

PRISONER'S PAW

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A Grant-King Design

The Magician's Hand Penetrates A Brick Wall

We send you a metal plaque painted on the front to represent a brick wall. You will also notice a slide at the front of the chest which, when it is pushed over to the openings, looks like the solid wall. This slide should not be visible at the start.

Show the outfit all around with the door open. Then, with the door open and the front of the cabinet towards the audience, place your hand in the cabinet and slide the solid brick panel down in front of the hand. Turn the cabinet around and show the hand through the bars, and how the hand is behind the plaque. As you do this, the hand in the cabinet pushes the nail over which closes the fake bars across the front. Turn the cabinet around with the front facing the audience again, and they apparently still see the brick wall. Remove the hand from the cabinet. This lets the solid plaque tip back at the top. Then, as the hand is replaced in the cabinet, the fingers push the wall back at the bottom, so that it is behind the hand.

Explain that you will have the wall penetrate the hand - in a fraction of a second. Close the door, and immediately let it fall open again. The hand is now at the front with the brick wall behind it. The instant the door was closed the hand pulled the fake bars back with the aid of the little nib behind the far front bar.

Suggested Routine: This effect is one which can be repeated as many times as desired without exposing the method.

1. After showing the hand in the cabinet, front and back, remove the hand and put on a white glove. The wall then penetrates the hand.
2. Repeat to prove that it was not a fake hand. This time do not use the glove. Still the wall penetrates.
3. This time the hand holds a borrowed object. The hand and object penetrate the wall.
4. Finale: Have the hand penetrate the wall VISIBLY. Leave the front door open. The fingers pull the flap back fast as the other hand, which is holding the cabinet at the front bottom, shakes the cabinet with a quick back and forth movement.

Patter: This can be about a man from Hindustan who stole, so they put his hand in jail, behind a brick wall. Each time they jailed his hand it escaped. Use this patter idea in section 3 of the routine where the hand with the stolen (borrowed) object penetrates the wall.