

<b>Name of the Game</b>	Black Magic
<b>Summary</b>	Mystery game that helps Scouts to think analytically in a fun and frustrating setting.
<b>Number of Players</b>	Best in groups larger than five?
<b>Equipment</b>	None needed, though a variant rule might benefit from a blindfold or some other distracting prop such as a mirror, an improvised earhorn, white gloves,
<b>Duration</b>	Short, from five to fifteen minutes depending on the frustration factor (consider ending the game if the group's frustration manifests as teasing). If the group does not discern the method, the game can be played once a day over several days (see below).
<b>Rules</b>	<p>Two Scouters agree on the cue, usually the color black. One is chosen to be the "psychic" with magic powers the other the presenter. The presenter explains the procedure to the audience.</p> <p>The Scouter with the "magic powers" is sent out of the room. The presenter encourages the audience to suggest an object that this "world-renowned" psychic will have to guess. The departed Scouter then returns (he can have his eyes closed for a more dramatic effect). The presenter then asks the psychic if it a certain object. "Is it the green sign?, Is it the brown door? Is it my white socks? Is it the black cord?</p> <p>The black cord is the key. Now that the "cue" black item has been posed, the Scout then suggests the audience-chosen object (the cue being any item that follows the black object is the one chosen).</p> <p>The psychic is then sent out of the room again and the audience selects another object. It is then repeated until you want to stop. It can be done over several days during a camp and the roles can change.</p>
<b>Variants</b>	There are many variations that you can do by changing up the cue or have the one with magic powers touch each object to "feel" if it has magic powers. He may literally sniff out items, employ a dousing rod, wear a blindfold, etc.
<b>Youth Leadership</b>	<p>As long as they don't let the exercise frustrate the audience too long or cause there to be those that "know" and those that "don't" (teasing can occur), even young men can be great theatrical presenters and psychics.</p> <p>A youth might be assigned to keep score or take notes (if, for example, the audience is granted 20 questions).</p>