October 2026 Product Catalog

SLY DESIGNS

Revolutionary Innovations in Sly Deceptions

NEUTRINO IS FINALLY HERE

The Magic Industry's #1 satirical magazine

FROM THE EDITOR:

STONE JOHNSON,
EDITOR-IN-CHIEF

Welcome back to another issue of *Sly Designs Magazine*—the one place in magic where the topology is tighter than the tolerances, the takes are sharper than a micro-perforated edge, and nobody pretends a "close enough" prop is good enough. We have been busy in the shop (and, occasionally, on the trail), so this edition is packed with the things we actually care about: precision, American manufacturing, and the kind of objects that make spectators lean in and say, "Wait, how?"

First up: the Neutrino.

This one has been on the waitlist for a reason. The Neutrino is a precision penetration puzzle built around solid 303 stainless steel pieces that let you pass a card cleanly through them. No flex, no "almost," no plastic that starts looking tired after a few shows. It's designed and manufactured right here in the USA, and as of late August we're finally shipping to the people who got on the list. If you missed the initial wave, email info@sly-designs.com and we'll get you in the queue. The last of the current batch should clear in roughly two weeks. After that it will open for regular online checkout. At $595 with free priority shipping in the US, it isn't a stocking stuffer—it's a piece of working hardware for people who want the effect to look as solid as the metal it's made from.

Next: the rebrand and the subscription.

What you used to know as Kirigami Cards is now Topogami Cards. Same idea, better name, clearer focus. These are ordinary playing cards precision-cut so they fold into topological sculptures—no glue, no cheating the topology, fully examinable impossible objects you can hand out as souvenirs or use in walk-around. The Topology Variety packs have always been mixed and rotated; now we're formalizing that into a monthly subscription so you get a fresh selection of designs without having to guess what's in the next batch. Perfect for performers who want giveaways that actually get kept, for puzzle people who like the real thing, and for anyone who has ever ruined a good card (and a fingertip) trying to cut one by hand. Details are on the site; the subscription starts with this cycle.

Finally, a public service announcement that has apparently gone unheeded for an entire year: the Sly Designs Treasure Hunt is still on.

We launched it, put clues out, and then… silence. Not a single serious inquiry in twelve months. Either everyone already solved it and is being suspiciously quiet about claiming the prize, or the clues have been sitting in plain sight while the rest of the magic world was busy arguing about something else. **The Hunt is still active.** The prize is still real. If you've been meaning to dig into it and never quite started, consider this your nudge. If you've already cracked it and just haven't said anything, now would be a good time to come forward. Details are on the site and in earlier issues; we're not reprinting the whole thing here because the point of a treasure hunt is that you have to hunt.

That's the short list for this edition. Neutrino for the people who want metal that does exactly what it looks like it does. Topogami Cards on a monthly rhythm so the sculptures keep coming. And the Treasure Hunt, still patiently waiting for someone to actually ask about it.

As always, everything is designed and made in the USA with the majority of materials sourced here. If you've got questions, ideas, or a solved Treasure Hunt sitting in your notes, you know where to find us.

As I've said before - in an era where magic props can feel mass-produced, Sly Designs stands out as artisanal yet accessible—turning ordinary playing cards and coins into extraordinary impossibilities. For performers seeking fresh tools or puzzle lovers craving brain-teasing beauty, Sly Designs isn't just making products; it's folding wonder into reality, one precise cut at a time. Visit sly-designs.com to explore the collection—and prepare to question what's truly possible.

- Stone Johnson

CUSTOMER MESSAGES:

GREG CHESTER,
CUSTOMER RELATIONS

Dear Sly Designs Team,

Received the Neutrino last week and it's exactly what the pictures promised—solid 303 stainless, zero flex, and the card goes through clean every time. The tutorial was clear and the shipping was fast once I hit the front of the waitlist. Already using it in close-up and the reactions are better than I expected. Thanks for keeping the quality this high.

— Marcus T., Portland, OR

"Just got my first Topogami Cards monthly pack (still catching myself calling them Kirigami). The pre-cuts are crisp and the variety is better than picking individual designs myself. Folded three of them the night they arrived and gave two away at a gig the next day. Both spectators kept them. Subscription is worth it just so I don't have to think about restocking."

— Elena R., Austin, TX

"Ordered the Infinity Link deck after seeing it in the last issue. Cards look normal until they don't, and the linking to a spectator's ring is as clean as advertised. No warping, no rough edges on the perfs. Greg answered my question about the red vs. blue backs within a couple hours. Solid product, solid follow-up."

— David K., Chicago, IL

"Coin Cylinder showed up well-packed and ready to go. The Eisenhower dollar case is a nice touch and the penetration is dead silent. I've had cheaper versions that start sounding hollow after a few dozen shows; this one still feels tight. Appreciate the USA manufacturing note on the site—makes a difference when you're explaining the piece to other magicians."

— Priya S., Phoenix, AZ

“Still working through the Treasure Hunt clues between shows. Haven’t solved it yet, but the ones I’ve cracked line up with stuff that’s actually on the site and in the magazine. Glad you’re still running it—most companies would have quietly dropped something that didn’t get immediate noise. I’ll keep digging.”

— Jordan M., Denver, CO

“Bought a Topology Variety pack of the (then) Kirigami Cards for a walk-around wedding and ended up selling three of the finished sculptures afterward. The Folding Frog routine got the biggest reaction of the night. Quick question to support about replacing a card I creased during practice was answered the same day. Easy company to deal with.”

— Andre L., Atlanta, GA

Thanks for the notes—always good to hear what’s actually landing in shows and what isn’t. If anything in this issue doesn’t match what you received, or if you have a question that didn’t get answered the first time around, reply to the same thread or email me directly. I’ll get it sorted.

If you ever have any questions, suggestions, or issues with your Sly Designs pieces (all proudly American-made by veterans and magicians), please don’t hesitate to contact us directly. We read and respond to every email, and we do our very best to reply to comments and DMs across our platforms as quickly as possible.

Your support keeps the magic alive—liking, sharing, commenting, and subscribing on Instagram, Facebook, YouTube, and wherever else you find us truly helps. It allows us to keep creating the innovative, impossible, and downright fun magic and puzzle products we’re passionate about.

Thank you again for being part of the Sly Designs community. We’re grateful for you.

- Greg Chester
Customer Relations

YOUTUBE CHRONICLES:

JOEL FLEISCHMAN,
SOCIAL MEDIA CHIEF

Sly Designs Is Filmed Before a Live Studio Audience”: The 80s Sitcom Energy of Episode 3

There is a particular kind of video that only exists because someone in a metal shop decided the product demo needed a laugh track. *Behind The Scenes With Sly Designs Episode 3* is that video. It runs just under four minutes, opens with a theme song that sounds like it was written on the back of a shipping invoice between machine cycles, and treats a deck of micro-perforated cards as if it were the new neighbor moving into the building—or the new catchphrase that was supposed to save the show in season four.

The cold open is pure period sitcom. A dusty lathe spinning in the background, a couple of rhyming lines about Sam making the magic and Adam doing the thinking, cards that fold, rings that link, and the deadpan declaration—delivered with complete sincerity—that “Sly Designs is filmed before a live studio audience.” The theme song even throws in “TAKE A RIDE,” which feels less like a

while a third character tries to get them to take the nuclear-noodle problem seriously. There is even a brief moment where the hosts successfully extract the ring and someone jokes about becoming “a single topological unit,” which is the kind of line that would have gotten a solid six seconds of canned laughter and a cut to commercial.

Infinity Link itself does the job the video claims. The cards look ordinary until the linked shape is revealed, and the connection to a spectator’s ring is as clean as the banter is not. But the video is not really selling the deck so much as documenting the particular flavor of chaos that produces it. You come for the product demonstration, you stay because someone just compared a stuck ring to a workplace safety violation, invoked the fourth dimension, and then had to pause the whole thing because the Admiral’s wife was still linked to the Jack of Hearts and not amused.

Episode 3 is short, slightly unhinged, and more entertaining than most actual 80s sitcoms that ran for full seasons. It is also the clearest statement yet of what the channel seems to be aiming for: product demos that refuse to take themselves more seriously than the people making them. The live-studio-audience disclaimer is not a throwaway; it is the thesis. If the next one brings back the theme song, the Admiral’s extraction protocols, and at least one more workplace-safety violation, the formula is already working. In the meantime, the full deck of micro-perforated cards is available at sly-designs.com, topology never lies, and somewhere out there an admiral’s wife is still deciding whether to forgive the Jack of Hearts.

PRODUCT SPOTLIGHT: NEUTRINO

KILLIAN LORD
EDITORIAL CONTRIBUTOR

The Neutrino sold out at Magic Live! before most people had finished their coffee. That is not the usual convention outcome for a $595 piece of machined stainless steel that requires a waitlist, a tutorial, and the willingness to assemble twelve heavy puzzle pieces into a solid block roughly the size of a deck of cards. It is, however, exactly what happened. By the time the booth quieted down, the remaining units were already spoken for and the list for the next run was open. People who handle props for a living do not usually line up for something that expensive and that physical unless the object itself has already answered the question they walked over to ask.

Craig Petty covered it on Magic TV. After watching the solid-through-solid effect—an ordinary playing card pushed through a finished, examinable stainless block that had already been assembled in front of him—he called the method “a very nice take on the plot” and said it “fooled me completely and totally. Just completely and totally floored me.” He also noted the engineering: aerospace-grade thinking, precision manufacturing, and a block thick enough that you can see all sides in every direction and still not find a seam that explains what just happened. He pulled on the pieces. They did not move. The card had already gone through. The clip is here:

https://youtu.be/_7CZqcWLePE.

In a community where most “fooling” clips involve a quick camera cut or a prop that never leaves the performer’s hands, a reaction that explicit from someone who has seen the method is worth noting.

It also turned up on an episode of Piff TV. Piff the Magic Dragon performed it. Horribly. That is not an editorial judgment; that is simply what occurred. The assembly was casual, the timing was loose, and the presentation was pure Piff. The piece still worked. The audience still reacted. The stainless still looked like stainless. In a year when a lot of props are being asked to survive both professional scrutiny and deliberate misuse, the Neutrino cleared both bars without argument. The fact that it held up under that particular kind of handling says as much about the tolerances as any careful demo does.

The idea is original. Earlier penetration puzzles often hide the method until after the effect or restrict the path the object can take. Neutrino shows the complete solid block first—twelve precision-machined pieces of 303 stainless steel assembled with the spectator into an impenetrable wall—then lets the card pass through it, including lengthwise, before everything is taken apart and handed out. Every piece is fully examinable. The black case has a continuous slit; the card moves freely inside it; nothing is left behind that explains the penetration. It is self-working and can be performed completely surrounded. The finished block is heavy, substantial, and machined from solid stock rather than cast or stamped. Designed and manufactured in the USA.

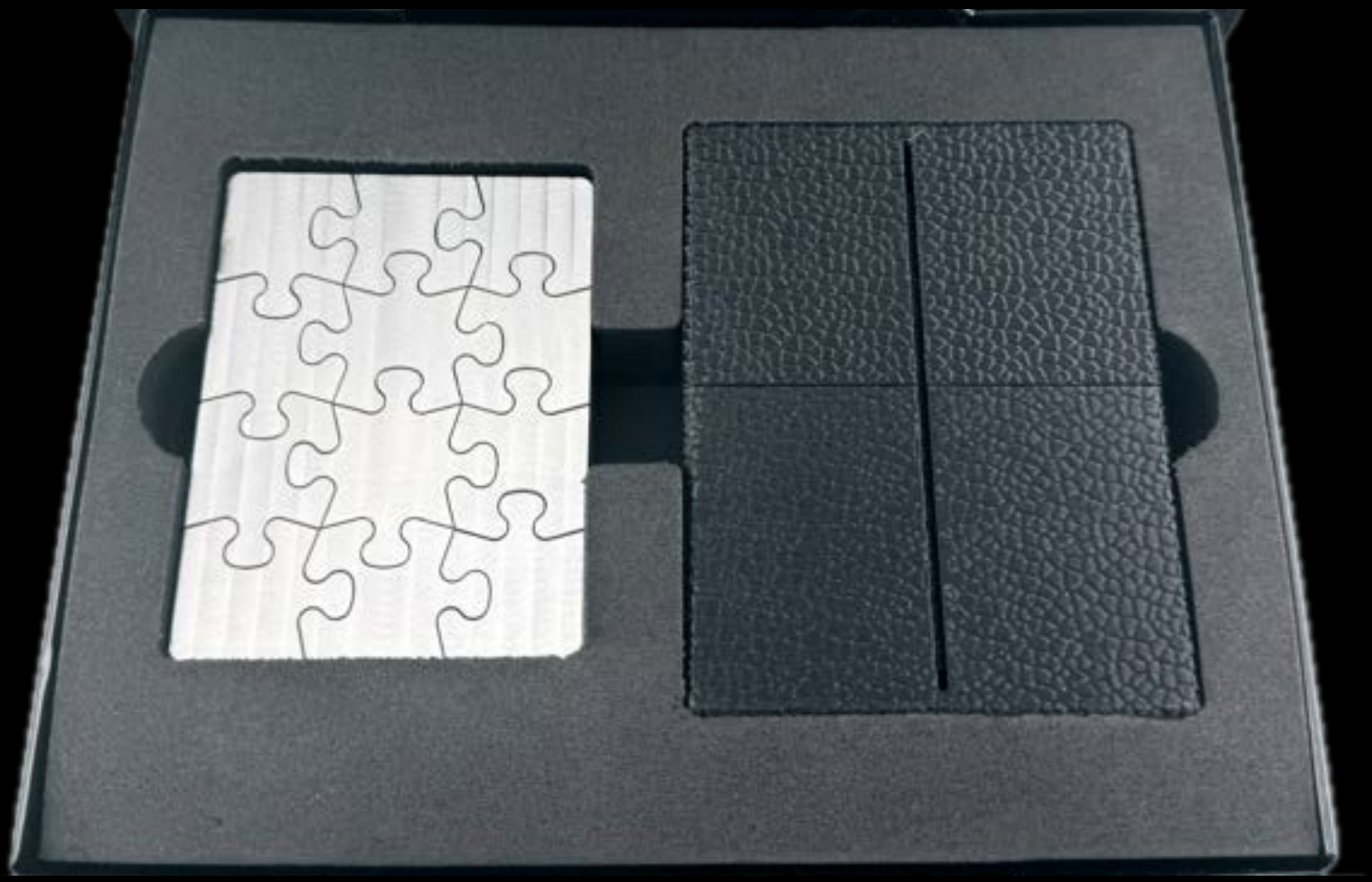
The method does not ask the audience to look away at the critical moment; the impossibility is the moment.

Buyers have responded the way people respond when the object in their hands matches the object they were promised. Rave reviews have come in from everyone who has purchased one so far. The comments that keep appearing are variations on the same three points: the weight feels correct, the fit is tighter than expected, and the effect reads cleanly even when the spectator is the one who assembled the block. The tutorial has been consistently praised—clear enough that people are performing it cleanly after one watch, detailed enough that the ones who like to know why the angles work are also satisfied. No one has written in asking for a second explanation of the same step. Units have shipped to at least six different countries. The waitlist is still moving; once the current batch clears, the piece will open for regular checkout at sly-designs.com.

Quality is not a marketing word here. It is the difference between a prop that survives the third show of the night and one that starts looking tired by the second. The Neutrino is the former. The edges are clean, the tolerances are consistent from piece to piece, and the stainless does not develop the soft look that cheaper alloys pick up after a few dozen handlings. It is also the first solid-through-solid effect most of the people who have handled it have seen that does not trade away examinability for the sake of the method. That combination—original method, examinable steel, a tutorial that actually

teaches the piece, and a build that holds up when someone who is not trying very hard still gets the reaction—is why it left Magic Live! with an empty booth and why Craig Petty said what he said on camera.

It's an American made magic product that is being purchased internationally - that's saying something!



EMPLOYEE SPOTLIGHT:

DR. DINA BUNS
HUMAN RESOURCES

Hugh Janus – Videographer and editor

Hugh Janus does not look like a man who spends his days in a metal shop arguing with a lathe about framing. He looks like a man who should be on a soundstage in Burbank explaining why the third act needs another pass. Instead he is here, at Sly Designs, shooting every video the company puts out and cutting them so they land somewhere between product demo and accidental sitcom.

He went to USC film school. The real one. He has the stories about parking, about the one professor who still made everyone shoot on film, and about the classmate who is now an assistant editor on something that will definitely be in theaters. He does not bring any of that up unless asked - because he flunked out of the program.. When he does, he usually ends with some version of "and then I took a job cutting videos of playing cards being folded into frogs."

The decision to use Stone Johnson's original music was his. Most of the theme songs and underscoring that show up in the Behind the Scenes episodes are tracks Stone wrote and recorded in the shop between machining runs. Hugh heard them, decided they worked better than anything he could license, and started cutting to them. He says the songs already sound like they belong to the place—slightly off, a little dusty, and more confident than they have any right to be. He also says that once you start scoring a video with music written by the guy who is also on camera arguing about topology, the whole thing starts to feel less like marketing and more like documentation of an ongoing production. He has not been talked out of this position.

What got him interested in a small magic company in the first place is harder to pin down. He had options. He had the degree. He had, by his own account, a perfectly reasonable path toward larger sets and larger budgets. What he saw here was the opposite of that path and, in his telling, the more interesting one. "Every day is like being on a movie set," he says, "except nobody else seems to notice." There is a lathe. There is a live studio audience that may or may not exist. There is an Admiral who requires extraction protocols. There are product demos that turn into workplace-safety violations and then resolve themselves through the fourth dimension. Hugh films all of it as if the call sheet said "Day 47 – Shop Interior – Continuous Take." He is, so far, the only person on the premises who treats the operation this way. Everyone else is just making props and trying not to get epoxy on the cards.

He cuts the videos the same way he shoots them: tight enough to be usable, loose enough that the actual room stays visible. The Infinity Link episode that opens with the theme song and the live-audience disclaimer is his. So is the one where the ring stays stuck longer

than anyone planned. He does not add reaction shots that were not there. He does not smooth over the moments when someone has to stop and figure out how to get the spectator's ring back. He says those moments are the point. He also says that if anyone from a real production ever asked what he has been doing for the last year, he could hand them the hard drive and tell them the truth: he has been on set every day. The rest of the crew just hasn't been informed.

Hugh is currently cutting the next Behind the Scenes episode. Stone has already sent over three new tracks. The lathe is still spinning. Hugh is the only one framing it like the third act is about to start.

The Grifter that calls himself:

EDGAR DOS SANTOS,
FIELD REPORTER

FLINT

He preferred to meet in the late afternoon, when the light through the casino's smoked glass had already started to flatten and the floor was still half-empty. The slot machines nearest the entrance were occupied mostly by people who looked as if they had been there since morning and intended to stay. Flint chose a table in the sports-book bar instead, far enough from the noise that we could hear each other without raising our voices, close enough that he could watch the screens. He was in his early sixties, compact, with the careful posture of someone who has spent decades standing still while other people moved around him. He did not order a drink. When the server came he asked for water and then, after she left, said that he had stopped drinking twenty years ago because it made the arithmetic harder.

He had agreed to talk only if I used the name he had given me. "Flint is fine," he said. "It's what the old guys called the ones who could keep a secret." He had been a magician first—close-up, mostly cards and coins—and he still carried a deck in his jacket the way other men carry a phone. He took it out once, while we were waiting, and fanned it face-up so I could see the order, then squared it again without appearing to do anything. "Habit," he said. The gesture was so ordinary it almost disappeared. Later he did it again, almost absently, while describing a hand he had watched at a private game in the early nineties. The cards moved; his face did not.

The shift from magic to the other work, he said, had not been dramatic. In the late 1980s he had read Steve Forte's books on gambling sleight of hand and protection. The titles were precise, almost clinical; the content was less so. What stayed with him was not any particular move but the implication that the rules of a game could be treated as a set of constraints rather than a set of prohibitions. "Once you see that," he said, "you start looking at every system the same way." He still performed for a few years after that, mostly private parties and the occasional convention lecture. The lectures paid better than the parties. The parties paid better than the lectures once he started noticing which of the guests were playing for stakes that mattered. He remembered one evening in particular—a house in the hills outside Austin, a host who collected both magic books and losses—where he had done a routine with a signed card and a borrowed ring and then spent the rest of the night watching two men at the far end of the room settle a debt that was not supposed to be settled in front of strangers. "They weren't hiding it," he said. "They just assumed nobody in the room knew what they were looking at."

By the early 1990s he had stopped booking the parties. Texas, at the time, published the prize structures and remaining-prize counts for its scratch-off games with a regularity that most players treated as background noise. Flint treated them as data. He built simple tracking sheets—first on paper, later on a laptop that he kept in a locked case—and ran the numbers against the published rules. The work was tedious. It required him to buy tickets in volume, record the outcomes, and discard the ones that did not fit the pattern he was testing.

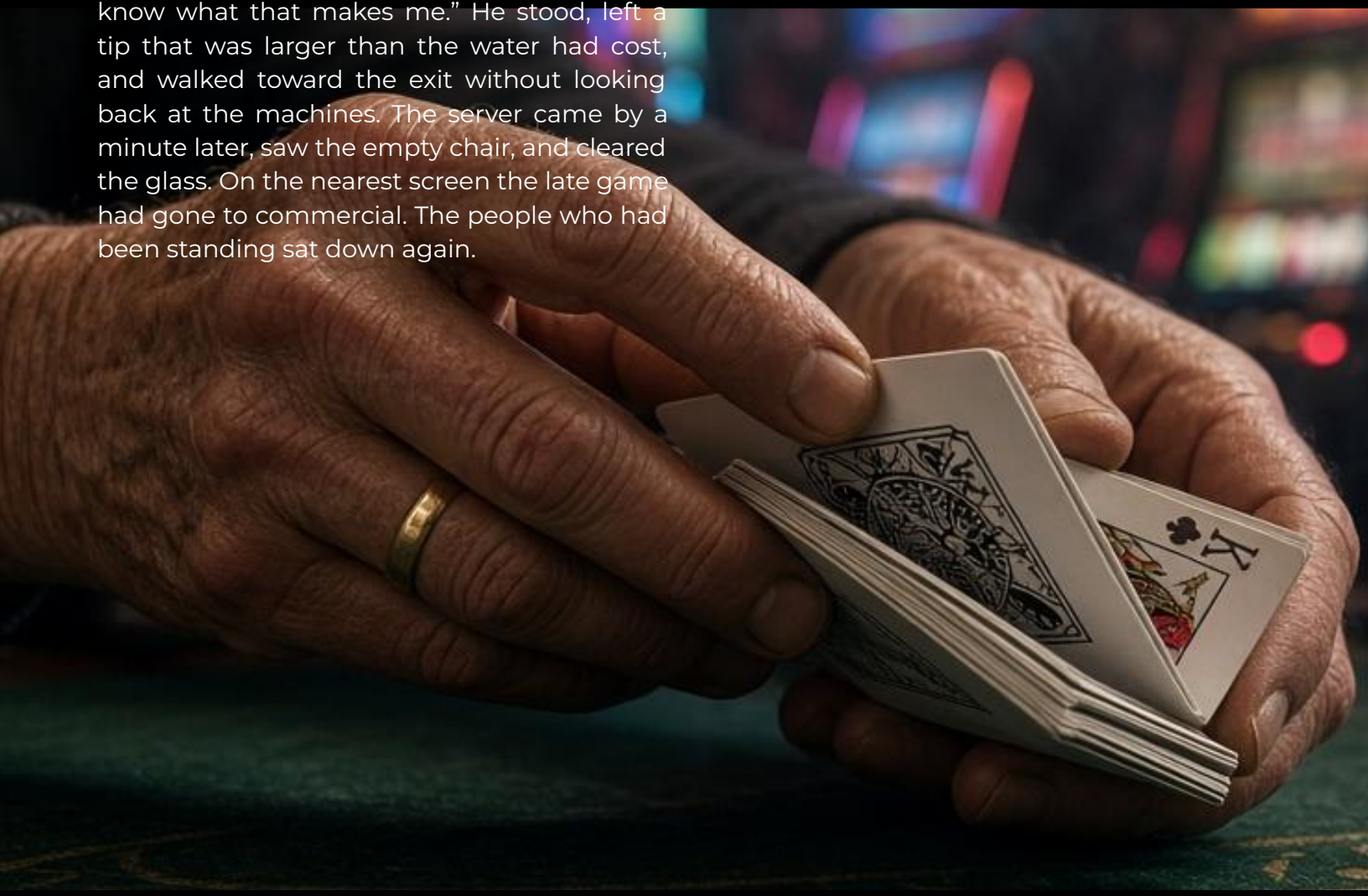
He did not describe the patterns. When I asked whether the method still worked, he said the state had changed the way it reported the data and that he had stopped years ago. “They got smarter about what they put out,” he said. “Or I got older. Both, probably.” He kept the old sheets for a while, then burned them. The laptop went into a river. He did not say which river.

The device he called the monkey’s fist came later. He would not say when, or for which machines, or how it was made. He described it only as something that could be introduced into a slot machine’s mechanism so that a payout became more likely than the machine’s ordinary odds allowed. He had used it, he said, on a limited number of machines in a limited number of places, and only when he was certain the floor was not watching the particular bank. He had never been approached about it. After a while he stopped carrying it. “The risk stopped being worth the difference,” he said. “You can only do that kind of thing for so long before the difference gets small and the risk stays the same.” He still walked past slot banks when he entered a casino. He said he did it the way other people check the exits.

He estimated he had been working the margins for a little more than twenty-five years. In that time he had been questioned twice—once by casino security after a long session at a blackjack table, once by a state investigator who had noticed an unusual pattern of lottery claims under a name that was not his. In both cases the questioning ended without charges. He attributed the outcomes to preparation rather than luck. “If you’re going to do something that leaves a record,” he said, “you need to know what the record is supposed to look like before you create it.” He did not elaborate. The second interview had taken place in a coffee shop rather than an office. The investigator had bought the coffee. Flint had paid for the second round and left before the investigator finished his.

The story he did not want to tell came out near the end of the second afternoon, after the screens had switched from afternoon races to evening games and the bar had filled enough that we were no longer the only people speaking in normal voices. He had been eleven. His father had lost the family’s savings—first at the track, then at a private card game that was not quite private enough. The money was gone within a month. His mother, he said, had taken a job that required her to leave the apartment at night and return before dawn. He used the word “prostitution” only once, and then only after a long pause. “I didn’t understand what it was at the time,” he said. “I understood that she was gone and that we had food.” He stopped there. The water glass between us had a ring of condensation that had not been there when he started. When I asked whether he had ever talked about it with anyone else, he said no. He also said that he had never been in a relationship that lasted more than a few months, and that the women he spent time with were almost always paid. He offered an explanation he seemed to find both plausible and insufficient: an undiagnosed Oedipus complex, left unexamined because examining it would have required him to stop working. “I don’t know if that’s right,” he said. “I know that when I try to do the other thing—the ordinary thing—it doesn’t last. So I stopped trying.”

He put the deck back in his pocket. Outside, the light had gone. The sports book was louder now; someone had hit a long shot on the late game and the people around that screen were standing. Flint watched them for a moment, then looked at his water glass, which was still full. “Most of the guys I knew who stayed in magic stayed broke,” he said. “Most of the guys who left it for the other work got caught or got tired. I got neither. I don’t know what that makes me.” He stood, left a tip that was larger than the water had cost, and walked toward the exit without looking back at the machines. The server came by a minute later, saw the empty chair, and cleared the glass. On the nearest screen the late game had gone to commercial. The people who had been standing sat down again.



Edgar Dos Santos has never been content with the surface of a story. A chain-smoking, rumpled correspondent for Global Enigma Magazine in the late 20th century, he built a career on the fringes—where magic, espionage, and geopolitics collided in ways no one else dared report.

OPINION:

GIOVANNI VULCANO,
OPINION WRITER

Stop shit posting!

There is a special kind of magician who has never once improved a routine, refined a prop, or practiced a move until it was clean, yet still finds the time to open a browser and explain, at length, why someone else's work is derivative, overpriced, or "not real magic." These people are not critics. They are not protecting the art. They are untalented, and they have decided that the next-best use of their evening is trying to pull a hard worker down to their level instead of doing the boring, unglamorous work of climbing up to anyone else's.

The Magic Cafe has been hosting this behavior for decades. So has every Facebook group, Instagram comment section, and Discord server that has ever allowed an anonymous account to post. The pattern is consistent: a new product appears, someone who has never sold anything in their life declares it a rip-off, three other accounts that were created the same week agree, and the original poster logs off feeling as though they have contributed to the discourse. Meanwhile the person who actually designed, machined, or performed the thing is still in the shop, still answering customer emails, still trying to make the next version better. The ratio of effort is not close.

Some of it is organized. There are small clusters—call them what you want, the magic mafia works—who create secondary accounts for the specific purpose of boosting their own releases and sandbagging anything that competes with them. The accounts post glowing reviews under one name and "honest concerns" under another. They quote each other. They show up in threads about products they have never handled and speak with the confidence of people who have. It is not subtle. It is also not new. The only thing that has changed is that the rest of us can now see the timestamps and the overlapping IP ranges if we bother to look.

Closer to home, @artisticallyimpossible recently had to block an old "friend" who decided the appropriate place to air a grievance was a small convention in the Midwest, in front of people who had paid to be there and were not interested in the private drama. The block was not dramatic. It was administrative. The person kept talking. The block stayed. That is the correct order of operations.

The practical advice is simple and has been simple for years: block them. Block the detractors, the nay-sayers, the accounts that exist only to create friction, and the people who would rather perform outrage than perform magic. You do not owe them a reply. You do not owe them a clarification. You do not owe them the

emotional labor of explaining why their opinion, formed in the time it takes to type a paragraph, does not outweigh the months you spent making the thing they are complaining about. Blocking is not censorship. It is the digital equivalent of not inviting someone who starts fights at every party back to the next one.

The people who are actually working—designing, building, practicing, showing up—do not have time for this. The people who do have time for it are telling you, with every post, exactly how they spend the hours the rest of us use to get better. Take them at their word. Then mute the thread, close the tab, and go back to the shop. The lathe does not care what anyone said on the internet today. Neither should you -

Giovannii Vulcano

Editor-in-Chief's Note:

Giovanni's opinions are his own and do not necessarily reflect the opinions or values of Sly Designs. To be fully honest, they only reason he is writing for us is because I lost a bar bet and the owners of the company laid their trust in me with the publication of this magazine. Any and all issues you may have with this opinion piece should be directed at Giovanni himself. Or with me, because after all I am the editor of this magazine and the buck stops with me. But honestly, if you feel attacked by his opinion you need therapy.

- Stone Johnson.

Topogami Cards: The Elegant Side Hustle That Can Match a Balloon Twister's Earnings - Without the Humiliation

ADAM HICK,
PRODUCT REVIEWER

Picture this: a child's birthday party in full swing. Balloons pop, kids scream, and a harried entertainer in a polka-dot bow tie twists a long pink latex into something vaguely resembling a sword-wielding giraffe. It's chaotic, it's adorable, and it's exhausting. The balloon twister pockets $150–$300 for a 60–90 minute gig, sometimes more with tips or add-ons, pulling in a respectable full-time income if they hustle weekends and book solid. But for every successful twister raking in four figures a month, there's a quieter, far more refined alternative waiting in the wings: **Topogami Cards** from Sly Designs.

These aren't your grandma's paper snowflakes. Sly Designs' Topogami Cards™ are precision micro-perforated Bicycle playing cards that transform with a few deliberate folds and pops into mind-bending topological sculptures—self-linked infinity loops, interlocking polyhedra, or impossible geometric links. The cuts are so fine they're invisible until you activate them, turning an ordinary card into a pocket-sized miracle. Performers can vanish a signed card, then reveal it impossibly threaded through the folded structure, or simply hand the finished piece to a stunned spectator as a lasting souvenir.

Now, the money part—and the delicious irony.

Balloon twisting gigs typically run $120–$250 per hour (or flat $200–$400 per party), depending on location, experience, and add-ons like face painting or costumes. Full-time twisters who book 15–20 events a month can clear $40,000–$80,000 annually before expenses (balloons aren't cheap, and they pop). It's solid work, but it's loud, physical, and often involves wearing silly outfits while managing sugar-high toddlers who want "a bigger dinosaur NOW."

Topogami Cards flip the script. The initial investment is low—a deck or kit from sly-designs.com runs around $40–$70, with video tutorials included. Once mastered, the effects are compact, clean, and endlessly repeatable. No mess, no popping latex, no need to contort your body into balloon-animal yoga poses. You perform seated at a table, in close-up walk-around, or even strolling at corporate mixers, high-end weddings, or museum events. The props are elegant: premium Bicycle stock, artistic designs, mathematical beauty. Spectators don't just laugh—they gasp, examine, and beg to know "how."

Income potential? Comparable, often higher per gig with less effort.

- **Close-up magic sets** at parties, restaurants, or events: $200–$500/hour or flat fees of $300–$800 for 1–2 hours, especially when you hand out the linked card as a giveaway (instant memorable souvenir = repeat bookings and referrals).
- **Corporate gigs** or trade shows: $500–$1,500+ for a few hours of interactive "wow" moments—executives love the intellectual, impossible vibe.
- **Street or restaurant work**: Tips alone can match balloon earnings, but with zero costume humiliation and props that fit in your pocket.
- **Teaching workshops** or selling custom kits: Add-on revenue streams balloon twisters rarely tap.

The key advantage: **elegance sells premium**. A balloon giraffe is cute for five minutes; a spectator's ring impossibly linked through a folded card is conversation gold. It lingers. People post it on social media, tag you, book you again. No screaming kids tugging at your pants—just quiet astonishment and upscale bookings.

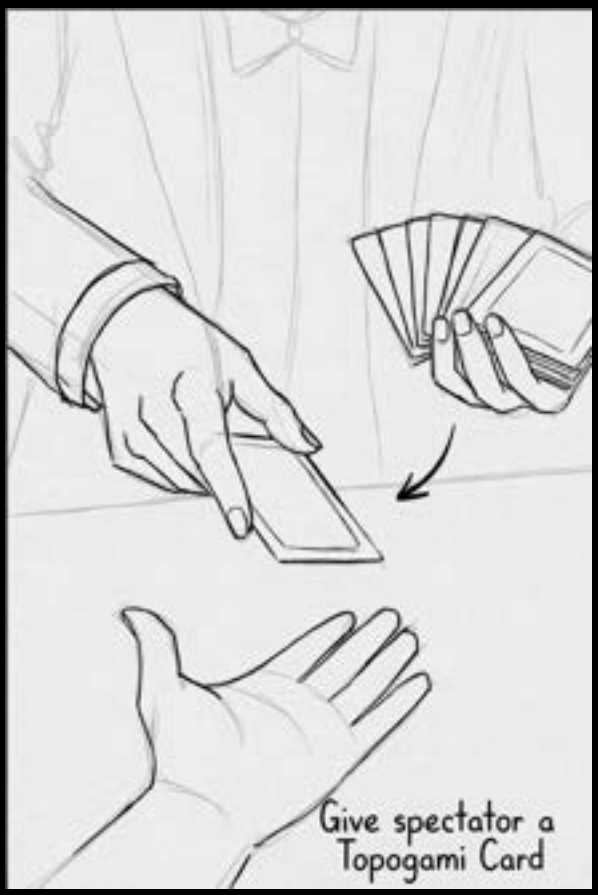
Balloon twisting is honorable, fun work. But if you're tired of latex dust in your hair and the constant fear of a sculpture deflating mid-performance, Topogami Cards offer a dignified upgrade. Same (or better) earning potential, zero humiliation, and the quiet satisfaction of turning a simple playing card into something that makes people question reality.

In the world of side hustles, that's not just elegant—it's impossibly smart.

Ready to fold your way to better gigs? Check out Sly Designs at sly-designs.com. One deck, one tutorial, and suddenly you're the most sophisticated entertainer in the room. No balloon pump required.

-Adam Hick

Editor's Note: *This is a recycled article that previously explained Kirigami Cards which are now known as Topogami Cards. It's a long legal story that we'll talk about in a future edition of the magazine.*



Above: Illustration clearly shows how you would give a spectator a Topogami Card. It's far more elegant than inflating a balloon with your slobbery mouth. Unless of course you're trying to implant the idea of a wet balloon knot in the spectator's mind.

Next month’s issue: Opinion

The Magic Cafe is not a community - it is a hostage situation

We take a look at the dark underbelly of magic gatekeeping, hate, jealousy, narcissism, and the utter and complete assholery that makes up the Cafe.

SLY DESIGNS

PRODUCT CATALOG
OCTOBER 2026

INFINITY CHALICE

STAINLESS STEEL LUXURY EDITION
HALF DOLLAR

"It's like 'Coins Across', one of my favorite routines to perform, only sideways! Everyone wants a closer look at the Infinity Chalice." — ★★★★★

"A great piece of magic for the collector and for the performer. Beautifully made and very easy for the less experienced magician." — ★★★★★

"This is a terrific routine that combines many principles into one cohesive routine that is easy to follow and easy to perform." — ★★★★★

Watch demo: https://youtu.be/SHVQiIEMG40?si=uhH131qVCWEwhh_B

SLY DESIGNS
SLY DESIGNS
Infinity Chalice
Made in USA
CERTIFICATE OF AUTHENTICITY
Model: ICH511
Serial: 1260610017

Perform the impossible penetration with the Infinity Chalice by Sly Designs

Created by Sam Sléibhín, the Infinity Chalice is a precision-engineered, double-ended stainless steel vessel that turns classic coin magic into a visual stunner: four half dollars visibly placed into the top seemingly melt through solid metal—one by one—to emerge cleanly at the bottom, defying physics in the most direct, impossible way.

Everything is examinable before and after: the gimmicked 303 stainless steel chalice (beautifully machined with a sleek, modern design), the custom gimmicked US half dollar, and four matching ungimmicked halves. Packaged in a custom black ASA case for protection and portability.

No difficult sleights, no awkward angles—just elegant, deceptive mechanics combined with a strong, easy-to-follow routine that builds astonishment step by step.

- **Precision machined** in durable 303 stainless steel for lasting beauty and smooth performance
- **Complete kit** — chalice, gimmicked coin, four matching halves, and protective case
- **Examinable** — spectators can inspect everything upfront, heightening the impossibility
- **Step-by-step video tutorial** included to master the routine quickly
- **Made in the USA** by veterans and world-renowned magicians—professional-grade, pocket-ready, and built to impress

Perfect for close-up magicians, coin workers, collectors of impossible objects, or anyone who loves high-impact, visual magic that leaves audiences speechless. Display it as a sculptural piece... or perform it to create unforgettable moments.

INFINITY CHALICE

STAINLESS STEEL STANDARD
EDITION - HALF DOLLAR

Watch demo: https://youtu.be/SHVQiIEMG40?si=uhH131qVCWEwhh_B

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- **Precision machined** in durable 303 stainless steel for lasting beauty and smooth performance
- **Complete essentials** — chalice, gimmicked coin
- **Examinable** — spectators can inspect everything upfront, heightening the impossibility
- **Step-by-step video tutorial** included to master the routine quickly
- **Made in the USA** by veterans and world-renowned magicians—professional-grade, pocket-ready, and built to impress

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INFINITY CHALICE

ALUMINUM EDITION - HALF DOLLAR

Watch demo: https://youtu.be/uDOWQQAunWI?si=HKiD-kaNgSEAaMuG

Perform the impossible penetration with the Infinity Chalice by Sly Designs

Created by Sam Sléibhín, the Infinity Chalice is a precision-engineered, double-ended stainless steel vessel that turns classic coin magic into a visual stunner: four half dollars visibly placed into the top seemingly melt through solid metal—one by one—to emerge cleanly at the bottom, defying physics in the most direct, impossible way.

Everything is examinable before and after: the gimmicked aircraft quality aluminum chalice (beautifully machined with a sleek, modern design), the custom gimmicked US half dollar.

No difficult sleights, no awkward angles—just elegant, deceptive mechanics combined with a strong, easy-to-follow routine that builds astonishment step by step.

- **Precision machined** in aircraft grade aluminum for lasting beauty and smooth performance
- **Complete essentials** — chalice, gimmicked coin
- **Examinable** — spectators can inspect everything upfront, heightening the impossibility
- **Step-by-step video tutorial** included to master the routine quickly
- **Made in the USA** by veterans and world-renowned magicians—professional-grade, pocket-ready, and built to impress

Perfect for close-up magicians, coin workers, collectors of impossible objects, or anyone who loves high-impact, visual magic that leaves audiences speechless. Display it as a sculptural piece... or perform it to create unforgettable moments.

INFINITY CHALICE

BUDGET EDITION - QUARTERS

"Beautifully made and very easy for the less experienced magician. A great piece for the performer on a budget." — ★★★★★

"This is a terrific routine... easy to follow and easy to perform. The plastic version is surprisingly solid and deceptive!" — ★★★★★

Get started with impossible coin magic on a budget: Infinity Chalice Plastic Edition by Sly Designs

Created by Adam Goldenstein, the Infinity Chalice Plastic Edition delivers the same jaw-dropping penetration illusion as our premium models—at an accessible price point. Four quarters visibly placed into the top of the double-ended chalice melt through solid material—one by one—to emerge cleanly at the bottom, creating a direct, physics-defying visual that leaves spectators stunned.

This budget-friendly version features a durable, lightweight 3D-printed black ASA plastic gimmicked chalice (sleek and modern-looking) paired with a custom gimmicked US quarter. You'll supply your own four matching ungimmicked quarters for the routine. Everything remains fully examinable before and after—no difficult sleights required, just smooth, deceptive mechanics and a strong, easy-to-perform sequence that builds astonishment naturally.

- **Affordable entry to premium effects** — same impossible penetration as the stainless and aluminum models, but lighter and smaller
- **Complete essentials** — 3D-printed gimmicked chalice + gimmicked US quarter (add your own matching quarters)
- **Examinable** — spectators can handle and inspect the chalice and coins upfront, amplifying the mystery
- **Step-by-step video tutorial** included to learn the routine quickly and confidently
- **Made in the USA** by veterans and world-renowned magicians—reliable, performer-ready, and built for real-world use

Ideal for aspiring magicians, coin enthusiasts on a budget, or anyone wanting high-impact visual magic without the premium investment. Great as a starter prop, backup, or travel-friendly version—perform it close-up, display it casually, and watch reactions turn to "no way!"

NEUTRINO

THE MOST IMPOSSIBLE PENETRATION EFFECT EVER MADE.

Assemble them with your spectator into a finished, impenetrable block.

Slide the block into its case.

Push an ordinary playing card straight through the solid steel.

The card moves freely. It can even travel the full length of the block. When you're done, take everything apart and hand it out. It's examinable. Nothing is left to explain what just happened.

Neutrino is self-working and can be performed completely surrounded. The block is heavy. The fit is precise. The effect is direct: solid through solid, shown before the penetration and examined after.

Designed and manufactured in the USA.

Built for working performers who want the object in their hands to match the effect their audience just saw.

Watch a video demo here:

NEUTRINO

Created by Sam Sléibhín, the Neutrino is a precision-engineered solid-through-solid effect built from twelve pieces of 303 stainless steel. Assemble the pieces with your spectator into a finished, impenetrable block. Slide the block into its clear case, then push an ordinary playing card straight through the solid metal. The card passes cleanly—even lengthwise—and everything can be taken apart and examined immediately afterward.

No difficult sleights. No restricted angles. The effect is direct, self-working, and can be performed completely surrounded. Spectators see the solid block before the penetration and handle every piece after. The method stays invisible; the impossibility does not.

- Precision machined from solid 303 stainless steel for weight, durability, and a substantial feel
- Complete essentials — twelve-piece puzzle block and clear examinable case
- Fully examinable before and after, heightening the impossibility
- Step-by-step video tutorial included
- Designed and manufactured in the USA

Perfect for close-up workers, puzzle collectors, and anyone who wants a solid-through-solid effect that looks exactly as impossible as it is. Display the finished block as a precision object, or perform it and hand everything out.

UNHINGED DECK

“This is incredible. The possibilities with this deck are literally limited only by the imagination” - ★★★★★

Watch Demo:

INVISIBLE HINGE TECHNOLOGY

Bills, billets, rings, toys...

Make anything that fits in the deck appear quicker than the eye can see.

Unleash endless creativity with the Unhinged Deck by Sly Designs

Created by Sam Sléibhín, the Unhinged Deck is the modern upgrade to his original “Forever Deck”. The Unhinged Deck appears to be a perfectly ordinary deck of Bicycle-style playing cards—until you reveal its secret: the entire deck cleverly folds open like a book, exposing a hidden cavity perfect for loading and vanishing small objects (rings, coins, billets, predictions, and more).

The removable hinge allows for truly "unhinged" versatility—detach it completely for standalone effects, reconfigure the deck in surprising ways, or combine with other Sly Designs pieces for layered impossibilities. Infinite performance options await: classic ring-in-box routines, impossible productions, vanishes, transpositions, or even hybrid effects blending with your kirigami topology cards.

Everything is built for real-world performance: smooth, silent operation, examinable appearance (looks and feels like a standard deck at first glance), and durable construction that holds up to repeated use.

- **Deceptive utility deck** — masquerades as a real Bicycle deck while hiding a spacious, accessible compartment
- **Removable hinge** — unlocks infinite handling variations and custom setups
- **Pocket-sized powerhouse** — compact, portable, and ready for close-up or stage
- **Step-by-step video tutorial** included to master loading, routines, and creative applications quickly
- **Made in the USA** by veterans and world-renowned magicians—professional-grade, reliable, and built to astonish

Perfect for magicians seeking a fresh, multi-purpose prop, mentalists incorporating predictions or switches, or collectors of ingenious gimmicks that spark "how is this possible?" moments. Display it innocently on the table… then unleash the unhinged magic inside.

COIN CYLINDER NOUVEAU

“Finally, a fresh take on the classic Cylinder and Coins that feels modern and performer-friendly! The Coin Cylinder Nouveau from Sly Designs has a sleek, elegant design—nothing like the old leather ones—and the coins move through it in the cleanest, most visual way. The mechanics are deceptive and smooth; no fumbling, no bad angles. Everything's examinable at the start and end, which kills any suspicion. The video tutorial is spot-on and helped me nail the routine in one sitting. This has become my go-to for table-hopping—spectators freak out every time.” ★★★★★

Watch demo:

Master the timeless impossible with Coin Cylinder Nouveau by Sly Designs

Created by Sam Sléibhín, the Coin Cylinder Nouveau reimagines the legendary Cylinder and Coins routine with a fresh, elegant twist: a sleek, precision-crafted cylinder that allows silver dollar coins (or half dollars) to impossibly appear in the cylinder one at a time, under impossible conditions—leaving audiences questioning reality.

Unlike traditional cork-and-leather versions, this Nouveau model features a modern, streamlined design with deceptive built-in mechanics that feel natural and foolproof. Show the cylinder empty, vanish a coin from your hand, and show the coin under the cylinder. Repeat the process twice more and watch them appear inside in the cylinder in the cleanest, most visual manner possible.

Everything is built for professional performance: fully examinable at the start and finish (no suspicious moves), smooth handling, and durable construction that withstands real-world use.

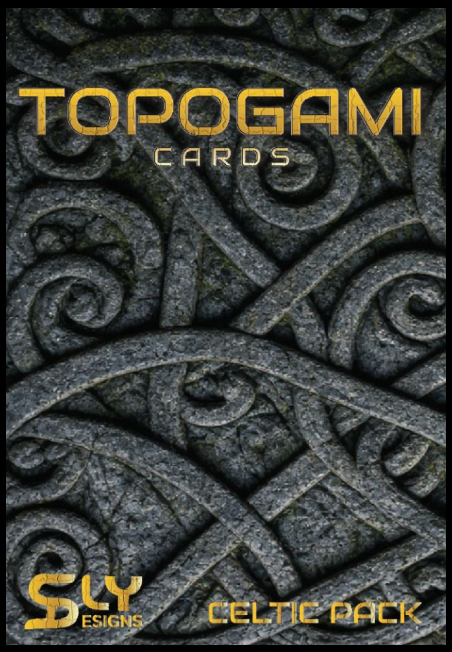
- **Unique Nouveau design** — modern aesthetics meet classic impossibility for standout visuals
- **Incredible carrying case** — a unique designed case that looks like a coin roll from the U.S. Department of Treasury carries the coins and cylinder to keep them together and safe
- **Silver dollar/half dollar compatibility** — works with standard coins for easy resets and audience handling
    a. Silver dollar size includes coins
    b. Half dollar size **does not** include coins
- **Examinable throughout** — spectators can inspect the cylinder and coins, heightening the deception
- **Step-by-step video tutorial** included to learn the full routine and handling variations quickly
- **Made in the USA** by veterans and world-renowned magicians—compact, reliable, and engineered for astonishment

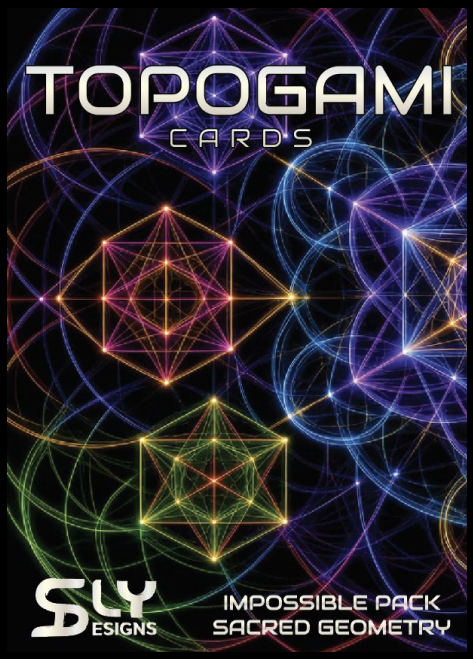
Perfect for coin magicians performing close-up miracles, Ramsay/Conover-inspired routines, or collectors seeking a beautiful, innovative prop that blends artistry and deception. Display it as a sculptural piece on your table… then unleash the Nouveau magic that makes coins dance through the impossible.

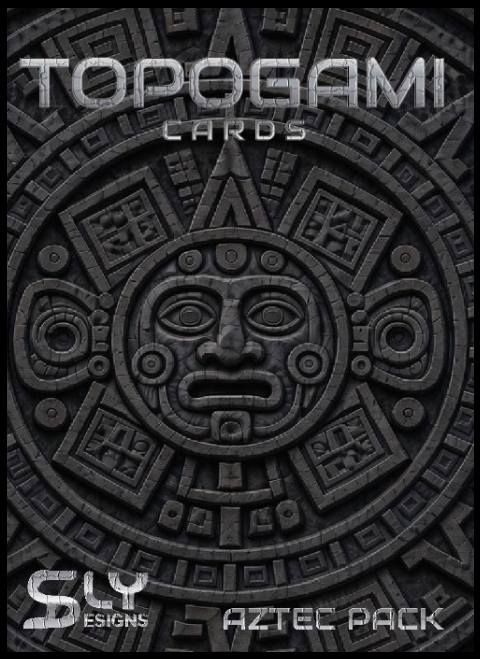
Unmatched durability — the cylinder has been tested to hold over 200 lbs of load weight, ensuring that it will withstand the toughest conditions.

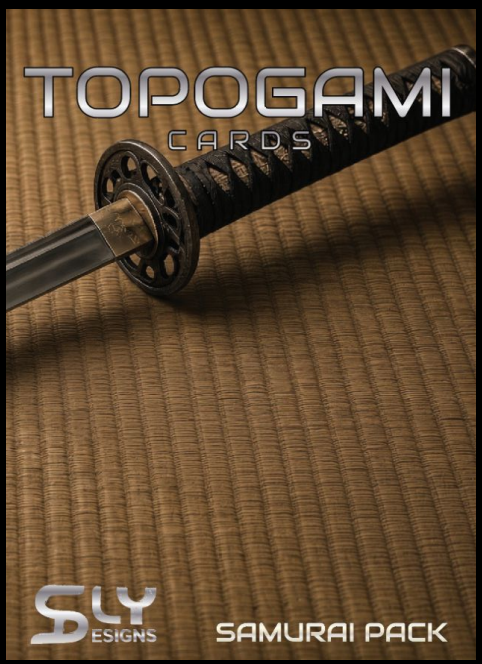
TOPOGAMI CARDS™

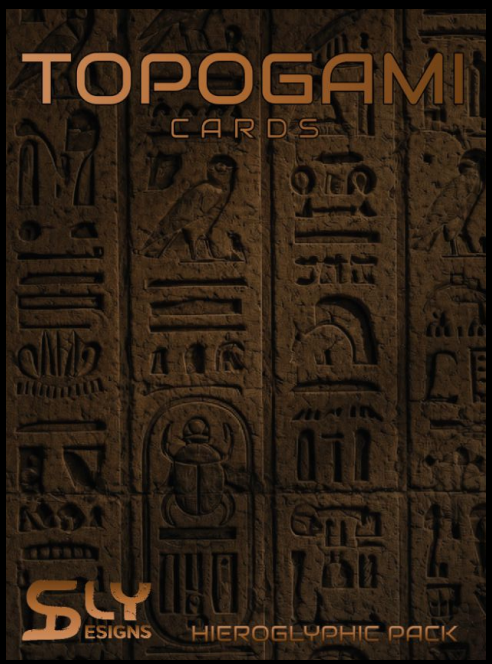
THE MAGIC OF INNOVATION IN EVERY FOLD











TOPOGAMI CARDS

Discover impossible elegance with Topogami Cards by Sly Designs

Experience the art of the impossible: each Topogami Card is a single, precision-cut playing card transformed into a mind-bending topological sculpture through clever folds and interlocking cuts.

One piece. Pre-cut. No assembly required beyond a few precise folds—yet the result is a stunning, two-sided work of art that defies expectation: a card impossibly linked to itself, looped in ways that seem to break the rules of reality.

Crafted with proprietary micro-perforation technology on premium playing card stock, these designs blend kirigami artistry, origami, mathematical topology, and magician's ingenuity—creating pocket-sized wonders that are as beautiful displayed flat or folded as they are perplexing to onlookers.

- **Single-card marvel** — no extra pieces, just one elegantly engineered card
- **Pre-cut precision** for effortless, clean performance or display
- **Two-sided artistry** — intricate cuts reveal stunning patterns and illusions from both sides
- **Step-by-step video tutorial** included (link provided) to master the "impossible" folds quickly
- **Made in the USA** by veterans and world-renowned magicians—compact, durable, and endlessly fascinating

Perfect for magicians, puzzle collectors, artists, or anyone who loves objects that spark wonder and conversation. Perform, display, or gift a true conversation starter that looks like ordinary art... until it isn't.

The **Topogami Cards™ collection by Sly Designs** features our proprietary micro-perforation technology—a precision innovation that brings the intricate, time-intensive art of kirigami to life in seconds.

What once required hours of meticulous cutting with a hobby knife (and often imperfect results and cut fingers) is now effortless: each card arrives fully prepared and ready to fold right out of the box. Simply separate along the micro-perforations, follow the included video tutorial, and transform ordinary playing cards into stunning topological sculptures, impossible links, or geometric wonders.

This breakthrough makes the art of kirigami accessible to magicians, puzzle enthusiasts, artists, and anyone who appreciates hands-on creativity—without the frustration or skill barrier.

Perfect for performers and gifting

Topogami Cards™ double as magical giveaways: hand one to a spectator after a mind-blowing routine for a lasting, personalized souvenir. They're also ideal last-minute gifts—compact, thoughtful, and far more memorable than a forgotten birthday card (especially when your magic budget has already taken a hit!).

With new designs added monthly, the possibilities are truly endless—whether you're performing "impossible" folds, building modular polyhedra, or exploring mathematical art.

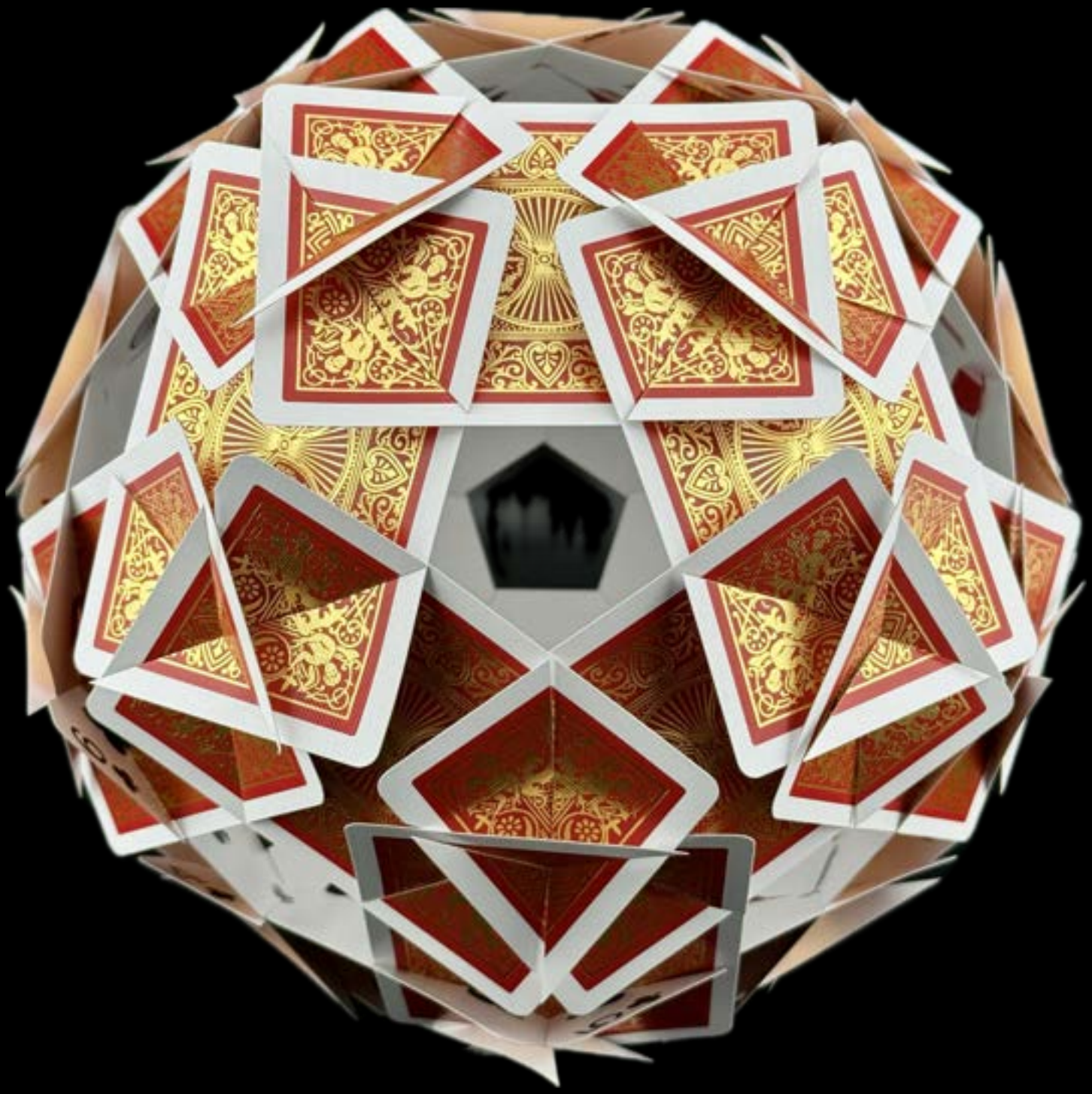
Package includes a variety of 13 different Topogami Cards. Each package is different so you never know which cards (not the color, suit, nor pattern) you are going to receive! Collect them all!

Click here for a demo:

TURN YOUR CARDS INTO A TWO-SIDED WORK OF ART

Display cases not included

POLYHEDRON COLLECTION



DO-DECK-A-HEDRON

Elevate curiosity into creation with this captivating geometric masterpiece.

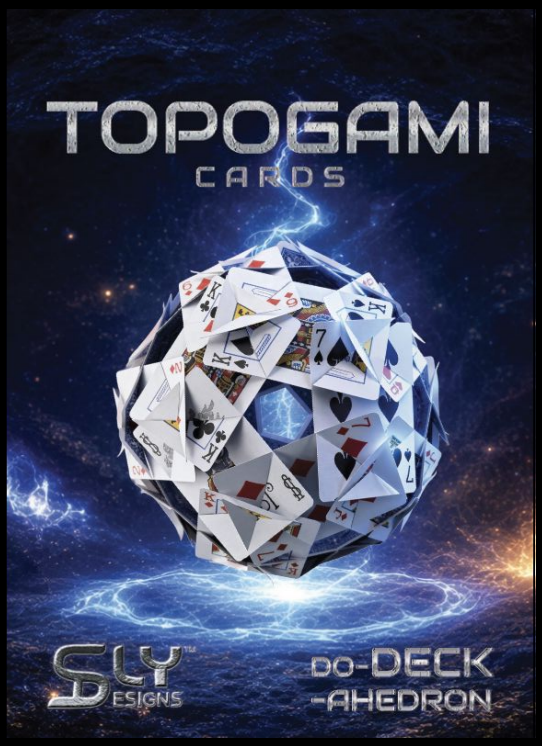
Transform 30 precision, pre-cut playing cards into a mesmerizing twelve-sided polyhedron, inspired by the innovative modular kirigami designs of renowned mathematician and artist **George Hart**.

No glue, no tape—just clever interlocking slots and folds that reveal an elegant, symmetrical sculpture blending art, mathematics, and playful wonder.

Includes a clear step-by-step video tutorial link to guide you smoothly from flat cards to finished form.

Perfect for puzzle enthusiasts, math lovers, artists, or anyone seeking a meditative, mind-expanding hands-on project that results in a beautiful, display-worthy object.

Available in 32 or 56 card packages. Full decks are left or right cut.



THE FACET FELON

“This thing is pure gold for magicians! The Do-Deck-a-Hedron assembles into a gorgeous dodecahedron in minutes thanks to the flawless pre cut cards and clear video tutorial.

But the real killer is the signed card routine: spectator signs a card, it vanishes, and then—bam—it's impossibly linked right inside the polyhedron, woven through the geometric structure like it was always there.

The 'how the hell?' reactions are *insane*—it's visual, impossible, and the polyhedron makes an amazing, lasting giveaway.

Already a staple in my set—highly recommend for anyone blending puzzles with magic!" ★★★★★

THE FACET FELON

THE FACT FELON

THE PERFECT CRIME.

COMMITTED IN PLAIN SIGHT.

A spectator signs their card.

They watch it vanish.

Then — in a single, impossible instant — their signed card **appears locked inside** a solid, woven 30-card dodecahedron.

It's a breathtaking geometric sculpture of 30 playing cards — every edge perfectly interlocked — and their signed card impossibly trapped at the very center, visible from every angle.

It's apparently not coming out without destroying the dodecahedron.

Visually impossible. Incredibly easy to perform.

30-card woven dodecahedron · Instant signed-card appearance · Basic sleight of hand

Available exclusively from Sly Designs.

Limited first-run edition.

Steal one before they're gone.

Watch Demo:

3-Burr Puzzles

"What a deceptive little gem! As a magician, I love how innocent it looks—just three Bicycle-style cards—until you start slotting them together and it forms this sturdy, 3D structure that feels solid. The precision cuts are top-notch (pips even align beautifully when assembled). I've used it as a quick desk toy during gigs, and it always draws people in for a closer look. Assembling is fun and meditative. Sly Designs nailed the balance of puzzle difficulty and elegance. Worth every penny—get it before your magic buddies do!" ★★★★★

Unlock the magic of geometry with the 3-Burr Puzzle by Sly Designs

Challenge your mind and hands with this ingenious kirigami-inspired burr puzzle: assemble three precision, pre-cut playing cards into a perfectly interlocked, three-dimensional structure that echoes classic wooden burr designs—but in a compact, elegant, and impossibly clever form. Based on puzzle creator **George Miller**'s design.

No glue, no tools, no frustration—just clever slots and folds that click satisfyingly into place, creating a sturdy, display-worthy polyhedral sculpture. Inspired by the interlocking genius of traditional burr puzzles (where pieces slide and notch in surprising ways), this version transforms ordinary Bicycle-style cards into a pocket-sized brain teaser that's equal parts art, mathematics, and magic.

- **Precision micro-perforated** for clean, easy separation
- **Step-by-step video tutorial** included to guide you from flat cards to finished form
- **Made in the USA** by veterans and magicians—compact enough for travel, intriguing enough for endless puzzling
- **Perfect for** puzzle lovers, math enthusiasts, card magicians, or anyone who appreciates thoughtful, hands-on creativity

Once assembled, admire (or show off) your creation—then disassemble and rebuild for repeat challenges. A fresh take on burr puzzles that feels delightfully impossible until it clicks. Partial deck Includes 12 cards, 4 puzzles per package; full deck included 54 cards, 18 puzzles per package.

> "Bought this on a whim after seeing it on Instagram, and wow—it's way cooler than I expected! Super easy to separate the precut cards, and the tutorial video walks you through assembly perfectly. Once together, it's this neat little polyhedral burr that looks like modern art on my shelf. My kids (teens) fought over who got to solve it first, and we all got it on the second try. Five stars for the fun factor!"

TOPOGAMI

CARDS

SLY DESIGNS

PYRO-BALLS

Pyro-Balls by Sly Designs

The Impossible Location That's Been Hiding in Plain Sight the Whole Show

If you've ever wanted a single prop that feels like pure fire—both literally and figuratively—Sly Designs just dropped the one you've been waiting for.

Here's the miracle:

You borrow a spectator's ring (or coin, watch, key—anything small). It vanishes cleanly using whatever method you prefer—classic palm, thumb tip, whatever. The ring is gone. The spectator is already nervous. You gesture toward the innocent-looking Pyro-Ball that's been sitting in full view on the table the entire time and say:

"*I think your ring has been trying to get warm…*"

You pick up the ball, give it a gentle shake… and the ring clinks inside. You disassemble the ball and tip it forward. The spectator's ring drops out into their hand.

That's it. No suspicious moves. The ball has been in plain sight the entire performance, and the reappearance feels genuinely impossible.

Why Performers Are Losing Their Minds Over It

- **Confabulation ready** – The ball sits out from the first moment of your set. When the ring appears inside it ten minutes later, the audience literally rewrites their own memory: "Wait… that thing was there the whole time?!"
- **Minimal sleight of hand required for the climax** – The gimmick does all the heavy lifting.
- **Works with any small object** – Rings are perfect, but signed coins, folded billets, borrowed earrings, even a spectator's tooth (don't ask) have all been used successfully in testing.
- **Audience-tested favorite** – Every single performer who's field-tested Pyro-Balls has reported the same reaction: stunned silence followed by an explosion of applause and "how the hell…" questions.
- **Incredibly easy** – Learn it in under five minutes, perform it the same night.

The finish is so clean and so visual that magicians who normally hate "gimmick" effects are calling this their new closer. It's elegant, dramatic, and plays just as strongly for 8 people at a restaurant table as it does for 80 at a corporate event.

Pyro-Balls are made in the USA by magicians and machinists who actually understand what close-up performers need. Each set includes enough cards for 9 ball (which can be reused for multiple performances or given away as a souvenir, a video tutorial that covers multiple handlings and multiple routine ideas to get your creative wheels turning.

If you've been looking for that one impossible-location piece that feels fresh, looks amazing, and actually delivers the reaction you dream about… *this is it*.

Grab one before someone else does… and then watch your spectators lose their minds when their ring drops out of a ball that's been sitting in full view the entire show.

Video Demo:

Ignite geometric wonder with the Pyro-Balls featuring Andrea Hawksley's 6-Card Ball Design by Sly Designs

Assemble six precision, pre-cut playing cards into a compact, interlocking spherical polyhedron that conceals a stunning secret: an elegant dodecahedron clearly visible at its core.

Created by mathematical artist **Andrea Hawksley**, this clever design uses just six cards—each ingeniously representing **two faces** of the underlying regular dodecahedron—resulting in a structure with **pyritohedral symmetry** (a fascinating subgroup of icosahedral symmetry, blending full dodecahedral beauty with pyrite-like distortions). The result is a mesmerizing, soccer-ball-like orb that's both a visual delight and a subtle mathematical puzzle.

No glue, no tape—just slotting and interlocking folds that click satisfyingly into place, revealing intricate patterns and a harmonious, display-worthy sculpture from every angle.

- **Six-card modular marvel** — compact yet structurally rich
- **Pre-cut precision** on premium playing card stock for clean separation and effortless assembly
- **Hidden dodecahedron core** with pyritohedral symmetry — a beautiful fusion of art and advanced geometry
- **Two-sided artistry** — stunning interlocking designs visible inside and out
- **Step-by-step video tutorial** included (link provided) to guide you from flat cards to finished ball
- **Made in the USA** by veterans and magicians—pocket-portable, durable, and endlessly intriguing

TOPOGAMI

CARDS

SLY DESIGNS

TUNNEL CUBE

THE TUNNEL CUBE

Inspired by mathematical artist George Hart

MATH MEETS MAGIC. GEOMETRY MEETS YOUR AUDIENCE.

Twelve ordinary playing cards. Pre-cut with precision slots.

Interlock in minutes to form a striking, open-structured cube — elegant tunnels piercing straight through every face to the center.

A geometric marvel: six clean square tunnels (plus hidden passages) create an impossible-looking lattice of cards that holds itself together without glue, tape, or tricks.

Spectators can't stop staring.

They turn it in their hands, peer through the tunnels, marvel at the symmetry — a perfect blend of art, math, and wonder.

The ideal post-show giveaway.
Far more sophisticated than balloon animals.

Far more memorable than a signed card alone.

Hand it to them at the end of your show:
“Your souvenir — a little piece of impossible geometry. Scan the QR code on the custom card for more magic and my next show.”

Boost your merch table instantly.

Compact, lightweight, packs flat in a sleek envelope.

Audience members buy extras for friends, kids, offices — “I have to show this to someone!”

THE TUNNEL CUBE

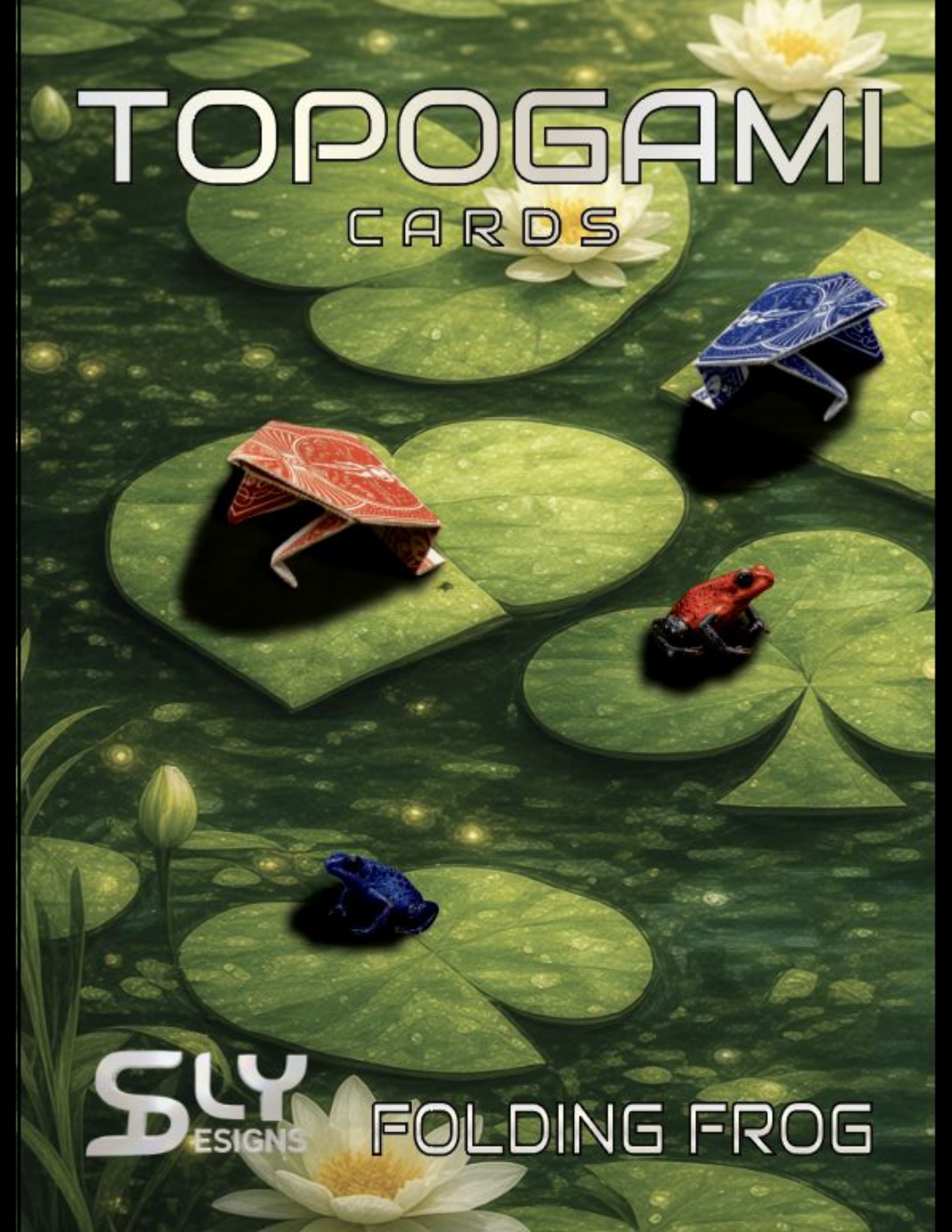
24 precision pre-slit playing cards, enough cards for two cubes • Inspired by George Hart • Assembles into a 10 cm sculptural cube with fourteen tunnels • No tools required

Limited edition — because elegance sells out.

Where magic folds into mathematics.

TOPOGAMI

CARDS



SLY DESIGNS

FOLDING FROG

Make their card… leap back to them. 🐸

Imagine this:
A card is freely selected and **signed**. It's lost in the deck—no control, no funny moves. The cards are spread across the table. The moment is over… or so it seems.

Then you reach into your pocket and remove something unexpected.

A **tiny origami frog**.

You place it on the table and show how it hops with a simple press of your finger. The room laughs. It's charming. Impossible not to smile.

Then you hand the frog to your spectator.

"Your frog knows where your card is. Just make it hop."

The frog jumps across the spread and lands on a card. The spectator turns it over…

Not their card.

But when the magician checks the spread, something is very wrong.

Their signed card is gone.

All eyes return to the frog.

Slowly… the paper frog is unfolded.

Layer by layer.

Fold by fold.

Until the truth appears in their own handwriting.

The frog was their signed card the entire time.

What Makes *The Frog Deck* Special

🃏 **Perforated Precision**
Every card is expertly scored to allow **rapid, one-handed folding** into a perfect origami frog without even looking..

Fast & Practical
Fold the frog in seconds—even under fire.

A Complete Magical Moment
Part magic trick, part playful theater, part impossible souvenir.

Interactive & Memorable
The spectator makes the frog hop themselves before the stunning revelation.

Perfect For

- Close-up magic
- Walk-around performers
- Table hopping
- Social media magic
- Magicians who love **visual, impossible endings**
- Simple giveaways

A signed card.
A hopping frog.
An impossible transformation.

The Frog Deck turns a simple card trick into a moment they'll talk about long after the frog stops hopping.

The magic… leaps into their hands. 🐸✨

Sly Designs – Revolutionary Innovations in Sly Deceptions

Includes 20 random cards with mixed colors.

CANNIBAL DECK

Because sometimes the cards don't just vanish...

They get eaten.

What happens when a deck of cards **eats itself?**

You're left with **The Cannibal Deck**.

Crafted from a genuine Bicycle deck, every single pip, index, and piece of artwork has been **meticulously cut away**—leaving behind a haunting collection of hollowed-out cards.

No printing.
No gimmicked ink.

Just the **bones of the deck**.

The Perfect Impossible Ending

Imagine performing the classic Cannibal Kings.

The kings devour the other cards one by one... until the deck is spread to reveal a shocking finale:

Every card has been eaten.

All that remains are the empty outlines where the pips used to be.

Or picture this...

You finish any ambitious card routine.
A quick deck switch.
You spread the cards across the table.

Gasps.

The entire deck has been **consumed from the inside out**.

A Tool for Creative Magicians

The **Cannibal Deck** is not a trick in itself.

It's a **powerful visual prop** that unlocks dozens of routines:

- A killer ending for **Cannibal Kings**
- A surreal finale for **Ambitious Card**
- A shocking deck-switch revelation
- A bizarre close-up storytelling piece
- A haunting display for bizarre magic

If you can imagine it... this deck can sell it.

Built for Impact

✔ Made from a genuine Bicycle deck
✔ Precision-cut artwork and pips
✔ Fully usable blank-face framework cards
✔ Perfect for dramatic spreads and reveals

Every card looks like it has been **slowly devoured**.

Limited Seasonal Release

The **Cannibal Deck** is a **limited seasonal edition** from Sly Designs.

When they're gone...

They're **gone**.

No restocks - until next year!

The Infinity Link

Link a card to itself. Link a ring to the card. Impossibly.

"Hands down one of the coolest topological card effects I've added to my arsenal! The Infinity Link by Sly Designs is genius—a single Bicycle card with those sneaky micro-perforations that are basically invisible until you pop the shape. Fold it, and suddenly you have an 'impossible' self-linked loop that you can thread a spectator's ring through effortlessly. The reveal is pure astonishment—clean, visual, and examinable. Tutorial is clear and quick; I had it performance-ready in an hour. Great for walk-around, table magic, or as a giveaway souvenir. Sly Designs' precision and magician-crafted vibe make this feel premium. If you're into impossible objects or linking effects, grab this—it's a worker!" ★★★★★

Watch demo:

Experience true topological impossibility with Infinity Link Cards by Sly Designs

Created by award-winning magician Sam Sléibhín, the Infinity Link Card turns a single Bicycle playing card into an astonishing, self-linked topological wonder: an "impossible" object where the card appears to link through itself in endless, reality-defying loops.

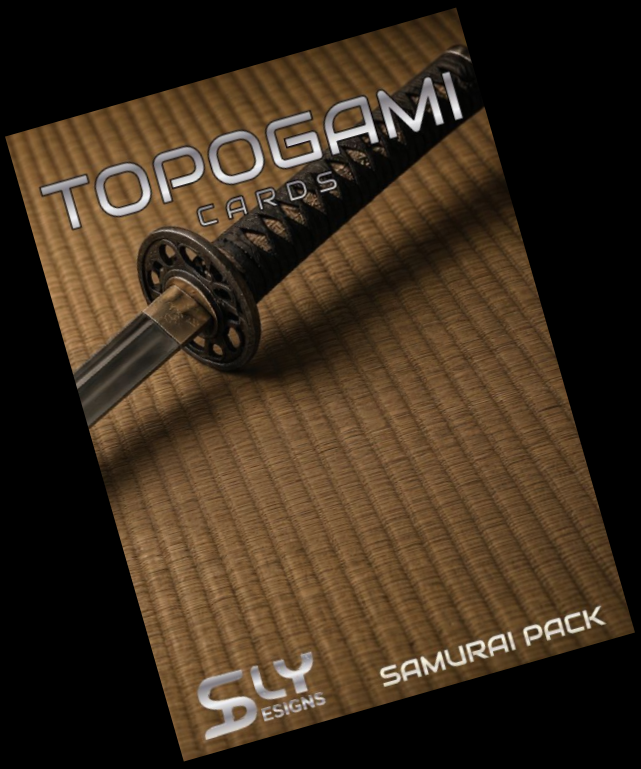
One piece. Pre-cut. No assembly or extra components—just precise folds that reveal a mind-bending structure you can actually thread rings, strings, or small objects through, creating visual paradoxes that look physically impossible.

The proprietary micro-perforated cuts (nearly invisible when flat) allow the card to transform seamlessly, showcasing intricate, symmetrical patterns from both sides—a true two-sided work of art that blends kirigami precision, advanced topology, and magician's ingenuity.

- **Single-card topology marvel** — one elegantly engineered card does it all
- **Pre-cut precision** for clean, effortless transformation
- **Two-sided artistry** — stunning interlocking designs visible and beautiful from every angle
- **Linking capability** — link rings, chains, or objects in ways that defy logic
- **Step-by-step video tutorial** included (link provided) to master the folds and handling quickly
- **Made in the USA** by veterans and world-renowned magicians—pocket-sized, durable, and endlessly perplexing

Perfect for anyone performing visual impossibilities, puzzle collectors seeking topological challenges, artists admiring geometric beauty, or anyone who loves objects that spark awe and endless "how did you do that?" moments. Display flat as subtle art... or link it up to blow minds.

TOPOGAMI CLUB



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- Full access to all of our hidden online videos.
- Access to our weekly internet jam session - which has been described as "a wildly unique experience"
- Early-bird purchasing of our new products before they're available to anyone else.
- Plus much, much more!

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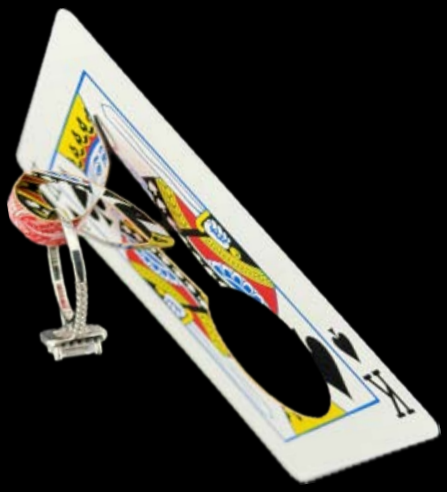

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October 2026 Product Catalog

SLY DESIGNS

Revolutionary Innovations in Sly Deceptions

NEUTRINO IS FINALLY HERE

The Magic Industry's #1 satirical magazine