

Essential Aldo Vol 1 by Aldo Colombini - DVD

JOKER DILEMMA - A spectator selects a card, which is shown to match the performer's prediction. The audience suspects that the cards are all the same which the performer confirms. However, they're all Jokers!

DRAW A BLANK - A card, freely thought of by a spectator, is found to be the only printed card in an otherwise-blank deck. An amazing piece of magic and no, there are no switches or rough and smooth cards!

HOLLOW HOLE - A card is selected from a pack with a hole through it. The card is replaced and all of the cards are secured in the box with a ribbon. A balloon is inflated and when it's burst by the performer, the selected card appears-with its hole intact!

JUMBO COINCIDENCE - Two packets of jumbo cards that have been cut in half are introduced. A half-card is selected and its mate is found to be at the same numerical position in the other half. In fact, they are the only two halves that match. For a finale, the rest of the cards are shown to have rearranged themselves so that all of the halves now match!

THIS GOES ON - Aldo's very funny take on Stewart James' classic "Further Than That" with magical surprises that just keep on coming. You won't believe you can get this many effects out of a single card trick!

BLEACHED - A monte routine with a difference and in the end, the cards all turn blank-in the spectator's hands!

MAGNETIC - Two cards are selected and shuffled back into the pack with some cards face up and others face down. When the pack is spread, all of the face-up cards are red except for one lone black card-a selection. When the spread is flipped, only black cards are face up except for one red one-the other selection!

MISSING LINK - Two differently-colored pieces of rope link and unlink in the spectator's hands. No magnet is used and it's suitable for parlor, stage or strolling situations!

RINGING AROUND - Aldo's classic four-phase ring and rope routine. Learn it and you'll perform it for the rest of your life.

APACHE - Four of a kind are shown. After a startling and visual transposition, two cards are selected by a spectator, who discovers that the cards have welded themselves together (and yes, this strange object can be examined!) The performer then restores the cards to their normal condition.

TAKE OFF - A card is placed into an envelope with a hole in it. Though the card is clearly visible, it suddenly vanishes and reappears face up in the middle of the deck!