

What, Where, When and Why by Vulpine - Adam Wilber - Zaubertrick

A powerful card trick, that's not really a card trick. From the minds of Adam Wilber and Justin Miller.

THE WHAT, WHERE, WHEN & WHY WALLET

A great opener for any strolling environment. This is a visual and surprising routine that's extremely easy to perform and hits the Pack Small Play Big mark. Can be performed in person as well as virtually.

The magician introduces a wallet containing 4 playing cards and an envelope.

The Spectator freely names one of the four cards when suddenly they all turn into blank cards with the words "**What, Where, When & Why**" printed on them.

The magician draws attention to the envelope in the wallet to find the one and only card inside of it matches the spectator's freely named card.

WHAT DO YOU GET?

WWW Wallet project comes with beautifully printed cards that do all the work for you so you can focus on entertaining your spectators.

You'll also receive a high-quality gimmicked wallet in black faux leather that's built to last a lifetime. Sized to fit in any pocket from your suit coat to your skinny jeans...We're kidding, don't wear skinny jeans

The entire effect is self-contained and takes only seconds to reset. A real strolling gem that will go directly into your set once you see how easy it truly is.

MIND PAINTING ROUTINE

The second routine on this project is called Mind Painting. This is a fun way to show your spectator the true power of their own imagination.

A playing card is selected from the deck.

The spectator then signs a blank piece of paper (their mind painting canvas).

A fun and magical, Bob Ross moment of magic transpires as the spectator looks at their signed canvas to realize it's now a painting of their selected card.

This is then given away as a souvenir

As an afterthought, you draw attention to the deck and the entire deck front and back goes blank.

Note

This bonus routine uses a mental photo deck or a blank deck that you'll need to provide yourself for the kicker ending but the routine can be done with a standard deck as well.

A CRAZY FUN, SUPER VISUAL CARD ROUTINE MADE FOR THE WORKERS AND HOBBYISTS ALIKE!

What They Experience The magician introduces a wallet containing 4 playing cards and an envelope.

The Spectator picks one of the four cards when suddenly they all turn into blank cards with the words "**What, Where, When & Why**" printed on them.

The magician draws attention to the envelope in the wallet to find the one and only card inside of it matches the spectator's freely named card.

Skill Level Required

Beginner

Audience Management

None