

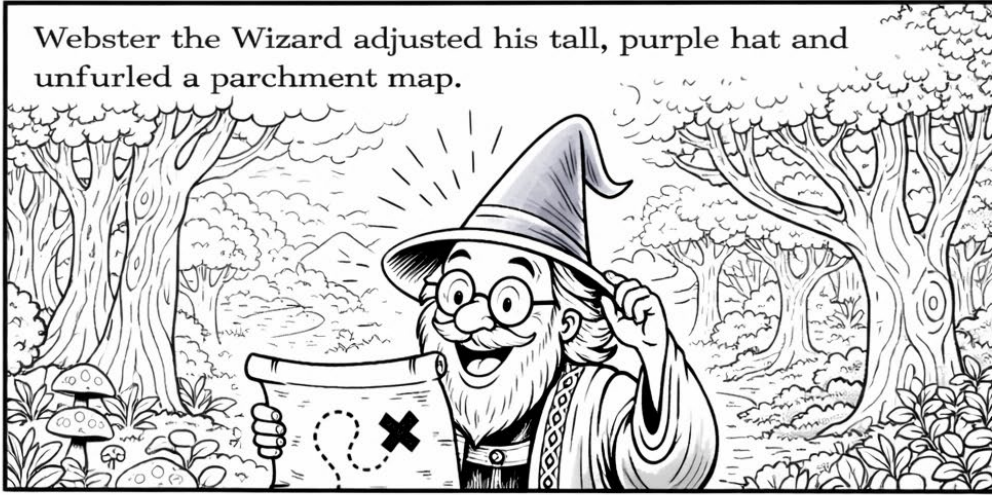
Enchanted Magic



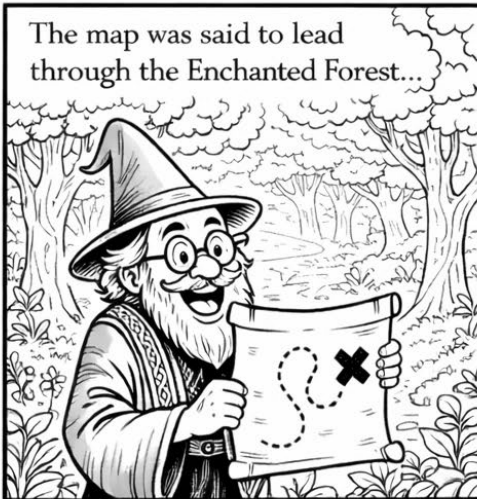
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Webster the Wizard and the Treasure of the Enchanted Forest

Webster the Wizard adjusted his tall, purple hat and unfurled a parchment map.



The map was said to lead through the Enchanted Forest...



...a place where invisible fairies whispered secrets...



...and dragons were known not for fire-breathing, but for their kindness.



Enchanted Forest Treasure Map

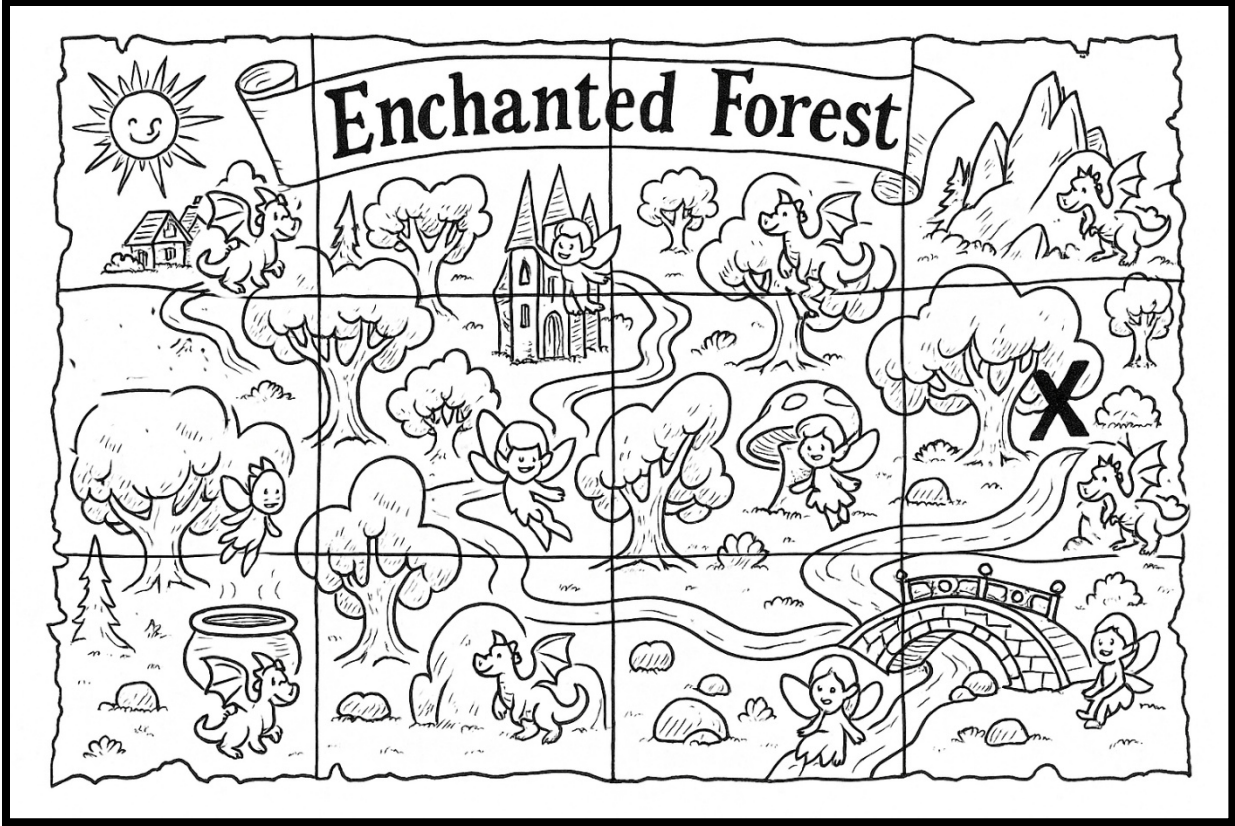
Magic Effect: You'll always find the hidden treasure in just **five moves!**

Secret: Cut out the map on the next page and follow the enchanted path step by step...

How to Play:

1. **Begin with a dragon:** Find a square that has a dragon and start there.
2. **Fairy flight:** Move sideways (left or right) until you land on the nearest fairy.
3. **Dragon climb:** Move straight up or down until you reach the nearest dragon.
4. **Fairy sparkle:** Move diagonally (like a criss-cross) to the nearest fairy.
5. **Dragon's treasure:** Move sideways again (left or right) to the nearest dragon.

Congratulations! You've discovered the treasure!



Into the Forest

With his magical compass glowing softly in his hand,
Webster stepped beneath the towering trees.
The compass needle didn't point north—it
pointed toward wonder.



Each step carried him
into a world where



...laughter floated in the breeze...



...and unseen wings rustled the leaves.



Magic Compass

Here's how you can make your very own magic compass just like Websters.

- Cut out both sides of the compass as one. Fold both sides together in the middle. Tape or glue the sides together.

Introduce the Compass

- Say: *"This is my magic compass. It's supposed to point north, but it has a mind of its own!"*
- Show the arrows pointing up and down.

The First Turn

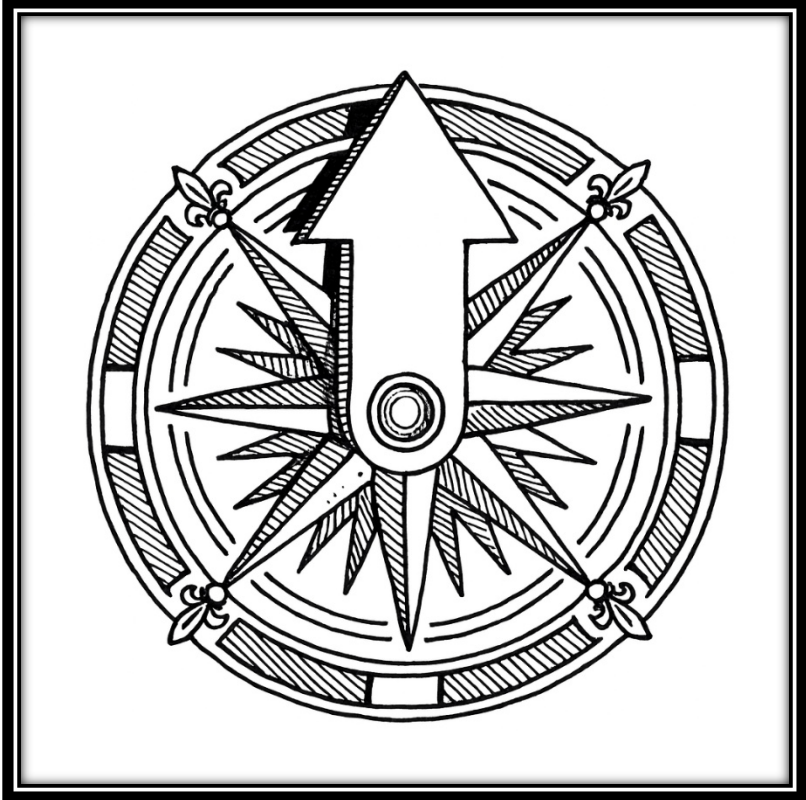
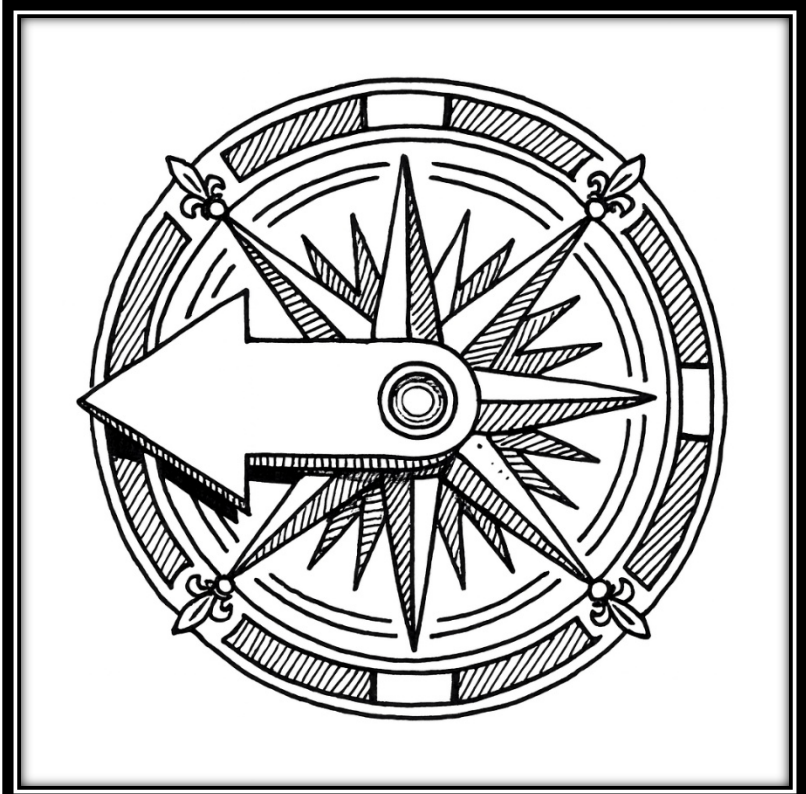
- Rotate the paddle end over end (like flipping a pancake).
- The arrows still point up and down.
- Joke: *"See? Still north and south. So far, so good!"*

The Secret Flip

- Now rotate the paddle sideways (like turning a steering wheel).
- Use the paddle move to secretly flip the arrows.
- Suddenly, the arrows point left and right.
- Say: *"Wait a minute... now it's pointing east and west! This compass is crazy!"*

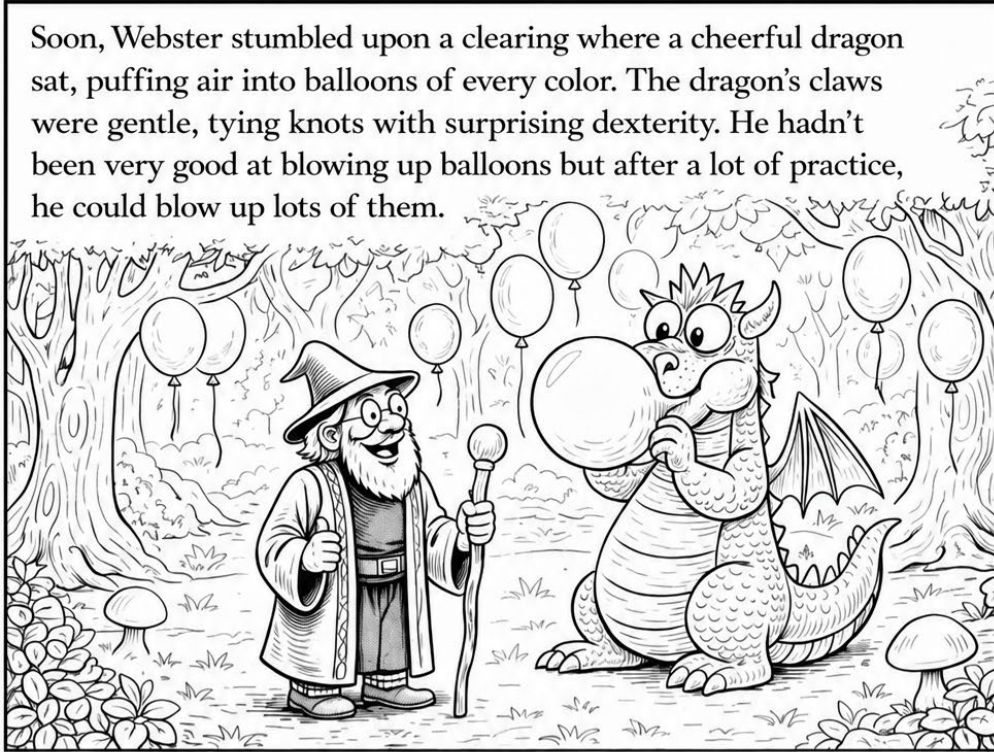
Repeat the Madness

- Alternate between the two rotations.
- Each time, the arrows magically change direction.

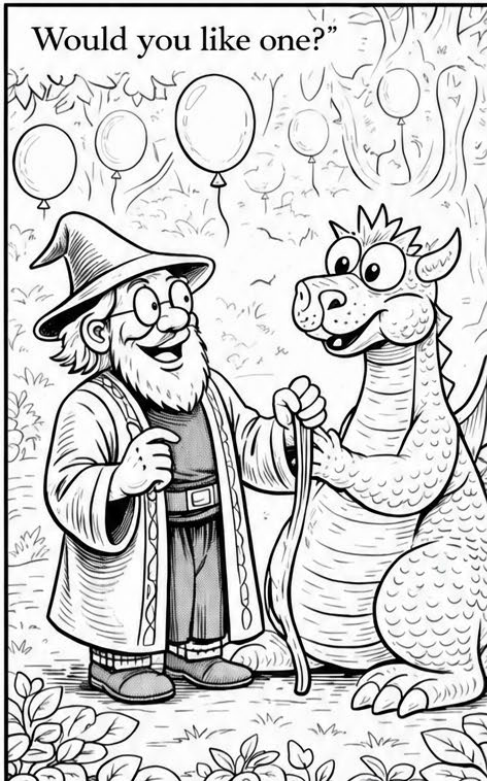


The Balloon Dragon

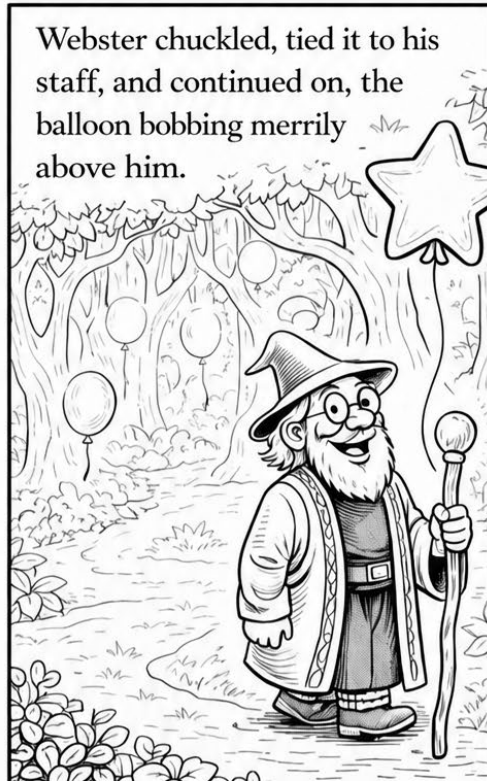
Soon, Webster stumbled upon a clearing where a cheerful dragon sat, puffing air into balloons of every color. The dragon's claws were gentle, tying knots with surprising dexterity. He hadn't been very good at blowing up balloons but after a lot of practice, he could blow up lots of them.



"Would you like one?"



Webster chuckled, tied it to his staff, and continued on, the balloon bobbing merrily above him.



The Wizard and the Invisible Waltz

Deep within the emerald heart of the enchanted forest, Webster the Wizard twirled beneath a canopy of trees.



His pointed hat bobbed with each step. Though no one else could see them, Webster knew he was not alone.



Invisible fairies flitted around him, their laughter like silver bells carried on the wind.



Find a Fairy!

Normally, we can't see fairies, but this is the way Webster the Wizard sees them. Here's a magic trick you can do with these fairies.

The Effect (What the audience sees)

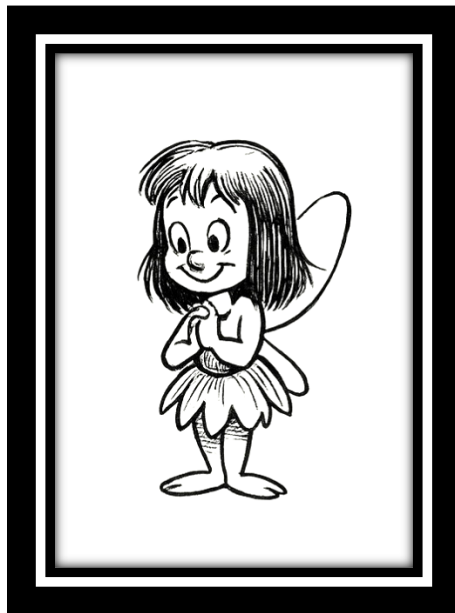
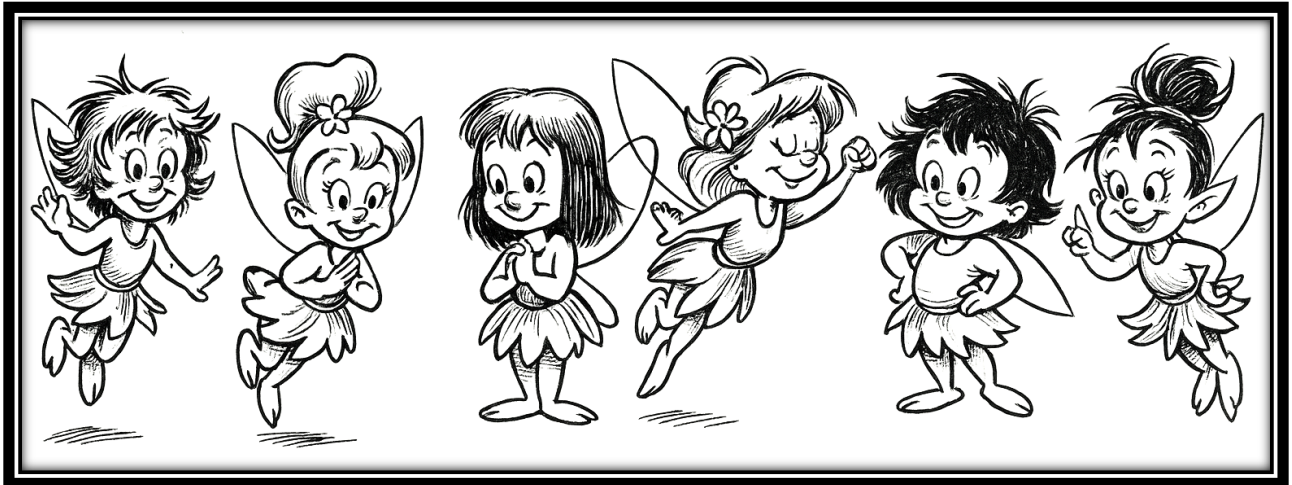
You invite a helper (maybe a friend or classmate) to pick a fairy. When they do, it magically matches the prediction you had before the trick even started! The audience gasps—how did you know?!

The Secret (How it really works)

- Cut out the picture of fairies as **one big connected strip**.
- Cut out the picture of the one fairy by herself. Ask your helper to choose a number between **one and six**.
- Spell or count through the cards to land on the **right fairy** every time. The picture will show you the special way to count or spell them.

Ta-da! The prediction matches perfectly.

o n e
t w o
1 2 3
4 3 2 1
e v i f
s i x

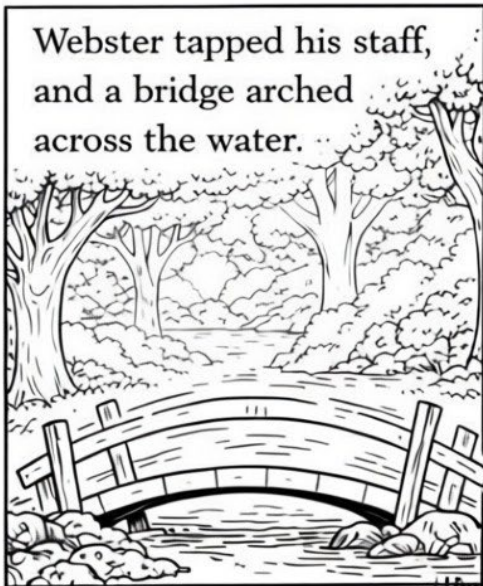


The Magical Bridge

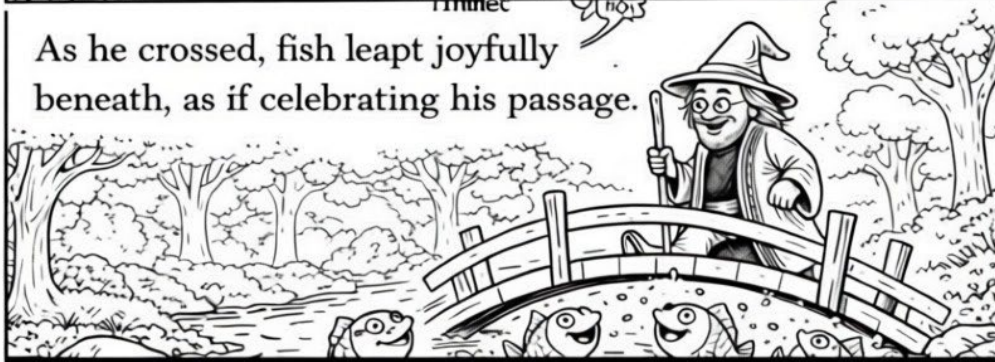
A bubbling stream blocked his path.



Webster tapped his staff,
and a bridge arched
across the water.



As he crossed, fish leapt joyfully
beneath, as if celebrating his passage.



Magic Bridge Trick

Step 1: Make Your Magic Bridges

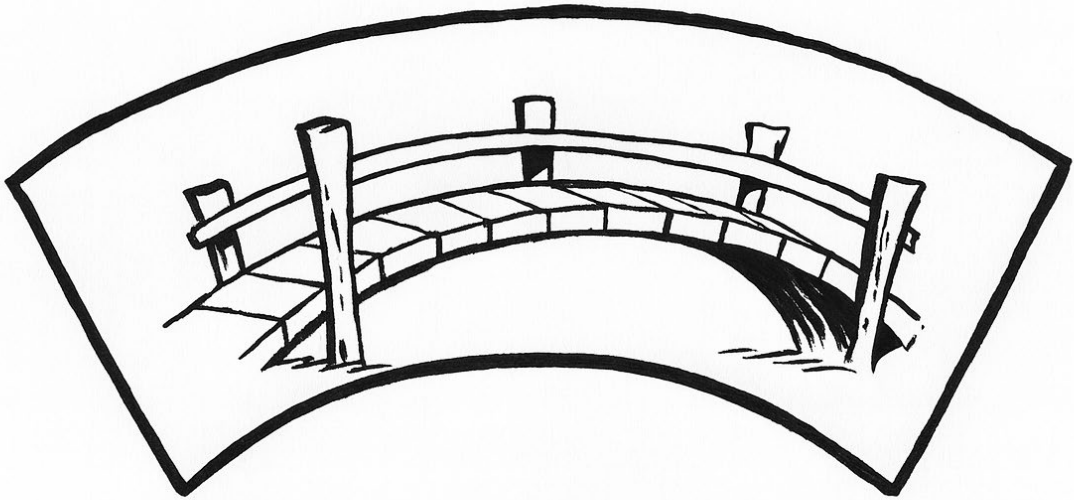
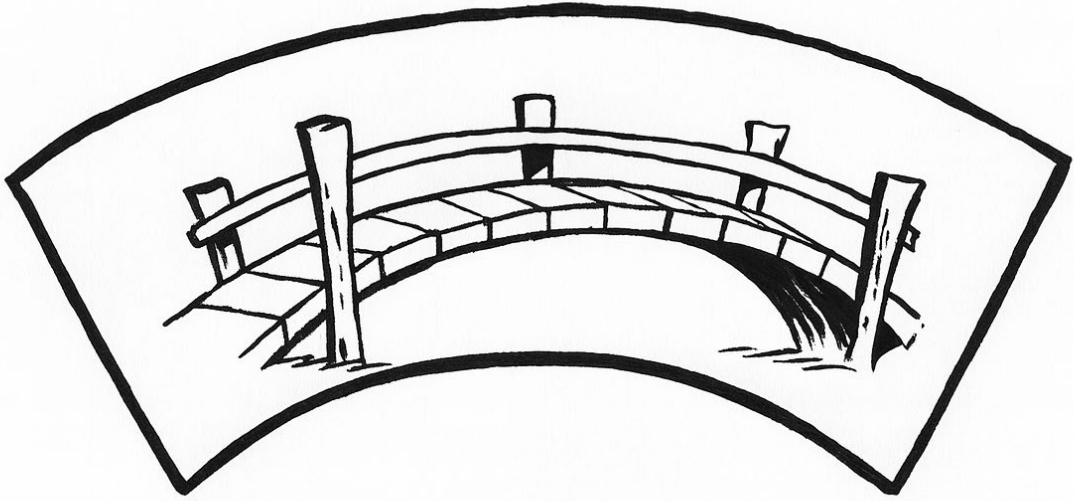
- Cut the bridges on the next page out with scissors and color them so each bridge looks different.

Step 2: Show the Illusion

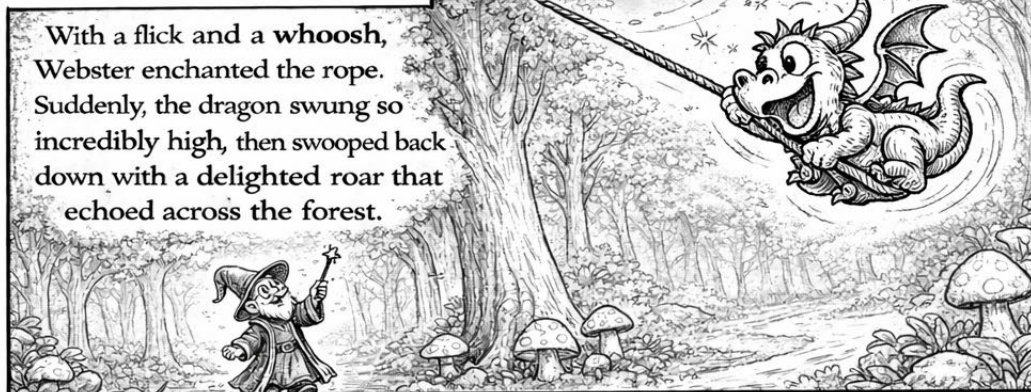
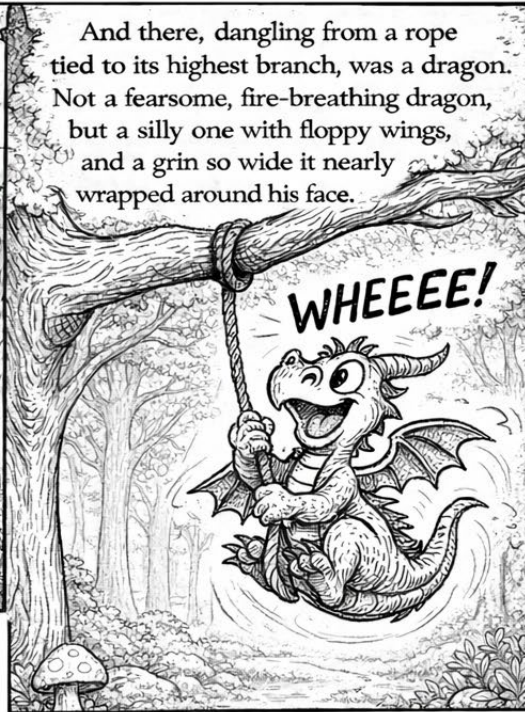
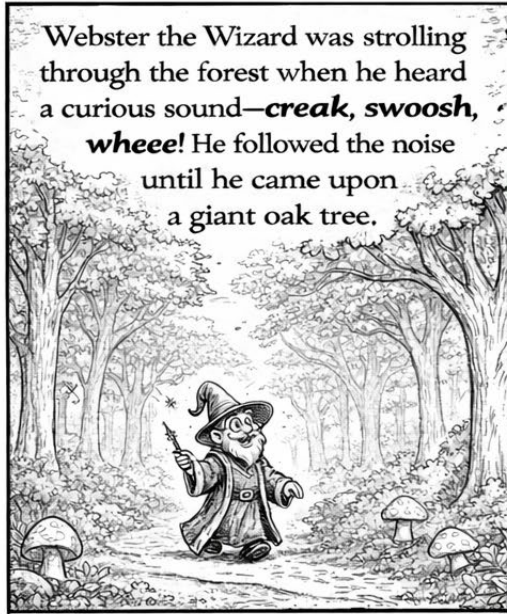
- Place the two bridges side by side.
- Line up the **top edge** of one bridge with the **top edge** of the other.
- Suddenly, one arc looks longer—even though they're the same!
- Try another trick: stand them up vertically.
 - Line up the **bottom ends**.
 - One bridge will look taller.
 - Swap their positions, and now the other one looks taller.
- It's like they're playing a game of "Who's bigger?"—but both are secretly equal.

Step 3: Reveal the Secret

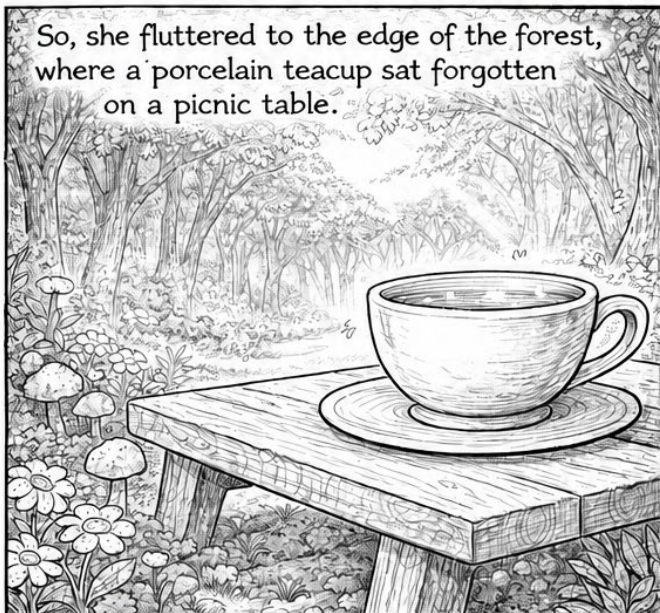
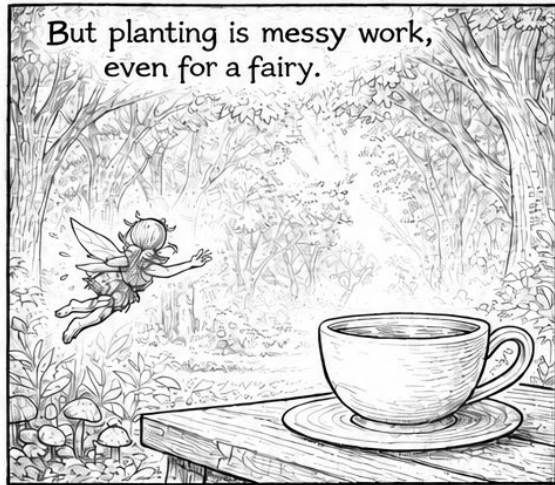
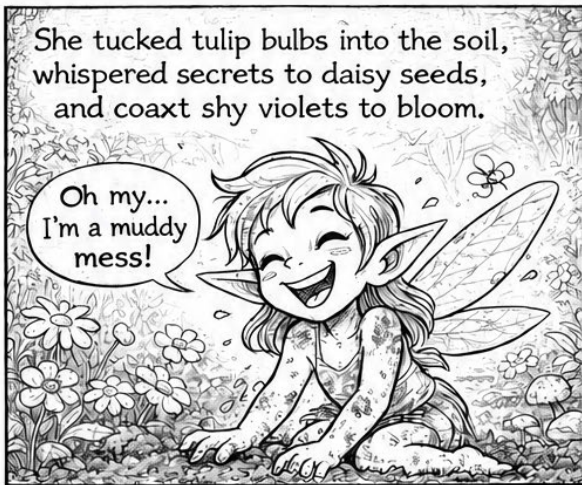
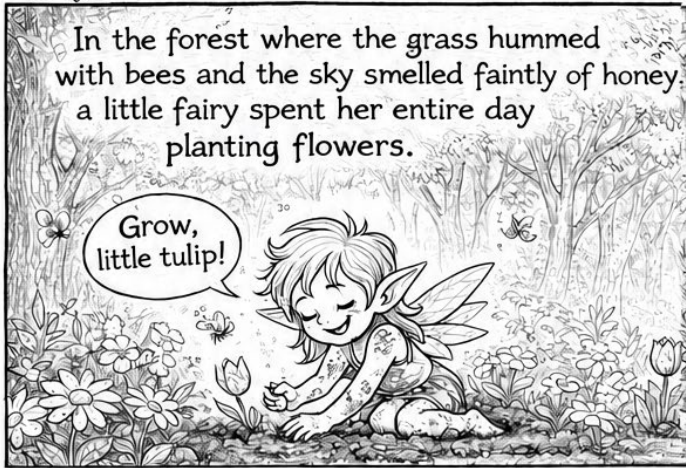
- Whisper to your audience:
 - "The bridges are actually identical!"
- The trick works because our brains get fooled by how the bridges are arranged.
- Then surprise them with the big reveal: "They're the SAME!"



The Swinging Dragon



The Fairy's Cup Bath



The Dragon with the Hiccups

A dragon had a peculiar taste for peanut butter and pickle sandwiches.



He gobbled down three sandwiches in a row. Just as he licked the last bit of peanut butter from his claws, a loud "HIIC!" burst from his throat--



Nearby, a kind fairy fluttered by.



"Oh dear," she said, "hiccups can be tricky for dragons. But I know just the cure!"



She zipped close to his ear, took a deep breath, and shouted--



BOO!



The hiccups vanished instantly.

The Treasure

Finally, Webster's compass glowed brighter than ever, leading him to a moss-covered chest beneath an ancient oak.



He opened it expecting gold or jewels. Instead, inside lay a single, shining library card.



Webster gasped. For him, this was the greatest treasure of all—a key to endless worlds, stories, and knowledge.



He tucked the card safely into his robe, knowing that with it, he could unlock adventures far greater than any map could show.