

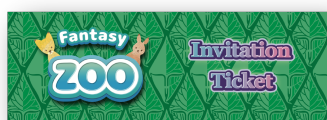
Thank you very much for purchasing “Animal Photographer”.

Contents

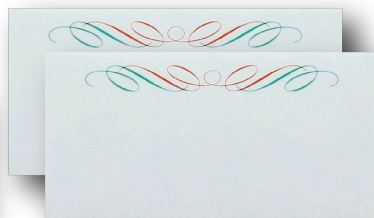
This product contains strong magnets. Please do not give the product to small children and keep it away from electronic devices or other magnetically sensitive items.



◆ Zoo map
(Gimmick/Normal) 1pc



◆ Zoo ticket 1pc



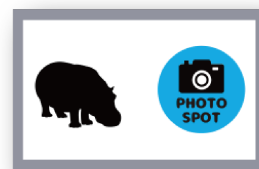
◆ Envelope 2pcs



◆ Camera figure
(Gimmick/Normal) 1pc



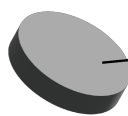
◆ Animal card 9 types



◆ Demo card 1pc



◆ Plastic case 1pc



◆ Round magnet 1pc

Note

When carrying this items, please store small items and cards in a plastic case, and put a rubber band across them. When you carrying the items, keep the magnet and gimmick map away from each other (If the magnet and the gimmick map are placed close together, the sheet will turn black). Also, just before performing, check the back of the gimmick map to make sure there are no markings left on the back sheet of the gimmick map. Do not perform on steel or other metal tables. It may not be marked correctly.

The Secrets

On the bottom of the gimmick camera figure, small magnets are embedded in two spots (Fig.1). On the back of the gimmick map, there are three magnet-sensitive square sheets attached to the map (Fig.2). This sheet is placed directly behind the "PHOTO SPOT" icon on the map, and when a camera figure is placed on it, a magnet will mark two dots on the sheet. To the left or right of this sheet, the animal corresponding to the pattern of markings is shown, indicating the animal chosen by the spectator. For example, if two dots are marked vertically on the sheet in the area marked "ASIAN FOREST," this indicates that the spectator has chosen a panda (Fig.3).

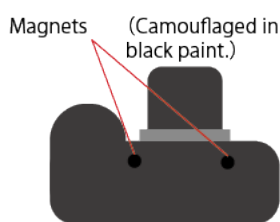


Fig. 1

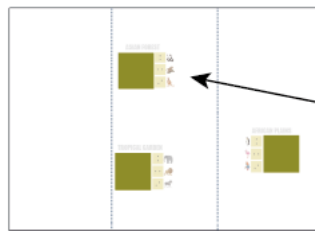


Fig. 2

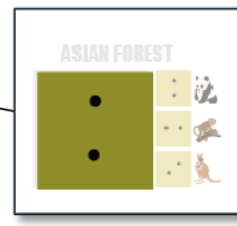


Fig. 3

How to erase the markings

To erase markings, use the round magnet included in the product. Hold the magnet vertically by pinching it with your fingertips and slowly move it downward in a zigzag motion from side to side (Fig. 4). Do not press the magnet too hard or it will scratch the sheet. The magnet should only lightly touch the sheet.

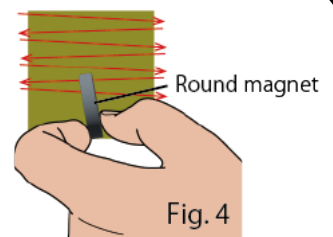


Fig. 4

Preparation

First, put the normal map (Use for switch) in an envelope and push it into the envelope until the map hits the bottom of the envelope. Next, stack the tickets on top of the gimmick map, left-aligned, and place them in the envelope. Stack them on top of the normal map. Do not push the gimmick map and ticket all the way to the bottom, but place them with the left side aligned with the flap folds (Fig. 6). Place the animal card face down in the plastic case, and then place the gimmick camera with the lens and body disassembled on this (Fig. 7). Place the demonstration card under this plastic case or elsewhere. If you switch the camera after the act, hide the normal camera in a place where you can easily get it out quickly, such as a jacket pocket or on your lap.

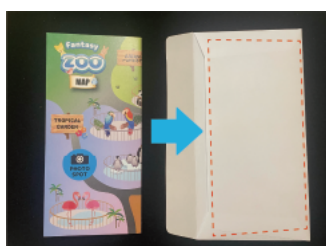


Fig. 5



Fig. 6



Fig. 7

Performance

Pinch and hold the envelope within 1 cm from the bottom, open the flap with the opposite hand, pinch and remove the gimmick map and ticket together (Figure 8). Only the normal map remains in the envelope, so it is placed in the corner of the table, be careful the audience cannot see it. The map is then unfolded and placed on the table, saying, "I received an invitation ticket from the zoo. If you place the map as it is, a part of it will float a little due to the folding habit of the map, so bend it slightly in the opposite direction of the fold to prevent it from floating. Tell the spectator, "Please choose your favorite animal in your mind". Next, take out the camera parts from the plastic case and assemble the camera. You can also ask the spectator assemble it. Next, say, "Now imagine you are at the zoo and take a picture of your favorite animal," then take out a demo card and explain to the spectator how to take the picture (Figure 9). Be sure to include the following three points in your explanation

- 1.Place the camera in the photo spot and take a picture
- 2.Place the camera slowly
- 3.Touch the shutter button lightly



Fig. 8

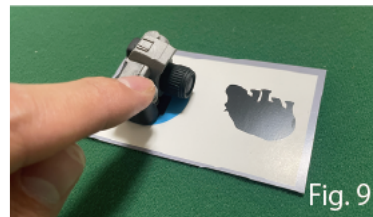


Fig. 9

In order for the magic to succeed, the spectator must operate the camera correctly. If the camera is misaligned from the photo spot, or if the camera is repositioned or oriented several times, magicians cannot read markings. This process is very important to avoid mistakes.

I recommend to ask spectators to do the same with a demo card to make sure they are doing it correctly. Also, when explaining how to take pictures, say something like, "The animals in this zoo are very timid. If you shoot from a different location or make a noise, the animals will be startled and run away, making it difficult to take good pictures.

Magician turns around and asks the audience to take pictures of their favorite animals on the map (Fig. 10). When the spectator finished photographed, Magician turns around and holds the map upright on the table (Fig. 11) . Then, read the markings on the back of the map (the animals chosen by the spectator) while saying something like, "You have photographed your guess out of a large number of animals". After reading, the map is folded in triplicate and placed back inside the envelope. This time, the map is placed in the envelope so that it overlaps the bottom (back) of the normal map, and is pushed completely into the envelope until it reaches the bottom of the envelope. Then, use your thumb to pull out the normal map so that it is slightly visible through the opening of the envelope (Fig. 12). Do not close the flap of the envelope, but dare to place it on the side of the table with the map slightly visible through the envelope.



Fig. 10

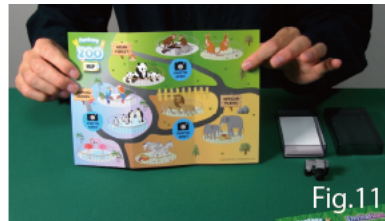


Fig.11

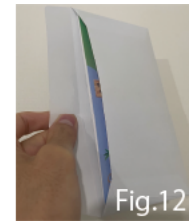


Fig.12

Next, take out the animal cards from the plastic case and lay them out on the table. Magician says, "I will read the data from the camera," and makes a gesture as if he is transferring the camera data to his fingertips as shown in Figure 13. He then says something like, "I see the animal you photographed," and takes up the animal card he just read from the map to confirm that is correct(Fig. 14). After the phenomenon is over, pick up the envelope again, and only the normal map is removed from the envelope in the same manner as in Fig. 8, and handed to the spectator to examine. If you want to switch to the normal camera, do it casually while the spectator is examining the map.



13



14

Note

In this manual, the procedure is to guess by reading the data from the camera with the fingertip, but it can be performed in various ways, such as reading what the spectator imagines, or tying it to the characteristics of the spectator (for example, you probably chose a panda because you have very cute eyes too). After checking the back of the map, you can say the animal immediately (without using the animal cards), but by using the cards, you can make a reason to put the map away (read the markings) during the performance. The back of the ticket also has pictures of all kinds of animals, so you can also perform with the ticket instead of the animal cards. The animal placement on the back of the ticket is regular and is related to the arrangement of the animals on the back of the map. When the areas of the map are sorted by number as shown below, they are arranged in the following order from left to right: vertical, horizontal, and diagonal. As long as you read marking shape from the back of the map, you can tie to animals later, which may shorten the reading time. We also recommend using this method if the animal illustrations on the back of the map are too small to be easily seen.



How to guess the animal chosen by multiple spectators

Since there are three photo spots in each area of the zoo map, you can guess the animal taken by up to three spectators by adding the condition "choose an animal other than the one in the area where the previous spectator took the photo". However, since we do not know which spectator took which animal, we can ask the spectator, "Who took the photo in the 00 area?" and then say, "Then I will guess the animal chosen by Mr. 00," and then guess the animals in turn.



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