

# Hauntiques

## The Bizarre Magic of Christian Chelman

**Hauntiques** - Christian Chelman's second book in English – is dedicated to his unique brand of bizarre magic. It contains 27 different effects/stories featuring full presentations, as well as descriptions of two complete magic shows that focus on the presence of 'real' magic.

Below is an outline of the effects found in this astonishing book.

### *Outline of Contents:*

#### **First Journey: The Storyteller's Treasure**

##### **Mirror**

*An intriguing way to present the classic 'dead or alive' test, using – for the first time - a new concept in magical literature. A magical mirror is instrumental in revealing the whereabouts of a historical personality freely selected by the audience, but the mirror must be 'paid' a silver coin for its services.*



##### **The Dream Jar**

*Dreams are sometimes more real than we can imagine. In this touching story, Christian deals with dreams, death and the afterlife, with a freely chosen coin travelling back from a dream to reality. Mary Tomich's superb Lota Bowl is put to great use in this story.*

##### **Maleficium**

*A long story about a pact between a man and a demon is re-enacted, with various effects proving the veracity of the tale. Will the spectator sign a pact in his own blood with the Devil? This is probably the strongest presentation for the classic Haunted Key and a very entertaining use of mathematics in bizarre magic. The story is very unsettling.*

##### **The Cape Town Curse**

*The performer re-enacts Captain Vanderdeken's classic story ('The Flying Dutchman') and asks a spectator to wager on a little game involving some chess pieces. Will the spectator join Captain Vanderdeken in his endless voyage? This nice, easily performed pocket bizarre magic routine might become one of your favourites.*

### **Four Pence**

*Was there any way to save Jack the Ripper's final victim? Christian takes us on a trip to London in 1888, with a story that has disturbing connotations. Coin workers will find a great presentation for their skills, and the subject of this story will fuel plenty of talk amongst your audience.*

### **Trips**

*A very clever and clean force with numerous applications (some of which can be found elsewhere in the book) is described in the context of a light-hearted story about a trip to a random location. One of the simplest effects in the book and at the same time one of the most suited to any style of performance. This effect could also be presented by a mentalist or non-bizarrist.*

### **The Christmas Gift**

*What do Sir Isaac Newton and Father Christmas have in common? Read this story and find out! And you'll even find a great use of multiple outs. A very nice story and one that is particularly well suited for Christmas shows and for adults who have never forgotten what it's like to be a child.*

### **Gumballs**

*This very strong effect is ideal for a televised performance: Christian performed it, as described, on Belgian TV some years back. It is basically an impossible prediction of the colour of a gumball. You will slap yourself for not having thought of it!*

### **Seven Girls**

*Another light-hearted story, but designed for mature audiences who can appreciate a bit of risqué content. Perhaps the best use of a pair of special dice to date, in a story that takes place in Las Vegas in what can only be described as a unique house of sumptuous pleasures...*

### **Kamikaze**

*A highly theatrical, easily performed routine about the attempted invasion of Japan by the Mongolian forces and how the god of the wind – the kamikaze – intervened to save Japan. A story you will never forget.*

### **Experiment**

*How to use a great illusion for a bizarre magic story. And this story really **IS** bizarre!*

### **Orpheus**



*Christian loves Jean Cocteau, and you will too after reading this story, which is Christian's personal tribute to a great artist and director. Three effects support the story: a selected card is pointed to by Cocteau's ghost, a key turns of its own accord and Cocteau's ghost appears on the back of the card. A story that will make you think.*

## Second Journey: The Shaman's Den

### **The Shaman and the Magician**

*A thought-provoking essay on the importance of shamanism in traditional and 'modern' societies.*

### **Conspiracy at Vilokan Tavern**

*This short story (no magic trick here) is an introduction to the next part, 'Orishas', and explains how the Surnateum, The Museum of Supernatural History, came into being.*

### **Orishas**

*Orishas is a complete show of ritual magic adapted to Western audiences. The performer brings his spectators to a virtual African village, where they encounter a number of gods and goddesses from Yoruba mythology. Various effects are performed throughout to display the specific powers of every entity. The show utilises for the first time in magical literature a new concept to achieve a force of one of two objects. The act has already been described in Christian's French-language book, Légendes Urbaines, but there were mistakes in the description. The version in Hauntiques has been corrected so that you can finally perform it as originally intended. The show should give you an idea of how to routine a number of effects sharing a common theme and how to experiment in order to create a new experience for your audiences.*



## Third Journey: The Mad Genius' Laboratory

### Creation of a Hauntique

*How do you create a bizarre magic effect and a plausible story to back it up? Christian explains in detail his strategy in this long essay, which examines the nuts-and-bolts of the craft of the bizarre magician, Chelman style.*

### The Hunter



*The Hunter is probably one of Christian's masterpieces, a story that has gone through a number of revisions over the years. Vampires, blood transfusions and Hitler come to life in a story that will grip you like no other. The effects in this story are minor indeed, given the strength of the narrative. This is a complete show in itself, more than the sum of its parts, and you will be contemplating Christian's*

*skills in storytelling for a long time to come.*

### In a Submarine

*This is a quick, but very strong mental experiment using two decks of ESP cards. If you perform mentalism, you simply cannot ignore this incredible coincidence directly from Christian's mind.*

### Time Trap

*Another complete show that examines in detail the possibility of time travel and proves that a time travel machine has actually been built and used to change the course of history! The routine is explained only superficially, as it is Christian's own registered property. However, you should be able to use its concepts to develop your own stories, and some of the effects in the story are easily manufactured, unlike the main apparatus, which is too complex to build.*

### Stress Test

*In this previously unpublished effect, Christian gives you an incredibly strong presentation for a classic of magic. A deck of cards and a metronome are used to create an unbelievable experience for your audience and especially for a spectator whose hidden powers are activated when put under stress. Two different presentations are provided, both using the same method.*



## Fourth Journey: The Prophet's Oratory

### Oracle

*Do you believe in prophecies? Can you understand them? This story, one of the strongest in the book, is a favourite of Christian's and mine. A deck of cards and a pair of glasses create a miracle that will remain impressed in your audience's minds for a very, very long time.*

### Relics

*The Surnateum is also home to the Lance of Longinus ... but is it the real one? This story, another show in itself, will take you to pre-WW II Germany and show you Hitler's unquenchable thirst to acquire religious relics from around the world. A number of effects support the story, which, again, will make you question what you thought you knew about history and open your mind to ideas you never dreamt of.*

### The Host

*Was WW II the last of the magical wars? This lengthy routine will give you enough information to consider that a real possibility. Driven to accomplish their goals by any means, a group of Nazi sympathisers sets free an entity, which immediately finds and inhabits a 'host'. Who was that host? What happened to the entity? You will see the power of the entity twist a coin and reply to questions about WW II, all using standard magical techniques. But where is the entity now? The answer may be disturbing and closer to home than you think...*

### Prophecy

*What happens if you take the same concept and the same methodology used in Maleficium and give it a bit of a push? The answer is this routine, another 30 minutes of pure magic, with a story so gripping that you will not even realise when truth has been supplanted by fantasy. While most of you will not be able to use the same ending Christian does, this routine will give you plenty of food for thought. The Knights Templar, numerology and bibliomancy are all part of this outstanding story, which also includes a bizarre presentation of Sam the Bellhop.*

### The Russian Princess

*A story about a girl who befriended the last Tsar's only son, about Rasputin and his predictions and about vengeance from beyond the grave. A fairytale that may well be based on truth. You'll never look at a doll the same way again.*

### Misericordia!

*The Surnateum is full of surprises: what about the 'tablets of laws' given by God to Moses? This story explains what happened to the tablets and how they came to be stored in the Surnateum. Some mathematical wizardry provides support for the story; another long routine that could be a show on its own.*

## Fifth Journey: The Conjuror's Secret Tools

### The Hand

*Christian Chelman is also a highly skilled cardician. He uses a mummified hand as the explanation for his skills, thus creating the transition, in his show, from bizarre to conventional magic. It is our hope this story will make you consider how you can combine your skills in different kinds of real-world performances. Tony Andruzzi makes a cameo appearance in the story...*



### Breath Control

*An essay on how to hide your sleights, featuring a clever observation by Christian. Every practitioner of sleight-of-hand will benefit from the suggestions Christian puts forth in these two pages.*

### Into the Sunset

*Magic without a trick: a great story that happens without any subterfuge at all. While you tell a story about a game of chess between a friend of yours and a strange personage, something otherworldly happens on the chessboard, giving the story a dark meaning.*

### Omnia mutantur: An essay on contemporary mentalism

*This is perhaps the most influential essay in the book, analysing how contemporary mentalism (and, to a certain extent, bizarre magic) can be offered to the audience. Christian's thoughts are brilliant, his opinion has authority and you may well find answers to your questions if you carefully study how Christian foresees mentalism evolving in the next few years.*

### Irma

*Do fairies exist? This touching story merges Ancient Greek myth with contemporary theories on fairies. Multiple effects, including a rarely seen Slydini contribution and a clever use of Lexicon cards, develop the story to its dramatic end. You will want to go and re-examine your books on Greek gods.*



<http://www.hauntiques.com/>

## **Conclusion: Cities of Imagination**

### **Abricadabrac**

*In this final chapter, Christian gives us a great act of bizarre magic. A number of effects, from Hauntiques and from his first English-language book, Capricornian Tales, are woven together in a meaningful sequence, complete with all the staging and transitions. You could simply take this act and have a great show, but you should actually learn how to tie together your favourite routines to create your own great bizarre magic show.*



We hope you will find this information of use. The book is printed in a limited edition, in full colour throughout, on quality paper, with hard covers and a full-colour dust jacket. Not only will you study and enjoy this book – you will treasure it!

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