

MagicSports Creativity Cards

For a long time I've been inspired by Dariel Fitzkee's book 'The Trick Brain'. It is an attempt to analyse the mechanics of magic and to give the reader tools with which to create their own new tricks and unique methods.

After almost every MagicSports show, audience members have come up to me and expressed their amazement at the ability of the players to invent new tricks on the spot. People always ask me, "How can I develop my creativity?"

Based on the principles of 'The Trick Brain', I'd like to offer you the 'MagicSports Creativity Cards'. Now you already have a deck of these at home and they are designed to make you think "out of the box" and develop a problem-solving mind.

HOW TO PLAY: From a deck of regular playing cards (Jokers left in) choose three cards at random.

The first card is your 'Specific Item'. Check it on the table below to find out what it is. For example, if you got the Six of Hearts, your item is an envelope. Grab any envelope that's handy.

The second card is your 'General Item'. If you chose the Three of Spades, the item is jewelry. This is open to your interpretation. Grab any item of jewelry, whether it be a ring, necklace, brooch, watch, ankle chain, tongue stud... anything, it's your choice.

The third card is the effect you are going to perform with these items. Say you chose the Seven of Diamonds, you will perform a 'Sympathetic reaction between the items'. Whatever you do to the envelope, will happen to the piece of jewelry. Challenging, but that's the idea. If you chose the Eight of Spades, it would be the 'Transformation of items size'. You can choose to transform one or both of the items by causing them to shrink or grow. Maybe the jewelry, once placed in the envelope, shrinks. Or any borrowed object placed in the envelope shrinks when the jewelry is waved over it. Maybe the jewelry causes the envelope to grow?

There truly are endless possibilities.

You have no time limit, no restrictions on bringing in other props or secret gaffs. The only rule is that you must feature both items prominently as key elements of the effect.

You can even play it hypothetically in your mind. Simply deal the cards and create the effect in your imagination. It's a much more productive use of free time than playing solitaire.

CARD	SPECIFIC ITEM	GENERAL ITEM	EFFECT
AS	Playing card	Musical instrument	Appearance of item/s
2S	Balloon	Clothing	Vanish of item/s
3S	One die	Jewelry	Transposition of items with each other
4S	Coin	Tool	Transposition of item/s to a location
5S	Silk	Container	Transformation of item into the other
6S	Bottle	Document	Transformation of items shape
7S	Finger ring	Liquid	Transformation of items color
8S	Watch	Furniture	Transformation of items size
9S	Rope	Fruit	Transformation of items character
10S	Scissors	Weapon	Penetration of items through each other
JS	Rubber band	Bag	Penetration of item/s through an obstacle
QS	Egg	Ball	Penetration causing items to link together
KS	Eyeglasses	Matches	Destruction and restoration of item/s
AC	Cigarette	Signs	Animation of item/s
2C	Table	Hair accessories	Levitation of item/s
3C	Chair	Ice	Anti Gravity effect
4C	Umbrella	Perfume	Suspension of item/s
5C	Bill	Breath mints	Change in weight of item/s
6C	Hat	Vitamins	Attraction of item/s
7C	Book	Kitchen appliance	Sympathetic reaction between items
8C	Necktie	Colors	Opposite reaction between items
9C	Pen	Music	Invulnerability of item/s
10C	Wallet	Words	Identify or locate lost item/s
JC	Soda can	Numbers	Thought reading
QC	Drinking glass	Luggage	Thought transmitting
KC	Light globe	Cutlery	Prediction
AH	Bell	Candy	Appearance of item/s
2H	Stone	Stationery	Vanish of item/s
3H	Toilet paper	Whistle	Transposition of items with each other
4H	Sand	Computer accessories	Transposition of item/s to a location
5H	Handcuffs	Soft toy	Transformation of item into the other
6H	Envelope	Magazine	Transformation of items shape
7H	Hand	Make up	Transformation of items color
8H	Wand	Greeting card	Transformation of items size
9H	Safety pins	Newspaper	Transformation of items character
10H	Thread	Chopstick	Penetration of items through each other
JH	Mirror	Soap	Penetration of item/s through an obstacle
QH	Computer mouse	Cable	Penetration causing items to link together
KH	Cell phone	Keys	Destruction and restoration of item/s
AD	Business card	Tape	Animation of item/s
2D	Diary	Metal item	Levitation of item/s
3D	Camera	Plastic item	Anti Gravity effect
4D	Photograph	Cloth item	Suspension of item/s
5D	Eraser	Footwear	Change in weight of item/s
6D	Tissues	Medicine	Attraction of item/s
7D	Drinking straw	Bread	Sympathetic reaction between items
8D	Whiteboard marker	Flowers	Opposite reaction between items

9D	Knife	Candle	Invulnerability of item/s
10D	DVD or CD	Cleaning products	Identify or locate lost item/s
JD	Stapler	Sporting equipment	Thought reading
QD	Torch	Calculator	Thought transmitting
KD	Paperclip	Frame	Prediction
Joker	Anything not already on the list		Your choice from this list