



### INSTRUCTIONS:

There needs to be 2 "spys" to play this game. They will be referred to as Spy 1 and Spy 2.

Spy 1 and 2 sit in front of other players. They explain that they can read each other's minds and they will demonstrate in a game of Black Magic.

Spy 1 leaves the room, taking a player with them as a watch (to make sure there is no cheating).

Once Spy 1 is away, Spy 2 will ask the other children to pick any object in the room and clarify the colour. For example, "that blue chair".

Once the object is agreed by all the players Spy 1 is called back into the room.

Spy 2 will ask Spy 1 a series of questions, example "is it the white shoe?". Spy 1 will focus and use his mind reading powers and reply "no" to all the questions asked. (Move to the trick)

### EQUIPMENT:

- ❑ Room with a black item in it

### THE TRICK:

#### The trick..

After a number of different objects, Spy 2 will then say a black coloured object. Example "is it the black bottle?".

Spy 1 will reply "no" however now knows the next object will be the correct answer.

Spy 2 will then ask the object the players chose "is it the blue chair?". Spy 1 will reply yes.

Continue the game until everyone guesses the method. The players that manage to guess the method will have the chance to be one of the Spys.