

GV

1547

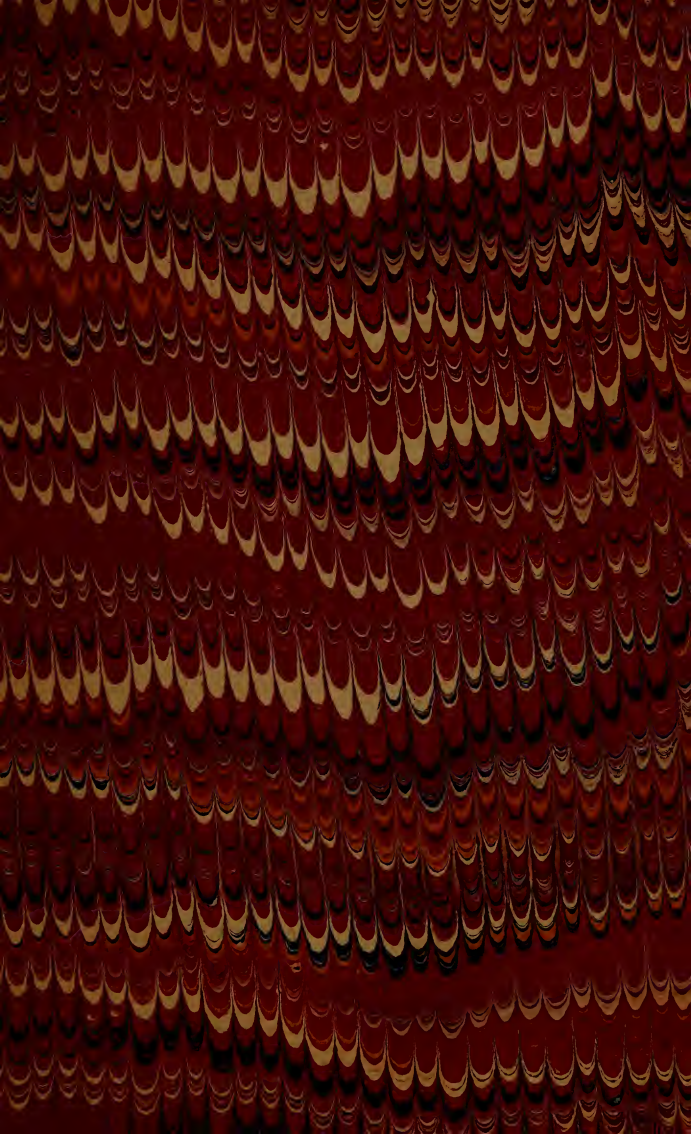
.P91

LIBRARY OF CONGRESS.

GV1547
Chap. Copyright No.

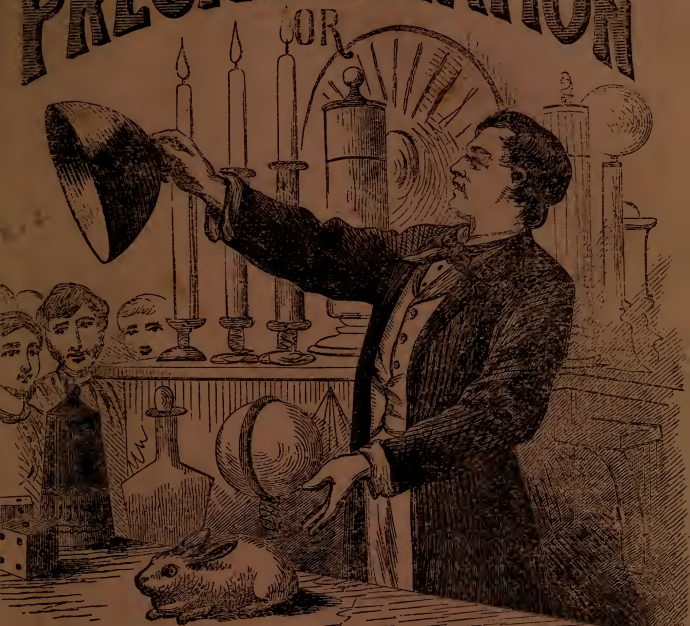
Shelf P 91

UNITED STATES OF AMERICA



SIXTEENTH EDITION.

PRESTIDIGITATION



MAGIC MADE EASY

HINSDALE, N. H.:
HUNTER & CO., PUBLISHERS.
1870.

BOOKS OF  ALL KINDS.

HOW AND WHERE TO GET THEM.

HUNTER & CO.,

PUBLISHERS, BOOKSELLERS, AND GENERAL PUBLISHING AGENTS
HINSDALE, N. H.,

Would respectfully call the attention of their former customers and the Public generally, to their unequalled facilities for supplying Books, etc., of *any* kind or description. Their long experience in the mail book trade, together with their extensive arrangements with all the leading publishing houses, enables them to furnish any book which can be procured in this country at the very lowest price. All books are forwarded to any part of the U. S. postpaid, and at the same prices at which they are sold by the publishers.

Do you want any book published by Harper & Bros., D. Appleton & Co., T. B. Peterson & Bros., Lindsey & Blakiston, Ashmead & Evans, Dick & Fitzgerald, F. A. Brady, Carleton, W. H. Appleton, Ticknor & Fields, Lee & Shepard, Walker, Wise & Co., Little, Brown & Co., H. C. Baird, T. W. Strong, Rob't M. DeWitt, L. Prang & Co., D. Van Nostrand, Fowler & Wells, G. W. Tomlinson, Clark & Maynard, A. Williams & Co., J. E. Tilton & Co., James Miller, J. W. Fortune, F. Leyboldt, Chase & Nichols, G. W. Cotterell, DeVries, Ibarre & Co., T. R. Dawley, Graves & Young, Munro & Co., Beadle & Co., H. Tolman & Co., F. Blume, W. A. Pond & Co., O. Ditson & Co.? Do you want any book published or advertised by any of the above publishers? If so, all that is necessary is to enclose the regular advertised price to us, and the book will be sent promptly by return mail. Do you want any book, but don't know who publishes it, or what it costs? If so, write to us, enclosing a stamp, and we will give you information, price, &c., *free of charge*. No matter what kind of books you want, Medical, Theological, School, Law, Mechanical, Travels, Novels, anything in the shape of a book, from a Bible to a Song Book, or a Dictionary to a Dime Novel, we can furnish it if any one can. Send for our Mammoth Sixteen Page Illustrated Catalogue. **WE SEND IT FREE TO ALL.**

Please give our Establishment a trial.

Send all orders only to

HUNTER & CO., Publishers,
HINSDALE, N. H.

✓
8295.6
PRESTIDIGITATION.

OR

Magic Made Easy.

BEING A

Complete Handbook of Legerdemain,

And containing all the latest

OPTICAL, CHEMICAL, MECHANICAL AND MAGICAL TRICKS AND
DECEPTIONS, AMUSING TRANSMUTATIONS, ASTONISH-
ING SLEIGHTS AND SUBTLETIES,

Together with all the Noted Tricks of Modern

Magicians and Prestidigitateurs.

BY AN OLD CONJUROR.

28-2
38300
"Master! I am to discourse wonders."—
—*Midsummer Night's Dream.*



HINSDALE, N. H.

HUNTER & CO., PUBLISHERS.

1865

GV 1549
P91

Entered according to Act of Congress, in the year 1865,
BY HUNTER & CO.,
In the Clerk's Office of the District Court of New Hampshire.

PUBLISHER'S PREFACE.

The Publishers of this little volume do not conceive that it will require an elaborate introduction to the reading public. That there has been "jugglery" in all ages of the world, history abundantly proves. The ancient religions of the heathen were mixed up with an extensive system of *legerdemain*, and were mostly a tissue of trickery. Sleight of hand, magic, necromancy, &c., are all terms applicable to the same performances.

The following pages are not intended to make the reader either a cheat or trickster. In the long winter's evening, at Merry Christmas time, or on a wet day in the country, the young folks are often at a loss how to amuse themselves. To furnish the ingenious with the means to enable them to provide entertainment, to qualify the hero of his little circle to divert and astonish his friends, and to inform, without being dryly scientific, are the principal objects of this work. To those who mingle in society, and yet can neither tell a good story or sing, this little book will be invaluable. Those who have been mystified by professional magicians will here find the mysteries explained, and that, too, without any help from the "old gentleman" of whom it is not polite to speak. With the hope that our little book may be found acceptable, we present it to the public. .

TO THE YOUNG CONJUROR.

In the performance of feats of legerdemain, the chief requisites are self possession and dexterity. The latter can be acquired only by much practice. The following hints will be of value to the amateur prestidigitateur :

First.—Never acquaint the audience with the particulars of the feat you are about to perform, for it may enable them to discover your mode of operation.

Second.—Acquire, if possible, several methods of performing the same feat, in order that should you be likely to fail in one, you may be prepared with another.

Third.—Never yield to a request to repeat a feat, for you thereby hazard the detection of your mode of operation. Promise to repeat it and then exhibit another that somewhat resembles it.

Fourth.—Never undertake to perform a feat until you have practiced it often enough to acquire the necessary expertness.

Fifth.—Diverting the attention of the company from too closely inspecting your manœuvres is a most important object, and you should manage to talk to them during the whole course of your proceedings. State that everything you exhibit can be accounted for on rational principles, and is only in obedience to the unerring laws of nature. Practice each feat until you can perform it adroitly and expertly “Practice makes perfect,” and no one need ever be called “no conjuror” who reads and sufficiently studies the within pages.

PRESTIDIGITATION,

OR,

MAGIC MADE EASY.

**HOW TO CUT A MAN'S HEAD OFF, AND PUT IT
IN A PLATTER A YARD FROM HIS BODY.**

This is a curious performance if it be handled by a skillful hand. To show this feat of execution you must cause a board, a cloth, and a platter to be purposely made, and in each of them to be made holes fit for a person's neck; the board must be made of two planks, the longer and broader the better; there must be left within half a yard of the end of each plank half a hole, so as, both the planks being thrust together, there may remain two holes, like holes in a pair of stocks; there must be made likewise a hole in the cloth; a platter also must be set directly over or upon one of them, having a hole in the middle thereof, of the like quantity, and also a piece cut off the same, as big as his neck, through which his head may be conveyed into the middle of the platter, and then, sitting or kneeling under the board, let the head only remain upon the board, in the frame. Then to make the sight more striking, put a little brimstone into a chafing dish of coals, setting it before the head of the boy, who must gasp two or three

times, so as the smoke may enter his nostrils and mouth, which is not unwholesome, and the head presently will appear stark dead, if the boy act his countenance accordingly; and if a little blood be sprinkled on his face the sight will be stranger. This is commonly practiced with a boy instructed for that purpose, who, being familiar and conversant with the company, may be known as well by his face as his apparel. In the other end of the table, where the like hole is made, another boy of the bigness of the known boy must be placed, having on his usual apparel; he must lean or lie upon the board, and must put his head under it through the side hole, so as the body shall seem to lie on the end of the board, and his head lie in a platter on the other end. There are other things which might be performed in this action, the more to astonish the beholders, which, because they require long descriptions, are here omitted; as to put about his neck a little dough kneaded with bullock's blood, which being cold, will appear like dead flesh, and being pricked with a sharp round hollow quill, will bleed and seem very strange; and many rules are to be observed herein, as to have the tablecloth so long and so wide that it may almost reach the ground.

TO TAKE FEATHERS OUT OF AN EMPTY HANDKERCHIEF.

Procure at the military clothier's four or five large plumes, such as are worn by officers. Take off your coat, and lay the plumes along your arms, the stem being towards your hand. Now put on your coat again, and the feathers will lie quite smoothly and unsuspected. Borrow a handkerchief

from one of the spectators, and wave it about to show that it is empty. Throw it over your left hand, and with the right draw out one of the plumes from the coat-sleeve, at the same time giving it a flourish in the air, which will loosen all the fibers of the feather, and make it appear much too large to have been concealed about the person. Wave the handkerchief again, and repeat the operation until all the plumes are gone. You can carry enough plumes under the sleeve to cover a table with, and if you prepare a board or an ornamental vase full of holes, you can place the plumes upright as you take them out.

HOW TO CUT OFF YOUR NOSE.

This feat, though it has a very horrifying appearance, need cause no alarm, as it is one of the simplest tricks which can be attempted. The performer ought to be a short distance from the company when it is to be performed, and must be provided with two clasp-knives, one of which must have a small semi-circle cut out of it—the other being a common knife—of course you show the latter to the company as the only instrument in your possession; you must also provide yourself with a small piece of sponge soaked in wine, and having caused an individual to sit down, you immediately proceed to work, by slipping the true knife into your pocket, and producing the other in its place; then put your left hand with the sponge in it upon the person's brow, and pass the knife gently over his nose, so that the semi-circle which is in the knife will cause it to descend, and to all appearance cut into his nose, while you squeeze the sponge gently, so that it may appear to bleed.

HOUDIN'S NUT TRICK.

AS PERFORMED BY ROBERT HOUDIN.

Make a calico bag large enough to hold the nuts and sweetmeats you intend to distribute, exactly to the pattern of a night-cap, or the letter A; a small selvage is turned up at the bottom of the bag; procure two pieces of watch spring, and bend them quite flat, each spring to be exactly half the diameter of the bag. These are put into the selvage, and sewn up firm. When the bag is opened, it will close itself in consequence of the springs. A long pin is passed through the top of the bag, and bent round hook shape. If the bag be now filled with nuts, &c., it may be suspended by the hook, without any danger of the nuts or anything else falling out; because, although the mouth of the bag is downwards, the springs keep it shut. When this trick is to be shown, the prepared bag is hung on the side of the table that is away from the audience. The plate is also placed on that side, and when the handkerchief is laid over the plate, a portion is left to fall over the side of the table. Now the kerchief is picked up with the *right* hand, in the center, (just as a lady does when she wishes to exhibit the lace edge) and with it the bag of nuts; the folds of the cambric hide the bag. The left hand is now used to draw over the handkerchief, and to press the bag; this causes the springs to open, and out fall the "good things" upon the plate. This causes sufficient diversion for the merest tyro of a conjuror to drop the bag behind the table, unsecn, while he advances to the audience; politely inquiring, "Will you take a few nuts or sweetmeats?"

TO MAKE A ROOM APPEAR ON FIRE.

Take sal-ammoniac, half an ounce; camphor, one ounce; aquavitæ, two ounces; put them into a round earthen pot, narrow upon the top; then set fire to it, and the room will appear to be all in flames and the spectators will actually appear to be enveloped in them, to their great terror; but there is no danger to be apprehended, as it is just the reflection of the combustibles, but it would be advisable to withdraw any children from the room during the performance of the trick, as it might frighten them.

TO WALK UPON A HOT IRON BAR.

Take half an ounce of camphor, dissolve it in two ounces of aquavitæ, add to it one of quicksilver, one ounce of liquid storax, which is the droppings of myrrh, and prevents the camphor from firing; take also two ounces of hematis, which is red stone, to be had at the druggists; and when you buy it let them beat it to a powder in their great mortar, for, being hard, it cannot well be reduced in a small one; add this to the ingredients already specified, and when you purpose to walk upon the bar, annoint your feet well with it, and you may then put the trick into execution without the slightest danger.

THE ENCHANTED COCK.

Bring a cock into a room with both your hands close to its wings, and hold them tight; put him on a table, and point his beak down as straight as possible; then let any one draw a line with a piece of chalk directly from its beak, and all the noise you can possibly make will not disturb him for some

time, from the seeming lethargy which that position you had lain him in has effected.

THE MINIATURE RIVER ON FIRE.

Let fall a few drops of phosphorized ether on a lump of loaf sugar, place the sugar in a bowl of warm water, and a beautiful appearance will be instantly exhibited; the effect will be increased if the surface of the water, by blowing gently with the breath, be made to undulate.

TO MAKE SPORT WITH AN EGG.

Provide a pennyworth of quicksilver in a quill sealed at both ends with good hard wax; cause an egg to be roasted or boiled, and take off a small bit of the shell of the narrow end; then thrust in your quill of quicksilver, and lay the egg on the ground; you shall have sport enough, for it will never leave tumbling about as long as there is any heat in it. So, likewise, if you put quicksilver into a sheep's bladder and blow it up, and then go to the fire and warm the bladder, and fling it on the ground, it will jump and skip about for a long time.

TO BOIL A LIQUID WITHOUT FIRE.

Put into a thin phial two parts oil of vitriol, and add to it one part of water; by agitating them together, the mixture instantly becomes hot, and acquires a temperature above that of boiling water.

THE ENCHANTED COINS.

Put 15 pieces of money into a hat, take out 5 and mysteriously pass them back into the hat, and it covered. To do this trick you must have in your

left hand a plate, and under the plate and in your left hand have previously placed 5 pieces of coin such as you will have placed in the hat; after you have counted the 15 pieces into the hat, you then ask the person whom you have selected from the audience to assist you in performing the tricks, to count the money out of the hat into the plate, to see that there is no mistake, after which you turn the money out of the plate into the hat, and at the same time letting fall the 5 pieces you have secreted in your hand under the plate; you then ask him to draw out five pieces which will still leave 15; you take the five that are drawn out and place them in a drawer (see umbrella factory) then you go through the magic words, *Presto, Pascillo, Pass*, you then open the drawer, (after placing your finger on the spring to hold the inside drawer in which the five pieces were placed,) and show the audience that the five pieces are gone; you then tell him to get the hat and see how many pieces are in it; he gets the hat, and to the surprise of all, he counts the original number, 15.

TO MAKE A LOAF DANCE WHILE IT IS BAKING IN THE OVEN.

Put in the dough a nutshell filled with live sulphur, saltpetre, and quicksilver, and stopped close; as soon as the heat comes to it, the bread will dance in the oven, which is occasioned by the nature of the quicksilver, for it can bear no heat without being in a continual motion. Thus, by the means of quicksilver put into a pot where peas are to be boiled, all the peas will leap out of the pot as soon as the water begins to heat. In like manner, quick

silver put into bread will make it dance up and down the table.

THE INVISIBLE CHICKEN.

Provide two or three yards of calico, or printed linen, and make a double bag. On the mouth of the bag, on that side next to you, make four or five little purses, putting two or three eggs in each purse, and do so till you have filled that side next to you, and have a hole in one end of it, that no more than two or three eggs may come out at once, having another bag exactly like the former, that the one may not be known from the other; and then put a living hen into that bag, and hang it on a hook near where you stand. The manner of performing it is this:—Take the egg-bag and put both your hands in it, and turn it inside out and say, “Gentlemen, you see there is nothing in my bag;” and in turning it again you must slip some of the eggs out of the purses, as many as you think fit; and then turn your bag again, and show the company that it is empty, and turning it again, you command more eggs to come out; and when all are come out but one, you must take that egg and show it to the company, and then drop away your egg-bag and take up your hen-bag, shaking out your hen, pigeon, or any other fowl. This is a noble fancy if well handled.

TO RENDER FACES HIDEOUS IN APPEARANCE.

Steep some saffron (hay saffron) in some alcohol, (spirits of wine,) for twelve hours, then add some common salt to it, which when dissolved must be poured upon some *tow* and set fire to, when all those in company who are fair in complexion will appear

green, and those who are ruddy will assume a deep *olive* color; the red of the lips and cheeks will, in all cases, appear of a deep olive tint.

HOW TO EAT FIRE.

Anoint your tongue with liquid storax, and you may put a pair of red hot tongs in your mouth without hurting yourself, and lick them till they are cold, by the help of this ointment; and by preparing your mouth thus, you may take wood-coal out of the fire, and eat it as you would bread. If you dip the coal into brimstone powder, the fire will seem more strange; but the sulphur puts out the coal, and by shutting your mouth you extinguish the sulphur also. You may also put a piece of lighted charcoal into your mouth, and suffer any one to blow a pair of bellows into your mouth for some time, without receiving any hurt: but your mouth must be quickly cleaned, otherwise it will cause a salivation.

TO MELT LEAD IN A PAPER.

Wrap up a very smooth ball of lead in a piece of paper, taking care that there be no wrinkles in it, and that it be everywhere in contact with the ball; if it be held in this state over the flame of a taper, the lead will be melted without the paper being burnt. The lead, indeed, when once fused, will not fail in a short time to pierce the paper, and, of course, run through.

THE MAGIC SNOWBALL.

Take a cup and fill it with rice, then change it into a handkerchief. To do this trick you have two cups (tin) made to fit one within the other, but let

the outside cup be about two inches deeper than the inside one, let the rims be turned square down all round, but let that of the inside cup be a trifle larger than the outside one, so that when the tin cover (which you must also have) is put over them it will fit sufficiently tight to lift out the inside cup when it is taken off. Previous to performing this trick you must place in the bottom of the deep cup a white pocket handkerchief, then place the other cup in it, after which bring it out in presence of the audience, then fill the inside cup (which to the audience appears to be the only cup,) with rice, place the cover over it, after which repeat the mystic words *Presto, Pascillo, Pass*, then remove the cover and the inside cup will have stuck to it and be concealed from view; now take out the handkerchief, and it will greatly astonish those who see it.

TO CHANGE SALT TO SUGAR.

This, as the two preceding tricks, and many others that might be mentioned if necessary, is done with the same box, except after you have placed a cup of salt in the box, and you have tied the handkerchief over it as in the bird trick, you then take a little lump of sugar and place it on the top of the box, after which say some mystic words, then take the handkerchief off, and ask some one to take the top off and lift out the cup of salt, which to their astonishment is a cup of sugar.

TURNING A GLOVE INTO A BIRD, &C.

This is done precisely in the same way, and with the same box that restoring life to the bird is done, except instead of killing a bird, you borrow a glove

from a lady present, and drop it into the box, then proceed as in the above trick.

TO PUT AN EGG IN A BOTTLE.

Soak the egg in strong vinegar; and in process of time its shell will become quite soft, so that it may be extended lengthways without breaking; then insert it into the neck of a small bottle, and by pouring cold water upon it, it will re-assume its former figure and hardness. This is really a complete curiosity, and baffles those who are not in the secret to find out how it is accomplished.

THE MAGIC GUN.

Having provided yourself with a fowling-piece, permit any person to load it, retaining for yourself the privilege of putting in the ball, to the evident satisfaction of the company, but instead of which you must provide yourself with an artificial one made of black lead, which may be easily concealed between your fingers, and retain the real ball in your possession; producing it after the gun has been discharged; and a mark having been previously put upon it, it will instantly be acknowledged. This trick is quite simple, as the artificial ball is easily reduced to a powder on the application of the ramrod; besides, the smallness of the balls precludes all discovery of the deception.

TO KILL A BIRD AND RESTORE IT TO LIFE AGAIN.

To do this trick you must have a box put together with screws; one end, however, has but one screw on each side, which acts as a hinge for the end to

work on, but, that it may have the appearance of being solid, you put in two false screws below those on which the end works; in each end of the box there is a ring. To make it appear to the audience that you actually restore life to a bird, you must have two birds just alike, you have one secreted under the table, (trick table,) you then in presence of the audience kill the other, and request some one to put it in this box and put the top on the box; after they have put the top on, you take the box and set it on your trick table, then take your handkerchief and tie one corner to the ring that is in the solid end of the box, and then bring your handkerchief over the top of the box and pretend to be tying the other corner to the other ring, but before you tie it, push the end of the box in and take out the dead bird, at the same time put in the live one, then catching the ring, pull out the end and tie the handkerchief in that ring also; then take the box and turn it over a time or two, after which remove the handkerchief and ask some one to take the top off the box, and as he does, out flies the living bird, which greatly astonishes those who witness the trick.

TO MAKE WATER REMAIN IN A VESSEL WITH HOLES AT THE BOTTOM OF IT.

This miraculous wonder may be performed by providing a small tin vessel five or six inches in height, and two or three in diameter, with a number of very small holes in the bottom of it, of a size sufficient to admit of a common sewing needle, and observe the following directions:—Plunge the vessel in water, with its mouth open, and when full cork it while in the water, and take it out again, and no

water will escape by the holes so long as it remains corked; but as soon as it is uncorked, the water will immediately issue from its bottom. The operator must take care not to make the holes too large or neither too numerous. A recreation similar to this is made with a wide-mouthed glass, filled with water, over which a piece of paper is placed; for if the glass be then inverted, and the paper drawn dexterously away, the water will remain in the glass.

TO MAKE SPORT WITH A TOBACCO-PIPE.

Take saltpetre one ounce, cream of tartar one ounce, beat them to a powder singly, then mix them together, and put the powder in a paper in your pocket. You may then convey a grain into a pipe of tobacco, and when it takes fire it will give the report of a musket, but not break the pipe. Or you may put as much as may lie on your nail in a piece of paper, and setting fire to it, there will be the report of so many great guns, without producing any bad consequences.

TO MAKE AN EGG STAND ON ONE END.

To make an egg stand on one end on any polished surface seems very extraordinary, yet it can be done, even on a looking-glass; now, from the form of an egg, nothing is more liable to roll, and on nothing more so than on a looking-glass; to accomplish this trick, let the performer take an egg in his hand, and while he keeps talking and staring in the face of the audience, give it two or three hearty shakes; this will break the yolk, which will sink to one end, and consequently make it more heavy, by which when it is settled you may make it, with a steady hand.

stand upon the glass; this would be impossible while it continued in its proper state.

TO TELL AT WHAT HOUR A PERSON INTENDS TO RISE.

Let the person set the hand of the dial of a watch at any hour he pleases, and tell you what hour that is; and to the number of that hour you add in your mind 12; then tell him to count privately the number of that amount upon the dial, beginning with the next hour to that on which he proposes to rise, and counting backwards, first reckoning the number of the hour at which he has placed the hand. For example:

Suppose the hour at which he intends to rise be 8, and that he has placed the hand at 5; you will add 12 to five, and tell him to count 17 on the dial, first reckoning 5, the hour at which the index stands, and counting backwards from the hour at which he intends to rise; and the number 17 will necessarily be at 8, which shows that to be the hour he chose.

HOW TO EAT TOW, AND SET IT ON FIRE IN YOUR MOUTH.

Take a handful of tow in your left hand, then take a part of it with your right hand and put it into your mouth, chew it and seem to swallow it; and when your mouth cannot hold more, put the bundle of tow you have in your left hand to your mouth, in order to eat more, then disgorge what you have in your mouth. All this while you must have a piece of touchwood lighted, and wrapped in some you have to eat.

TO GIVE A PARTY A GHOSTLY APPEARANCE.

Take a half pint of spirits, and having warmed it, put a handful of salt with it into a basin; then set it on fire, and it will have the effect of making every person within its influence look hideous. This feat must be performed in a room.

HOW TO CUT GLASS.

Having privately dipped a thread in sulphur, wrap it round the part of the glass you wish to cut, then set fire to it, and by immersing it smartly into cold water, it will immediately cut in the way required. This may cause a good deal of curiosity, and is likewise very useful on some occasions.

TO MAKE A BIRD APPEAR DEAD.

To make a bird appear dead and immediately bring it to life again, it simply requires to be laid on a table, and a small feather waved over its eyes, when, to the astonishment of the spectators, it will appear quite dead, but by removing the feather it will revive again. Let it lay hold of the stem of the feather with its feet, and it will twist and turn about, and may be rolled on the table at pleasure.

TO COPY WRITING.

If a little sugar be added to the ink, a copy of the writing may easily be taken off, by laying a sheet of unsized paper, damped with a sponge, on the written paper, and passing lightly over it a flat iron very moderately heated.

TO TAKE A SHILLING OUT OF A HANDKER-CHIEF.

You must have a curtain ring about the size of a

shilling. At first you put the shilling into the handkerchief, but when you take it out again to convince the company that there is no *deception*, you slip in the curtain-ring in its stead, and while the person is eagerly holding the handkerchief, and the company's eyes are fixed upon the form of a shilling, you seize this opportunity of putting it into a hat or elsewhere. When you get possession of the handkerchief again, you slip away the curtain-ring.

TO MELT STEEL AS EASILY AS LEAD.

Make a piece of steel red in the fire, then hold it with a pair of pincers or tongs; take in the other hand a stick of brimstone, and touch the piece of steel with it. Immediately after their contact, you will see the steel melt and drop like a liquid.

TO MAKE FIRE BURN UNDER WATER.

Take three ounces of powder, of saltpetre one ounce, sulphur-vivium three ounces; beat, sift and mix them well together, fill a pasteboard or paper mould with the composition, and it will burn under water till quite spent.

TO MAKE FIRE-PROOF PAPER.

To accomplish this simple feat you must previously dip a sheet of paper in a strong solution of alum water, and when dry repeat the process two or three times, when, as soon as again dry, you may put it into the flame of a candle, and it will not burn. Of course you must keep your friends ignorant of the process your sheet of paper has undergone, or it will cause no surprise.

IRON TRANSFORMED INTO COPPER.

Dissolve blue vitriol in water till the water is well impregnated with it, and immerse into the solution small plates of iron, or coarse iron filings. These will be attacked and dissolved by the acid of the vitriol, while the copper naturally contained in the vitriol will sink, and be deposited in the place of the iron dissolved. If the piece of iron be too large for dissolving, it will be so completely covered with particles of copper as to resemble that metal itself.

A LAMP THAT WILL BURN FOR A YEAR.

Take a stick of phosphorus, and put it into a large dry phial, not corked, and it will afford a light sufficient to discern any object in a room when held near it. The phial should be kept in a cool place, where there is no great current of air, and it will continue its luminous appearance for more than 12 months.

TO TELL THE NUMBER THAT ANY PERSON
THINKS OF

Bid the person double the number he has fixed on in his mind, which done, bid him multiply the sum of them both by 5, and give you the product, which they will never refuse to do, it being so far above the number thought of, from which, if you cut off the last figure of the product, will always be a cypher or a 5, the number left will be that first thought of. As for example—let the number thought of be 26, which, doubled, makes 52; that multiplied by 5, produces 260; then if you take away the cypher which is in the last place, there will remain 26, the number thought of.

DESTRUCTION OF TWO FLUID BODIES, AND THE
FORMATION OF ONE NEW SOLID IN
THEIR STEAD.

Into a tumbler put about an ounce of the solution of carbonate of potash—(recollect the solution must be saturated)—and pour upon it half an ounce of sulphuric acid; a violent commotion takes place, and the produce is a solid salt. This experiment is the more striking, as both substances were in a fluid state. The salt formed will be found to have neither the sourness of the acid, nor the causticity of the potash. The new body, or salt, is called sulphate of potash.

TO TAKE IMPRESSIONS OF COINS, METALS, &C.

Cut fish glue or isinglass into small pieces, immerse it in clear water, and set it on a slow fire; when gradually dissolved, let it boil slowly, stirring it with a wooden spoon, and taking off the scum. When the liquid is found to be sufficiently adhesive, take it off the fire, let it cool a little, and then pour it on the medal or coin you wish to copy, having first rubbed the coin over with oil. Let the composition lie about the thickness of a crown-piece on the medal. Then set it in a moderate air, neither too hot nor too cold, to let it cool and dry. When dry, it will loosen itself; you will find the impression correct, and the finest strokes expressed with the greatest accuracy. You may give a more pleasing effect to the composition, by mixing any color with it, red, yellow, blue, green, &c., and if you add a little parchment size to it, it will make it harder and better. This size is made by gently

simmering the cuttings of clear white parchment in a pipkin with a little water, till it becomes adhesive.

THE FLYING DIME.

Borrow two colored silk handkerchiefs from the company, and have *three* dimes in your hand, but show only *two*, keeping the other firmly fixed against the first joint of the second and third fingers. You must have a fine needle and thread stuck inside the cuff of your coat. Then take one of the handkerchiefs, and put in *both* dimes, but pretend that only *one* is in the handkerchief; then put the handkerchief into a hat, leaving one corner hanging out. Now hold up the *third* dime (which they will imagine is the *second*,) and ask one of the company to lay the second handkerchief over it. You then ask him to hold the dime tight between the finger and thumb, while you twist up the handkerchief. While doing so, with both hands concealed under the handkerchief, you pass a few stitches under the dime, and replace the needle. This being done, spread one corner of the handkerchief over the hand of the person who is still holding the dime, and, taking hold of another corner, tell him to drop the dime when you have counted three. At the word "three" he lets go the dime, and you whisk the handkerchief into the air, when the dime appears to have vanished, but is still really held in the handkerchief. You then tell the astonished person to draw the other handkerchief out of the hat by the corner that is hanging out. The two dimes are heard to fall into the hat, and every one is persuaded that you have conjured one of the dimes out of a person's hand and sent it into a hat.

ANOTHER METHOD.

Very likely the spectators may ask to see it again, or demand to mark the dime. In this case you can vary it as follows:—Ask some one (always choose the most incredulous,) to mark a dime of his own, and give it to you. Take the same handkerchief, and give him the dime to hold that is already enclosed in it, as in the last trick, dropping the marked dime into the palm of your hand. Twist it up as before, and leave it entirely in his hands. Direct him to place it on a table, and cover it with a basin or saucer. Ask him to give you a cup or tumbler, and hold it under the table, beneath the place where the saucer is. Then tell him to knock three times on the saucer, and at the third knock let the marked dime fall into the tumbler. Hand him the tumbler, and while he is examining the dime to see if it is the same one he marked, take up the saucer, and shake out the handkerchief that is lying under it as in the last trick. You must now return the handkerchief, and while you pretend to be searching for the marks, draw out the thread that held the dime, and drop the coin into the palm of your hand, taking care to rub between your finger and thumb the spot where the threads have been, in order to eradicate the marks. This variation seldom fails to confuse the company. Remember and never attempt these tricks until you have practiced them thoroughly. In performing this or any other trick, remember and keep talking all the time, and try to make a joke, or in any way attract the audience's attention while you are making the changes.

TO PUT NUTS INTO YOUR EAR.

Take three nuts in your left hand, show them, and take out one of them between the first and third fingers. This latter is not seen by the company. You then put one of them in your mouth and retain it there, unknown to the spectators, while you exhibit the second as the one that you put into your mouth. This second one you carry to your ear, as if you meant to insert it there, and on replacing it in your left hand, only two nuts will be left instead of three, the third of which appears to have gone into your ear.

THE TOPER'S STRATAGEM.

Get a bottle full of water, with the cork driven tightly in, and the top of it level with the neck of the bottle. You must remove the cork from the bottle without touching the cork with anything, and without injuring the bottle. To do this, wrap a towel around the bottom of the bottle, and strike it evenly and repeatedly, but not too hard, against a wall, post, or tree, and after some time the cork will be driven out of the bottle.

THE DISAPPEARING DIME.

Provide yourself with a piece of India rubber cord about twelve inches long, and a dime with a hole on the edge; attach the dime to the cord with a piece of white sewing silk, and after having done this, sew the cord to your coat sleeve lining, but be very careful and ascertain that the end upon which the dime is attached does not extend lower than within two inches of the extreme end of the sleeve

when the coat is on. It is better to have the dime in the left arm sleeve. Having done this, bring the dime with the right hand, and place it between the thumb and index finger of the left hand, and, showing it to the company, tell them that you will give the coin to any one present who will not let it slip away. You must then select one of the audience to whom you proffer the dime, and just as he is about to receive it you must let it slip from between your fingers, and the contraction of the elastic cord will make the coin disappear up your sleeve, much to the astonishment of the person who thinks he is about to receive it. This feat can be varied by pretending to wrap the coin in a piece of paper, or a handkerchief. Great care should be taken not to let any part of the cord be seen, as this would, of course, discover the trick. This is one of the most surprising feats of legerdemain, and its chief beauty consists in its extreme simplicity.

THE DIME IN THE BALL OF COTTON.

Get a tinman to make a flat tin tube, which will just allow a dime to pass through it. Wind a quantity of worsted around it, so as to make it into a ball. These preliminaries having been accomplished, perform any trick that will get a dime out of sight, such as number 1 or 2. Then tell the spectators that you will bring the marked dime into the middle of a ball of worsted. Take down the ball from the place where it is lying, drop the dime into the tube, and withdraw the tube, leaving the dime in the ball. A good squeeze or two will hold it tight, and obliterate every mark of the tube. Place the ball in a tumbler, take the end of the worsted,

and give it to some one to unwind. This being done, the dime will be found in the very center of the ball, with the end of the worsted wrapped tightly around it.

THE MAGIC QUARTER.

Procure a small round box, about one inch deep, to which fit accurately a quarter or cent; line the box with any dark paper, (crimson, for instance,) and paste some of it on one side of the coin, so that when it lies in the lower part of the box it shall appear like the real box. This quarter or cent is concealed in the hand, and before performing the trick, it will heighten the effect if a number of single quarters or cents are hidden about the room, in places known to yourself. Having borrowed a coin, you dexterously place this on one side, and substitute the prepared one; and putting it gravely into the box, ask all to be sure they have seen it enter. When the lid is on, shake up and down—the noise betrays the metal. Now command it to disappear, and shake literally from side to side; as the quarter is made to fit accurately, no noise is apparent—the coin seems to be gone; in proof of which you open the box, and display the interior; the paper on the coin conceals it, whilst you direct the audience to look into a book, or a pair of slippers, for the missing quarter. The prepared coin can be slipped out, and the box handed round for examination, in which, of course, nothing will be found.

TO CHANGE A BLUE LIQUID TO WHITE.

Dissolve a small lump of indigo in sulphuric acid

by the aid of moderate heat, and you will obtain an intense blue color; add a drop of this to half a pint of water, so as to dilute the blue: then pour some of it into strong chloride of lime, and the blue will be bleached with almost magical velocity.

TWO COLD LIQUIDS MAKE A HOT ONE.

Mix four drachms of sulphuric acid (oil of vitriol) with one drachm of cold water, suddenly, in a cup, and the mixture will be nearly half as hot again as boiling water.

TO HOLD A HOT TEA KETTLE ON THE HAND.

Be sure that the bottom of the kettle is well covered with soot; when the water in it boils, remove it from the fire, and place it upon the palm of the hand; no inconvenience will be felt, as the soot will prevent the heat being transmitted from the water within and the heated metal to the hand.

INCOMBUSTIBLE LINEN.

Make a strong solution of borax in water, and steep in it linen, muslin, or any article of clothing; when dry, they cannot be easily inflamed. A solution of sal ammoniac answers much better.

LAUGHING GAS.

The above fanciful appellation has been given to nitrous oxide, from the very agreeable sensations excited by inhaling it. In its pure state it destroys animal life, but loses this noxious quality when inhaled, because it becomes blended with the atmospheric air which it meets in the lungs. This gas is

made by putting three or four drachms of nitrate of ammonia, crystals, into a small glass retort, which being held over a spirit lamp, the crystals will melt, and the gas be evolved. Having thus produced the gas, it is to be passed into a large bladder, having a stop-cock; and when you are desirous of exhibiting its effects, you cause the person who wishes to experience them, to first exhale the atmospheric air from the lungs, and then quickly placing the cock in his mouth you turn it, and bid him inhale the gas. Immediately a sense of extraordinary cheerfulness, fanciful flights of imagination, an uncontrollable propensity of laughter, and a consciousness of being capable of great muscular exertion, supervene. It does not operate in exactly the same manner on all persons; but in most cases the sensations are agreeable, and have this important difference from those produced by spirituous liquors, that they are not succeeded by any depression of mind.

GREEN FIRE.

A beautiful green fire may be thus made:—Take of flour of sulphur thirteen parts, nitrate of baryta seventy-seven, oxymuriate of potassa five, metallic arsenic two, and charcoal three. Let the nitrate of baryta be well dried and powdered; then add to it the other ingredients, all finely pulverized, and exceedingly well mixed and rubbed together. Place a portion of the composition in a small tin pan, and set light to it; when a splendid green illumination will be the result. By adding a little calamine, it will burn more slowly.

BRILLIANT RED FIRE.

Weigh five ounces of dry nitrate of strontia, one

ounce and a half of finely powdered sulphur, five drs. of chlorate of potash, and four drachms of sulphuret of antimony separately, in a mortar, and mix them on paper; after which add them to the other ingredients, previously powdered and mixed. No other kind of mixture is required than rubbing together on paper. For use mix with a portion of the powder a small quantity of spirits of wine, in a tin pan resembling a cheese toaster, light the mixture, and it will shed a rich crimson hue. When the fire burns dimly or badly a very small quantity of finely powdered charcoal or lamp black will revive it.

PURPLE FIRE.

Dissolve chloride of lithium in spirits of wine, and when lighted, it will burn with a purplish flame.

FLAME UPON WATER.

Fill a wine glass with cold water, pour lightly upon its surface a little ether; light by a slip of paper, and it will burn for some time.

ROSE-COLORED FLAME UPON WATER.

Drop a globule of potassium, about the size of a large pea, into a small cup, nearly full of water, containing a drop or two of strong nitric acid; the moment the metal touches the liquid, it will float upon its surface, enveloped with a beautiful rose-colored flame, and entirely dissolve.

TO SET A MIXTURE ON FIRE WITH WATER.

Pour into a saucer a little sulphuric acid, and place in it a chip of sodium, which will remain uninflamed; but the addition of a drop of water will set it on fire.

TO MAKE A MOUSE COME OUT OF A PACK OF CARDS.

Procure a pack, the edges of which are gummed together, while the interior is empty, like a box. One perfect card must be gummed over those forming the box, and a few loose ones left on the top, which you will shuffle so as to make it appear that you have a complete pack in your hand. Another perfect card must be at the bottom, and this must be fastened at one side only, so that it will give way on the other three, at the slightest weight. It is, in fact, *a door*, opening and shutting with perfect ease.

Having your pack thus prepared, you open the door, and slip in either a mouse, or anything else you please, and shut it immediately, keeping the pack in your hand, sufficiently firm to secure the bottom card from being moved. You then tell some one to open both his hands, and put them close together; and having placed the pack on them, tell him you have the power of transforming a pack of cards into something very extraordinary. While chatting with him, to distract his attention, pretend to be seeking in your bag for some magic powder, and then instantly take up the pack in the middle and throw it into your conjuror's pocket. As the card at the bottom gives way, from the weight of the mouse, it follows that the little animal will remain in the hands of the person who thought he was holding a pack of cards.

MAGIC MONEY.

Procure two quarters and a half-eagle; conceal one of the quarters in the *right* hand; lay the other quarter and the half-eagle on a table, in full view of the audience; now ask for two handkerchiefs; then take the gold piece up, and pretend to roll it in one

of the handkerchiefs ; but in lieu thereof, roll up the quarter, which you had concealed, and retain the gold coin ; give the handkerchief to one of the company to hold ; now take the quarter off the table, and pretend to roll that up in the second handkerchief, but put up the half-eagle instead ; give this handkerchief to another person, and beg him to "hold it tight," while you utter "Presto! fly!" On opening the handkerchiefs the money will appear to have changed places. This is one of the best tricks in the book.

THE MAGIC CUPS.

Procure two tin cups without handles, quite plain, straight sides, with the bottoms sunk a quarter of an inch. On the bottoms spread some glue, and completely cover the glue with some kind of birdseed, only so as not to be seen when standing in an ordinary position. Have ready a bag filled with the same kind of seed as you used in covering the bottoms. Put the cups on the table ; also two hats. Put one cup then into the bag, appear to fill it, and take it out turned bottom upwards, when it will look as if it had been filled. Put it in that position under one hat, in doing so turn it over. Then take the other empty cup, put that under the other hat ; and, in doing so, turn that over, which, of course, must be invisible to the audience. Then remove the hats, and the cups will appear to have changed places.

THE DOUBLED COIN.

Half fill a glass of water, and put a dime on a quarter into it ; cover the glass with a plate, upon which place one hand, while you hold the glass with the other. Turn the glass upside down, so that none of the wa-

ter may escape; place it on a table, and you will see the coin at the bottom larger than it is in reality, and another will appear of the natural size, a little above it.

MAGIC MILK.

Lime water is quite transparent, and clear as common spring water, but if we breathe or blow into it, the bright liquid becomes opalescent and as white as milk. The best way to try this simple experiment, is to put some powdered quick-lime into a wine bottle full of cold water; shake them well together now and then for a day; then allow the bottle to remain quiet till the next day, when the clear lime-water may be poured off from the sediment. Now fill a wine glass or tumbler with the lime-water thus made, and blow through the liquid with a glass tube, a piece of new tobacco-pipe, or a clean straw, and in the course of a minute or so, as the magicians say, "the water will be turned into milk." By means of this *pastime* "Wise Men" can ascertain which young ladies are in love and which young gentlemen are not. With a shrewd guess they present, as a test, a glass of lime-water to the one, and of pure water to the other, with unerring effect.

THE RING SUSPENDED BY A BURNT THREAD.

Put a teaspoonful of salt in a wine glass full of water; stir it up and place in it some coarse sewing cotton, No. 16; in about an hour take out the thread and dry it. Tie a piece of this prepared cotton to a small ring, about the size of a wedding-ring, hold it up, and set fire to the thread. When it has burnt out the ring will not fall, but remains suspended, to the astonishment of all beholders. Philosophers account for this effect by stating that the salt in the

thread forms, with the ashes of the cotton, a fine film of glass, which is strong enough to support the ring, or any other small weight.

A COLOR WHICH YOU CAN CAUSE TO APPEAR OR DISAPPEAR.

Take a glass bottle put into it some volatile alkali, in which you have dissolved copper filings. This will produce a blue liquid. Present the bottle to some one to cork, jesting a little with him, and to the great surprise of the company, it will be observed that the color disappears as soon as the cork is put in. You easily make it re-appear by uncorking the bottle, which does not seem the last surprising part of the matter.

THE MAGIC PORTRAIT.

Take a glass, such as is generally used to cover a portrait or hair devices in a bracelet, and which is always slightly concave, and another piece of the same size, but of ordinary glass, and as thin as possible; cover the concave side of the first with a composition made of lard and a very little white wax, mixed together. Fasten the two glasses very exactly, the one over the other, so that this composition is between them; and join them by binding the edges together with a bit of bladder, fastened with isinglass. Let it get perfectly dry; and after having cleaned the glasses well, put a portrait, or any other picture you please, under the flat side. Afterwards have it put into a frame, which will entirely conceal the binding of the edges.

EXPERIMENT.—When you warm the picture a little, the composition you have introduced between the two glasses becoming liquid, is also rendered entirely

transparent, and you perceive the subject of the picture with perfect clearness. Otherwise it conceals the portrait, just as if there were a piece of white paper under the glass. It will appear or disappear as often as you choose, on making it warm, or letting it get cold.

THE WONDERFUL HAT.

Upon a table place three pieces of bread, or any other eatable, at a little distance from each other, and cover each with a hat. Take up the first hat, and removing the bread put it into your mouth, letting the company see that you swallow it, then raise the second hat and eat the bread which was under that, then proceed to the third hat in the same manner. Having eaten the three pieces, ask any person in the company to choose which hat he would like the pieces of bread to be under, and when he has made his choice of one of the hats, put it on your head, and ask him, if he does not think they are under it.

THE SELF-BALANCED PAIL.

You lay a stick across the table, letting one-third of it project over the edge; and you undertake to hang a pail of water on it, without either fastening the stick on the table, or letting the pail rest on any support; and this feat the laws of gravitation will enable you literally to accomplish.

You take a pail of water, and hang it by the handle upon the projecting end of the stick in such a manner that the handle may rest on it in an inclined position, with the middle of the pail within the edge of the table. That it may be fixed in th' situation, place another stick with one of its ends resting

against the side at the bottom of the pail, and its other end against the first stick, where there should be a notch to retain it. By these means the pail will remain fixed in that situation, without being able to incline to either side, nor can the stick slide along the table, or move along its edge, without raising the centre of gravity of the pail and the water it contains.

TO RAISE UP A HEAVY METAL MORTAR OR THE LIKE,
WITH A WINE GLASS.

Having inverted the mortar, spread on its bottom, or at least where the brim of the glass is to be placed, a little paste of flour and water. Then pour some spirits of wine into a small cup, set fire to it and hold the glass over it, so that the flame shall ascend into the glass, and heat and dilate the air within. When the air is sufficiently dilated, place the glass without delay on the paste and press it tight against the bottom of the mortar, so that no air can pass in from without. Let it remain thus till the air within the glass is cooled; and then, if you lift up the glass it will raise the mortar with it. You may use a piece of wet leather instead of the paste; but the latter is preferable, because the brims of common glasses are not always sufficiently level to press close to leather in every part, and a heated glass will be apt to crack when it comes in contact with wet leather.

TO PRODUCE ARTIFICIAL CLAPS OF THUNDER.

Mix well together three ounces of nitre, two ounces of salts of tartar, and one ounce of sulphur; of which take a quantity about the size of a nut, and placing it in a ladle or shovel over the fire, the explosion will resemble a loud clap of thunder. **A much more vi-**

olent commotion will be produced if double or treble the quantity of the last experiment be used. Suppose, for instance, we put two or three ounces of the mixture into the shovel; but for fear of accidents it should not be done in the house, but in the open air, standing at a great distance off, by placing a shovel over a chafing dish of very hot coals. Common prudence will dictate the necessity of using care in the above experiments, as an accident may happen if a person does not use great precaution in getting out of the way before the composition explodes

THE CONJUROR'S JOKE.

This is a complete trick, but may afford some amusement. You offer to bet any person that you will so fill a glass of water that he shall not move it off the table without spilling the whole contents. You then fill the glass, and laying a piece of thin card over the top of it, you dexterously turn the glass upside down on the table, and then draw away the card, and leave the water in the glass, with its foot upwards. It will therefore be impossible to remove the glass from the table without spilling every drop.

TO LOCK A PADLOCK ON YOUR CHEEK.

The padlock for this purpose has a bow with a division which admits the cheek, so contrived that when locked it may neither pinch too hard, nor yet hold so slightly as to be drawn off. There should be a variety of notches on it, that the place of the division may not be noticed. This invention, which is very curious, can never be detected.

TO MAKE A CARD JUMP OUT OF THE PACK AND BE SEEN UPON THE TABLE.

This feat, if well managed, will appear marvellous. Having forced a card upon one of the company, after shuffling it up with the rest of the pack, you will know the card by feeling. You then take a piece of wax and put it under the thumb nail of your right hand, and by this wax you fasten an end of a hair to your thumb, and the other to the chosen card; by these means, when you spread the cards upon the table, by drawing about your right hand, the chosen card is conducted round the table.

TO PREPARE A FOUNTAIN OF FIRE.

Take two parts of zinc, finely granulated, and add to it two parts of phosphorus (say ten grains of phosphorus and twenty of zinc,) and pour on it half an ounce of water, with a quarter of an ounce of sulphuric acid (oil of vitriol,) and in a short time *phosphuretted hydrogen gas* will be produced; extinguish the lights, and beautiful jets of blue flame will be seen to dart from the bottom of the liquid, while its surface will be covered with a luminous smoke. This is a beautiful experiment, and easily performed.

THE OBEDIENT WATCH.

Borrow a watch from a person in company, and request the whole to stand around you. Hold the watch up to the ear of the first in the circle, and command it to go; then demand his testimony to the fact. Remove it to the ear of the next, and enjoin it to stop; make the same request to that person; and so on throughout the entire party. You must take care that the watch is a good one. Conceal in your hand a piece of loadstone, which so soon as you

apply it to the watch, will occasion a suspension of the movements, which a subsequent shaking and withdrawing of the magnet will restore. For the sake of shifting the watch from one hand to the other, apply it when in the right hand to the left ear of the person, and when in the left hand to the right ear.

TO MAKE A CARD PASS FROM ONE HAND INTO THE OTHER.

Take two aces, the one of spades and the other of hearts ; then put on that of spades the mark of hearts, and of that of hearts the mark of spades ; which you will do easily, by splitting a card of each color, which you are to cut with dexterity, in order that the mark be very neat ; then rub lightly on the back of the spade and heart that you have cut, a little soap or very white pomatum ; put the mark of hearts on the ace of spades, and the mark of spades on the ace of hearts, taking care to let the one cover the other completely, and make all your preparations before you begin your experiments.

Then divide your pack of cards in two parcels and under each parcel put one of your two aces thus prepared ; afterwards take with your right hand the parcel under which is the ace of hearts, and with your left that where the ace of spades is.

Then show to the company that the ace of hearts is on the right hand and the ace of spades on the left ; and when everybody is convinced of it, say, " Ladies and gentlemen, I command the ace of hearts, which is in my right hand, to pass to my left, and the ace of spades to take its place." It may be proposed to have both arms tied, to prevent their joining and communicating.

All the secret consists in making a quick move-

ment, when you give your command. During this movement you must slip with dexterity your little finger over each of the marks, in order to rub it off, whereby the marks of spades and hearts that were sticking to the two cards by the means explained before, will be displaced, you then show to the company that the cards have obeyed your command, by passing them from the right to the left, and from the left to the right, without your hands communicating.

This trick, done with dexterity and subtlety, will appear very singular although it is very simple.

TO BRING A PERSON DOWN UPON A FEATHER.

This is a practical pun:—You desire any one to stand on a chair or table, and will tell him that, notwithstanding his weight, you will bring him down upon a feather. You then leave the room, and procuring a feather from a feather-bed, you give it to him, and tell him that you have performed your promise,—that you engaged to bring him *down* upon a feather, which you have done; for there is the feather, and, if he looks, he'll find *down* upon it.

THE IMPOSSIBLE OMELET.

Produce some butter, eggs, and other ingredients for making an omelet, together with a frying-pan, in a room where there is a fire, and offer to bet a wager, that the cleverest cook will not be able to make an omelet with them. The wager is won by having previously caused the eggs to be boiled very hard.

GO, IF YOU CAN.

You tell a person that you will clasp his hands together in such a manner that he shall not be able to leave the room without unclasping them, although

you will not confine his feet or bind his body, or in any way oppose his exit.

This trick is performed by clasping the party's hands around the pillar of a large circular table, or other bulky article of furniture, too large for him to drag through the doorway.

MAGIC CIRCLE.

You tell a person you will place him in the centre of a room, and draw a circle of chalk round him, which shall not extend three feet in diameter, yet out of which he shall not be able to leap, though his legs shall be perfectly free. When the party has exhausted his ingenuity in trying to discover by what means you can prevent his accomplishing so seemingly easy a task, you ask him if he will try, and on his assenting, you bring him into the middle of the room, and having requested him to button his coat tightly, you draw with a piece of chalk, a circle round his waist, outside his coat, and tell him to jump out of it.

It will greatly improve this trick if the person be blindfolded, as he will not be aware of the mode of performing it till the bandage is removed, provided his attention be diverted while you are drawing the line round him.

TO TELL THE HOUR OF THE DAY OR NIGHT BY A SUSPENDED SHILLING.

Sling a shilling or a sixpence at the end of a piece of thread by means of a loop; then, resting your elbow upon a table, hold the other end of the thread betwixt your forefinger and thumb, observing to let it pass across the ball of the thumb, and thus suspend the shilling in an empty goblet. Observe,

your hand must be perfectly steady, and if you find it difficult to keep it in an immovable posture, it is useless to attempt the experiment. Premising that the shilling is properly suspended, you will find that when it has recovered its equilibrium, it will for a moment be stationary; it will then, of its own accord and without the least agency from the person holding it, assume the action of a pendulum, vibrating from side to side of the glass, and after a few seconds will strike the hour nearest to the time of day; for instance if the time be twenty-five minutes past six, it will strike seven, and so on of any other hour. It is necessary to observe that the thread should lie over the pulse of the thumb, and this may in some measure account for the vibration of the shilling, but to what cause its striking the precise hour is to be traced, remains unexplained; for it is no less astonishing than true, that when it has struck the proper number its vibration ceases, it acquires a kind of rotary motion, and at last becomes stationary as before.

THE GAS CANDLE.

Provide a strong glass bottle which will contain about eight ounces, or half a pint, into which put a few pieces of zinc, then mix half an ounce of sulphuric acid with four ounces of water, and pour it into the bottle upon the zinc; fit the mouth closely with a cork, through which put a metal tube which ends upwards in a fine opening; the mixture in the bottle will soon effervesce, and hydrogen gas will rise through the tube. When it has escaped for about a minute, apply a lighted paper to the tube, and the gas will burn like a candle, but with a pale

flame. Its brightness may be increased to brilliancy by sifting over it a small quantity of magnesia.

TO KEEP A STONE IN PERPETUAL MOTION..

Put very small filings of iron into aquafortis, and let them remain there until the water takes off the iron requisite, which it will do in seven or eight hours. Then take the water and put it into a phial an inch wide, with a large mouth, and put in a stone of lapis calaminaris, and stop it up close; the stone will then keep in perpetual motion.

TO CRACK WALNUTS IN YOUR ELBOW.

Conceal a very strong walnut in your right hand, and take two other walnuts out of the dish. Place one of them on the joint of your arm, and say that you are going to break it by the power of your muscles. You will now have one walnut in your arm and two in your right hand. Close your left arm, and strike it an apparently violent blow with your right hand, at the same time clenching the right hand violently, which will smash the second walnut in it, and the spectators hearing the crash will be sure to fancy that it is caused by the demolition of the walnut in your arm. Then open your arm very gently (for fear of dropping any of the fragments, you must say), and, when pretending to take out the walnut which you had placed there, you substitute for it the broken one from your right hand.

THE KNOTTED HANDKERCHIEF.

This feat consists in tying a number of hard knots in a pocket-handkerchief borrowed from one of the company, then letting any-person hold the knots,

and by the operator merely shaking the handkerchief, all the knots become unloosened, and the handkerchief is restored to its original state. To perform this excellent trick, get as soft a handkerchief as possible, and taking the opposite ends, one in each hand, throw the right hand over the left, and draw it through, as if you were going to tie a knot in the usual way. Again throw the right hand end over the left, and give the left hand end to some person to pull, you at the same time pulling the right hand end with your right hand, while your left hand holds the handkerchief just behind the knot. Press the thumb of your left hand against the knot to prevent its slipping, always taking care to let the person to whom you gave one end pull first; so that, in fact, he is only pulling against your *left hand*.

You now tie another knot exactly in the same way as the first, taking care always to throw the right-hand end over the left. As you go on tying the knots, you will find the right-hand end of the handkerchief decreasing considerably in length, while the left-hand one remains nearly as long as at first; because in fact, you are merely tying the right hand end *round the left*. To prevent this from being noticed, you should stoop down a little after each knot, and pretend to pull the knots tighter; while, at the same time, you press the thumb of the right-hand against the knot, and with the fingers and palm of the same hand, draw the handkerchief, so as to make the left-hand end shorter, keeping it at each knot as nearly the length of the right-hand end as possible.

When you have tied as many knots as the handkerchief will admit of, hand them round for the com-

pany to feel that they are firm knots; then hold the handkerchief in your right-hand, just below the knots, and with the left-hand turn the loose part of the center of the handkerchief over them, desiring some person to hold them. Before they take the handkerchief in hand, you draw out the right-hand end of the handkerchief, which you have in the right-hand, and which you may easily do, and the knots being still held together by the loose part of the handkerchief, the person who holds the handkerchief will declare he feels them; you then take hold of one of the ends of the handkerchief which hangs down, and desire him to repeat after you, one, two, three; then tell him to let go, when, by giving the handkerchief a smart shake, the whole of the knots will become unloosed. Should you, by accident, whilst tying the knots, give the wrong end to be pulled, a hard knot will be the consequence, and you will know when this has happened the instant you try to draw the handkerchief shorter. You must, therefore, turn this mistake to the best advantage, by asking any one of the company to see how long it will take him to untie one knot, you counting the seconds. When he has untied the knot, your other knots will remain right as they were before. Having finished tying the knots, let the same person hold them, and tell him that, as he took two minutes to untie one knot, he ought to allow you fourteen minutes to untie the seven; but as you do not wish to take any advantage, you will be satisfied with fourteen seconds.

You may excite some laughter during the performance of the trick, by desiring those who pull the knots along with you, to pull as hard as they please, and not to be afraid, as the handkerchief is not yours;

you may likewise go to the owner of the handkerchief, and desire him to assist you in pulling a knot, saying, that if the handkerchief is to be torn, it is only right that he should have a share of it; you may likewise say that he does not pull very hard, which will cause a laugh against him.

TO TELL A LADY IF SHE IS IN LOVE.

Put into a phial some sulphuric ether, color it red with orchanet, then saturate the tincture with spermaceti. This preparation is solid ten degrees above freezing point, and melts and boils at twenty degrees. Place the phial which contains it in a lady's hand, and tell her that if in love, the solid mass will dissolve. In a few minutes the substance will become fluid.

LIGHT UNDER WATER.

Rub two pieces of fine lump sugar together in the dark, and a bright electric light, will be produced. The same effect, but in a more intense degree, may be produced with two pieces of silex or quartz, the white quartz being best for this purpose. The same effect may also be witnessed by rubbing the pieces of quartz together *under water*.

THE MYSTERIOUS BOTTLE.

Pierce a few holes with a glazier's diamond in a common black bottle; place it in a vase or jug of water, so that the neck only is above the surface. Then, with a flannel, fill the bottle and cork it well, while it is in the jug or vase. Take it out, notwithstanding the holes in the bottom, it will not leak; wipe it dry, and give it to some person to uncork. The moment the cork is drawn, to the party's astonishment, the

water will begin to run out of the bottom of the bottle.

THE OLD WOMAN AND HER EGGS.

At a time when eggs were scarce, an old woman who possessed some remarkably good-laying hens, wishing to oblige her neighbors, sent her daughter round with a basket of eggs to three of them; at the first house, which was the squire's, she left half the number of eggs she had and half a one over; at the second she left half of what remained and half an egg over; at the third she again left half the remainder and half a one over; she returned with one egg in her basket, not having broken any. Required—the number she set out with. *Ans.* 15 eggs.

THE TAPE TRICK.

This trick consists in suffering a person to tie your thumbs together tightly, and yet that you shall be able to release them in a moment, and tie them together again. The mode of performing this trick is as follows: Lay a piece of tape across the palms of your hands, placed side by side, letting the ends hang down; then bring your palms quickly together, at the same time privately catching hold of the middle of the tape with your fourth and fifth fingers. Then direct any person to tie your thumbs together as tight as he pleases, but he will not, of course, in reality be tying them, because you have hold of the tape, yet it will nevertheless appear to him that he is doing so. Request him to place a hat over your hands; then blow upon the hat, and say, "Be loose," slipping your thumbs from under the tape; direct him to remove the hat, and show your thumbs free. You then re-

quest the hat may again be placed over your hands, and blowing upon it, you say, "Be tied," slipping your thumbs under the tape again; and when the hat is removed, your thumbs will appear tied as at first. After performing the trick, convey the tape away, lest it be detected.

CURIOUS METHOD OF MEASURING THE HEIGHT OF A TREE.

To ascertain the height of an object, a peculiar method of measurement is in use among the Isthmus Indians. In measuring the height of a tree, for instance, a man proceeds from its base to a point where, on turning the back towards it, and putting the head between the legs, he can just see the top; at the spot where he is able to do this he makes a mark on the ground to the base of the tree; the distance will be equal to the height.

THE ERRATIC EGG.

Transfer the egg from one wine glass to another, and back again to its original position, without touching the egg or glasses, or allowing any person or any thing to touch them. To perform this trick, all that you have to do, is to blow smartly on one side of the egg, and it will hop into the next glass; repeat this and it will hop back again.

ADVANTAGEOUS WAGER.

Request a lady to lend you a watch. Examine it, and give a guess as to its value; then offer to lay the owner a wager, considerably below the real value of the watch, that she will not answer to three questions

which you will put to her consecutively, "My watch." Show her the watch, and say, "What is this I hold in my hand?" she, of course, will not fail to reply, "My watch." Next present to her notice some other object, repeating the same question. If she name the object you present, she loses the wager; but if she be on her guard, and remembering her stake, she says, "My watch," she must of course, win; and you therefore, to divert her attention, should observe to her, "you are certain to win the stake, but supposing I lose, what will you give me?" and if confident of success, she replies for the third time, "My watch," then take it and leave her the wager agreed on.

TO CAUSE WINE AND WATER TO CHANGE PLACES.

Fill a small narrow-necked bulb with port wine, or with water and colored spirit of wine, and put the bulb into a tall, narrow glass jar, which is then to be filled up with cold water; immediately, the colored fluid will issue from the bulb, and accumulate on the surface of the water in the jar, while colorless water will be seen accumulating at the bottom of the bulb. By close inspection, the descending current of the water may also be observed, and the colored and the colorless liquids be seen to pass each other in the narrow-neck of the bulb without mixing. The whole of the colored fluid will shortly have ascended, and the bulb will be entirely filled with clear water.

THE MIRACULOUS APPLE.

To divide an apple into several parts, without breaking the rind. Pass a needle and thread under the rind of the apple, which is easily done by putting the needle in again at the same hole it came out of;

and so passing on till you have gone round the apple. Then take both ends of the thread in your hands and draw it out, by which means the apple will be divided into two parts. In the same manner you may divide it into as many parts as you please, and yet the rind will remain entire. Present the apple to any one to peel, and it will immediately fall to pieces.

THE FLYING COINS.

Take two eagles, or rather brass imitations, and grind them down until they are reduced to half their thickness. Do the same with two quarter dollars, and fasten them accurately together, so that you will have two coins, each having one silver face, and one brass face. Take one of them in each hand, showing the silver side of one and the brass side of another, and offer to change them without moving your arms. Shut your hands and the coins will turn over. Then, on opening them again, they will appear to have changed from one hand into the other.

THE HATCHED BIRD.

Separate an egg in the middle as nearly as possible, empty it, and then, with a fine piece of paper and a little glue, join the two halves together, having first put a live canary bird inside it, which will continue unhurt in it for some time, provided you make a small pin hole in the shell to supply the bird with air; have, also, a whole egg in readiness. Present the two eggs for one to be chosen; put the egg, which contains the bird, next to the person who is to choose, and for this purpose be sure to select a lady; she naturally chooses the nearest to her, because, having no idea of the trick to be performed,

there is no apparent reason to take the further one; at any rate, if the wrong one be taken, you do not fail in the trick, for you break the egg, and say, "You see that this egg is fair and fresh madam, so you would have found the other, if you had chosen it. Now, do you choose to find in it a mouse, or a canary bird?" She naturally declares for the bird; nevertheless, if she ask for the mouse, there are means to escape; you ask the same question of several ladies, and gather the majority of votes, which, in all probability, will be in favor of the bird, which you then produce.

MAGIC BREATH.

Half fill a glass tumbler with lime-water; breathe into it frequently, at the same time stirring it with a piece of glass. The fluid, which before was perfectly transparent, will presently become quite white, and if allowed to remain at rest, real chalk will be deposited.

TWO BITTERS MAKE A SWEET.

It has been discovered that a mixture of nitrate of silver with hyposulphate of soda, both of which are remarkably bitter, will produce the sweetest known substance.

VISIBLE AND INVISIBLE.

Write with French chalk on a looking-glass; wipe it with a handkerchief, and the lines will disappear; breathe on it, and they will re-appear. This alternation will take place for a great number of times, and after the lapse of a considerable period.

TO CHANGE THE COLOR OF FLOWERS.

Hold over a lighted match a purple columbine, or a blue larkspur, and it will change first to pink and then to black. The yellow of other flowers, held as above, will continue unchanged. Thus, the purple tint will instantly disappear from a heart's-ease, but the yellow will remain; and the yellow of a wall-flower will continue the same, though the brown streak will be discharged. If a scarlet, crimson or maroon dahlia be tried, the color will change to yellow, a fact known to gardeners, who by this mode variegate their growing dahlias.

THE MAGIC WHIRLPOOL.

Fill a glass tumbler with water, throw upon its surface a few fragments or thin shavings of camphor, and they will instantly begin to move, and acquire a motion both progressive and rotary, which will continue for a considerable time. During these rotations, if the water be touched by any substance which is at all greasy, the floating particles will quickly dart back, and as if by a stroke of magic, be instantly deprived of their motion. In like manner, if thin slices of cork be steeped in sulphuric ether in a closed bottle for two or three days, and then placed upon the water, they will rotate for several minutes, like the camphor, until the slices of cork having discharged their ether, and become soaked with water, they will keep at rest. If the water be made hot, the motion of the camphor will be more rapid than in cold water, but it will cease in proportionately less time. Thus provide two glasses, one containing water at fifty-eight degrees, and the other at two hun-

dred and ten degrees; place raspings of camphor upon each at the same time; the camphor in the first glass will rotate for about five hours, until all but a minute portion has evaporated, while the rotation of the camphor in the hot water will last only nineteen minutes; about half the camphor will pass off, and the remaining pieces, instead of being dull, white and opaque, will be vitreous and transparent, and evidently soaked with water. The gyrations, too, which at first will be very rapid, will gradually decline in velocity, until they become quite sluggish. The stilling influence of oil upon water has become proverbial; the extraordinary manner in which a small quantity of oil instantly spreads over a very large surface of troubled water, and the stealthy manner in which even a rough wind glides over it, must have excited the admiration of all who have witnessed it. By the same principle a drop of oil may be made to stop the motion of the camphor, as follows:—Throw some camphor, both in slices and in small particles, upon the surface of water, and while they are rotating, dip a glass rod into oil of turpentine, and allow a single drop thereof to trickle down the inner side of the glass to the surface of the water; the camphor will instantly dart to the opposite point of the liquid surface, and cease to rotate. If a piece of hard tallow or lard be employed, the motion of the camphor will be more slowly stopped than by oil or fluid grease, as the latter spreads over the surface of the water with greater rapidity.

If a few drops of sulphuric or muriatic acid be let fall into the water, they will gradually stop the motion of the camphor; but if camphor be dropped into nitric acid diluted with its own bulk of water, it will

rotate rapidly for a few seconds and then stop. If a piece of the rotating camphor be attentively examined with a lens, the currents of the water can be well distinguished, jetting out, chiefly from the corners of the camphor, and bearing it round with irregular force. The currents, as given out by the camphor, may also be seen by means of the microscope; a drop or two of pure water being placed upon a slip of glass, with a particle of camphor floating upon it. By this means the current may be detected, and it will be seen that they cause the rotations. Or a flat watch-glass, called a lunar, may be employed, raised a few inches, and supported on a wire ring, kept steady by thrusting one end into an upright piece of wood, like a retort stand. Then put the camphor and water in the watch-glass, and place under the frame a sheet of white paper, so that it may receive the shadow of the glass, camphor, &c., to be cast by a steady light placed above, and somewhat on one side of the watch-glass. On observing the shadow, which may be considered a magnified representation of the object itself, the rotations and currents can be distinguished.

TO MAKE ARTIFICIAL MAGNETS.

This may be done by stroking a piece of hard steel with a natural or artificial magnet. Take a common sewing-needle, and pass the north pole of a magnet from the eye to the point, pressing it gently in so doing. After reaching the end of the needle, the magnet must not be passed back again towards the eye, but must be lifted up and applied again to that end, the friction being always in the same direction.

After repeating this for a few times, the needle will become magnetized, and attract iron filings, &c.

THE MAGIC COIN.

Among the numerous experiments with which science astonishes and sometimes even strikes terror into the ignorant, there is none more calculated to produce this effect than that of displaying to the eye in absolute darkness the legend or inscription upon a coin. To do this, take a silver coin, an old one, and after polishing the surface as much as possible, make the parts of it which are raised, rough by the action of an acid, the parts not raised, or those which are to be rendered darkest, retaining their polish. If the coin thus prepared is placed upon a mass of red-hot iron, and removed into a dark room, the inscription upon it will become less luminous than the rest, so that it may be distinctly read by the spectator. The mass of red-hot iron should be concealed from the observer's eye, both for the purpose of rendering the eye fitter for observing the effect, and of removing all doubt that the inscription is really read in the dark, that is, without receiving any light, direct or reflected, from any other body. If, in place of polishing the depressed parts, and roughening its raised parts, we make the raised parts polished, and roughen the depressed parts, the inscription will now be less luminous than the depressed parts.

THE ROPE-TYING FEAT.

The rope should be of a firm, smooth quality, about five or six yards long. Take it by the left hand in the centre, holding it between the left thumb and forefinger perpendicularly before you. Take hold

with the right hand of the upper end of the rope, about a foot above where you are holding with the left hand; bring the two thumbs together, placing the portion of rope in the right hand behind the portion already under the left thumb; this will make a loop about four inches in diameter, leaning on the left hand side of the first end of the rope, which is still hanging straight before you; then pass the second end over the thumb and through the loop, and pull the end through; then pass the right hand about six inches along the second end, and double it into a loop, and pass the double portion held in the right hand under the portion covering the left thumb, in the direction of the loop already formed in the left hand, letting the second end hang down in the centre by the side of the first end; pull tight the two side portions of the loops, and the knot is complete. You will then have two loops large enough to pass the hands through, and the two long ends which will slip freely to and fro when you hold the knot. When the lights are extinguished, the operator first of all makes the knot; he then passes one of the ends of the rope through each of the holes in the seat, or through the curved back of a chair. He then knots the two ends together, a few inches underneath. This is apparently to prevent the operator rising from his seat, but it also enables him to get a straight, even pull on both loops. He then seats himself, the cords are tied tight round the ankles, then brought up to the knees, fastened securely round them and the ends fastened anywhere, it does not matter where, so that they cannot be reached by the mouth. The operator then thrusts his hands into the loops, extends his legs an inch or two, the knot

is drawn tight, the lights are called for, and he is found, not only apparently, but really, tightly bound. Extinguish the lights, and in the twinkling of an eye the legs are relaxed, the loops slackened, the hands withdrawn, and the operator is free to wave guitars, to play tambourines, to take off his coat, to touch anybody he can reach, to strike objectionable committee-men sharply on the head, and in fact to do anything that the spiritual agency or the new physical force is supposed to do for him.

A HANDKERCHIEF MARKED, CUT, TORN, MENDED

Two persons in the company are requested to come forward to the stage. Put into their hands a handkerchief which they are to hold by the four corners. Then beg several other handkerchiefs among the audience, and as you receive them, put them into the first, to make a parcel of. When you have accumulated a dozen, the two persons who hold the heap shall desire a third spectator to draw out one at hazard. He is desired to examine the mark and number (if there be any) and to cut off a little bit with a pair of scissors. Others may then also cut off pieces, if they wish, and finally the handkerchief is torn to pieces. You collect all these shreds and rags, on which you throw some drug or spirits; fold them up; tie them strongly with a ribbon, to compress them into a small compass, and put them under a glass which you warm with your hands. At last, after an interval of a few seconds, you remove the handkerchief to fold it; every one recognizes the mark, and the audience are amazed not to find the slightest tear in it. This operation, which has produced so general a deception, is very simple.

You have an understanding with some one in the company, who having two handkerchiefs precisely similar, has already given one to the confederate behind the curtain, throws the other on the stage, for the performance of the trick. You manage that this one shall lie at the top of the others, although pretending to mingle them by chance. The person to whom you apply to select one, naturally takes the uppermost; you beg him to turn them topsy-turvy, pretending to make the trick more difficult, and having done so yourself, to replace at the top the one required. You address some one more good-natured and less clear-sighted, who will naturally take the one most easily got at. When the handkerchief has been torn and folded, you put it under a glass on a table, near a partition (or near the curtain.) A small trap, beneath which is a drawer to receive the handkerchief, is on the spot, on which you place the glass. The confederate, concealed behind the curtain, puts his arm under, to exchange the one handkerchief for the other. He then closes the trap, which, fitting exactly with the hole it covers, only appears to be part of the table top, and thus deceives the most incredulous and clear-sighted of the spectators.

TO GUESS THE CARD THOUGHT OF.

To perform this trick, the number of cards must be divisible by 3, and it is more convenient that the number should be odd. Desire a person to think of a card; place the cards on the table with their faces downwards, and taking them up in order, arrange them in three heaps, with their faces upwards, and in such a manner that the first card of the pack shall be first in the first heap, the second the first in the

second heap, and the third the first of the third; the fourth the second of the first, and so on. When the heaps are completed, ask the person in which the card he thought of is, and when he tells you, place that heap in the middle; then turning up the packet, form three heaps, as before, and again inquire in which heap the card thought of is; form the three heaps afresh, place the heap containing the card thought of again in the centre, and ask which of them contains the card. When this is known, place it as before, between the other two, and again form three heaps, asking the same question. Then take up the heaps for the last time, put that containing the card thought of in the middle, and place the packet on the table with the faces downwards, turn up the cards till you count half the number of those contained in the packet, twelve, for example, if there be twenty-four, in which case the twelfth card will be the one the person thought of. If the number of the cards be at the same time odd, and divisible by three, such as fifteen, twenty-one, twenty-seven, &c., the trick will be much easier, for the card thought of will always be that in the middle of the heap in which it is found the third time, so that it may be easily distinguished without counting the cards; in reality, nothing is necessary but to remember, while you are arranging the heap for the third time, the card in the middle one of each. Suppose, for example, that the middle card of the first heap be the ace of spades; that the second be the king of hearts; and that the third be the knave of hearts; if you are told that the heap containing the required card is the third, that card must be the knave of hearts. You may therefore have the cards shuffled, without troub-

ling them any more ; and then, looking them over for form's sake, may name the knave of hearts when it occurs.

THE CIRCLE OF FOURTEEN CARDS.

To turn down fourteen cards which lie in a circle upon the table, observing to turn down only those cards at which you count the number seven. To do this you must bear in mind the card which you first turn down. Begin counting from any card from one to seven, and turn the seventh card down, etc., etc. When you come to the card which you first turned down, you skip it, passing on to the next, and so on until all the cards are turned. This is a very entertaining trick.

TO GUESS THE CARDS WHICH FOUR PERSONS HAVE FIXED THEIR THOUGHTS UPON.

You take four cards, show them to the first person, request him to select one of them in thought, and lay them aside. Then take four other cards, let a second person choose one of them, place these four cards upon the table beside the first four, but a little apart. Proceed in the same way with the third and fourth person. You now take the first person's four cards, and lay them separately, side by side. Upon these four cards you place the four cards of the second person in the same order, and so with the four cards of the third and fourth person. You now show each pile to the four persons, one after the other, asking each in which pile he finds the card he has thought of. As soon as you know this you discover the cards thought of in the following order.—The card thought of by the first person, is of course, the first in the

pile in which he says it is contained; the second person's the second in the pile, so also the third and fourth person's card is the third and fourth of the pile.

TO PLACE TWELVE CARDS IN SUCH A MANNER THAT YOU CAN COUNT FOUR IN EVERY DIRECTION.

You take twelve cards in your hand, and lay nine of them in a square, that is, three by three, in a row. The remaining three cards you distribute in the following manner:—One of them you place upon the right hand card of the upper row, the second upon the middle card of the middle row, and the third upon the left hand card of the lowest row. In this way you can count four cards in every direction.

TO SHOW IN YOUR HAND A CARD THAT YOU HAVE JUST THROWN OUT OF THE WINDOW.

You allow one of the company to draw away any card he pleases; you then throw it out of the window, and exclaim that you have it in the pack again. You let the same person or another draw a card again, and, strange to say, the card which he draws will be the one you have just thrown out of the window. This trick is a very easy one, as the entire pack consists of similar cards. It is necessary, however, to have an ordinary pack at hand, (in which this particular card is wanting,) in order to substitute it for the prepared pack and exhibit it to the company.

TO EAT A PECK OF PAPER SHAVINGS, AND CONVERT THEM INTO RIBBON.

Shouts of laughter generally arise from the audi

ence while the magician "stows away" down his bottomless throat the heaps of paper before him; but when he "brings up" yards upon yards of ribbon, as a proof of bad digestion, the "splitting sides burst with applause." This, like all the best illusions, is exceedingly simple; but, to carry it off well, requires a little gesticulation and comic spirit in the illusionist. Procure fifteen separate yards of different colored ribbon, of that width as is sold at about three cents a yard; sew them together to form one length, joining the contrasting colors; then roll it up neatly round itself, and it will be about the size of four half dollars put together. Now obtain some white paper shavings from a book-binder; shake them up lightly, and they will look like a bushel. When you begin the trick, take the roll of ribbon in the left hand, which with a few shavings is effectually hidden; then "set to" and eat your paper; as you feed, by pretending to thrust an extra handful down the throat from time to time, you can easily manage to withdraw masticated portions unseen and carry them down to the ground, as you lift other "titbits" to your mouth. After this has continued long enough, that is, when your visitors have laughed "till their sides ache," the shavings are now and then pressed up, which gives the appearance of diminished quantity; finally a last effort is made to "finish it," and you then pop the roll of ribbon in the mouth, and throwing the remaining shavings on the floor, you take hold the end of the ribbon, and begin to unwind it; by drawing it gradually from the mouth, it will appear as though it came from the stomach; the teeth must be kept close enough to prevent the entire roll from being pulled out altogether. When

cleverly performed, this trick is one of the best pieces of fun the magician exhibits.

TO RAISE FIRE BY COMMAND.

A vessel containing a certain white powder is placed upon the table by the wizard—the man who is held in great awe by the juveniles on account of his seeming supernatural powers, and yet beloved by them because he affords them much pleasure by the exhibition of his talent, to say nothing of the bon-bons, apples, oranges, almonds, and sugar plums which he causes to issue from an apparently empty drawer or handkerchief, and upon which they are allowed to feast. This said wizard having placed the above mentioned powder on the table, now advances, waving his wand and uttering the magic words, “*Cassa felto presto, aldiborontiphoskophorniosicos,*” when lo! of a sudden the room is lit up with a brilliant light, so effulgent that it dims the eyes of the spectators! The secret is this:—The powder is composed of equal weights of loaf sugar and chlorate of potash, separately reduced to fine powder, and then well mixed together. This is placed in some vessel, such as a cup, or in fact anything that will prevent the fire from injuring the table. When this powder is touched with the least drop of sulphuric acid, it will instantly burst into a flame; if, therefore, the end of the glass rod be dipped in the acid immediately before use, it will, on being brought into contact with the deflagrating powder, cause it to ignite.

TO LIGHT A CANDLE WITHOUT TOUCHING THE WICK.

Let a candle burn until it has a good long snuff, then blow it out with a sudden puff, a bright wreath

of white smoke will curl up from the hot wick ; now, if a flame be applied to this smoke, even at a distance of two or three inches from the candle, the flame will run down the smoke and re-kindle the wick in a very fantastic manner. To perform this experiment nicely, there must be no draught or "banging doors" while the mystic spell is rising.

THE THREE SPOONS.

This is a most capital trick, but it requires a confederate's aid. Place three spoons crosswise on a table, request any person to touch one, and assure him you will find out the one he touched by a single inspection ; although you will leave the room while he does so, and even if he touches it so gently as not to disarrange the order in which they are once put in the slightest degree. You retire ; and when he gives you notice to enter, walk up to the table and inspect the spoons, as if trying to ascertain whether there are any finger-marks upon them, and then decide. Your confederate, of course, makes some sign, previously agreed upon, to give you notice which is the identical spoon ; the actions may be, touching a button of his jacket for the top spoon, touching his chin for the second, and putting his finger to his lips may signify the lowest ; but the precise actions are immaterial, so that the spoon they indicate be understood.

Fancy Photographs,

INCLUDING

STATUARY, CLASSICAL, GRACEFUL AND NUDE

Figures, Comic and Fanev Pictures, &c. Price only 15 cts. each.

Adam and Eve,
 Amor and Psyche, (Nude,)
 Apollo crowning Virtue,
 Alpheus and Arethusa, (nude)
 Bathers surprised by a Swan,
 Bath The, Entering,
 Bath The, Coming from,
 Bath of Leda,
 Booth, J. Wilkes, the assassin
 Bosom Friends, (nude,)
 Brunettes, The Two,
 Children in the Wood,
 Circassian Lady at the Bath,
 Comin' thro' the Rye,
 Courtship, }
 Married, }
 Cupid Bound,
 Cupid Taught by the Graces,
 Cupid and Psyche,
 Cupid and Hymen,
 Cupid Armed,
 Cupid Disarmed,
 Daughter of the Air.
 Daughter of the Night,
 Diana at the Bath,
 Diana returning from the Chase
 Dream of Hope,
 Dry Goods Going Up,
 Early Home of Abr'm Lincoln
 Evangeline,
 Eve,
 Fairy Yacht, The,
 Faithful Watching, The (nude)
 Farmer's Daughter, The,
 First Love, The,
 French Dancing Girls, (3 sub-
 jects,)
 Georgette,
 Goddess of Liberty,
 God bless Papa and Mama,

Harem Scene, (3 subjects,)
 Innocence, (nude,)
 Johnson, President,
 Jeff in Crinoline,
 Lincoln, Our Lamented Pres't
 Lincoln, Mrs.,
 Lincoln Family,
 Lincoln and Son,
 Libby Prison,
 Lieda and the Swan (nude)
 Little Red Riding Hood,
 Love,
 Love's First Kiss,
 Love in Bondage, (nude)
 Love's Last Adieu,
 My Sweetheart,
 My Wife,
 Nell Gwynne,
 Pride of Kildare,
 Psyche going to Dress,
 Roman Girls Bathing,
 Shall we Sleep First, or How?
 Sisters, The, (nude)
 Soldier's Dream of Home,
 Susannah at the Bath,
 Sweet Eighteen,
 The Loves of the Angels,
 Toilet of Venus, (nude)
 Tom Thumb, Wife and Baby,
 Venus and Adonis,
 Venus disrobed by Cupids,
 Venus et L'Amour,
 Venus in a Shell,
 COMIC.

Artist on a Sketching Tour,
 Barber, The,
 Bed Time, }
 Waiting Turn, }
 Before the Wedding, }
 After the Wedding, }

Also, all the Generals, &c., mailed in sealed letters to any address, 15 cts. each, or 8 for \$1. (Send for new list.)

Address,

[1]

HUNTER & CO., Publishers,
 Hinsdale, N. H.

10,000 SOLD IN ONE YEAR.
A RARE AND VALUABLE BOOK.

"HOW 'TIS DONE"

OR, THE SECRET OUT.

An Exposure of the Tricks and Deceptions of Gamblers and Blacklegs with Cards and Dice. Also a complete system of Fortune Telling by Cards, and the

Book of Wonders, or, Secrets Revealed.

An entirely new Book, with the above title, has just been published, handsomely printed and bound.

PRICE REDUCED TO 20 CENTS.

It exposes all the Secrets of Gambling, and "shows up" the tricks of Professionals with Cards, giving a complete EXPOSE of Telegraphing, Sauter La Coupe, Longs and Shorts, Reflectors, Convex and Concave Cards, Slipping, Saddling and Handling the Cards, Walking the Pegs, &c., &c.

Also an explanation of Marked and Pricked Cards, Cheating with Dice, &c.

Fortune Telling by Cards.

The most complete system ever published. Those who believe in Fortune-Telling will find this a reliable medium in which to read the future, and to all it will be a source of much amusement.

THE BOOK OF WONDERS,

A Collection of Secrets, Arts, &c.,

Never before published, and of great value to every one. It contains the prescription and directions for causing Moustaches and Whiskers to grow on the smoothest face in from 42 to 90 days, without injury or stain to the skin. This is alone worth ten times the price of the book.

The above is only a part of the contents of this valuable book. Every one who wants to KNOW all the above, and a large number of other GREAT SECRETS, should read "HOW 'TIS DONE" Or, "THE SECRET OUT." Any one not satisfied with it, can have their money refunded. Notwithstanding the great cost of paper and printing, the price of the book will be ONLY 20 CENTS, or 6 Copies for \$1.00, postpaid. Agents wanted. Great inducements. Send for a sample copy. All orders must be addressed to

HUNTER & CO., Publishers,
Horsedale, N. B.

NEW SERIES.

SPLENDID COLORED ENGRAVINGS.

SIZE 13x18. SUITABLE FOR FRAMING.

We present the following list to our customers, confident that every one who buys one, will be sure to have more. All are beautifully colored, and are sent everywhere by mail at only 15 cts. each, or 8 for \$1.00.

1. *The Soldier's Dream of Home.*—A picture by the camp fire at night, with the Vision appearing in the distance.

2. *The Wife's Vision of the Battle.*—She is sleeping, and sees her husband leading his troops to victory.

3. *Moll Pitcher on the Battle Field,* or the Women of '76. A patriotic picture.

4. *The Spirit of the Union.*—A beautiful picture. Washington appears to rebuke the spirit of rebellion.

5. *The Soldier's Grave.*—A monumental picture, with an appropriate place for the name.

6. *The Soldier's Last Defence.*—Some Yankee boys got cornered, and turned on the rebels for a last shot.

7. *The Soldier Boy on Duty.*—A spirited picture.

8. *The Soldier Boy off Duty.*—A match to above.

9. *The Happy Mother.*—Young mother reclining in bed, playing with her little boy.

10. *The Queen of Love and Beauty.*—A magnificent looking young girl seated on the balcony of a castle.

11. *Rub-a-Dub.*—Or Young America and his drum. A spirited picture.

12. *A Brush on the Road.*—A couple of boys in a wagon, show a gent with a "fast team" that the "old hoss" is sometimes as good as a young one.

13. *Corned Beef.*—A ludicrous picture, showing what rum cherries did to two sober old cows.

14. *Family Register.*—A colored piece for framing, with a Registry for Births, Marriages and Deaths.

15. *Provisions Down.*—A comic picture; it speaks for itself.

16. *The Night after the Battle.*—An affecting scene; looking for the dead the night after the battle.

17. *The Hour of Victory.*—A Zouave soldier waving the Stars and Stripes, and leading on his comrades to victory.

18. *The Star Spangled Banner.*—A splendid picture. It should be in every American home.

19. "*Kiss me Quick.*"—A fine picture, very natural.

Any of the above Pictures will be mailed postpaid, to any address, at 15 cents each; 8 for \$1. In ordering it is only necessary to give the number of the picture wanted, and say you want "Colored Pictures."

Send all orders to

135

HUNTER & CO.,
Hinedale, N. H.

GOOD BOOKS AT 15 CENTS EACH.

COURTSHIP MADE EASY; or, the Art of Making Love fully Explained. Containing full and minute directions for conducting a Courtship with Ladies of every age and position in society, and valuable information for persons who desire to enter the married state, relative to necessary Qualifications, Conditions, Attachments, Suitable Partners, &c. Also, Forms of Love Letters to be used on certain occasions. Price, 15 cents.

CHESTERFIELD'S ART OF LETTER-WRITING SIMPLIFIED.—A guide to Friendly, Affectionate, Polite, and Business Correspondence. Containing a large collection of the most valuable information relative to the Art of Letter-Writing, with clear and complete instructions how to begin and end Correspondence, Rules for Punctuation and Spelling, &c., together with numerous examples of Letters and Notes on every subject of Epistolary intercourse, with several important hints on Love Letters. Price, 15 cents.

HORSE-TAMING BY A NEW METHOD, as practiced by J. S. Rarey. A New and Improved Edition, containing Mr. Rarey's whole Secret of Subduing and Breaking Vicious Horses, together with his Improved Plan of Managing Young Colts, and Breaking them to the Saddle, the Harness, and the Sulky—with ten Engravings illustrating the process. A handsome book of 64 pages. Price, 15 cents.

KNOWLSON'S FARRIER, and Complete Horse Doctor.—We have printed a new and revised edition of this celebrated book, which contains Knowlson's famous Recipe for the cure of Spavin, and other new matter. This new edition is the neatest and most convenient one that has been issued, being a small sized book for the pocket, and containing a full and complete index.—There is no disease to which the Horse is liable, that this book does not explain and point out the mode of treatment and the remedy. Some people may think that because the book is so cheap it can't be good for much. But they are mistaken. It is positively the best book of the kind ever written. We sell it cheap because of the immense demand for it. It contains 54 pages, 18mo., and we mail it free for 15 cents only.

THE GAME OF WHIST: Rules, Directions, and Maxims to be Observed in Playing it. Containing, also, Primary Rules for Beginners, Explanations and Directions for Old Players, and the Laws of the Game—compiled from Hoyle and Mathews. Also, Loo, Euchre, and Poker, as now generally played—with an explanation of Marked Cards, &c. 18mo., 64 pp. Price 15 cents.

Any of the above books promptly mailed to any address, postpaid, for 15 cts. each, or any four for 50 cts. All for 60 cts.

Address,

HUNTER & CO., Publishers,

Hinsdale, N. H.

NEW LIST OF GOOD BOOKS.

Any of the following books will be securely wrapped and sent by mail post-paid to any address on receipt of the printed price which is in no case higher than the same would cost at the publishers counter. Order your books (of any and all kinds) only of the old established dealers.

HUNTER & CO., Hinsdale, N. H.

THE SECRET OUT; or *One Thousand Tricks with Cards.* A Book which explains all the Tricks and Deceptions with Playing Cards ever known or invented. This book contains, in addition to its numerous Card Tricks above described, full and easily understood explanations of some two hundred and forty of the most curious, amusing, and interesting Sleight-of-Hand Tricks ever invented, and which are illustrated by Engravings to make each Trick understood with ease. Illustrated by about 300 Engravings, and bound in a handsome gilt binding. It contains about four hundred pages. Price \$1.50

THE MAGICIAN'S OWN BOOK, containing several hundred amusing Magnetical, Electrical and Chemical Experiments, Sleight-of-Hand and Card Tricks, Perplexing Puzzles, Entertaining Tricks and Questions in Numbers, Secret Writing explained. Illustrated with over 500 Wood Engravings, 12mo, cloth, gilt side and back stamp, 400 pages. Price \$1.50

THE ART OF DANCING. HISTORICALLY ILLUSTRATED. By EDWARD FERRERO. To which are added Hints on Etiquette—the Figures, Steps, and Necessary Instruction for the Performance of the most Modern Dances. Also, 108 pages of Dancing Music for the Piano, consisting of the most Fashionable Quadrilles, Schottisches, Waltzes, Redowas, Polkas, and other popular fancy dances. 12mo, cloth, illustrated. Price \$1.50

THE SOCIABLE; or, *One Thousand and One Home Amusements.* Containing Acting Proverbs, Dramatic Charades, Acting Charades, or Drawing-room Pantomimes, Musical Burlesques, Tableaux Vivants, Parlor Games, Games of Action, Forfeits, Science in Sport and Parlor Magic, and a choice collection of curious mental and mechanical puzzles, &c., illustrated with nearly 300 Engravings and Diagrams, the whole being a fund of never ending entertainment. By the author of "The Magician's Own Book." Nearly 400 pages, 12mo, cloth, gilt side stamp. "The Sociable; or, One Thousand and One Home Amusements," is a repertory of games and other entertainments, calculated for the use of family parties, the fireside circle, or those social gatherings among friends and neighbors which pass away the winter evenings with so much animation and delight. It is impossible for any company to exhaust all the sources of irreproachable mirth and mutual enjoyment produced in this volume. Price \$1.50

Send all orders only to

HAND-BOOKS FOR EVERYBODY.

Only 15 Cents each; Eight for \$1.

HOW TO DRESS WITH TASTE. Containing aims upon the harmony of colors, the theory of contrast, the complexion, shape or hight, &c. This little volume forms a most suitable companion for the toilet table; and every Lady and Gentleman should possess a copy. Price 15 cents.

MIND YOUR STOPS. Punctuation made plain, and Composition simplified for Readers, Writers and Talkers. This little book is worth ten times the price asked for it, and will teach accuracy in everything, from the direction of a friendly letter to the composition of a learned treatise. Price 15 cents.

HARD WORDS MADE EASY. Rules for Pronunciation and Accent, with instructions how to pronounce French, Italian, German, Russian, Danish, Dutch, Swedish, Norwegian, and other foreign names. A capital work. "Everybody, learned or unlearned, should purchase this little Brochure—the only cheap guide to pronunciation." Price 15 cents.

COURTENAY'S DICTIONARY OF ABBREVIATIONS: Literary, Scientific, Commercial, Ecclesiastical, Military, Naval Legal and Medical. A book of reference—3000 abbreviations—for the solution of all literary mysteries. By EDWARD S. C. COURTENEY, Esq. This is a very useful book. Everybody should get a copy. Price 15 cents.

FIVE HUNDRED FRENCH PHRASES. Adapted for those who aspire to speak and write French correctly. The phrases here given are selected for their general usefulness, and will greatly assist the learner in his first efforts to converse in French. Nobody should be without a copy of this useful book. Price 15 cents.

BLUNDERS IN BEHAVIOR CORRECTED. A concise code of Deportment for both sexes. "It will polish and refine either sex, and is Chesterfield superseded."—*Home Companion*. Price 15 cents.

HOW TO DETECT ADULTERATION IN OUR DAILY FOOD AND DRINK. A complete analysis of the frauds and deceptions practised upon articles of consumption by storekeepers and manufacturers; with full directions to detect genuine from spurious, by simple and inexpensive means. Price 15 cents.

THE YOUNG HOUSEKEEPER'S BOOK; or, How to Have a Good Living on a Small Income. Price 15 cents

HOW TO BE HEALTHY. Being a complete Guide to Long Life. By a Retired Physician. Price 15 cents.

Fun! Fun!! Fun!!!

LAUGH AND GROW FAT.

THE HARP OF A THOUSAND STRINGS; or *Laughter for a Lifetime.* A large book of nearly 400 pages. By the author of Mrs. Partington's Carpet Bag of Fun. Bound in a handsome gilt cover. Containing more than a million laughs, and crowded full of Funny Stories, besides being Illustrated with over Two Hundred Comical Engravings, by Darley, McLennan, Bellew, etc. This is a perfect Magazine of Fun, Frolicsome Fancy and Folly; of Load Laughable Laxatives for the Lachrymose; of Droll Doings for the Dolorous; Ticklish Titterings for the Tetchy; and Robust Rollicks for the Rollicking. In short, it is a complete Reservoir of Mirth-provoking, Care-killing, Laughter-breeding, Merry-making, Fun-hatching, Jolly-good Stories, Tough Yarns, Jokes, Travesties, Doggerels, and apt Hits at the Times. The pictures are all original, designed by some of our best Artists (including Darley,) and the collection of droll conceits and queer stories is unsurpassed, having been several years in preparation. It is a book of nearly four hundred pages, with tinted frontispiece by Darley. Price \$1.50

THE PLATE OF CHOWDER; *A Dish for Funny Fellows,* Appropriately Illustrated with 100 Comic Engravings. By the author of Mrs. Partington's Carpet-Bag of Fun. If you want the drollest and most comical collection of Stories and Jokes ever printed, and laughable pictures to match, buy this book. We defy any person to keep a straight face, or his buttons on his clothes, either, when he reads any of the Queer Tales in the *Plate of Chowder.* It will soften the countenance of the Sourdest old hunker—make a vinegar visaged ancient maiden smile—drive away the blues from a hypochondriac—and cause even a defeated candidate for Congress to laugh out the right side of his mouth. 12mo, paper cover. Only 25 cents.

THE EXTRAORDINARY AND MIRTH-PROVOKING ADVENTURES, BY SEA AND LAND, OF OSCAR SHANGHAI. Illustrated by nearly 200 engravings. All told in a series of nearly two hundred of the most risible, quizzable, provoking, peculiar, saucy, and spicy cuts ever gathered within the leaves of any one book. All fond of a hearty laugh, here is amusement for many a merry hour. Price 30 cents.

CHARLEY WHITE'S ETHIOPIAN JOKE BOOK. Being a perfect Casket of Fun, the first and only work of the kind ever published. Containing a full expose of all the most laughable Jokes, Stories, Witticisms, &c., as told by the celebrated Ethiopian Comedian, Charles White. 18mo., 94 pages. Price 15 cents.

THE TWO GREAT BOOKS.

THE ROGUES AND ROGUERIES OF NEW YORK.

Containing Exposures of all the Traps and Pitfalls of New York and other great cities, and of all the Swindles carried on through the mail. Many thousand copies of this work have been sold, and the testimony in its favor is universal. It shows up the Secret Side of Rascality, explains how all Humbugs are carried on, and is full of Stories and Anecdotes about Rascals and Humbugs. If you want to know about *any* particular "dodge," or if you wish to know who and what persons and things are "Catch-pennies" or "Gouges," read "ROGUES AND ROGUERIES." It is INTERESTING as well as INSTRUCTIVE. 124 large pages. Price only 30 cents.

ALSO, JUST PUBLISHED,
UNIFORM WITH "ROGUES AND ROGUERIES, THE
Night Side of New York.

A MOST INTENSELY INTERESTING WORK.

Depicting, in vivid and glowing style, the varied sights and scenes of the Great Metropolis after dark. Here will be found descriptions of the Haunts of the Pugilist and Thief; the Gilded Saloon where the Fashionable Gambler plucks his Fat Pigeons; as well as the low Gambling Hells, where the Three-Penny Faro Keeper robs his victims; The Fashionable Club-Houses, and the squalid Dens of Misery and Crime; The Minstrel Headquarters, after the cork is off; The Tombs; The Station-Houses; The Cock-pits; The Palaces of Vice, and the Vile Dens of Infamy; The Gin-Mills and Drinking Holes; Scenes of Fashionable Life among the "Upper Ten;" and all the peculiarities of the Great City at Night. Every scene described, and every statement made in this book, is strictly true. There is no exaggeration, for none is needed. The simple narration of facts is more powerful and entrancing than any fiction could possibly be. The work shows you New York *just as it is*; and every one who desires to be "posted," will read it. There is no pandering to a vitiated taste; but the vilest and most iniquitous scenes are described in an unexceptional manner. A large book printed on fine paper. Price 30 cents mailed free. Either of the above books will be mailed to any address post-paid for 30 cents each or both together for only 50 cents. Address

HUNTER & CO.,
Publishers,
Hinsdale, N. H.

A BOOK FOR EVERY BOY.

BOYS! FARMERS! HUNTERS!

Hunting, Fishing, Trapping.

15,000 SOLD IN FIVE MONTHS!

THE

HUNTER'S GUIDE,

AND

TRAPPER'S COMPANION.

The only Cheap work on Hunting, Fishing, Trapping, &c., &c. and the BEST book on the subject, at any price. Do not pay \$1 or \$2 for other books—printed in larger type—but buy this for only 25 cents,—which contains all that is useful and worth knowing. As proof of its immense success, we would state, that from Oct. 1st to Feb. 1st, the Publishers sold over fifteen thousand copies.

Read the following partial table of contents :

To the Reader, Preface, Season for Trapping, The Art of Trapping, Poisoning, How it is done, The "Dead Fall," and how it is made, Steel Traps, how to make and use them, Why Traps are the best, The Sliding Pole, Baiting Animals, How to Attend Traps, How Many One Man can Attend to, Capturing Animals, The Mink, how to bait and catch it, The Muskrat, The Marten, The Sable, The Fisher, The Fox, The Otter, The Beaver, The Raccoon, The Wolf, The Bear, The Badger, The Wild Cat, The Lynx, The American Panther, and the Wolverine, The Skunk, The Opossum, The Squirrel, The Woodchuck, The Deer, and the Moose. Do you want to know the habits of these animals, also, how to hunt, trap and catch them, read the Hunter's Guide. It tells how to Cure Skins,—all about Stretching Skins,—the Board-Stretcher, the Muskrat-Stretcher. Particular Directions and Secrets how to Dress and Tan the Hides of the Muskrat, Otter, Fox, Beaver, Mink, Raccoon, Bear, &c., &c.; All about Dyeing Hides,—to color Buckskin Buff, Black, Brown, Remarks on Tanning, on Oil Dressing, Dressing Deer Skins; The Vade-Mecum, or Useful Companion,—how to make the Birch Canoe, the Dug-Out, or Log Canoe, Batteaux; The

Profits of Trapping,—How much you can make, Late Price List of all Furs, &c., from Bear to Rabbit and Skunk; Fishing,—Fishing in Winter, Fishing with Nets, Spearing Salmon, Trout; Half a Dozen Secret Arts,—Chinese Art of Fishing; Trapping and Hunting Narratives,—Head Waters of the Penobscot, by Rev. John Todd; A Young Trapper's Experience, by John P. Hutchins, (worth a dollar to any boy.) The book also contains many other desirable features. If you want "Hunter's Secrets," "Fishing Secrets," "Tanning Recipes," don't pay \$1 to \$5. Buy this book for a "quarter." There are three recipes in it that cost FIVE DOLLARS each. It will tell you all any book can, and instead of being got up in large type and heavy covers, &c., &c., to *make money on*, it is got up in fine type, 64 pages, paper cover, for ONLY 25 CENTS. We have, however, printed an edition on Elegant, White Paper, bound in Cloth, Full Gilt, which we sell at 50 cts. per copy. This edition will suit those who wish a Nice Book to keep; but the contents are the same as the 25 cent edition. Do you want to know all about Hunting, Trapping, &c., read this book. It will tell you all about Traps, all about the Characters of different Animals, all about how to Tan and Cure all kinds of Hides and Furs, and how to Color them. It gives directions in plain words, that any boy can understand, and it will prove of great value. A Veteran Trapper, who bought one of these books in November, 1868, writes us January 23d, 1869, saying: "Your book is valuable. I've tried Hunting and Trapping for thirty-seven years, and already by the use of some of the directions in your book, I have caught more game in one month, than I usually did in the whole season. It will revolutionize Hunting and Trapping." Remember, it costs,

Paper Cover, 25 Cents. Cloth, Gilt, 50 Cents.

SOLD BY ALL BOOKSTORES AND NEWSDEALERS.

MAILED POSTPAID FOR 25 CENTS.

Every Dealer should order a supply. Every boy will buy it who sees it.

Every dealer should order it from the Wholesale dealer. All the News Companies sell this work. 6 copies sent postpaid for only \$1. Send for it. Address all mail orders to the publishers,

HUNTER & CO., Hinsdale, N. H.

THE MAGIC COMB.

Patented December 24, 1867, and October 13, 1868, in the United States.
Patented in England, October 13, 1868. Patented also in France
and other Foreign Countries.

Will Color Gray Hair a Permanent Brown or Black.

The Invention consists of a concentrated, solidified, Chemically Prepared Dye, that contains no Poison, and will in no way injure the Hair, the Health, or Skin. The Preparation is perfectly harmless, with which the Teeth of the Comb are covered.

DIRECTIONS.—Wash the Hair clean with soap and water, while the Hair or Beard is wet; First, use the A side of the Comb upon it; second, the B side, thereby depositing a small portion of the Dye upon the Hair, which will produce a permanent glossy

BLACK OR BROWN.

As you choose, that will not fade or grow dim. Full directions accompany each Comb, plainly printed on the box. We do know, when carefully and properly used, it is the cheapest Dye ever used, as well as the neatest and most perfect Dye in the world; and is so compact, that it can be carried in the pocket, with no fear of breaking. No slop or stain arising from its use. Buy one and you will forever discard all other *Hair Dyes*.

Beware of Counterfeits!

None Genuine, unless they bear our Trade Mark, on the Comb and Box. Whoever will send us proof that other parties, than the Magic Comb Company, are making MAGIC COMBS, will be liberally rewarded, as we shall prosecute any infringements upon our patents, to the extent of the law.

FOR SALE by all respectable Druggists, General and Fancy Stores. Ask for the Comb, and if they have not got them, tell them where to send and get them for you.

ONE COMB sent by mail, post-paid, to any address, on receipt of \$1.25. Price List sent to Dealers, when desired. All communications must be addressed to HUNTER & CO., General Agents, Hinsdale, N. H.

OPINIONS OF THE PRESS,

The Comb is at once so convenient and effective, that its merits are immediately appreciated, and its popularity at once achieved.—*Springfield Republican*.

It is the cheapest method of dyeing the hair and whiskers, and has been thoroughly tested.—*Hartford Times*.

It has been thoroughly tested, and has the advantage over the usual methods of coloring that any one can use it.—*Springfield Union*.

It leaves the hair as soft and glossy, as if no dye had been applied.—*American Artizan*.

It is free from poisonous substances; it is small, convenient to carry, and decidedly ahead of any liquid dye in the market.—*Springfield Evening News*.

One Magic Comb will go as far in coloring hair, or beard, as two bottles of ordinary hair dye.—*Religio-Philosophical Journal*.

The Magic Comb is one of the neatest and most valuable inventions of the day. Wherever introduced it is having a large and steady sale, for the good reason that it does away with all necessity for the use of poisonous and disagreeable hair dyes.—*New Hampshire Sentinel*, Feb. 4, 1869.

It is the very paragon; it is the means of tolet, disguise, contrast and increase of beauty as you will.—*Springfield Evening News*. (14)

Clark's Patent Indelible Pencil, For Marking Linen, &c.

This pencil is similar to the ordinary lead pencil, and will make a clear black mark that will remain after years of wear and washing. It is a great improvement over ink, as it will not dry up; and can be used with much greater dispatch and economy, as there is no risk in blotting. No preparation being required except the dampening of the fabric to be marked, and no troublesome directions to be followed in its use, it will save much inconvenience to housekeepers, and all who have occasion to mark their clothing.

Notices of the Press:

"The marking inks so commonly used for marking linen and other fabrics are inconvenient and troublesome, each bottle being accompanied by a number of "directions," which considerably bother the brains of housekeepers. The *Indelible Pencil* will prevent this, as all the preparation necessary is the dampening of the fabric which is to be marked thereupon."—[Scientific American.]

"Ladies will be pleased with the *Indelible Pencil*, a new invention for marking clothes, indelibly without risk of blotting. It will abolish the old plan of using a pen with a bottle."—[N. Y. Evening Post.]

"We have seen samples of permanent marking with this pencil, which cannot be washed out."—[Boston Journal.]

"This is the largest invention for a small one that we have seen for a long time. It does away with the bother, inconvenience, and difficult mode of marking with ink."—[Literary Museum.]

"*Clark's Patent Indelible Pencil*.—We have tried this celebrated pencil for marking linen, &c., and found it to be all that is claimed for it. No family should be without it. It is greatly superior to any indelible ink that we have ever tried."—[Cincinnati National Union.]

"A desirable, convenient and useful household article."—[Springfield, Mass., Republican.]

ONE PENCIL WILL MARK 1,500 ARTICLES.

After the above recommendations from the leading journals, including the "Scientific American," it is useless for us to add anything. This we will say. These pencils are absolutely *indelible*, they are just what they are represented to be, and we will refund the money to any one who finds them otherwise. They are in a splendid case and sent post-free anywhere for the regular retail price, 50 CENTS, 3 for \$1, \$3.50 a dozen, in case.

GOLDEN PENS.

These pens are warranted not to corrode with proper usage, and are superior to any Metallic Pen ever before introduced to the public. The Peculiarities of the GOLDEN PENS are numerous; they are well tempered and smooth, are made of the finest material, and then plated and pointed with the best gold finish, giving them a most attractive and beautiful appearance; will not corrode with proper usage, and have never yet failed to give perfect satisfaction.

Nothing except the finest Gold Pen ever before invented in the pen line, can compare with them in Appearance, Quality, Economy, Saleability, or Cheapness. They are, indeed, by many, preferred to a Solid Gold Pen.

They are put up in Pocket Form, a new and most attractive style, being in Metal Boxes, Gilt to resemble gold, each box containing one dozen Pens.

We are selling immense quantities of these Pens. They cannot be told from solid gold pens. We will send one box, containing One Dozen Golden Pens, as a sample, postpaid, to any address, on receipt of price, 50 cents; half dozen for 30 cents; quarter dozen, 15 cents. Agents are selling these pens rapidly. Send all orders only to

HUNTER & CO., Hinsdale, N. H.

A CURIOUS BOOK.

THE WIZARD'S WAND!

A complete Fortune Teller, Dream Book, and Cabinet of Conjurations. To which is added, A complete Dream Book, Napoleon's Oraculum and the Book of Forfeits. A complete collection of the Games and Pastimes of social life.

A new edition of this wonderful book is now ready. If you want to know the meaning of all your dreams, this book will tell you. If you want to tell Fortunes or read your own, this book will tell you how to do it. It explains NÆVIOLGY, or telling Fate by Moles. Also, CARDIOLOGY, or the science of telling Fortunes by Cards. It also contains Napoleon's Celebrated Oraculum, in which the great General placed implicit confidence, and never began any great undertaking until he had consulted the oraculum. The Book of Forfeits contains many social games, &c., &c., which will be of very great value to persons who wish games, &c., to while away an evening. Altogether, this is a most fascinating volume, and not only is it a large bound book of OVER 250 PAGES, but instead of placing the price at a dollar it is put at

ONLY 50 CENTS.

Every one interested in Fortune Telling, Interpretation of Dreams, Scientific Predictions, &c., &c., cannot fail to read this unique work. Price 50 cts., 3 for \$1, 10 copies for \$3. All sent post free, on receipt of price. To be had only of
HUNTER & CO., Publishers, Hinsdale, N. H.

TENTH EDITION.

That Rich, Racy and Rare Novels,

KATE VAUGH;

Or, The Maid of the Housatonic.

A real live story—What is it? Barnum is a character, Chief of Police, Matsell, the Vidocq of America, figures in its pages. Do you wish a splendid tale, startling, full of wit, humor and real human nature, then read KATE VAUGH—A LIFE TALE. Nine large editions have already been sold. Don't fail to read it and you'll say it is *the best* story that you ever read,—and it costs only 15 cts., mailed free, or *ten for one dollar*. Send for one to

HUNTER & CO., Publishers, Hinsdale, N. H.

HUNTER & CO.'S

New and Enlarged Catalogue

OF

SPLENDID COLORED ENGRAVINGS.

Size 13x18. Suitable for Framing.

For five years we have been adding to our list of elegant colored prints—until, with our present catalogue, we give a list unequalled in America. Nearly all our Engravings are *new*. No *old fashioned* style, but fresh, new subjects; nearly all of which have been published in the past six months. We keep all these constantly in stock, and sell singly or by 100 or 1000. There are no prints so desirable, and the price is nothing, (it should be 50 cents each,) but we ask only 15 cts. each, or 10 for \$1. At wholesale \$8.50 per 100 and sent postpaid by mail, anywhere. Try one and you will have a dollars worth at least. Agents, Peddlers, &c., &c., will find these Engravings a money making article. We sell thousands weekly—keep tens of thousands in stock, and fill all orders by return mail. At least try one. Our variety is immense—everybody can be suited—only 15 cents each, 10 for \$1, \$8.50 per 100, *prepaid* anywhere. *Buy one*. No other house has an equally good assortment. Address all orders to

HUNTER & CO., Hinsdale, N. H.

ORDER PLAINLY. THE NUMBER IS ALL THAT WE NEED. Each Engraving elegantly colored—13x18 inches.

Beautiful Girls, Female Heads, &c.

These *ideal* subjects are entirely *new*, beautifully colored, and their equal does not exist even at *ten times* the price. They are splendid, natural, life-like.

1 The American Beauty—A representative American Girl: Splendid curls, laughing eyes, imagine the rest or buy her for 15 cents.

2 The Royal Beauty—A splendidly dressed English Girl, fit for a queen, and crowned as she is has a fine appearance.

3 The Indian Beauty—A beautiful Indian Maiden, true to life.

4 The Egyptian Beauty—A sweet face but rather peculiarly dressed.

5 The Sleeping Beauty—A young girl asleep, with two old bachelors peeping at her.

6 The Northern Beauty—A splendid girl, life size. If you want a "perfect picture" of a Yankee Girl, here she is for only 15 cents.

7 The Southern Beauty—Black hair and eyes, with roses on her cheeks and a beautiful face indeed, is this picture of a Southern Girl.

8 The Eastern Beauty—Our pen falls us when we try to describe the charms of the elegant form, blue eyes and cherry lips of the "Eastern Beauty."

9 The Western Beauty—"No you don't" is pretty plainly written on the features of this splendid girl. She will suit the Western boys.

10 The Star of Beauty—A genuine "girl of the period." As Jones says, "she's a stunner."

11 The Dark Eyed Beauty—Wicked, decidedly, is the look of this "dark eyed" maiden.

12 The Queen of Beauty—Golden hair, rosy cheeks, and blue eyes are combined to make a perfect specimen of feminine loveliness.

13 The Beautiful Persian—A fair Persian Maid with her pet grayhound.

14 The Queen of Love—A pensive maiden with clustering ringlets, pretty and loveable.

15 The Star of Night—A dark haired beauty—perfectly bewitching.

16 A Broadway Belle—The most "stylishly" dressed young lady on our list. We rather like this "Broadway Belle."

17 Black Eyed Susan—A very pretty black eyed girl—will suit everybody.

18 The Beautiful Blonde—Decidedly a "girl of the period," golden hair, and rather low necked dress.

19 The Beautiful Brunette—A companion picture to the beautiful blonde, but of a different style of beauty.

20 The Morning Star—A beautiful girl reclining in bed playing with her pet dog.

21 The Evening Star—Another girl, has read herself asleep, forgetting to put out the light, not thinking our artist was watching.

22 My Sweetheart—This is a picture of a beautiful young lady, almost the prettiest we ever saw, and one of which any one might be proud of, either as friend or sweetheart.

23 My Favorite—Another elegant girl, with curls, necklace, black hair, &c., &c. She looks as if she might speak as sweetly as she looks.

Both above are colored, 15 cents each.

24 The Morning of Love—This is a splendid picture. A beautiful lady is sitting in an arbor thinking of her lover. 15 cents

25 The Evening of Love—The same lady is watching the stars as she waits for her lover's coming. The above are matched pictures, and very pretty.

26 The Fairest of the Fair—Another pretty maiden, who will please many—as she is really pretty, and costs only 15 cents.

27 Spring—Beautifully colored, twined with roses and flowers, is this beautiful young girl emblematical of Spring.

28 Summer—An equally pretty maiden represents Summer, with characteristic costume.

29 Autumn—Another season, well represented by a pretty Miss, and

30 Winter—Closes up the series by a chilly representation of that chilly season.

Above four all colored, and cost only 15 cents each.

31 America—A splendid portrait of an American girl.

32 Europe—A beautiful English girl.

33 Asia—An elegantly dressed Turkish girl.

34 Africa—A fair but rather dark skinned African girl, true to life.

Beautiful Girls.

We can supply almost any kind of girl you want, and numerous names. All these portraits are *new*, elegantly dressed, stylish, and "just the thing" for framing. We have the following names on hand. Cannot describe each separately. They are *every one beauties*. Try one and see the style.

35 Alice. 36 Amelia. 37 Ann. 38 Clara. 39 Caroline. 40 Ella. 41 Eliza. 42 Elizabeth. 43 Emma. 44 Emeline. 45 Fannie. 46 Helen. 47 Hattie. 48 Jane. 49 Jennie. 50 Kate. 51 Mary. 52 Maria. 53 Mar-

tha. 54 Margaret. 55 Nellie. 56 Sarah. 57 Virginia.

Choose the one you like and we guarantee that the picture will please. Only 15 cents each, 10 for \$1.

Love Scenes. Etc.

58 The Parting Hour—A cavalier bidding adieu to his lady love.

59 The Stolen Interview—A scene from "Romeo and Juliet."

60 Kiss Me Quick—A fine picture, very natural.

61 The Day Before Marriage—A beautiful girl in an arm chair is dreaming of the coming year.

62 The Year After Marriage—Shows what came of it.

63 The Elopement—A runaway pair of fleet horses, but are pursued by the "old man."

64 The Pursuit—Shows the lovers ahead while the old gent has little chance of catching them.

65 The Sailors adieu—A manly sailor lad bidding adieu to his lady love.

66 The Sailor's Return—The same sailor is warmly greeted on his return. These pictures beautifully colored.

67 The Carrier Dove; the departure—Two pretty girls send out a dove with a letter to their lovers.

68 The Carrier Dove; the return—The dove returns and brings a letter, which the girls are reading.

69 Popping the Question—Natural as life. A bashful youth and a pretty girl. The old story.

70 The Lover's Quarrel—This shows how lovers occasionally quarrel.

71 The Reconciliation—And how easily they "kiss and become friends again."

72 The Lover's Adieu—A parting scene between a pair of lovers.

73 The Lover's Return—And how fondly they meet upon the lover's return.

74 The Betrothed—A handsome young lady is holding the picture of her intended in her hand as she waits for his coming.

75 The Marriage Morning—A splendid looking young lady on her bridal morning, just before she is to be "swung off."

76 The Marriage Evening—The same lady and her husband with a gay party of friends.

77 The Wedding Day—An elegant gentleman and his intended bride entering church on their wedding day.

78 The Marriage—Shows what happened in church—Priest and all.

79 The Highland Lovers—A pretty couple dressed in highland costume.

80 The Fair Equestrian—A lady on a fleet pony, sings "Over the Hills and Far Away."

81 Why Don't He Come—A lady going to meet her lover is first at the rendezvous. He is seen in the distance.

Juvenile Subjects—all kinds.

We have an immense assortment of pictures of children, &c, a few of which we name briefly. Every engraving is perfect, elegantly colored, and only 15 cents each. Pictures of little girls as follows:

- 82 Little Annie, our darling.
- 83 " Emma, going to school.
- 84 " Lizzie, with bouquet.
- 85 " Bluebell, with flowers.
- 86 " Carrie.
- 87 " Annie and her kittie.
- 88 " Ella, at church.
- 89 " Julia, rosebuds, &c.
- 90 " Nellie, at play.
- 91 " Jane, cherries.
- 92 " Jennie and her dove.
- 93 " Mary and her lamb.
- 94 " Katie and a watch.
- 95 " Minnie taking tea.
- 96 " Maggie and her roses.
- 97 " Martha, our pet.

LITTLE BOYS, AS FOLLOWS.

- 98 Little Johnny and his top.
- 99 " Charley, the prize boy.
- 100 " Georgie, our boy.
- 101 " Willie, the highlander.
- 102 " Harry and his kitten.
- 103 " William and Mary.
- 104 Johnny and Bessie, a brother's help.
- 105 The Little Brothers—Two beautiful boys, seven and nine years old; 15 cents for the two.
- 106 The Little Sisters—Two pretty little girls, seven and nine years old. A pretty picture; both only 15 cents;
- 107 Little Brother and Sister—A fine boy and girl, seven and nine years old. Both only 15 cents.
- 108 Little Sister—A pretty little girl in an arbor of flowers.
- 109 Little Brother—A splendid little fellow, eight years old.
- 110 The Children in the Wood—A pretty picture, and the best colored of any on our list.
- 111 Little Red Riding Hood—Splendidly colored, and a fine engraving.
- 112 Rub-a-Dub—Or Young America and his drum. A spirited picture.
- 113 Papa's Darlings—Little boy and girl.
- 114 Mama's Darlings—Two little girls
- 115 Young Ireland—A fine looking Irish lad—wid his stick.
- 116 The Young Chieftain—A boy clad as a Highlander.
- 117 The Young Sailor—A boy clad as a sailor.

118 The Best Scholar—A splendid little girl.

119 The Birds Nest—And the boy that found it.

120 The Morning Prayer—Little boy.

121 The Evening Prayer—Little girl.

122 First Prayer—A pretty little child.

123 My Highland Boy—In costume.

124 My Highland Girl—In costume.

125 Father's Pride—Hearing my watch tick.

126 Mother's Joy—Companion picture.

127 Grandpa's Love—Little boy.

128 Grandpa's Spec's—Little girl.

129 Grandma's Spec's—A little girl.

130 Young America—(Celebrating the 4th.)

131 Little Hero—With gun, &c., &c.

132 The Little Emperor—A fine fellow.

133 That Blessed Baby—Natural as life. The happy father is trying to keep the baby still, and is likely to succeed—perhaps.

134 "See-Saw"—A very natural picture; two boys playing at "see-saw."

135 Love is the Lightest—Showing that the little boy Cupid is lighter than a tiny butterfly.

136 Little Volunteer—Gun, knapsack, &c.

137 The Young Cavalier—With sword, &c.

138 The Little Students—The children at study.

139 My Little Playfellow—Little girl and dog.

140 My Little Favorite—Little girl and her favorite dog.

141 The First Care—Mother and babe

142 The First Step—Mother and child and dog.

143 Household Treasures—Children, pets, &c.

144 The Light of the Dwelling—Or, our little girl

145 Bed-Time—Mother and her children.

146 A Speaking Likeness—A little girl looking through an oval frame.

147 Look at Papa—Little boy looking at papa

148 Look at Mama—Little girl looking at mama.

149 The Young Mother—In the woods with the baby.

150 Household Pets—Child, kitten, dog, &c.

151 Good Night, Little Playfellow—Pretty.

152 Little Fairy—Little girl as a fairy.

153 Peek-a-boo—Children playing.

154 The First Party—The preparation.

155 The First Flirtation—Natural as life.

156 The Little Fruit Girl—The first fruit.

POPULAR BOOKS.

THE MAGICIAN'S OWN BOOK, 400 pp.,	\$1.50
THE SECRET OUT, OR 1000 TRICKS WITH CARDS,	1.50
BOOK OF 1000 TALES,	1.50
THE SOCIABLE, OR 1001 HOME AMUSEMENTS,	1.50
THE ART OF DANCING,	1.50
THE DICTIONARY OF LOVE,	1.50
ANECDOTES OF LOVE, BY LOLA MONTEZ,	1.50
10,000 WONDERFUL THINGS,	1.50
EVERY WOMAN HER OWN LAWYER,	1.50
THE CORNER CUPBOARD, FACTS FOR EVERYBODY,	1.50
INQUIRE WITHIN, 3,700 FACTS FOR ALL,	1.50
THE PERFECT GENTLEMAN,	1.50
THAT'S IT, OR PLAIN TEACHING,	1.50
ADVENTURES AND TRAVELS IN AFRICA,	1.50
MEDICAL COMMON SENSE, 400 pages,	1.50
THE GAME OF BILLIARDS, by Phelan,	1.50
LA COUR ON THE MANUFACTURE OF LIQUORS,	2.50
BORDEAUX WINE AND LIQUOR DEALER'S GUIDE,	2.50
HILLGROVE'S BALL ROOM GUIDE,	.75
THE FAMILY AQUARIUM,	.75
LIVE AND LEARN, OR 1000 MISTAKES CORRECTED,	.75
CONVERSE'S COMPLETE BANJO INSTRUCTOR,	.50
COMPLETE FARRIER AND HORSE TAMER,	.50
THE ARTS OF BEAUTY, by Lola Montez,	.50
RICHARDSON'S MASONIC MONITOR,	.50
THE GAME OF CHECKERS,	.50
HOW TO WRITE SHORT HAND,	.50
LEMARCHAND'S FORTUNE TELLER & DREAMER'S DICTIONARY,	.40
GOLDEN WHEEL FORTUNE TELLER,	.40
PETTENGILL'S PERFECT FORTUNE TELLER,	.40
CHESTERFIELD'S ETIQUETTE AND LETTER WRITER,	.40
BRISBANE'S GOLDEN READY RECKONER,	.40
BOOK OF FIRESIDE GAMES,	.35
PARLOR TRICKS WITH CARDS,	.35
BOOK OF RIDDLES, 500 HOME AMUSEMENTS,	.35
THE PARLOR MAGICIAN,	.35
BOOK OF 500 CURIOUS PUZZLES,	.35
PARLOR THEATRICALS,	.35
THE HAND BOOK OF BILLIARDS,	.35

Any of the above Books mailed, postpaid, on receipt of price.
Send cash orders to

HUNTER & CO., Publishers.

HINSDALE, N. H.

GOOD BOOKS

SENT FREE OF POSTAGE, AT THE PRICES MARKED.

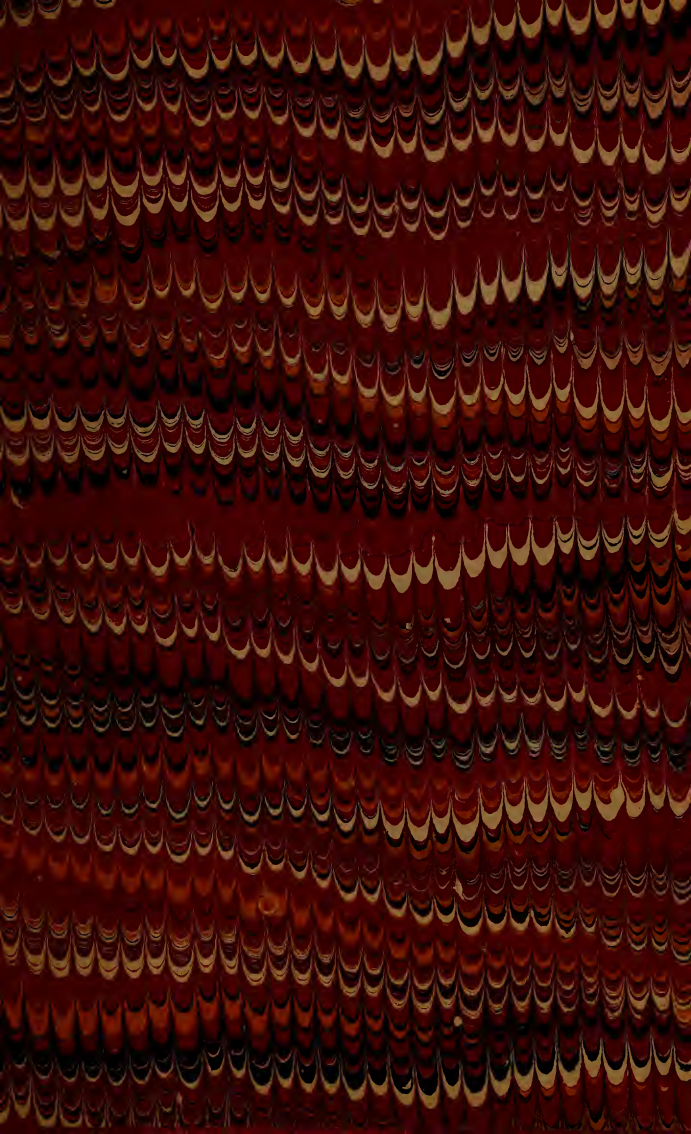
	CTS.
CHESTERFIELD'S ART OF LETTER WRITING,	15
HOW TO WOO AND HOW TO WIN,	15
BRIDAL ETIQUETTE, WITH RULES FOR BRIDESMAIDS,	15
HOW TO BEHAVE,	15
HOW TO DRESS WITH TASTE,	15
HARD WORDS MADE EASY,	15
BLUNDERS IN BEHAVIOR CORRECTED,	15
500 FRENCH PHRASES, OR HOW TO LEARN FRENCH,	15
YOUNG HOUSEKEEPER'S BOOK,	15
HOW TO CUT AND CONTRIVE CHILDREN'S CLOTHES,	15
HOW TO TALK AND DEBATE,	15
BOXING MADE EASY,	15
COURTSHIP MADE EASY,	15
CHAIRMAN AND SPEAKER'S GUIDE,	15
YOUNG BRIDE'S BOOK,	15
THE GAMES OF WHIST, LOO, EUCHRE AND POKER,	15
HORSE TAMING BY A NEW METHOD,	15
KNOWLSON'S FARRIER AND COMPLETE HORSE DOCTOR,	15
HOW TO BE HEALTHY,	15
ETIQUETTE AND THE USAGES OF SOCIETY,	15
CHARLEY WHITE'S ETHIOPIAN JOKE BOOK,	15
BLACK WIT AND DARKEY CONVERSATIONS,	15
KIRK'S EXPOSITION OF ODD FELLOWSHIP,	15
BOXING WITHOUT A MASTER,	15
THREE THOUSAND ABBREVIATIONS,	15
BROAD GRINS OF THE LAUGHING PHILOSOPHER,	15
FOX'S ETHIOPIAN COMICALITIES,	15
CAREY'S REBELLION RECORD,	20
THE POET'S COMPANION, OR RHYMING DICTIONARY,	25
THE AL-MA-KAN-TUR CIRCLE, OR HOW TO WIN A SWEETHEART,	25
OLD BLOCK'S SKETCH BOOK, LIFE IN CALIFORNIA,	25
ROGUES AND ROGUERIES OF NEW YORK; A New Book,	25
CHIPS FROM UNCLE SAM'S JACK KNIFE,	25
LAUGHING GAS, WIT, WISDOM AND WIND,	25
PLATE OF CHOWDER; A DISH FOR FUNNY FELLOWS,	25
MORGAN'S FREE-MASONRY EXPOSED AND EXPLAINED,	25
GREAT WIZARD'S HAND BOOK OF MAGIC,	25
EVERLASTING FORTUNE TELLER AND DREAM BOOK,	25
GAMBLER'S TRICKS EXPOSED AND EXPLAINED,	25
LAWS OF LOVE,	25

Send cash orders to

HUNTER & CO., Publishers,

HINSDALE, N. H.







0 020 237 538 8