

Rune's World: The Magic of Rune Klan - Buch

Rune's World

is a departure from any magic book you've read. Part instruction, part theory, part graphic novel, this new volume by Joshua Jay will challenge you to think in new ways, about new possibilities with your magic.

Rune Klan is the most famous magician you've never heard of.

An extremist in nearly every way, Rune is a walking contradiction: among magicians he has gained an international reputation as a guru of coins. Yet Rune has achieved celebrity status in his native Denmark exclusively for stand-up comedy magic.

Rune Klan is the rarest kind of magician: He is an artist working without restrictions and with little compromise. His only concern is the end result. This is the thematic element that connects Rune's boisterous stage magic with his refined close-up. Whether his objective is to transfer a coin stack from hand to hand (Rune goes through the cracks between each finger) or how to tear and restore a porno magazine (Rune tears a bikini-clad girl's picture to pieces, removes a real bra from the packet, and restores the pages to show the same girl nude), all of Rune's effects have been streamlined with the effect in mind. His effects range from standard to bizarre to illegal, but the effect is always paramount to the method. Every trick has Rune's stamp on it.

Rune's World explores both the close-up and parlor magic that makes Mr. Klan such a dynamic force. Part magic book and part graphic novel, this is an innovative 180-page collection unlike any other in both form and content.

Rune's World comes with a FREE companion download (subtitled performances, interviews in English, and some tricks performed and explained that are NOT in the book). This is a huge value.

Adult Themes. Recommended for ages 18 and over.