

THE SHO-GUN WALLET



One of the most devious, yet innocent switching wallets ever devised!

Here are a few uses for the wallet:

1. Wallet shown empty and a selected card ends up inside.
2. A large bill is paced in the wallet. Shake the wallet and the bill is a smaller value.
3. A blank piece of paper is in the wallet, opened later revealing a prediction.
4. Blank piece of paper changes into a bill.
5. A piece of stage money changes into a real bill.
6. Can be used to switch one card to another.

Elbert Garner is a creative and brilliant inventor who, over the years, made many items for Al Cohen and the Magic Community. These Original Instructions for the Sho-Gun Wallet are courtesy of Elbert Gardner.

Through exclusive arrangements with Elbert we are now able to bring to you the finest and only authorized Sho-Gun Wallet ever made. We now own all the manufacturing and intellectual property rights to this effect and wallet.

The SHO-GUN WALLET

This was first introduced to the magic market in 1980, conceived by our good friend, ELBERT L GARDNER, it was an immediate success.

The possibilities with this fine prop are endless. Carry a couple of business cards or credit cards in the pocket to give it a more authentic look. Now, here's a routine that we've been using in the shop with much success: A person is given an opportunity to win some easy money. You bet him a pound or a dollar against his penny or a cent (100 to 1 odds) that you can cause his selected card to actually flip over in the deck. You apparently fail in your efforts, and when you go to give him the money, the selected card is found in the wallet along with the note. Thank him for his penny or cent as you take your bow.

The preparation and the handling. You will need a double-face card for this trick. Find the two matching cards in your deck. Discard one of them and the other card is placed into the bill compartment of the wallet, along with a real bill. Place another bill into the other bill compartment. Now place the wallet in your pocket, remembering which side is up. Place the D.F. card on the

bottom of the pack with the matching card showing. Make your bet with the spectator, explaining that he really can't lose since he's only wagering a cent.

Show the Money in you wallet. BE SURE; that the audience sees that there is NOTHING ELSE in the wallet. This is very important. You might say that you're betting your very last bill as you remove the bill showing that the wallet is empty and then replacing the bill.

After the bill is replaced, close the wallet and place it openly on the table with the "BILL ONLY" compartment towards you. The opposite compartment (BILL and CARD) should now be toward the spectator. When you pick it up later, you just open the compartment containing the bill and card. This is a very easy switch. The movements are quite natural.

Next, bring out your deck (with the D.F. card on the bottom). Do the Hindu shuffle, asking helper to say STOP whenever he wishes. Show the chosen card, which is always the force card, and instruct him not to forget the card. Drop the cards on the remaining pack and place deck on the table. YOU ARE NOW FINISHED. Ask him to name his card, spread out the deck to show that his card has flipped over, but HORRORS, it's the wrong card! WHY?. because the card he sees is the opposite side of the D.F. card. You have apparently failed. You open the wallet to "pay off" your bet and see you remove the bill out comes the chosen card along with the money! And that's it.

I have used this over and over again in the shop and find, it always gets a great response, the strong point is in the use of the SHO-GUN Wallet, because the "heat" is not on the wallet itself, but rather on the money involved. MIKE HUMMER, our ace demonstrator has been using the wallet along with our great packet trick, CARD-FUSION, to reproduce the vanished card at the end of the trick. this is also a knock-out use for SHO-GUN.

One more thought....if you don't like the Hindu Shuffle, use the "Criss-Cross or X" force. Just have the D.F. card on the bottom of the pack. Place deck on the table and ask someone to merely cut the deck.

After they cut, pick up the bottom part and place it criss-crossed on top of the top portion that they cut. Now explain the "bet". This gets their attention off the cards for a moment. Pick up the top half of the deck and show audience the bottom card of this stack (this is the D.F. card). Ask them to be sure to remember this card. Replace this stack on the rest of the deck. You're done! When you next spread out the cards the audience will see one card face up, but it will be the wrong card.

Continue as explained above.

Additional Routines and Notes

By Al Cohen, Steve Dusheck and Elbert Gardner

SHO-GUN ADDENDUM

by Al Cohen

When we start “pitching” a trick in the shop things begin to happen. We honed the trick to perfection, our timing gets to be almost perfect and we constantly think of new ideas and presentations. Again MIKE HUMMER has come up with a presentation for the SHO-GUN wallet that is a real “mind blower”.

Almost every time he does this effect the customer says ...”I’ll take it”. You will need the following cards:

- 3 identical cards (as an example three Two of Spades)
- 1 odd card (as an example the three of Hearts)
- 1 Double Face card that matches both cards (like a 2S and a 3H)

TO PREPARE

Put the odd card in one pocket of the wallet. Now stack the other four cards face-up with the double-facer on top with the 3H showing. Place these four cards in the other pocket of the wallet. You’re ready to begin.

THE PRESENTATION:

Bring the wallet out of your pocket explaining that magicians are a little whacky in that most normal people carry money in their wallet, while magicians carry cards. As you say this open the wallet and remove the 4 face-up cards. (Remember that the double face card should be on top with the 3H showing).

Stare at the cards for a moment and tell the audience that you are going to perform a great little effect but that there may be one too many cards. With this you take away one of the three identical cards and place it back into the empty pocket of the wallet.

Now place the wallet on the table turning it so that the pocket with the identical card is facing towards you and the pocket with the odd card is facing towards the audience. You are now left with two identical cards and the double-facer on top. The following is the only move in the whole trick and it’s very easy. Square up the little packet. Double lift the two top cards and turn them over as one onto the remaining single card.

If you spread the cards out slightly you should see two face up cards and the top card is face down. The middle card is actually the double-faced card with the “identical card” side showing. Slide the face down card in the centre.

Ask the spectator if he remembers the name of the card. He will say “The three of Hearts”. Put the card out and show that it’s the same as the other two face-up cards! This is the first “shocker” the second shocker is when you pick up the wallet, open it up and remove the card, which a few seconds ago was one of the deuces and is now seen to be the missing three. The whole routine is very quick, very visual, and believe me, a REAL FOOLER.

Learn it and give it a try. You will be amazed the response it brings. Thanks again to Mike Hummer for allowing us to present his routine.

THE SHO-GUN DOLLAR

by Steve Dusheck 2005

Elbert Gardner's Sho-Gun Wallet is the most useful magician's wallet ever made.

It's strongest feature is its ability to force a dollar bill in a very natural manner and the strong follow up trick the force makes possible. Place 3 one dollar bills, 3 five dollar bills, 3 ten dollar bills and 1 twenty dollar bill into one side of the Wallet.

Next go to your bank and get ten new one dollar bills in series. The serial number on each of the dollar will be the same with the exception of the last digit. If you erase the last digit from every serial number, all ten bills will have the same serial number. Once that is done, wrinkle the dollar a little and carry them in your pocket for a while until they no longer look brand new.

Place nine of these bills into the other side of the wallet. The tenth dollar is placed in some impossible place which I will discuss later. A few business cards are kept in the credit card compartment of the wallet. I use a laminated ID card stating I am a special consultant for the Psychic Research Centre because it enhances my professional image.

A plain business card will do the job. Seeing the cards in the wallet lets you know which side of the case has the mixed bills and which has the 9 one dollar bills. Bring out your wallet and remove the mixed bills. Have a spectator mix the bills as you tell him he will be given a chance to win twenty dollars. Return the bills to the wallet and remove a business card and print \$1.00 on the back of it.

Tell the audience you are making prediction then set the business card on the table, face up, in full view. Open the wallet so the side with only the dollar bills is uppermost. Hold the wallet above the spectator's eye level and ask him to reach into the wallet and pull out just one of the bills.

Let him know that if he picks the twenty dollar bill, it is his to keep. Of course the bill selected is a one dollar bill because all the bills in that side of the wallet are one dollar bills. Isn't that a natural way to force a dollar? Once the dollar is selected, ask the spectator to turn over your business card and look at your prediction. As this is done, you close the wallet and set it down so it can be opened with the side containing a mix of bills uppermost. This will prevent any fumbling later. The first phase is over. Ask "Would you like to know how I knew you would pick the dollar?"

The audience will tell you they want to know. A pill vial is removed from my pocket and I say "I take these smart pills" The label on the pill vial actually has Smart Pills printed on it and that gets a laugh. If you have a computer you can easily make your own prescription label. You may prefer to use a different prop. A ring box with a small, clear marble inside it can be displayed as you say "I saw you pick the dollar in my crystal ball" You can show a paper back, magic book for beginners and claim that's where you learned the trick. Ask "Would you like to see something really amazing?" try to sound like you just thought of it. Have the serial number of the selected dollar printed on the prediction business card. All the force bills have the same serial number, remember? Fold the dollar and place it under a hanky. Have a spectator hold the bill through the hanky.

This is the standard bill vanish that has a fake bill sewn into the corner of the hanky and that is what the spectator is holding. This is a great, natural looking vanish and really is better than most other bill vanishes. You simply get hold of one of the corners and the hanky from the spectator's hand. The bill is gone. When you put the hanky away, you leave the forced dollar bill with it. Say "That was pretty good but not really amazing."

Here comes the amazing part. Open my box of Pills and dump out the pills. A dollar bill also comes out of the box, it's been there from the start, the audience will automatically unfold the dollar and check the serial number, and will be amazed because it is the tenth bill, with the same serial number as the nine force bills. If you are using a ring box and a marble have the spectator look under the foam insert the marble rests on. The bill will be found there.

When using a magic book the vanished dollar is found between the pages of the book. Once in a while some idiot says "All dollars have the same serial number". That's when you open your wallet and remove the mix of bills and show the numbers are all different.

SHO-GUN WALLET MONEY PRINTING ROUTINE

BY Elbert L. Gardner

EFFECT:

Magician transforms a blank piece of paper into a genuine one dollar bill.

REQUIRED:

1. A copy of one side of a dollar bill out to size.
2. A large rubber stamp with the "SAMPLE" and stamp pad. Several pieces of plain paper out to bill size, wrapped in tissue paper.
3. Several pieces of plain paper out to bill size, wrapped in tissue paper.

PREPARATION:

1. Load one side of Wallet with Several bills including one new \$1.00 and a packet of blank bill-sized paper with the photocopy on top – blank side up, wrapped in black tissue paper.
2. Load other side of Wallet with 2 new \$1.00 bills.
3. Place rubber stamp and stamp pad in pocket.

PRESENTATION.

1. Remove wallet from pocket, open and remove contents: several bills (including one new \$1.00 bill) and a packet wrapped in tissue paper.
2. Unwrap tissue packet, making sure the blank side of photocopy is on top, then fan to show all blank surfaces. Explain that you have come upon this special paper with unique quality of being able to duplicate impressions of anything that it comes in contact with.
3. Turn packet over, fan all top pieces, but make sure none of the photo copied surface of the bottom piece shows. (roughing fluid could be used)
4. Turn packet over again, remove top piece and place on top of the appropriate side of the new \$1.00 bill, and place into empty side of wallet. Explain that this is necessary to allow the image to develop in darkness.
5. After a length of time remove both and show that the image of the bill has duplicated itself onto the blank paper.
6. Reverse both sides of the bill and paper and place together in wallet (change sides of wallet when replacing on table).
7. Wait; remove bills from other side of wallet and show paper printed on both sides. Let spectator examine both bills.
8. Remove the stamp and ink pad from your pocket and stamp SAMPLE onto the newly printed bill and hand it to the spectator explaining that you have to do that to keep out of trouble with the Treasury Department.

*"I hope you have as much fun using this
wallet as I have had over the years."*
Elbert Gardner.

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