

Gone Ring (Red) by Vladimir Zhukov x Hide

Gone Ring

started with a simple idea: what if a completely ordinary card box could become a container for an impossible vanish?

You put spectator's ring inside the box. You close it and let them shake it.

They can clearly hear the ring moving inside.

Then they shake it again. Nothing. The ring is gone.

What we like most about **Gone Ring** is how natural the whole thing feels. There is no special-looking prop to introduce and no complicated procedure to justify. It looks like a regular Bicycle card box, which makes the moment feel even more impossible.

And you're not limited to rings. Coins, keys, borrowed objects and other small items can also be used. The spectator can hold the box, turn it over and examine it. The magic happens with something that feels completely ordinary.

It's designed for real-world workers. The reset takes only a moment, so you can perform it again and again without interrupting the flow of your set.

Gone Ring is the kind of effect that doesn't need a complicated story.

A borrowed object goes inside. They hear it. You shake the box. And suddenly, it's not there anymore.

"I don't perform card tricks, but if I did, this would be the one."

- **Peter Turner**

"It is clever, it is so clever!"

- **JeanLuc Bertrand**