

Blackpool Magicians Club

Annual Mega Auction 2025

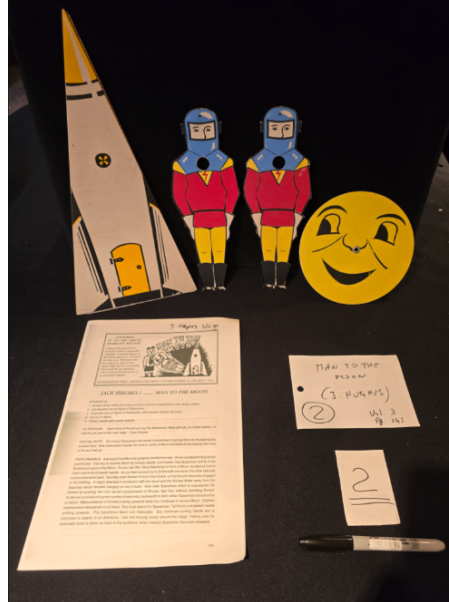
Lot No. 6

No	Item
1	<p>TITLE: FLY-AWAY BIRDS AUTHOR: JACK HUGHES CONDITION: GOOD INSTRUCTIONS: PROVIDED</p> <p>EFFECT: The audience is shown a photo of two birds sitting on a wall. The magician explains that he will make the birds disappear, and in order to do that he covers the plaque with a silk handkerchief. Now the magician puts one hand under the silk and pretends with his hand to let the birds fly away saying, "Fly away Peter, fly away Paul". In the same movement, he turns the plaque around to show that the birds are gone.</p> <p>At this point, the young audience will protest and tell the magician that he turned it around. "Ok," the magician says, "I will bring them back." Once again the plaque is covered with the silk and turned around to show that the birds are back. The young audience will protest harder and yell, "YOU TURNED THEM AROUND!" After some comedy by-play the magician promises to do the trick one last time. So once again he covers the plaque, turns it around, and removes the silk. There on the wall is a photo of a big cat. The cat has eaten the birds...or made them "Fly Away!"</p> 

2

TITLE: **MAN TO THE MOON**AUTHOR: **JACK HUGHES**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: A space man placed in a colourful rocket is magically vanished. It should appear on the moon, held by a volunteer, but does not. Performer and boy search in vain for the space man, but it is eventually discovered by the audience behind the volunteer's back.

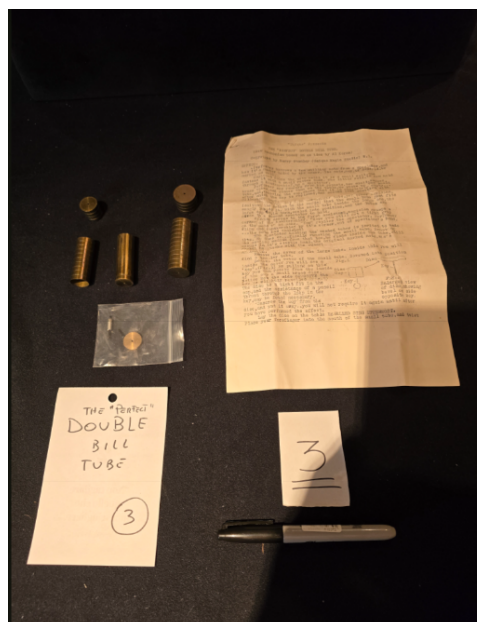


3

TITLE: **THE PERFECT DOUBLE BILL TUBE**AUTHOR: **HARRY STANLEY (Unique Magic Studio)**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: Two brass tubes are displayed, one nesting within the other. One tube is shown empty and sealed with a threaded cap. A borrowed marked bill is placed within the folds of a handkerchief and retained by the spectator. The sealed tube is now placed inside a second tube which is also sealed. This set is given to a second spectator to hold.

The hank is now shown empty as the bill has vanished. The spectator opens both sealed tubes and finds the missing marked bill inside.

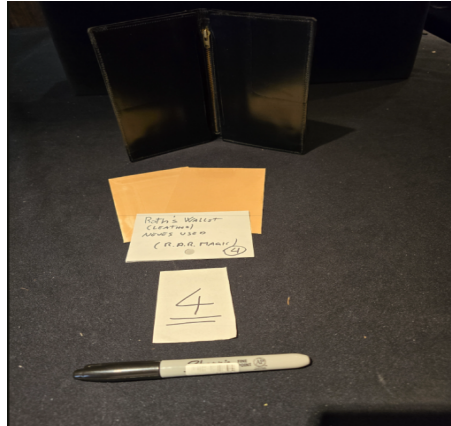


4

TITLE: **ROTH'S WALLET**AUTHOR: **ROY ROTH (R.A.R. Magic)**CONDITION: **GOOD**INSTRUCTIONS: **NOT PROVIDED**

EFFECT: A borrowed coin or ring disappears from the magician's hands and appears inside a Manilla envelope inserted in a zippered compartment inside the wallet that the magician holds in his jacket pocket.

This wallet allows four different envelopes to be prepared inside thanks to the four openings with flaps that cause the coin from the outside to go into the envelope located in the secret compartment of the wallet. The envelopes are sealed and then a cut is made at the top about 1 cm from the short edge; the two tabs that will allow the coin to enter the envelope are inserted in the cut. After performing the trick at one table you can do it three more times in a row at different tables.



5

TITLE: **THE VANISHING ELEPHANT**AUTHOR: **JOHNNY GEDDES (Supreme Magic)**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

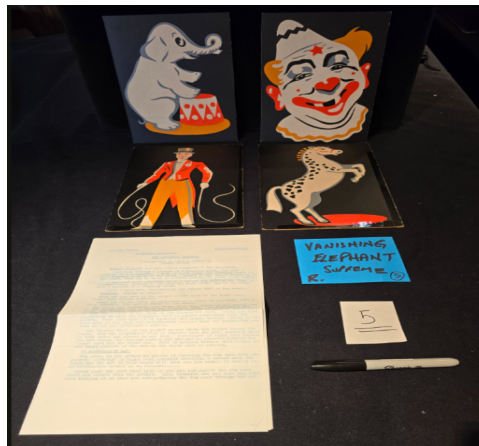
EFFECT: You display three circus illustrations on cards - the Circus Ringmaster, a Prancing Horse, and an Elephant. You cover the three cards with a mat representing the Circus Tent.

You ask your audience to name each of the performers as you remove each card from the mat. First out comes the Circus Ringmaster. Then out comes the Prancing Horse. Next, the audience will expect the elephant, but wait! Out comes a CLOWN!

The audience will yell for you to "turn the card over", thinking the elephant is on the reverse side of the clown card.

Of course, you make a big deal about this, turning the card upside down, holding the card close to you while YOU turn around, etc.

Finally, you turn the clown card truly around - and the back of the card says GONE! The Elephant has VANISHED!



6

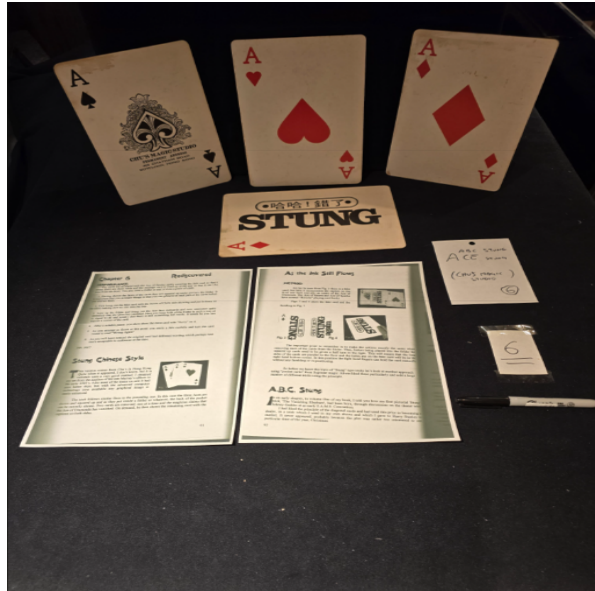
TITLE: CHU'S IMPROVED STUNG CARDS

AUTHOR: PETER CHU

CONDITION: GOOD

INSTRUCTIONS: PROVIDED

EFFECT: A fun trick involving 3 jumbo Ace cards and 1 jumbo Stung card. Cards measure 6.75" x 10" and are thick cardboard. Similar to a 3 card monte: two aces are removed, on at a time and the magician claims that the ace of diamonds has vanished; on demand, he then shows the remaining cards with the captions "Stung" on both sides.



7

TITLE: DRIVING TEST

AUTHOR: MICHAEL ROGERS

CONDITION: GOOD

INSTRUCTIONS: PROVIDED

EFFECT: The performer tells the audience he is going to give them a little driving test. Picking up some large cards, he asks how many colours light up on a traffic light and which colour is left after showing the other two. Regardless of the replies, spectators are always proved wrong. "You have failed your test. You don't know your traffic lights from your pedestrian crossing". The performer turns over the last card to show a pedestrian crossing complete with Belisha beacon.



8

TITLE: **BABY BEARS PICNIC**AUTHOR: **EDDIE BURKE (Magitrix)**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: You show three pictures – Father Bear, Mother Bear and little Baby Bear – telling the story of how they left their little house in the wood to go for a picnic. Following their meal, they wrapped themselves into the Picnic Tablecloth and went fast asleep. The first to awaken was Father Bear – he went off to collect honey. Next to awaken was Mummy Bear – she went to pick some flowers for the table. When they both return, however, Baby Bear has vanished. At this, you flick out the picnic cloth to show it is empty. The kids notice the back of a card still inside but when you eventually show it, it's not Baby after all – but the empty picnic hamper.

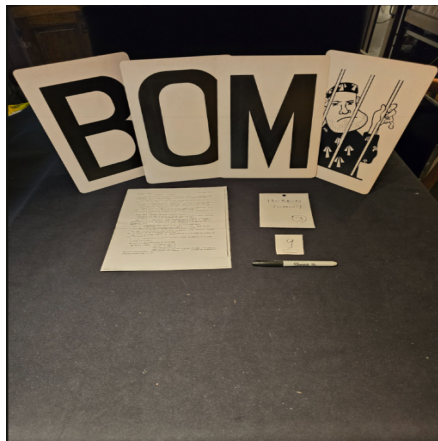
You open up the cottage but this proves to be empty. Just then, the kids see Baby popping up over the cottage, but when you look Baby has popped down again. Eventually you do catch Baby – and lift him out – to a delighted round of applause.



9

TITLE: **MOBBED**AUTHOR: **EDWIN (Supreme Magic)**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: Four giant cards are shown, backs out to the audience. The magician explains that the four cards represent four criminals to set out to rob a bank taking with them a bomb. The magician now lifts up the cards one at a time and shows the faces, spelling out as he does so from the cards the letter B, then O, M and B. Unfortunately, as inevitably happens something went wrong, the bomb exploded rather loudly, the local police were alerted and three of the criminals managed to escape and returned to their gang (back to their “mob”). Here you withdraw and show the letters M-O-B, discarding these. The last card is turned over showing and on it is a caricature, showing the last member of the mob safely behind the bars.



10

TITLE: CANARY CATS**AUTHOR: EDWIN (Supreme Magic)****CONDITION: GOOD****INSTRUCTIONS: PROVIDED**

EFFECT: "Which of you has a pet? I have Hansi, and Hansi is a canary. This here is his cage and this is him, Hansi." You start a conversation with the children like this or something similar, during which you also introduce the neighbour's cats Karlo, Kitti, Kurt and Pussy: "What do you think cats like to eat?" It soon becomes clear that Hansi is at high risk.

In the course of the routine, he stupidly leaves his cage (the Hansi card is taken out of the folder), and poof, Kurt has already cut off his way back (a cat card is placed in the folder). Hansi is surrounded by the cats (the card is placed between the cat cards). He obviously has no chance! - Unless a fairy godmother comes to his rescue... or perhaps a magician...

And indeed, as soon as the magic spell has been spoken together, Hansi has escaped the danger and is back in a safe cage (Hansi card in the folder, the four cats outside).



11

TITLE: FIVE GREEN BOTTLES**AUTHOR: JOHNNY GEDDES (Magitrix)****CONDITION: GOOD****INSTRUCTIONS: PROVIDED**

EFFECT: Start by telling the kids of a friend of yours owning a shop who decided one day to display some lovely green bottles on a nice display stand he purchased. So he removed the bottles from the cellar. Then...all of a sudden...some heavy lorries came thundering down the road and the bottles began to shiver and shake on the shelf until they fell off. After announcing your friend ran to get the packing case to catch the bottles, you put all the bottles inside the folder. However, the next day your friend found out all the bottles disappeared from the packing case. Being magic bottles, your friend suddenly realized they all appeared back in the cellar.



12

TITLE: **PICTURE FUN**AUTHOR: **RON GILBERT**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: A child is invited to the stage and you explain that in a moment he will choose a picture and you (as the wise magician that you are) will know exactly what he chose. When the spectator stands by your side, you show the audience your prediction - a giant card with a picture of a chicken. The card is placed with the back facing forwards in an open frame.

You then take a stack of 10 giant cards and show the front of them to the audience who laughs a bit, because all 10 cards depict the same chicken. You turn the cards face up, and now ask the spectator to choose a random Card. He draws one and you ask him to hold it towards his body.

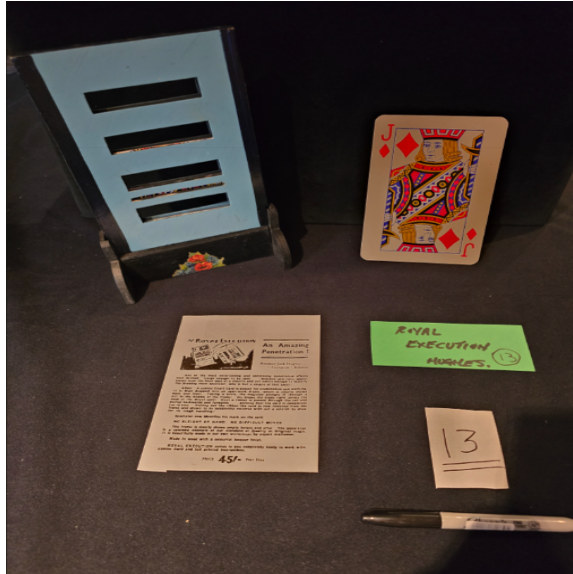
You ask your assistant: "Has what you have on the card wings and can it fly?" "Yes," the spectator responds and you continue: "Is there anything red on the card ... and something yellow"? Again the spectator nods. "Does it lay eggs"? You continue, but to your's and the audience's surprise, the spectator shakes his head and answers no. The spectator's card is revealed and turns out to be an airplane. Everybody thinks you've made a mistake, but when the card in the frame is once again revealed, it has magically turned into exactly the same motive!



13

TITLE: **ROYAL EXECUTION**AUTHOR: **JACK HUGHES**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

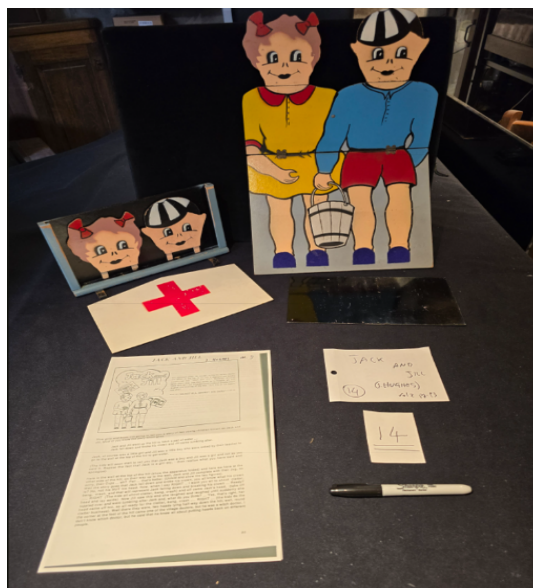
EFFECT: A jumbo court card is passed for examination and marking. It is then dropped into an open-work frame, which is clearly shown back and front. Taking a knife, the magician plunges it through a slit in the middle of the frame. He draws the blade right across the neck of the royal card. Next a ribbon is passed through the cut and pull backwards and forwards... proving that the card is completely cut in two. Pulling out the ribbon the card is now removed from the frame and shown to be completely restored with not a scratch to show for its rough handling!



14

TITLE: **JACK AND JILL**AUTHOR: **JACK HUGHES**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: This children's effect has brought to life the nursery rhyme. The well at the top of the hill is displayed and quickly transformed into "Jack and Jill". Numerous accidents befall them, they lose their heads, go to hospital, get their heads back again, but the presentation combines entertainment, laughter and surprises all the way.



15

TITLE: **COPY-CATS**AUTHOR: **EDWIN AND IAN (Supreme Magic)**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: A plaque (11" by 5 1/2") is displayed, showing a white cat. The cat changes colours, disappears, and finally appears hanging from the volunteer child's back.



16

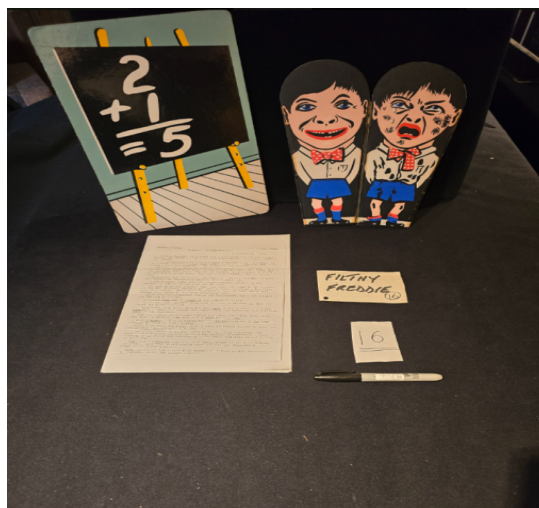
TITLE: **FILTHY FREDDIE**AUTHOR: **Supreme Magic**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: A sucker trick where the magician removes a duster from a picture of a blackboard reporting a wrong sum ($2+1=5$). The culprit is revealed when the blackboard is lifted away: a cut-out of a dirty little boy. "Filthy Freddie" is sent off behind the blackboard to tidy himself up. A few moments later the figures again and is now spick and span and smiling.

The following however, magician says, the same thing happened: the figure is passed behind the magician's back to change once again to the scruffy-looking one. Again Freddie is marched behind the blackboard, again he changes to the smiling prototype. (this business can be repeated any number of times)

Of course the children will lose no time in requesting that you turn the picture around and, when you do it, the figure now shows the boy standing back to the audience. Now the figure is pivoted completely over, the other side shows the head of Freddie complete with a tall dunce's cap.

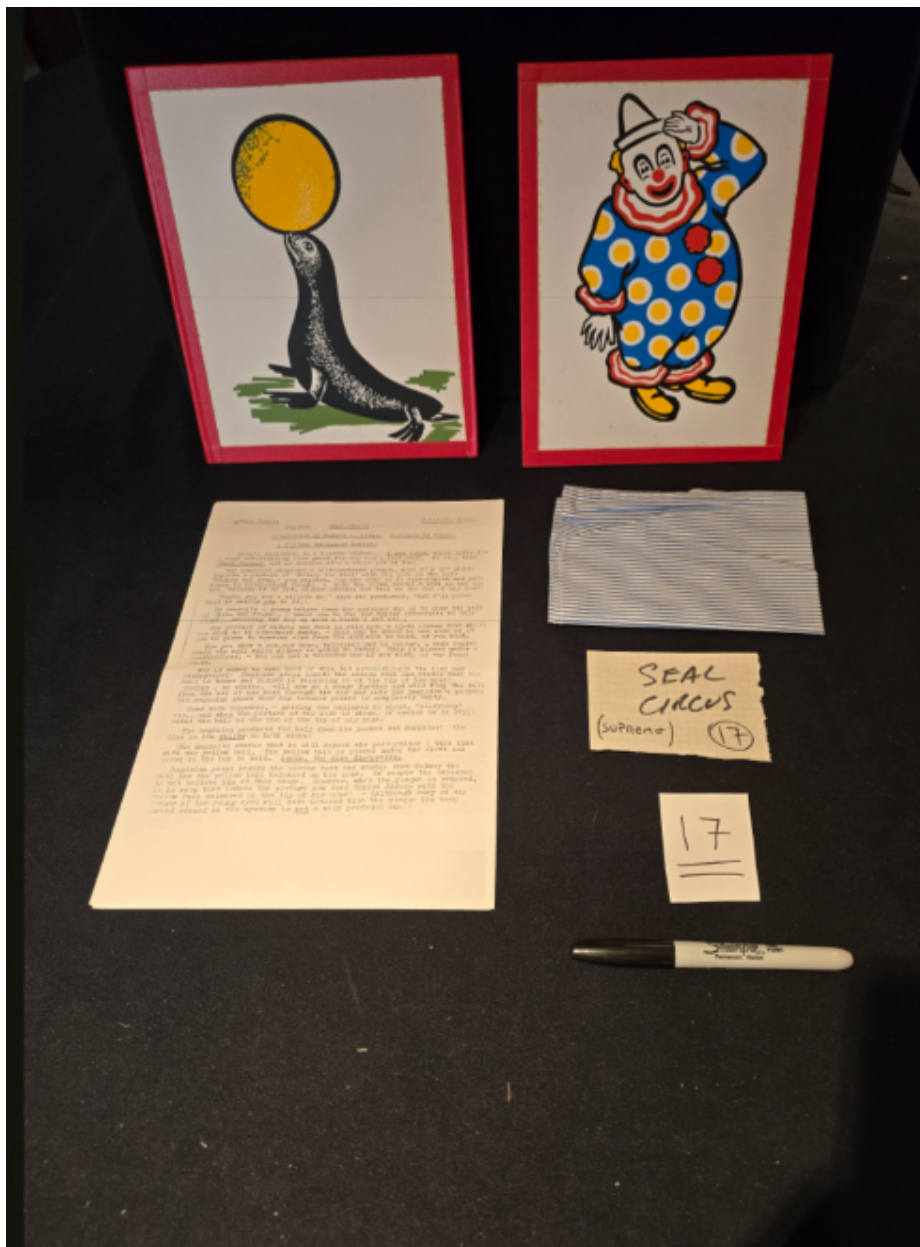
And what's behind the blackboard card which the magician is holding so suspiciously? The headmaster complete with his cane!



17

TITLE: **SEAL CIRCUS**AUTHOR: **Howard A. Adams & Edwin (Supreme Magic)**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: The magician displays a silk-screened plaque, which depicts a picture of Sidney the Seal, the star of an aqua-circus. He then recruits a young helper from the audience who is to play the part of Bobo the Clown. The picture of Sidney is slid into a cloth circus tent which you show to be otherwise empty. Now the magician shows a red cut-out disc representing the ball which Sidney is going to catch. The boy is asked to take hold of the disk, after placing it under a handkerchief, but it suddenly disappears. The magician peeps inside the circus tent and states that the ball is there and Sidney is balancing it on the tip of his nose. Sidney, he states, will now go a stage further and flip the ball from the end of his nose through the air and into the magician's pocket. The magician first shows his empty pocket and then out of it produces the disc which is now yellow on both sides. The magician states he will repeat the performance with the yellow ball which again disappears from the cloth and then peeps inside the circus tent and states that Sidney has the ball tipped on his nose. The children do not believe him at this stage. However, when the plaque is removed, it is seen that indeed the picture now does depict Sidney with the yellow ball balanced on the tip of his nose.

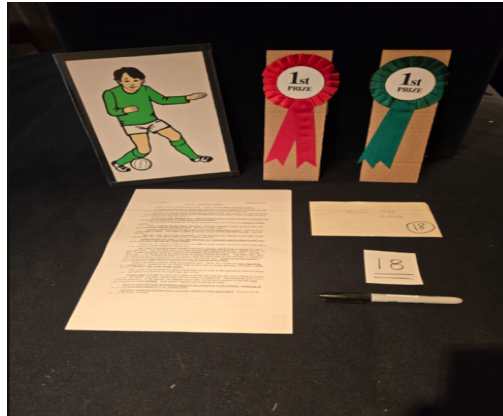


18

TITLE: FOOTBALL FEVERAUTHOR: **Supreme Magic**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: The magician tells of two school teams and introduces a plaque depicting a young football player with a brilliant red shirt and socks. When he passes the plaque around his back, it changes and the boy is now dressed in a brilliant green shirt and socks. The business is repeated but of course everyone knows you must be just turning the plaque around. After growing requests from the audience, the plaque is finally turned to show the surprise appearance of a picture of a cup in brilliant yellow.

There's an extra surprise when the magician says "Well, it's a good job I was supporting the winning team", and he moves the plaque away to show that he is now sporting a beautiful rosette stating "1st prize" and his chosen colour.



19

TITLE: JUNGLE JAMBOREEAUTHOR: **EDWIN (Edwin's Magic Arts)**CONDITION: **GOOD**INSTRUCTIONS: **PROVIDED**

EFFECT: A witchdoctor's jungle (folder) is shown, opened out and displayed on both sides. It is then closed and placed in view. A covering silk is removed from a cut-out cage. Inside the cage is a picture of a gorilla. As the story unfolds, the gorilla is removed, the cage is opened out, the magician looking through and grimacing through the bars. The empty cage is closed and placed back towards the audience.

The gorilla has escaped! The magician is going to attempt to make it disappear, with the help of the local witchdoctor's magic spells. When the folder is opened, the gorilla is still there, but now it's shrunk to less than one-third of its original size. The magician tries again and the diminutive gorilla is replaced into the folder. There is a surprise when he does vanish and the folder changes and becomes a picture of the witchdoctor in ceremonial dress.

The magician takes up the cage, stating that this is still empty – the children see a little bit of the gorilla card peeping up and down over the top of this. Eventually, the cage is turned around to show that the gorilla is inside.



TITLE: **YUMMY YAK**

AUTHOR: **MAURICE DAY**

CONDITION: **GOOD**

INSTRUCTIONS: **NOT PROVIDED**

EFFECT: A wonderful children's effect and guaranteed to get a response from the kids, since they always win!

The children pick assorted ice cream cones and leave the magician with one. Theirs looks delicious...but when the "Magi" turns his card over...he gets the "YUK".

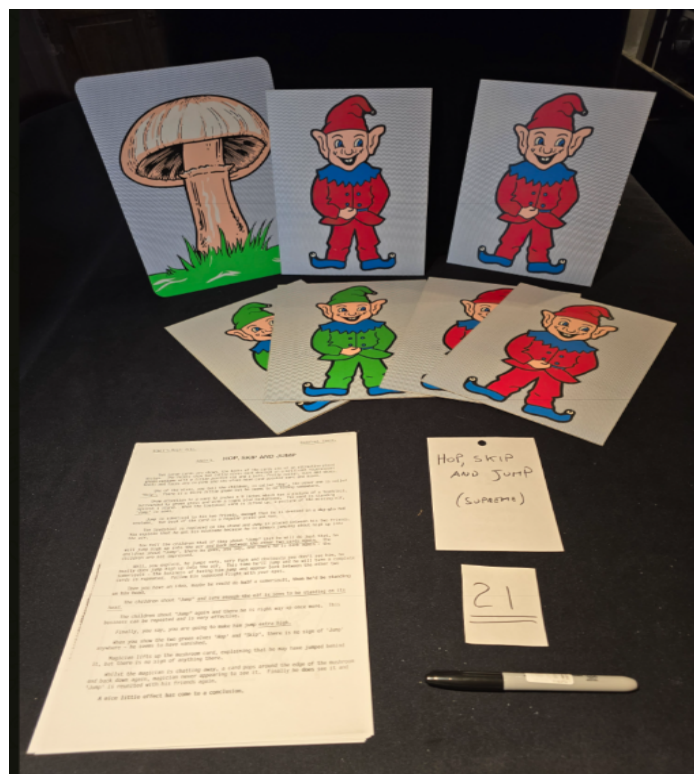


21

TITLE: HOP, SKIP AND JUMP**AUTHOR: EDWIN (Edwin's Magic Arts)****CONDITION: GOOD****INSTRUCTIONS: PROVIDED**

EFFECT: Two large cards are shown, the backs of the cards are of an attractive plaid design. The fronts show two little elves each dressed in a green costume with a little pointed cap and a bell, frilly collar, suit and shoes. Hands and faces are in pink and the elves have cute pointed ears and noses.

One of the elves, you tell the children, is called 'Hop', the other one is called 'Skip'. There is a third little gnome but he seems to be hiding somewhere. Draw attention to a card which has a picture of a large mushroom, surrounded by green grass and with a light blue background. When the mushroom card is lifted up, a picture of the missing elf, 'Jump' is seen. Jump is identical to his two friends, except that he is dressed in a red costume. The back of the card is a regular plaid one too. The mushroom is replaced on the stand and Jump is placed between his two friends. You explain that he got his nickname because he is always jumping about high up into the air. You tell the children that if they shout "Jump" that he will do just that, he will jump high up into the air and back between the other two cards again. The children shout "Jump", there he goes, you say, and there he is back again, the children are not impressed. Well, you explain, he jumps very, very fast and obviously you don't see him, he really does jump high up into the air. This time he'll jump and he will turn a complete somersault – the business of having him jump and appear back between the other two cards is repeated. Follow his supposed flight with your eyes. Then you have an idea, maybe he could do half a somersault, then he'd be standing on his head. The children shout "Jump" and sure enough the elf is seen to be standing on its head. The children shout "Jump" again and there he is right way up once more. This business can be repeated and is very effective. Finally, you say, you are going to make him jump extra high. When you show the two green elves 'Hop and 'Skip', there is no sign of 'Jump' anywhere – he seems to have vanished. Magician lifts up the mushroom card, explain that he may have jumped behind it, but there is no sign of anything there. Whilst the magician is chatting away, a card pops around the edge of the mushroom and back down again, magician never appearing to see it. Finally, he does see it and 'Jump' is reunited with his friends again.



22

TITLE: LITTLE BOY BLUE**AUTHOR: LEN BELCHER – EDWIN (Supreme Magic)****CONDITION: GOOD****INSTRUCTIONS: PROVIDED**

EFFECT: Two cards, representing a cow and a sheep, are inserted into the farmhouse holder. You allow the haystack folder to flap open and show there is no sign of Little Boy Blue card there. Now you incorporate some sucker business into the routine by having the picture of the boy peeping up over the top of the stack. Eventually, you remove and insert it into the farmhouse holder in front of the other cards there. A moment later the three cards are withdrawn from the frame and placed into the haystack. Now, after removing the sheep and the cow cards, you show the haystack empty, but again Little Boy Blue peeps up over the top when you are turned.

At the end open up the haystack to show it only contains a picture representing a farmer. “How about the other side?”, the children ask. You eventually turn the picture over and there on the other side is – not Little Boy Blue – the farmer’s wife.

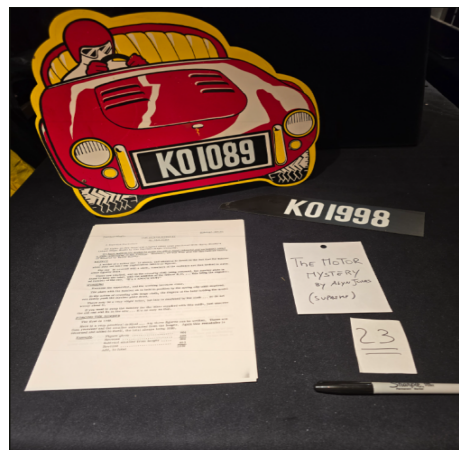
Little Boy Blue is shown in the farmhouse again!



23

TITLE: THE MOTOR MYSTERY**AUTHOR: ALYN JONES (Supreme Magic)****CONDITION: GOOD****INSTRUCTIONS: PROVIDED**

EFFECT: A model of a motor car is shown, and attention is drawn to the fact that the number plate does not bear any registration letters or figures. The car is covered with a cloth, members of the audience are then invited to write some figures down. These are totalled, and on the covering cloth being removed, the number plate is found to bear the total, with the addition of the letters K.O. ... this being the registered number of the car.



24

TITLE: UDAY'S FANTASY LAND

AUTHOR: UDAY JADUGAR

CONDITION: GOOD

INSTRUCTIONS: PROVIDED

EFFECT: This is similar to the clown colouring book in our other auctions, but somewhat different. More like a flip book showing action. Starts with a bunch of pictures of the famous monuments over the world, then to a boy, a rope charmer and a magic basket. As you flip through the book, the rope goes into the air, then the boy goes up the rope, then the magician goes up the rope, then the boy drops from the sky in pieces, not bloody, but still. Then the boy pops out of the basket unharmed.

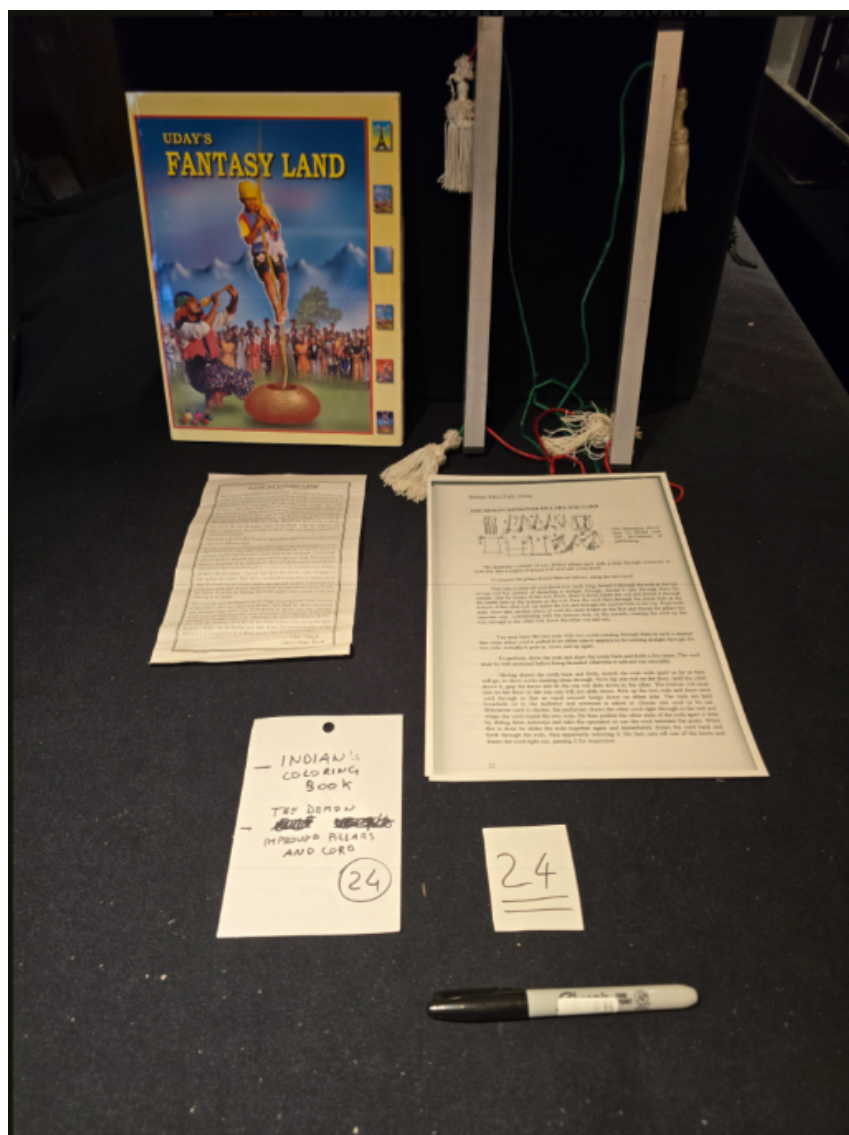
TITLE: THE DEMON IMPROVED PILLARS AND CORD

AUTHOR: Unknown

CONDITION: GOOD

INSTRUCTIONS: PROVIDED

EFFECT: The magician shows the audience two pillars with cords running between them at both ends. The drawing which is included here makes this clear. A spectator is given the choice of which cord they would like to see cut. The pillars are placed together and the magician cuts through the selected cord. The spectators see that the cord really is cut, yet when the pillars are placed together again the magician pulls the cord backwards and forwards proving that it is magically restored.



25

TITLE: **THREE LITTLE PIGS**

AUTHOR: **EDWIN – JACK HUGHES (Supreme Magic)**

CONDITION: **GOOD**

INSTRUCTIONS: **PROVIDED**

EFFECT: There are three book covers in deep red, handsomely embossed in silver, showing the three little pigs. Then there are beautifully screen silk cards in full colour. For the big bad wolf there are a pair of ears.

Four children assist you in the story telling. First of all, there are three little pigs, and each is given a folder to hold. Then there is the big bad wolf (boo). The story of the three little pigs is told: How each pig built a house, one of straw, one of sticks and one of bricks (wise piggy!). Each of the folders are opened to show a holder with the front cut out front, and, from each holder the appropriate card is taken. The big bad wolf came along and threatened to huff and puff and blow the houses down but the three little pigs each turned their back to him (the cards are replaced with the holders back out) Along came the big bad wolf who huffs and puffs as he tries to blow the house down (and you can imagine the fun you will have here)

The house of straw is blown down, and when the picture is removed, it has changes completely for there is the straw blowing in the wind.! Run Piggy! He runs to the house of sticks, but it is not long before the house of sticks I scattered as well! They run to the house of bricks, but the big bad wolf follows and tries to blow down the house. Failing this, He tries to crawl down the chimney, But the three little pigs are waiting for him with a cauldron of boiling water!



26

TITLE: "ON GUARD"

AUTHOR: Unknown

CONDITION: GOOD

INSTRUCTIONS: PROVIDED

EFFECT: The following is the description of a trick named Spaceman Sam, which an adaptation of On Guard with different characters.

A large cut-out of a spaceship is seen. Beside it stands 'Spaceman Sam', dressed in a BRIGHT RED spacesuit, space helmet etc., Sam enters the spaceship.

The figure is brought behind the spaceship and out again then a change of colour of Sam's spacesuit is seen. It's now blue! The children are not fooled and are sure that you have merely turned the picture over!

The fun waxes fast and furious as the colour of the spaceman's uniform changes back and forwards from red to blue and back again. "Show us the other side", the children shout!

Finally, you do turn the picture around. There is a picture on the other side. It's a picture of Sam wearing another space uniform. But hey! IT'S THE BRIGHT YELLOW ONE WHICH HE WEARS WHEN GOING TO MARS!

Now the children want to see behind the spaceship, imagining that you have an extra figure there. No! When the spaceship is turned around it is seen that all you have there is a MARTIAN MONSTER, brilliant in FLORESCENT GREEN AND YELLOW!!!

TITLE: WOMAN AND BOBBY
AUTHOR: Supreme Magic
CONDITION: GOOD
INSTRUCTIONS: NOT PROVIDED
EFFECT: DESCRIPTION NOT AVAILABLE



27 **TITLE: WHERE'S THAT TIGER**
AUTHOR: TERRY & NORMA
CONDITION: GOOD
INSTRUCTIONS: NOT PROVIDED
EFFECT: Die-box type of sucker trick.

TITLE: WHERE'S THAT MONKEY
AUTHOR: TERRY & NORMA
CONDITION: GOOD
INSTRUCTIONS: NOT PROVIDED
EFFECT: Die-box type of sucker trick.



28

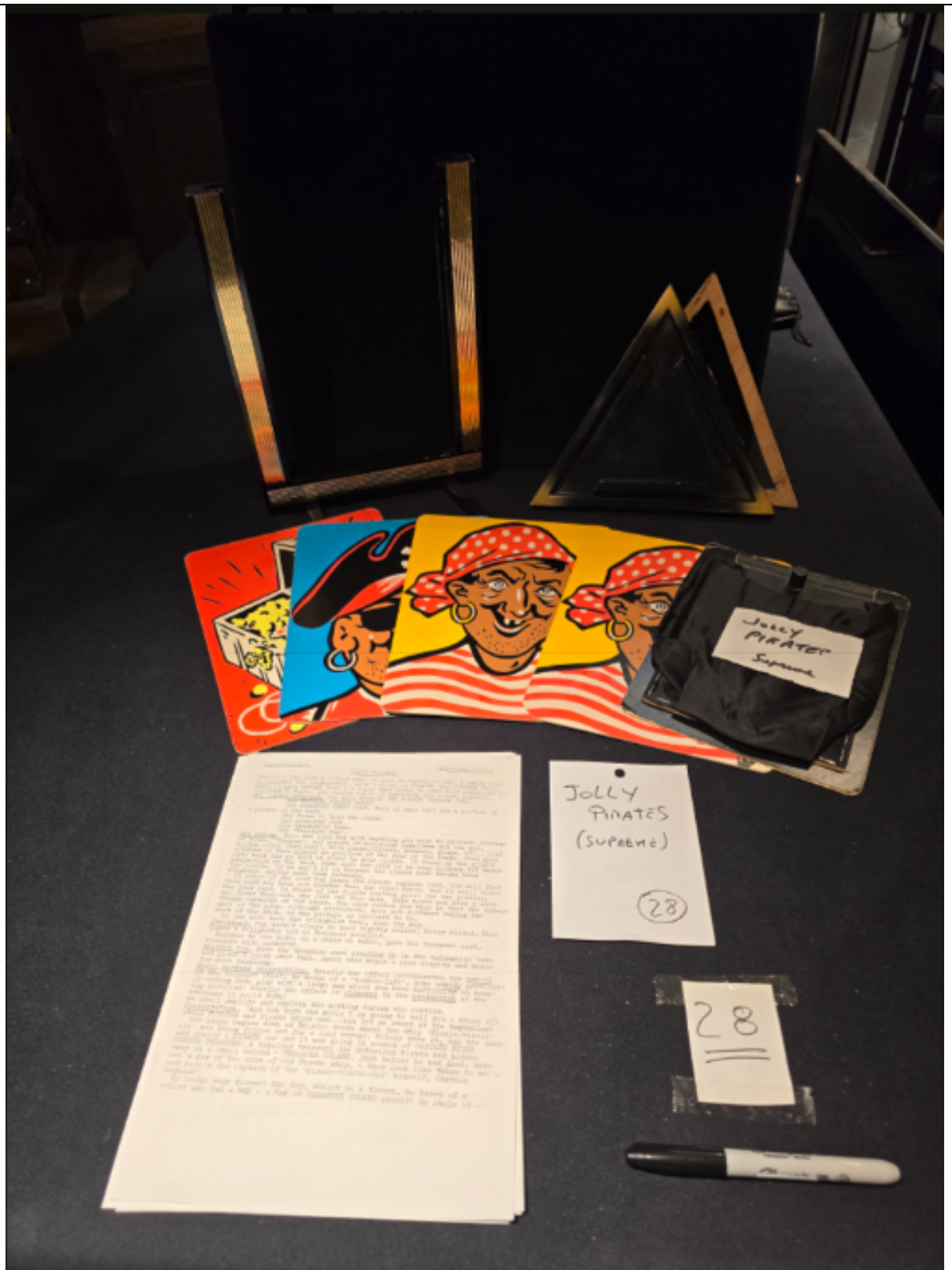
TITLE: **JOLLY PIRATES**

AUTHOR: **Supreme Magic**

CONDITION: **GOOD**

INSTRUCTIONS: **PROVIDED**

EFFECT: A story for children with pirates and pirate gold. Briefly the effect incorporates the vanish of the treasure chest, some comedy previously coming into play with a large map which you have difficulty in keeping unrolled. Finally the effect is climaxed by the production of the treasure in solid form.



29

TITLE: TAILSPIN

AUTHOR: SAMUEL PATRICK SMITH

CONDITION: GOOD

INSTRUCTIONS: PROVIDED

EFFECT: You show a picture of the cutest little ol' donkey you ever saw. But the poor fellow is missing his tail. Slide the donkey picture into an envelope with a large window. A child pretends to throw the tail, and when you pull out the donkey, the tail is stuck to his nose. His eyes are crossed and his ears bent back in surprise! Kids howl! It's not the helper's fault -- you know how stubborn donkeys are!

Put it back in, try again, and this time when you pull it out, the tail is completely gone. You

look all around for it, and suddenly the kids scream their lungs out because the tail is hanging out of the back of your pants!

TITLE: WHERE'S SNOW WHITE?

AUTHOR: Supreme Magic

CONDITION: GOOD

INSTRUCTIONS: NOT PROVIDED

EFFECT: DESCRIPTION NOT AVAILABLE

TITLE: RABBIT HOP

AUTHOR: LEN BELCHER (Supreme Magic)

CONDITION: GOOD

INSTRUCTIONS: NOT PROVIDED

EFFECT: DESCRIPTION NOT AVAILABLE



30

TITLE: COURAGEOUS CLAUDE

AUTHOR: BILLY DAY & HARRY STANLEY

CONDITION: GOOD

INSTRUCTIONS: PROVIDED

EFFECT: The children see three pieces of equipment, a handsome moon space projector, a model of the moon and the figure of Claude himself.

The story is that Claude is to be fired to the moon via the gun he put in the barrel of the gun with his top half sticking out, and pointed at the moon. After several misfires there is a sudden spurt of flame from the gun.

Claude vanishes. Just a moment though, you forgot to wrap him in cosmic cloak (silk). This is eventually vanished.

The large cut-out moon is held up, surely Claude must have arrived? Suddenly Claude leaps high into the air with the missing cloak around his shoulders.

