

Frazzen the Wizard of Nivup – Your Magic Teacher

Ah, my fellow travellers, my witches and wizards... welcome to my magic school where I will be teaching you the magic of Snowlands!

Here you will learn many tricks from the story you have just read. If you've jumped here without finishing the story then I'd encourage you to only learn the trick you came here to learn... until you've finished reading the story about Zak, you won't even know who I am!

One thing we magicians pride ourselves on is keeping secrets. So, assuming you *have* read Zak and the Wanderer, let's begin our journey together.

The Magician's Oath

Before I can teach you magic, you must take the Magician's Oath. All magicians are bound by this oath.

As you learn these tricks, you may need the help of a grown-up, so be sure they also take the oath. We all know grown-ups are not great at keeping secrets!

Repeat after me; *I, (say your name here), solemnly swear to never, ever reveal any of the magic tricks that Frazzen teaches me. I also swear to practice my magic before I perform it. Practice makes perfect.*

Did you say it out loud? Oh, good. In that case, you're ready. Let's learn the Magic of Snowlands!

Warning!

Not only will you be learning these amazing magic tricks, you'll also be making special magic props. You'll need colouring pencils, pieces of thin card, pieces of paper, a tea-towel or hanky and glue.

You also need scissors so take great care when using scissors and ask an adult to help you (make sure they take the Magician's Oath if you're revealing your secrets to them!).

Your Magic Words

All magicians have magic words which they say to make their magic happen. In Nivup, we say '*Magic of Snowlands!*' when performing magic. You may wish to say these magic words when you perform your magic, or you can create your own. Abracadabra, Hocus-pocus and Sim-sala-bim are all good ones. Which magic words will you use?

Trick No. 1 – Chapter 5

The Topsy-Turvy Night-Elder

In this chapter, Zak meets the Night-Elder, the topsy-turvy being with two faces in one. How can this be?

I've drawn Ning and Nang below. But which one's Ning and which one's Nang? I do remember that Nang is serious and Ning is often mischievous. Can you see them both? (Psst...turn the page upside down to see the serious Nang!)



Why not draw your own Night-Elder that can be seen any way up?

Trick No. 2 – Chapter 7

The Coin That Isn't There

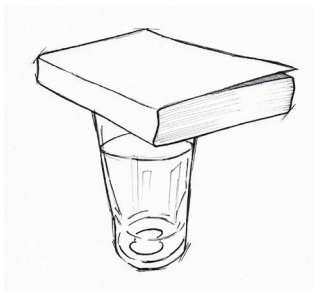
In this chapter, Yadilo tells Zak that Anstey is right next to him, reminding Zak that, 'Just because you can't see something doesn't mean it's not there.'

Is this possible? With this magic trick you'll discover that it is!

You'll need a coin, a glass of water and your Snowlands book! Place the coin on the table. Now carefully place the glass of water over the coin... steady now! If you look down into the glass, you'll see the coin. However, if you look through the sides of the glass, the coin has completely disappeared!

To stop your friends looking down into the glass, simply place this Snowlands book carefully on top of the glass and nobody will be able to see the coin!

(In the drawing, I've shown the coin but in reality, you won't be able to see it!)

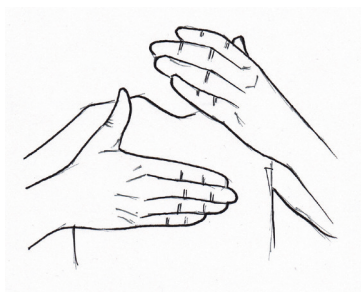


Trick No. 3 – Chapter 8

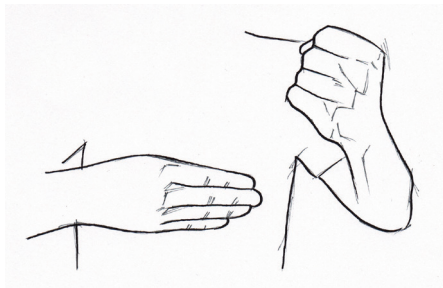
The Disappearing Thumb

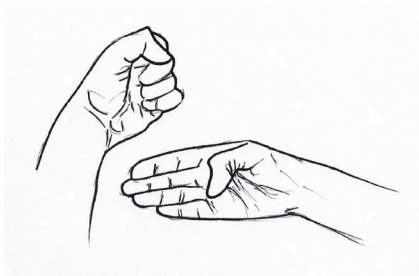
In this chapter, Zak's fingers and thumb become invisible. Learn how to make your thumb disappear and reappear like magic!

Hold your hand as shown below.



Now pretend to grab your thumb with your other hand. Simply hide your thumb down out of sight behind your palm as shown. From the front, it appears you have magically removed your thumb!





Don't forget to put it back after!

Trick No. 4 – Chapter 10

How to be in Two Places at the Same Time

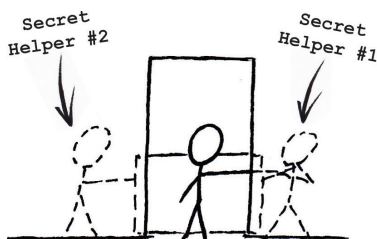
In this chapter, Zak discovers Yadilo is a magical being who somehow exists in two places at once. In this trick, you'll need two secret helpers and a dressing gown belt or washing line. You'll also need to make a large cardboard sign with your magician's name on it.



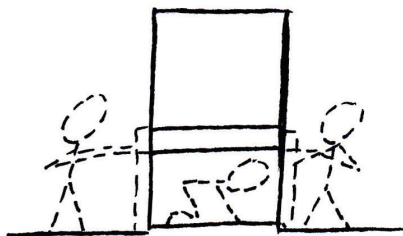
Find a doorway that allows your friends to hide on either side out of sight.

Have your secret helpers hold the end of your large sign, leaving you enough room to sneak behind it in just a moment!

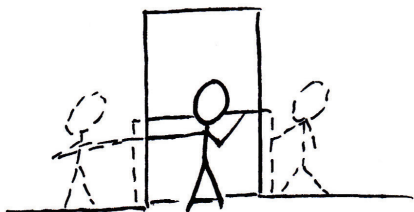
Take one end of your belt and begin to walk across the doorway as shown. Your first secret helper holds the other end, keeping the belt level.



Once you're out of sight, hand the belt to your second secret helper. They keep the belt held level as you crawl behind your sign, out of sight, back to your first secret helper.



Take the belt from your first secret helper and let your second secret helper pull you back into the doorway.



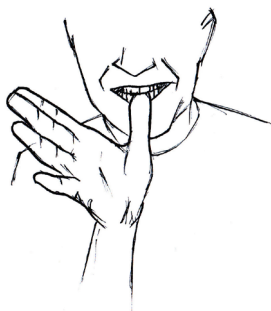
From the front, it appears as if you were on both ends of the belt – in two places at the same time!

Trick No. 5 – Chapter 16

Thumb Stretch

In this chapter, Zak is stretched by the prash. Ouch! In this trick, you will magically stretch your thumb and it won't hurt a bit!

Hold your thumb up and gently pinch the tip of your thumb between your teeth... gently now!



Next, bring your other hand up and momentarily cover your thumb. At the same time, secretly switch one thumb tip for the other in your teeth.

Now, if you pull down as shown below, it appears as if you're magically stretching your thumb to twice its length!



Snap your thumb back into shape. Once you've magically stretched your thumb, why not magically remove it too – see Trick No. 3 The Disappearing Thumb on page 245!

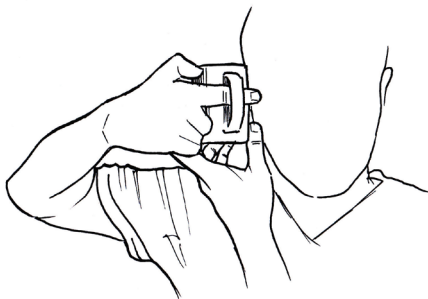
Trick No. 6 - Chapter 17

Pushing your Head Through the Handle of a Tea-Cup

In this chapter, someone tricked Yadilo and Zak off the prash into the wrong Snowland. In this trick, your friends will think you're wrong but you'll prove that you are right!

You'll need a tea-cup or mug with a handle. Show the mug and tell your friends that you can push your head through the handle. They will think you're mad – your head is much too big to fit through the handle of the mug!

To do exactly what you said you'd do, simply hold the mug near your head. Now extend your finger and use that finger to push your head *through* the handle of the mug! Yes, it's a play on words but you proved you did exactly what you said you would!



Trick No. 7 – Chapter 21

Mind-Reading Magic

In this chapter, Anstey is convinced everyone in Snowlands is a mind-reader. Can anybody read minds? Well, you can as you're a magician!

Get a piece of paper and fold it as shown on the next page. Starting from the top, write the following on each segment:

Think of a number

Double it

Add 4

Halve it

Take away the number you first thought of

Concentrate on the number you're left with

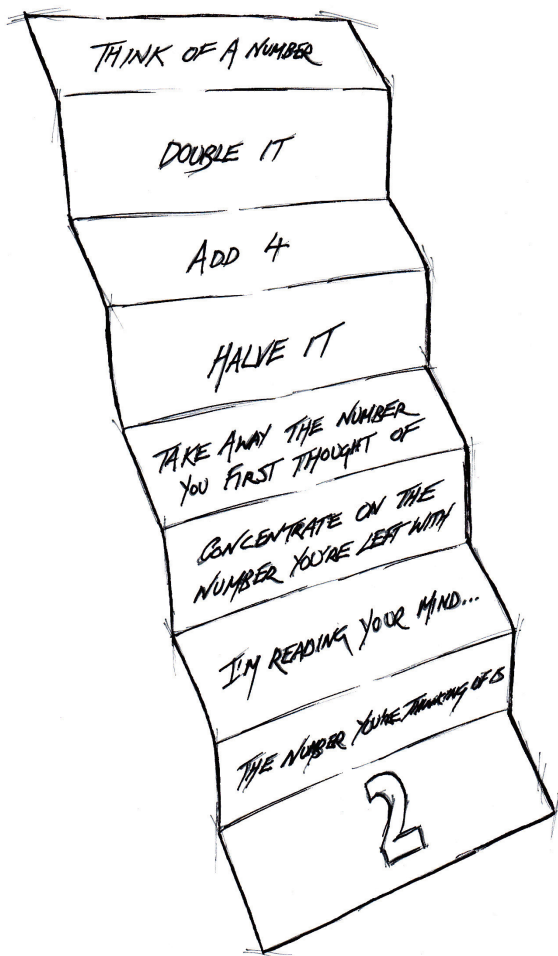
I'm reading your mind...

The number you are thinking of is...

2

Go ahead and try it yourself! When performing this trick for your friends, fold the paper up and unfold each segment as

you read each stage of the trick. At the finish, show them you knew they were thinking of the number 2!

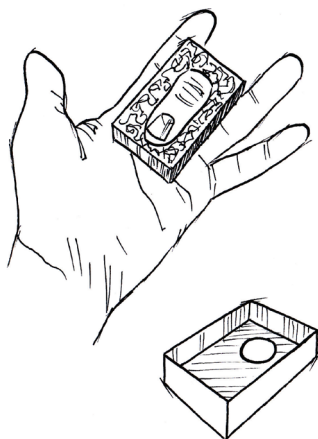


Trick No. 8 – Chapter 22

The Disembodied Finger

In this chapter, Zak and Yadilo are confronted by huge grey fingers seemingly alive. Read on to discover how to make your own disembodied finger come to life and scare your friends!

You'll need a small box, like the tray from a matchbox. Cut a hole at one end in the bottom of the box as shown. Slip your middle finger through this hole. Put some cotton wool in the box around your finger. With your finger lying still on the cotton wool, it looks as though you have a severed finger in the box. Move your finger slightly to freak out your friends!



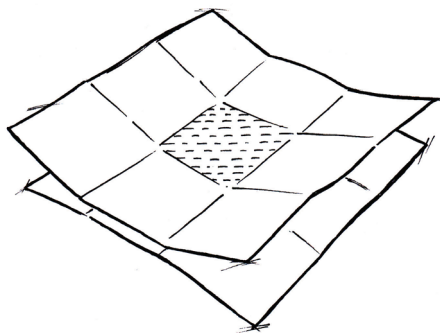
Trick No. 9 – Chapter 29

The Vanishing Rock

In this chapter, Sydosnuz makes a rock disappear. Follow along to learn how to make your own magical vanishing device!

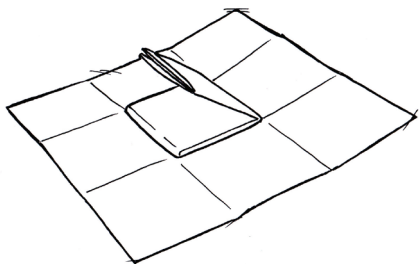
You'll need two square pieces of paper, approximately 15cm on each side. If using scissors, have an adult help you. Carefully fold each sheet into thirds.

Now, apply glue to the middle section (dotted-line in the drawing). Stick this middle square to the middle of the other sheet of paper.

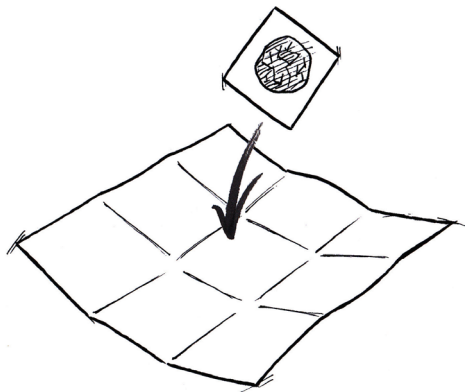


Next, while this is drying, cut out a small piece of paper or card which will fit into the centre square. Draw a rock on this and colour it in.

To prepare, take your magical vanishing device and fold up one side, as shown. This is your secret pocket. Keep this side secret so your audience is never aware of it.



To begin, start by showing the top unfolded sheet of your device. Place your rock drawing in the centre and fold the sides in.



Cover the device with a hanky or tea towel. As you do this, turn the device over secretly!

Make a magic wave, say a magic word or two - *Magic of Snowlands!* - then take the hanky off. Now unfold the (top) sheet of paper and show that the rock has vanished!

You can make it reappear if you wish by reversing the procedure. Remember, always keep one side of your device folded and out of sight.

Trick No. 10 – Chapter 31

Zak's Back!

In this chapter, the Painters restored Zak's colour. Using your magic vanishing device from Trick No. 9 The Vanishing Rock (see pages 254), you can make Zak magically fill with colour!

Cut out two squares from paper or card to fit the centre square of your device. Draw an outline of Zak on both, try to make them look alike. Next, colour one of them in.

Take this coloured-in Zak and put him into your device. Fold the sides up and turn the device over. You're now ready.

Show the outline drawing of Zak and point out that he has no colour. Place him into the open side of your device and fold the sides in. Now, take your hanky and cover the device and at the same time secretly turn it over.

Say your magic words – *Magic of Snowlands!* – and remove the hanky. Open the device and show that the drawing of Zak is now in full colour!

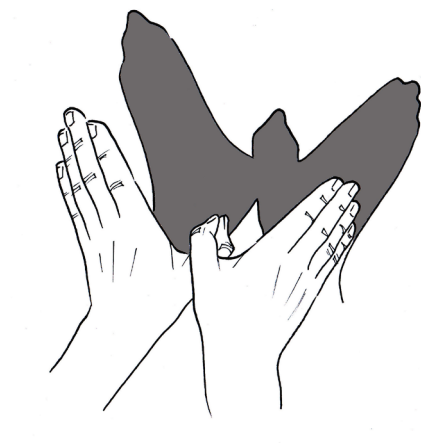
Trick No. 11 – Chapter 33

Magic of the Hands

In this chapter, Marsaz transforms from a bird into a fish. Here's how you can do the same using nothing but your hands and a bright light!

Hand-shadows are so much fun. All you need is the torch from a smartphone and a dark room with a white wall.

With the lights out, turn on the phone's torch and use your hands to create the following hand-shadow.



Once you have made the bird appear, simply move your hands into this hand-shadow – the fish.



Viola! A bird turns into a fish!

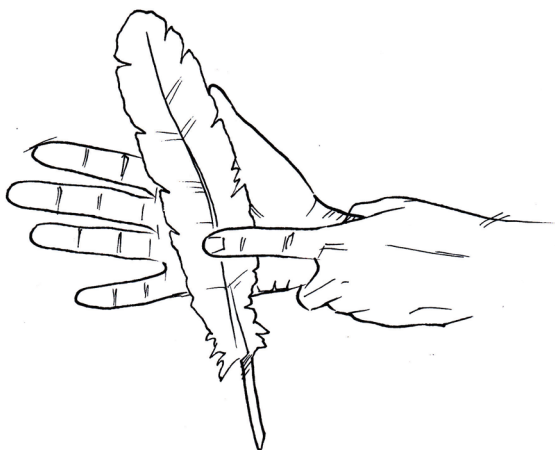
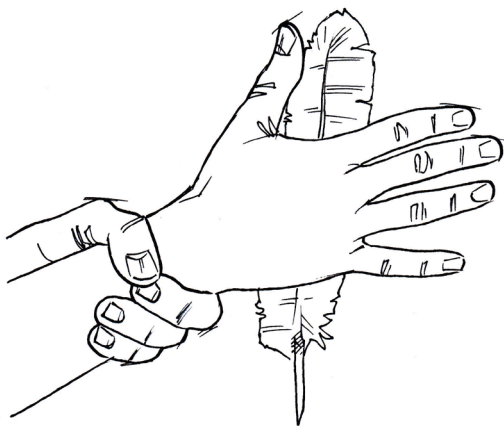
Trick No. 12 – Chapter 42

The Floating Feather

In this chapter, Anstey mysteriously floats into the odd-looking cart. Here's a crafty trick which makes it look like the feather is floating magically behind your hand!

Get yourself a bird feather (or you can use a pencil or even make your own magic wand!) and hold it as shown in the drawing. From the front it looks as though the feather is floating by magic! Don't let them see your finger holding the feather in place though.

ZAK AND THE WANDERER



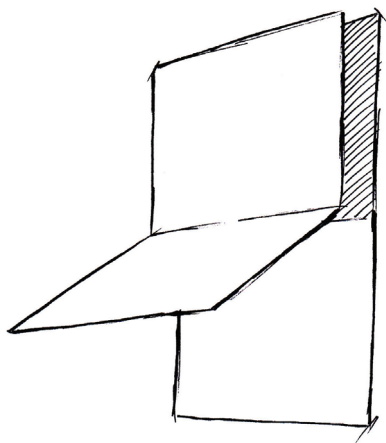
Trick No. 13 – Chapter 50

Boy into King

In this chapter, Zak magically changes from a boy into a King. Now you can do the same!

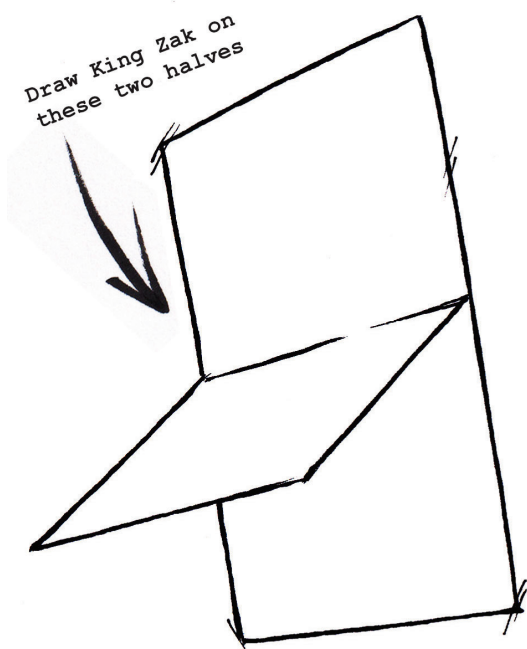
For this magic trick you'll need two pieces of thin card 10x7cm each. Take one of these pieces and cut a very thin piece of card off one short end. If using scissors, have an adult help you.

Now, fold each piece of card in half. Next, glue the two pieces of card together as shown by the shaded line, with the slightly longer card being uppermost. You've made a secret flap!

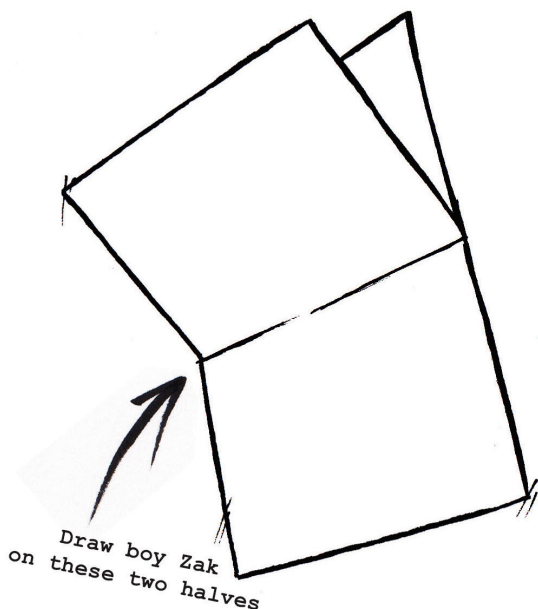


ZAK AND THE WANDERER

Open out the pieces of card with the flap up and draw a picture of Zak as a boy filling this side of the card.



Next, fold the secret flap down and now draw a picture of King Zak on this side, again completely filling the card. Make sure the two drawings look different! Perhaps King Zak has his sword, armour, gloves and boots!



Finally, turn the card over and colour the back nice and bright.

If you now lift the flap up and down, you can show either Zak as a boy or King Zak.

To perform this trick, show the card unfolded with the secret flap up showing Zak as a boy. Now fold the card in half so your drawing cannot be seen. Make a magic wave and say your magic words – *Magic of Snowlands!*

As you re-open the card, use the slightly longer edge to easily unfold the card with the secret flap down. This will make your drawing of King Zak come into view. You can show both sides of the card – King Zak and the brightly coloured back! Zak has magically transformed into a King (psst... your friends must never know about the secret flap as it hides your drawing of Zak as a boy hidden in the fold so nobody can see it!)

Trick No. 14 – Chapter 59

Sydosnuz Appears

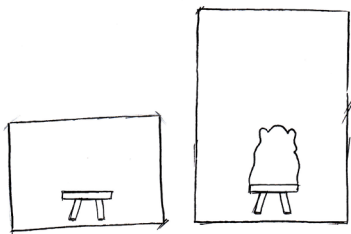
In this chapter, Sydosnuz mysteriously vanishes from Zak's hands and reappears on a stool. This trick is great fun to make and perform!

To begin, obtain some thin card. You'll need a small stack, say 10 cards, each one measuring 9x6cm approximately. It doesn't matter if they're slightly smaller or larger. If using scissors, have an adult help you.

Now, cut one of these in half. This is your special secret half-card! On this, draw a picture of a small footstool as shown.

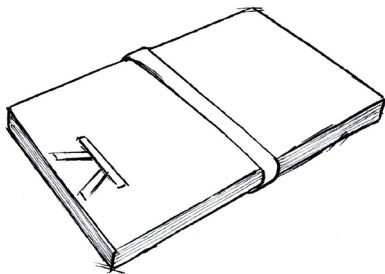
On another of your full-size cards, draw the same footstool but this time also draw Sydosnuz sat atop the stool. Important – make sure Sydosnuz doesn't come above the half-way point of your full-size card! See my drawings which should make everything clear. You'll notice I've only drawn an outline of

Sydosnuz... use your imagination when drawing your own Sydosnuz!

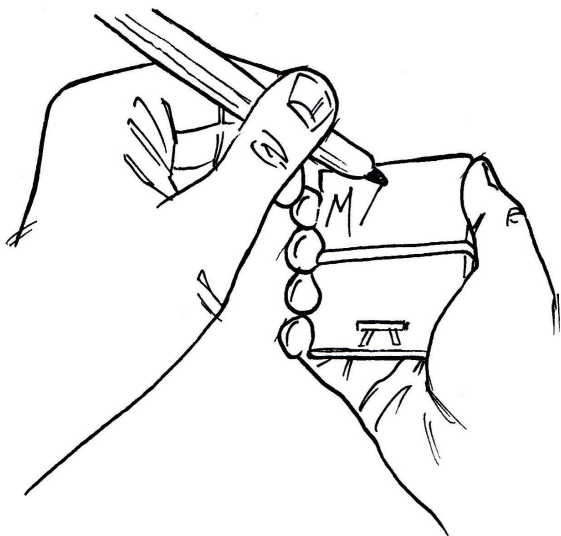


Next, prepare by placing your Sydosnuz card on top of the pile of cards. Now place your secret half-card on top covering your Sydosnuz drawing. Finally, place a rubber band around the packet of cards. This band hides where the secret half card ends!

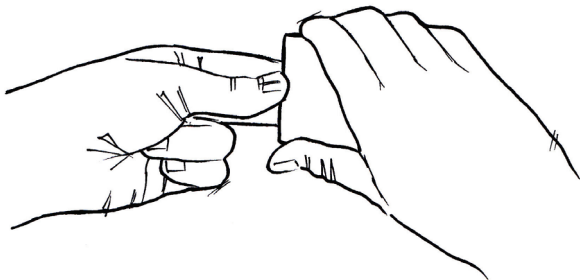
If you've done this correctly, it should look as though you have a banded pack of cards and the top one has your drawing of a footstool.



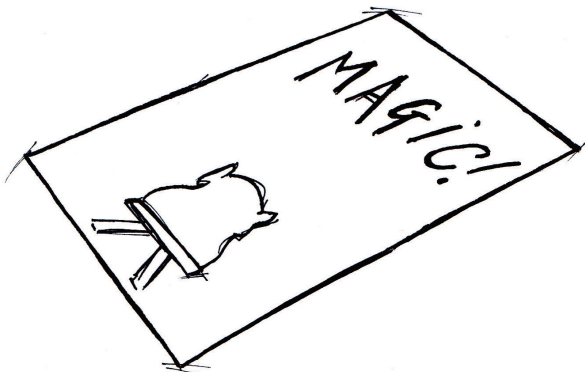
To perform, show the packet and the footstool drawing. Take a pen and write your magic word on the blank upper half of the top card as shown. Or have a friend write it.



Turn your hand and the packet over as one and slide out the card you've written on from the writing end, keeping it facing downwards and place it on the table. To your friends, it appears as though you have written a magic word on the upper half of one of your cards which showed a footstool at the other end.



Make a magic wave and say your magic words aloud – *Magic of Snowlands!* Turn the card over and Sydosnuz has appeared like magic!



Trick No. 15 – Chapter 63

The Magic Mirror

In this chapter, Zak discovers he named Yadilo by accident when Yadilo read the word HOLIDAY in reverse on his snow-globe.

In the story, Anstey was transported into the Snowlands via her bathroom mirror. Mirrors are magical.

Write the word HOLIDAY on a piece of paper. Underneath, write the word CHOICE as shown.



Would you choose to holiday in the Snowlands? Let's see how the magic mirror works!

Hold your paper upside-down in front of the mirror. Amazingly, the word HOLIDAY will be upside-down, but the word CHOICE will magically be up the right way!

It's as magical as the Night-Elder!

A Final Word on Magic

You have learned and made some amazing magic tricks, young wizards and witches.

Always practice your magic first in-front of your bedroom mirror, especially the Magic Mirror trick! Once you have practiced the moves, write a script so you know precisely what you are going to say when you perform your magic tricks. Don't forget to include your magic words – *Magic of Snowlands!*

I wish you well with your magic. Until we meet again,

Frazzen the Wizard of Nivup.

COMING SOON!

Snowlands – Book II

Zak and the King of Darkness

Join Zak and Anstey as they journey back into the Snowlands for their biggest battle yet!

The Judderer is gathering his own force of evil monsters from the place which spawned the Judderer himself – a place known simply as the Darkness. Meanwhile, Zak must journey deep into the Snowlands and rally his own troops, from a sacred place known as the Light.

Along the way, Zak and Anstey meet friends old and new including a magic dragon - someone you, young reader, may have already met before, but not like this!

In this epic magical adventure, the ultimate war is brewing in the Snowlands, the battle between Dark and Light, good and evil, where there can only be one winner.

One ruler.

One King.

Author's Note & Nitcho's!

Do we ever truly grow up?

The books I read as a kid, I continue to read over and over as an adult. I experience the same thrill with each journey through those stories as I did the first time I read them (or had them read to me – thanks mum!).

Writing Snowlands has had that same thrill – that same magic and excitement – for me.

My sincere hope is that it also gave you, young reader, a thrill while you were on the Snowlands ride.

I also began playing with magic when I was a boy, a passion that became an obsession and even a career before I transitioned once again, this time into an artist and author.

Who knows, maybe you too will grow up and become a real magician? As Sydnosnuz reminds us, we are all magicians, we have the power to dream and become whoever we wish to be.

I owe a huge thank-you (or should I say, Nitcho!) to both Jen Allen and Marja Lingsma for their fantastic creativity expressed in the wonderful artwork throughout Snowlands.

Working with other artists is another thrill and adds a texture and richness to the final book which pleases me greatly. Thanks to my publisher and believer in my writing, Taryn Johnston – Nitcho for keeping the faith, Taryn! Thanks to Carol and Jen for casting keen eyes over my spelink misstaykes! Thanks to Mark Leveridge, one of my longest standing friends who is also a real magician, for brainstorming the magic tricks in this book.

Finally, thanks to all those magicians young and old – those who have read this book and those yet to go on the adventure. Nitcho to you all.

The magic is all around us.

