

BurnOut by Zazza

Effect 1 - A card is chosen and shuffled into the deck. You claim that the card will jump into the air. You position the deck to perform the classic card throw, but instead of the card coming out, there will be an explosion: the card has “jumped into the air,” but in an explosion! Open the deck and show that the spectator’s card is burnt! Leave it as a perfect magical souvenir!

Effect 2 - The same situation, but have the spectator imagine they have a gun. You will make the card “jump” and they will have to hit it with the imaginary gun. After the explosion, amidst laughter and amazement, show that the card has indeed been hit through the deck.

The gimmick can also be used in a manipulation effect, where the manipulator produces cards and the last one creates a flash out of nowhere.

- No electronic devices.
- The trick resets in 2 seconds.
- The only limit is your imagination.
- Works with flash cotton not provided.
- No trick decks. With BornOut you can use your FAVORITE deck of cards and nothing else! 100% adaptable to any deck, a gimmick for Bicycle will be provided, but it can be modified in 3 seconds.