turn the card over..
4. Ask the spectator to clip the clothespin onto the card they believe hides the Unicorn.
5. Turn the card over to reveal the result.

The backs are printed in reverse. Always turn the card over while the spectator's attention is away from it. Never flip the card while it is being watched.

PICK YOUR FAVORITE DOG

The performer correctly identifies a dog secretly chosen by a spectator.

What You Need

- Dog Grid card
- Four Dog Cards

Handling

1. Have the spectator secretly choose a dog from the grid.
2. Give them the four Dog Cards.
3. Ask them to remember which cards contain their chosen dog.
4. Identify the chosen dog by adding the values of the matching cards.

Secret

Before performing, memorize the dogs in positions 1, 2, 4, and 8 on the Dog Grid. These are the guide dogs.

Each Dog Card has one guide dog printed in the bottom-left corner:

Dog 1 = 1

Dog 2 = 2

Dog 4 = 4

Dog 8 = 8

Add the values of the cards containing the spectator's chosen dog. The total gives the position of the chosen dog on the Dog Grid.

The cards can also be identified from their backs. The words PICK YOUR FAVORITE DOG are printed one word per line. A tiny dot inside one initial marks each card:

P = 1

Y = 2

F = 4

D = 8

Add the values of the marked cards to find the chosen dog.

If the dots are too difficult to see, make them larger or use another marking system (for example, by trimming one corner).

TRACKS OF DESTINY

Effect

The performer correctly predicts the dinosaur the spectator will land on.

Handling

1. Have the spectator choose any number greater than 5 (numbers above 30 are not recommended).
2. Start on the first footprint and count to the chosen number, moving across the three footprints and then clockwise around the Earth from dinosaur to dinosaur (ignore the footprints from this point on).
3. From the dinosaur reached, count the same number again in the opposite direction.
4. Turn over the Prediction card to reveal the Pterodactyl.
5. No matter which number is chosen, the spectator will always finish on the Pterodactyl.

WHEN THE CAT'S AWAY...

Effect

Four Cats mysteriously disappear one by one. When they are gone, the Mice come out to play.

What You Need

Five cards (4 cards have cats on one side and mice on the other, one has paw prints on one side and fish bones on the other)

Setup

From top to bottom:

Cat

Cat

Paw Prints

Cat

Cat

Handling

1. Perform an Ascanio Spread to show four Cats.
2. Explain that the Cats leave one at a time.
3. Peel through the packet four times, showing: Cat, Cat, Paw Prints, Cat. Handle the last two cards as one.
4. Perform another Ascanio Spread to show the four Cats again.
5. Move the top two Cats (keeping the hidden Paw Prints card beneath them) to the bottom of the packet.
6. Ask the spectator what appeared behind each Cat. They will answer, "Paw Prints."

7. Perform a Frustration Count, apparently showing a Fish Bone behind each Cat.
8. On the last display, place the final Cat on top with the Fish Bone card hidden beneath it.
9. Move the bottom Cat to the top, restoring the original setup.
10. Turn the packet over and say, "When the cat's away, the mice will play."
11. Finish with an Ascanio Spread to reveal the four Mice.

Secret

The routine uses two classic packet trick sleights:

Ascanio Spread to conceal the extra card while displaying four Cats (and later four Mice).

Frustration Count to repeatedly display the same Fish Bone card behind each Cat.

GUESS THE EMOJI

Effect

The performer correctly predicts the last Emoji remaining after a seemingly random elimination process.

What You Need

- seven Emoji Discs
- One Prediction Disc

Handling

1. Give the spectator the seven Emoji Discs.
2. Ask them to shake the discs in their closed hands and toss them onto the table.
3. Eliminate every disc showing its white back.
4. Repeat the process with the remaining discs until only one remains.
5. Turn over the Prediction Disc to reveal the matching Emoji.

Secret

The Heart Eyes Emoji is printed on both sides of its disc, so it can never be eliminated.

The Question Mark disc hides the prediction on its reverse.

THE MAGIC WANDS THIEVES

Effect

Two thieves repeatedly try to steal a magician's magic wands. In the end, the magician casts a spell and the thieves mysteriously disappear, leaving only the magic wands behind.

What You Need

- 4 discs printed with a Magic Wand on one side and a blank back on the other.
- 3 double-sided discs printed with a Magic Wand on one side and a Thief on the other.

Setup

Place five Magic Wands on the table. The rightmost disc should secretly have a Thief on its reverse. Hold one Thief disc in each hand.

Handling & Secret

1. Keep both hands in the same position throughout the routine so the audience can never tell whether they are holding a disc.
2. Pick up the five Magic Wands one at a time, alternating hands and starting with the left hand.
3. Explain that the two thieves are stealing the magician's wands.
4. The thieves hear someone coming and quickly return the wands. Replace the discs one at a time, starting with the right hand. As you do, secretly turn the Thief discs to their Magic Wand side.
5. Pick up the five Magic Wands again, starting with the left hand. You will end with five discs in your left hand and two in your right hand.
6. Explain that the magician casts a spell to catch the thieves.
7. Turn the discs to reveal five Magic Wands in one hand and two Thieves in the other.

Tip: The illusion is strongest if your hands always look the same, whether they are holding a disc or not.

THE FLYING BUTTERFLY

The Flying Butterfly is a colorful version of the classic Traffic Light Trick, where a butterfly magically flies from one card to the other.

Effect

A butterfly magically flies from one card to another while both cards are in the spectator's hands.

What You Need

- Two cards
- Two clear plastic sleeves

Handling

1. Show the two cards inside their sleeves. One card is blank, the other shows two flowers and a butterfly.
2. Remove the Butterfly card from its sleeve and place it face down in the spectator's left hand. Leave the empty sleeve on the table.
3. Remove the Blank card from its sleeve and place it face down in the spectator's right hand. Leave the second empty sleeve on the table.

4. Ask the spectator to imagine the butterfly flying from one flower to the other.
5. Snap your fingers and announce that the butterfly has flown.
6. Have the spectator turn both cards over to reveal that the butterfly has vanished from one card and appeared on the other.

Secret

The butterfly is not attached to the Flower card. It is attached to the clear plastic sleeve. When the card is removed, the butterfly remains hidden behind the sleeve's label. The Blank card already has a butterfly attached to it, but it is concealed by the label until the card is removed from its sleeve.

PIGEON INFERNO

Pigeon Inferno is my presentation of Joshua Jay's Inferno. If you enjoy this effect, I highly recommend purchasing Joshua's original routine to learn all the subtleties of the force.

Effect

A flock of pigeons flies over a deck of cards and poops all over it. Only one card survives. The spectator names the surviving Queen, but one pigeon isn't finished yet...

What You Need

- One double-sided envelope
- Two double-faced Queen cards

Handling

1. Show the envelope decorated with a flock of pigeons.
2. Explain that the pigeons flew over your deck of cards and pooped all over it. Only one card survived.
3. Ask, "Do you think they pooped on the number cards or the court cards?"
4. If they say number cards, say, "That's right! I had to throw away all the number cards, so only the court cards were left."
5. If they say court cards, say, "That's right! They pooped all over the court cards."
6. Ask, "Do you think they pooped on the male cards or the female cards?"
7. If they say male cards, say, "That's right! The Kings and Jacks were covered in poop, so I was left with only the Queens."
8. If they say female cards, say, "That's right! They started pooping on all the Queens."
9. Say, "I could only save one Queen. Which one do you think survived?" Have the spectator name any Queen.
10. Secretly orient the envelope so the named Queen is accessible, then remove it from the correct opening.
11. Say, "Uh-oh... one pigeon must have left the flock to finish pooping!" Turn the card over to reveal the pigeon pooping on the chosen Queen.

Secret

The envelope has two openings and contains two double-faced Queen cards:

Queen of Hearts / Queen of Diamonds

Queen of Spades / Queen of Clubs

By turning the envelope over before removing a card, any of the four Queens can be produced. The two questions justify why only Queens remain, while allowing you to secretly orient the envelope for the final revelation.

ANIMALS

I included two sets of seven Animal Cards. They can be used to perform a matching effect based on Howard Adams' Deal-Flip-Drop Cut principle.

Arrange both packets in the same order. Set one packet aside as your prediction. The spectators make all the decisions with the other packet. Deal the cards face down, one at a time, and let the spectators call "Stop" whenever they wish. When they do, flip over the remaining cards and drop them on top of the cards you have already dealt. Repeat this procedure as many times as the spectators like, allowing them to stop you at any point before each flip.

At the end, if the procedure has been performed an even number of times, the packets will match from the top down. If it has been performed an odd number of times, simply turn the prediction packet face down and they will match from the bottom up.

If you perform this with two spectators, one spectator can make all the decisions for the first packet, while the other makes all the decisions for the second packet. When both packets are compared, every card will match.

You can also perform amazing prediction effects by using one packet for the game and the other as a set of prediction cards. You can force any card you want using a variety of methods. My favorite with children is the PATEO Force ("Pick Any Two, Eliminate One").

Here's how it works. You and the spectator take turns selecting any two cards, while the other person eliminates one of them. If the predicted card is among the two chosen by the spectator, the magician always eliminates the other card. When it is the magician's turn to choose two cards, he or she simply avoids selecting the predicted card. By repeating this process, the predicted card is inevitably the last one remaining.

You can also have a child choose their five favorite Animal Cards, set one prediction card aside, and then force the matching card using Equivoque (Magician's Choice) or Quinta, Phil Smith's ingenious forcing principle.

DICE

I included three small dice. You can use them to demonstrate your amazing mathematical skills. Just remember that the numbers on opposite sides of a standard die always add up to 7, so the total of all six faces is always 21. Interestingly, 21 is also the total of the six faces involved when three dice are stacked into a tower—the two visible end faces and the four hidden faces.

The dice can also be used to generate a random number for Tracks of Destiny, or to generate the force number when using Quinta, Phil Smith's clever forcing principle, with five Animal Cards.

COIN AND TRANSPARENT COIN

I included a regular coin and a transparent coin of exactly the same size. You can use the regular coin for any routine or manipulation involving appearances and vanishes.

I like to combine it with the Magic Wand for a classic comedy bit. Pretend you're going to make the coin disappear on the count of three, but when you reach three, the wand disappears instead! Then reveal the wand behind your ear. As you do, secretly pocket the coin. Count to three once more, and this time the coin has really vanished.

The transparent coin can be used with a Spellbound move, or a simple switch, to make the coin magically appear from—or disappear into—the transparent coin.

PADDLE

I included a paddle with a colored dot matching the four small balls in the case. The dot is a sticker rather than being printed on, so you can easily remove it and replace it with a design that better suits your own style.

Here's a simple routine I like to perform. Show the paddle blank on one side and with the colored dot on the other. While secretly palming a matching ball, pretend to pluck the dot off the paddle. Reveal the ball in your hand, then show the paddle blank on both sides. Next, pretend to throw the ball back onto the paddle, showing the dot has returned. Finally, give the paddle a flick and perform the Paddle Move to show that the dot has magically traveled to the other side as well.

STORM OR RAINBOW?

This is based on the Jastrow Illusion, also known as the Boomerang Illusion. It uses two identical boomerang shapes—one showing a storm, the other a rainbow.

Depending on how they are positioned, the rainbow may appear either larger or smaller than the storm, even though both boomerangs are exactly the same size.

Place the rainbow just above the storm and ask, "Which one is bigger?" Then move the rainbow below the storm and ask the same question again. Your audience will be amazed when the answer seems to change. Finally, place one boomerang directly on top of the other to prove that they are, in fact, identical.

4 BALLS

I included four small, identical balls. They can be used for a sponge ball routine. Place one in a child's hand and it becomes two when another one disappears from your hand, and so on.

I also use three of them to perform the classic "One in the Pocket, One in the Hand" routine.

Start with three balls on the table. Say, "One in the pocket, one in the hand, one in the pocket." You only pretend to put the first ball into your pocket, secretly palming it instead. Then place the second ball into your right hand together with the palmed ball. Finally, genuinely put the third ball into your pocket. Ask how many balls you have in your right hand. They will say one, but you reveal two.

Repeat the sequence. Again say, "One in the pocket, one in the hand, one in the pocket." When you go to your pocket with the first ball, don't leave it there. Instead, secretly steal the ball that is already in your pocket. Then, with the same left hand, pick up the remaining ball from the table and place both balls into your right

hand with the other ball. Ask how many balls you have in your right hand. They will say one, but you reveal three.

Repeat the sequence one last time. Again say, "One in the pocket, one in the hand, one in the pocket." This time, really put the first ball into your pocket. Pick up the second ball and pretend to place it into your right hand, but secretly retain it in your left hand. Then, with your left hand, pick up the third ball from the table and genuinely put it into your pocket, secretly leaving the hidden second ball there as well. Ask how many balls you have in your right hand. They will say one, but you reveal that your hand is completely empty.