

Blisters for the Plunger Effect

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There have been a number of methods shown by others for accomplishing the Plunger effect with playing cards. The method shown here is my preferred system.

I, of course, utilize one of my **Riser Card Punches** with the optional blister point. The blister point is a carefully domed tip which has been highly polished. It is shown here on an unfinished card punch. I always test things before the final cosmetic work on the punch.

For this effect it is necessary to have four raised blisters on a key card. These blisters allow the air flow as required.



I punched the card for this explanation from an old sample deck from the former New Frontier Casino (gone now). I use such decks for testing my **Riser Card Punches**.

The punched blisters look like this with exaggerated side lighting.

The blisters are not this obvious under normal lighting.

Notice that they are arranged in a square a little larger than the diameter of the suction cup to be used.



A playing card was selected and shuffled into the deck (actually ending up on top of the blistered key card).

The plunger or other suction cup is pressed down to “grab” the top card and quickly lifted up and off of the deck. Notice the break formed by the key card (it is small).

This will be the situation after the lift.

The selected card is at the bottom of the lifted stack. The blistered card is on the top of the remainder of the deck.



At this point, the remainder of the deck with the blistered card should be set aside and the arm can cover the key card view by spectators while the lifted stack is turned over to reveal the selected card.

Those of you reading this who have one of my **Riser Card Punches** may want to try this system. BTW – the key card may also be used for many other effects.