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OR

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ALSO INCLUDES

AN EXPOSURE OF THE CARD TRICKS

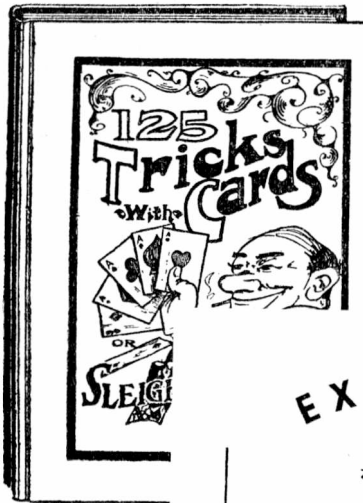
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AND GAMBLERS

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the Pegs—Pricked Cards—Skinning—Shuffling or Weaving—The Gradus or Step—Slipping the Fives—
Saddling the Cards—Dealing Fives from the Bottoms—The Telegraph, etc., etc.



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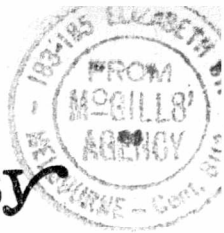
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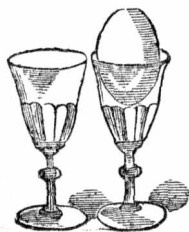
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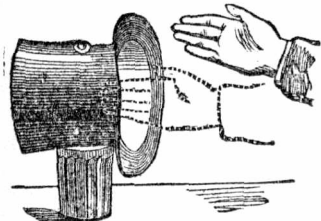


THE ERRATIC EGG



Transfer the egg from one wine-glass to the other 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.

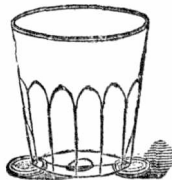
THE HAT AND COIN TRICK



Place a hat, tumbler and coin, as represented in the cut; then after making several feints, as if you intended to strike the hat upon the rim, give the hat a sharp, quick blow upon the inside of the crown, and the coin will fall into the tumbler. This is a beautiful trick, if skillfully performed.

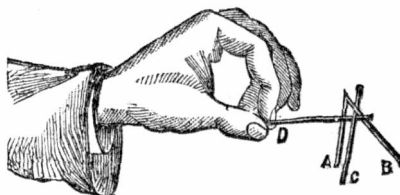
THE OBEDIENT DIME

Lay a dime between two half-dollars, and place upon the larger coins a glass, as in the diagram. Remove the dime without displacing either of the half-dollars or the glass. After having placed the glass and coins as indicated, simply scratch the table-cloth with the nail of the forefinger, in the direction you would have the dime to move, and it will answer immediately. The table-cloth is necessary; for this reason the trick is best suited to the breakfast or dinner table.



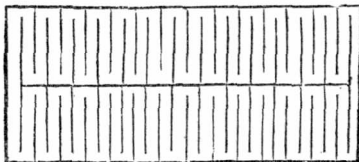
TO LIFT THREE MATCHES WITH ONE

You get three matches of equal length, and cut the end of one in the shape of a wedge, in the end of another you make a small slit, and you are ready to perform your trick. Introduce the wedge end into the end you have slit, so that they will hold together their own weight; now take the third match and the two you have put together, and nicely balance them upon the table, as represented in the engraving. Then take another match (D), and insert the end of it under the upper ends of the three matches, A, B, C; balance upon the table, and very gently push the matches A and B back, just enough to let the match C fall upon the match D, which you hold in your fingers, and the two matches



A and B will fall back again, overlapping the match C, as represented in the engraving. Now you can easily raise them, and carry them anywhere you desire. This is a very simple trick, and, having shown it once, it can easily be done by observing parties.

HOW TO CUT A VISITING CARD FOR A CAT TO JUMP THROUGH IT



Cut the card through the center, leaving a perfect bar at each end; then proceed by cutting the card according to the lines indicated in the subjoined engraving; taking care that you do not cut through and thus separate the links. When the card has been thus carefully cut, it may be drawn out to form a hoop for pussy to jump through, or it will make a pretty collar for her to wear.

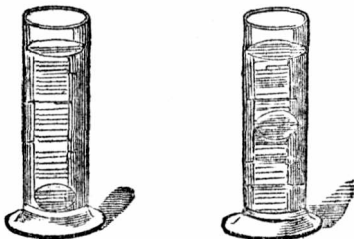
TO MAKE A CONE OR PYRAMID MOVE UPON A TABLE WITHOUT SPRINGS OR ANY OTHER ARTIFICIAL MEANS

Roll up a piece of paper, or any other light substance, and put a lady-beetle, or some such small insect, privately under it; then, as the insect will naturally endeavor to free itself from its captivity, it will move the cone towards the edge of the table, and as soon as it comes there it will immediately return, for fear of falling; and by thus moving to and fro, will occasion much sport to those who are unacquainted with the cause.

TO PREPARE A FOUNTAIN OF FIRE

Take two parts of zinc, finely granulated, and add to it one part 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 sulfuric acid, and in a short time phosphorated 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 is easily performed.

THE MAGIC EGG



Take a pint of water, and dissolve in it as much common salt as it will take up; with this brine half fill a tall glass, then fill up the remaining space with plain water, pouring it in very carefully down the side of the glass, or into a spoon, to break its fall. The pure water will then float upon the brine, and, in appearance, the two liquids will seem as but one. Now take another glass, and fill it with common water. If an egg be put into this, it will instantly sink to the bottom; but if, on the contrary, the egg is put into the glass containing the brine, it will sink through the plain water only, and float upon that portion which is saturated with salt, appearing to be suspended in a very remarkable and curious manner.

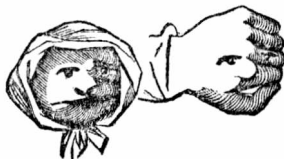
THE NONDESCRIP

Get a nut, and holding it toward the spectators in your closed hand, that they may not see what lies therein, profess yourself to be capable of showing them what they have never seen, what you have never seen, what no one else has ever seen, and what, when you and they have once seen, no one else ever shall see. Ask them to guess what it is; and when they have tried in vain, crack the nut, show them the kernel, then put it in your mouth, and having swallowed it, ask them if you have not fulfilled your promise.

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 around the apple. Then take both the ends of the thread in your hands, and draw it out, by which means the apple will be divided into 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 OLD MAN'S FACE



This is also a very comical amusement and productive of much merriment. The only requisite for producing it is a person's hand, a handkerchief and a little India ink. The engraving will show the simplicity of the arrangement, and demonstrates how easy it is to form an old man's face.

THE TURN WONDER

This amusing toy causes an illusion of vision, and is made and exhibited as follows: Cut out a small circular piece of card, to which fasten four strings. Draw on one side of it a Bacchus and on the other a butt. Then take one of the strings between the forefinger and thumb of each hand, close to the card, and twist or twirl it rapidly around, and, according to which pair of strings you use, the figure will be seen in a different position. Various devices may be used—for instance, a bird on the one side and a cage on the other; a tight-rope and a dancer; a body and a head; a candle and a flame; a picture and a frame.

THE CARDS BY WEIGHT

Take a parcel of cards—say forty—and privately insert among them two long cards; let the first be, for example, the fifteenth, and the other the twenty-sixth, from the top. Seem to shuffle the cards, and cut them at the first long card; poise those you have taken off in your hand, and say, "There must be fifteen cards here; then cut them at the second long card, and say, "There are but eleven here;" and poising the remainder, exclaim, "And here are fourteen cards." On counting them, the spectators will find your calculations correct.

THE LINK BOYS

Place two persons on their knees, opposite to each other; each is to kneel on one knee, with the other leg in the air. Give to one of them a lighted candle, requesting him to light that of the other person. This is exceedingly difficult to do, both being poised in equilibrium on one knee, and liable to tumble at the slightest disarrangement of position.

TO DRAW TWO FIGURES WITH CRAYON ON A WALL, ONE OF WHICH WILL LIGHT A TAPER, AND THE OTHER EXTINGUISH IT

Draw with crayon two figures on the wall; any you please, such as a man's head and a woman's. At the mouth of one you put a little gunpowder, which you fasten on with mouth-glue; at the mouth of the other a bit of phosphorus, fastened in the same way. When you take a lighted taper near the mouth that has the gunpowder, the explosion extinguishes it; then, taking it near the phosphorus while warm, it lights itself again.

TO MAKE A CARD SPRING UP INTO THE AIR FROM THE PACK, WITHOUT BEING TOUCHED

One of the company having drawn a card, the drawn card is shuffled up with the rest of the pack. The pack is then put into a kind of spoon placed upright upon a bottle, which serves as a pedestal, and at the company's pleasure the card which was drawn instantly flies up in the air.

CARD AND HANDKERCHIEF TRICK

Give the pack for a card to be drawn from it; and dividing the pack in two, have the chosen card placed in the middle. Make the pass at this place, and the card will come to the top. Put it on the table, cover it with a rather thin handkerchief, and take the first card under it, pretending, however, to feel about for it. Turn over the handkerchief, and show that this card was the one drawn.

TO COPY A SEAL

In magical performances, it is often necessary to open a sealed envelope, and yet leave no evidence of your having broken the wax. You take an impression of the seal by smartly striking a piece of soft lead on it. Break the seal and read the inclosure; fuse the wax again by directing the tube of a blow-pipe on it, and seal with the lead reverse. No trace will remain of the seal having been tampered with.

TO TELL IF A PERSON IS IN LOVE

At a farrier's, or elsewhere, procure a piece of horn shaving as thin as paper, an inch long by three-fifths of an inch wide, and cut it into the shape of a Cupid, as generally represented, i. e., of a plump child. Make a similar figure out of parchment, paper, or silk. Put the figure of horn in a person's hand, and the heat will make it curl up and move about, while the other will not stir.

TO MAKE A LIQUID BOIL WITHOUT FIRE

Having placed in a bottle a small quantity of aquafortis, throw into it a small quantity of brass filings; then you will perceive a strong boiling, so that the bottle will appear full, and the vial will become so warm that you cannot touch it without being burned.

INCOMBUSTIBLE SUBSTANCES

Paper dipped in alum-water and dried, two or three times, will be found to defy the action of the flames of a candle.

SHOOT A SMALL BIRD AND BRING IT TO LIFE AGAIN

In this experiment take an ordinary fowling-piece, and put the usual charge of powder into it; but, instead of the common charge of shot, introduce a half charge of quick-silver. When a small bird approaches, fire. Although it is not necessary to hit the bird, it will be found so stunned and stifled as to fall upon the ground in a state of suspended animation. As its consciousness will return at the expiration of a few minutes, avail yourself of the interval in declaring your intention of bringing it to life again, and your declaration will come true, to the amazement of your brother sportsmen.

AN EXCELLENT CARD TRICK

Let any person draw a card from a pack, and put it in the pack again, but where you know where to find it again; shuffle the cards as before directed; then let another person draw a card, and be sure he takes the same the other did; proceed in the same way with all the persons but the one who may be last, who is to draw another card, which also return to the pack, and shuffle till you have brought both the cards together. Then, showing the last card to the company, the other will show the trick.

THE CUT STRING RESTORED



Tie together the ends of a piece of string, pass one hand through each end, twist it once around, and put both ends into the left hand. Draw the right hand rapidly along the double strings, until you come to the place where the strings have crossed each other, as seen in the engraving. Conceal the junction with the thumb and finger of the right hand; hold the strings in a similar manner with the left hand, and tell some one to cut the string between them. You show that the string has been divided into two pieces, and say that you will join them with your teeth. Put all four ends into your mouth, and remove with your tongue the little loop that has been cut off. When you take the string out of your mouth, the spectators will not notice the absence of so small a portion of its length, and will fancy that you really have joined them.

THE CARD UNDER HANDKERCHIEF

Let a person draw any card from the rest, and put it in the middle of the pack, you make the pass at that place, and the card will consequently be at the top; then placing the pack on the table, cover it with a handkerchief, and putting your hand under it, take off the top card, and after seeming to search among the cards for some time, draw it out.

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.

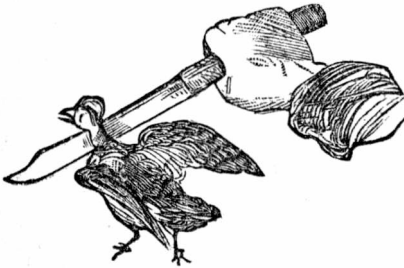
HOW TO CUT GLASS

Having privately dipped a thread in sulphur, wrap it around 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.

THE POKER PUZZLE

This feat is to be performed with a common fire poker, which you must hold near the top between the fingers and the thumb. You must then, by the mere motion of the fingers and the thumb, work the poker upwards, until the slender part be moved up to the hand, while the poker remains perpendicular during the whole process. For the first few times that this is attempted to be done considerable difficulty will be experienced, as it not only requires strength in the fingers proportionate to the weight of the poker, but also a certain knack, which can only be acquired by practice.

TO CUT OFF A CHICKEN'S HEAD WITHOUT KILLING IT



A charlatan, to prove the efficacy of his patented medicine, modestly assures you that it will bring the dead to life. "Behold an animal," says he, pointing to a chicken, "whose sands of life are about to run out, for I am going to cut off his head and show you his brains; still, that will not prevent him from cackling among the brood to-morrow morning." A moment after he plants a knife against its neck, and presents it to the company, suspended as in illustration. At first, you will see the animal struggle, beating his wings and feet; but a moment afterwards it will appear motionless, with eyes closed as if dead. The mountebank, having taken away the knife, the cock falls upon the table as an inanimate mass. He fills a small syringe with elixir, that is pure water, and makes two or three injections into the animal's brain; then he revives a little, and soon after he raises upon his legs, stretches his neck, beats his wings, and stalks off crowing.

This trick can be explained in the following manner: The brain of a fowl is placed upon the back of the head, by the side of the neck; and there is between the brain and the beak a part of the head which you can pierce with a knife, without killing the animal; and, if the head has been pierced in advance near this place, you can suspend the animal on the knife as often as you wish without doing injury, provided the knife be blunt, and then the animal struggles and flaps its wings, not relishing its disagreeable position. As to its apparent death, its sudden resurrection and exultant flight; that, in a measure, depends upon the animal's training.

AN AFTER-DINNER FEAT

Fold your napkin into the form of a cravat, and request some one of the company to fill up your glass with wine or water, and place it on your napkin; cover your glass with a hollow plate; cover again the plate with the two ends of the napkin in such a fashion that the glass will be tightly pressed against the plate, and turn the whole upside down. It is now easy to drink the liquid, which comes down gently into the plate—and hence you can readily wager to drink a glass of water or wine without touching your glass with your hands or mouth.

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 bird-seed, 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.

A DISTORTED FIGURE SEEN WELL PROPORTIONED FROM A CERTAIN POINT OF VIEW

Write or draw on thin white cardboard any letters or design you fancy. Prick the outline all around, hold it at an angle to another piece of white cardboard or paper, placed horizontally, and let a light shine through the pricked outline, which will give distorted forms. This done, put aside the light and the perforated cardboard, and, by placing your eye where the light had been, you will see the second drawing take a regular form.

TO MAKE A WATCH STOP OR GO AT THE WORD OF COMMAND

Borrow a watch from any person in the company and request of 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 of that party, and so on through the entire party.

EXPLANATION: You must take care in borrowing the watch that it be a good one and goes well; have concealed in your hand a piece of loadstone, which, as soon as you apply it to the watch, will occasion suspension of its movements, which a subsequent shaking and withdrawing of the magnet will restore.

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 have lain him in has effected.

THE MAGNETIZED CANE

This is a very surprising little fancy, and is calculated to create much astonishment in the drawing-room. Take a piece of black silk thread, or horsehair, about two feet long, and fasten to each end of it bent hooks of a similar color. When unobserved, fasten the hooks in the back part of your pantaloons legs, about two inches below the bend of the knees. Then place the cane (it should be a dark one, and not too heavy) within the inner part of the thread, and, by a simple movement of the legs, you can make it dance about and perform a great variety of fantastic movements. At night your audience cannot perceive the thread, and apparently the cane will have no support whatever. The performer should inform the company, before commencing this trick, that he intends to magnetize the cane, and, by moving his hands as professors of magnetism do, the motion of the legs will not be noticed.

SOLID STEEL WILL FLOAT ON WATER

If the blade of a well-polished knife be dipped into a basin of cold water, the particles of each of these two bodies do not seem to come in contact with each other; for when the blade is taken out, the water slides off, leaving the blade quite dry, as if it had previously been smeared with some greasy substance. In the same way, if a common sewing needle be laid horizontally in a glass of water, it will not sink, but forms a kind of trench on the surface, on which it lies and floats about. This proceeds from the little attraction which exists between the cold water and the polished steel. Both the knife and the needle should be dry and clean, or the effect will not be produced.

OPTICAL SUBTRACTION

Affix to a dark wall a round piece of paper, an inch or two in diameter; and a little lower, at the distance of two feet on each side, make two marks. Then place yourself directly opposite to the paper, and hold the end of your finger before your face in such a manner that, when the right eye is open, it shall conceal the mark on the left, and when the left eye is open it shall conceal the mark on the right. If you then look with both eyes to the end of your finger, the paper, which is not at all concealed by it from either of your eyes, will nevertheless disappear.

THE DOUBLED COIN

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

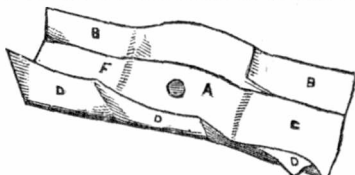
TO MAKE A FIGURE WHICH WILL RAISE ITSELF UNAIDED

Shape a small figure of pith, bedecking it with clothes by gumming on it silk floss or other light stuff, and glue on the base of it half a marble or half a leaden bullet, fastened by its flat side. However you may knock the little man about, he will always rise to his feet.

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 three 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.

TO CHANGE A DIME TO A QUARTER



This is quite a simple parlor trick; in fact, it surprises on account of its very simplicity. Procure two pieces of marbled paper about seven inches square, and, having put the marble backs of the paper together, cut them in the shape of an oblong square. (See illustration). Be very careful to have them exactly the



same size, as the success of the trick depends, in a great measure, upon the regularity of the paper. After cutting the paper in the manner described, place a dime in the center of one of the pieces, at the place marked A; then fold it carefully over at the crease on the side marked B, and also again at the side marked D. When you have done this, turn down the end marked C upon the center A, and again fold over on F. When this is accomplished, you will discover that you have formed a small parcel with a dime in the center. You then place a quarter of a dollar in the center of the other piece of paper, and fold it up exactly the same size and shape as the first piece. Next gum the two parcels together at the back of the ends marked F, and the sides will be so even that the parcels will appear as one. You can then open the side of the paper containing the dime and show it to your audience, informing them that you are going to open a mint on a small plan, and coin a quarter from a dime. Then mutter some cabalistic words and dexterously turn over the side containing the quarter, and, upon opening the paper, to the astonishment of the company, instead of a dime they will behold a genuine quarter.

HOW TO MAKE A COIN STICK AGAINST THE WALL

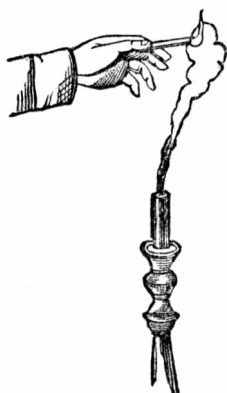
Take a small coin, such as a dime or a quarter, and on the edge cut a small notch with a knife, so that a little point of the metal will project. By pressing this against a door or wooden partition, the coin will remain mysteriously adhering against the perpendicular surface.

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 that hour 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 hands. For example:

Suppose the hour at which he intends to rise be 8, and he has placed the hand at 5; you will add 12 to 5, 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 end at 8, which shows that to be the hour he chose.

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-ignite 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 TUMBLING EGG

Fill a quill with quicksilver; seal it at both ends with good hard wax. Then boil an egg. Take a small piece of shell off and thrust in the quill with the quicksilver; lay it on the ground, and it will jump about till all heat is gone. If you put quicksilver into a bladder, and warm it after you have blown it out and secured it, it will skip about in the same manner.

MAGIC WRITING—LETTERS THAT WILL COME AND GO AT COMMAND

Write on a mirror with French chalk; wipe it with a handkerchief and the letters will vanish, but can be called into view by breathing on them, at a considerable distance of time.

TO POUR WINE AND WATER INTO THE SAME GLASS WITHOUT THEIR MIXING

Fill a glass half full of water. Put into it a piece of soft bread of the size of a walnut; pour some wine lightly over the bread, and then you will see the water at the bottom of the glass, and the wine above the water without mixing with 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 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.

WRITING BY THE RAYS OF THE SUN

Dissolve a sufficient quantity of chalk in aquafortis to make it of the consistency of milk, and add to that a strong solution of silver. Put this liquor in a glass decanter, well stopped; then cut out from a paper the letters you wish to appear, and paste the paper on the decanter, which you will place in the sun in such a manner that its rays may pass through the spaces cut out of the paper, and fall on the surface of the liquor. That part of the glass through which the rays pass will turn black, and that under the paper will remain white. You must be careful not to remove the bottle during the time of operation.

HOW TO MELT METAL IN A WALNUT SHELL

Bend any thin coin, and put it into half a walnut shell; place the shell on a little sand to keep it steady. Then fill the shell with a mixture made of three parts of very dry pounded nitre, one part of flour of sulphur, and a little sawdust well sifted. If you then set a light to the mixture you will find, when it is melted, that the metal will also be melted in the bottom of the shell, in form of a button, which will become hard when the burning matter around it is consumed. The shell will have sustained very little injury.

THE ROW OF FIGURES

In what manner can a person reckon up how much the numbers 1, 2, 3, 4, 5 up to 50 amount to, when added together, without adding them up either in your head or upon paper?

ANSWER.—The first and last of these numbers, 1 and 50, make 51, the second and last but one, 2 and 49, also make 51, and so on through the whole row of figures. Altogether, therefore, there are 25 times 51, which makes 1275.

THE WATER TRICK

Procure two pieces of glass about six inches square, join any two of their sides, and separate the opposite sides with a piece of wax, so that their surfaces may form an angle of about two or three degrees; immerse this apparatus in water, and the water will arise between the plates, and form a beautiful geometrical figure.

CURE FOR TROUBLESOME SPECTATORS

It will sometimes happen at an early stage of the performance that the ultimate success of the whole is likely to be endangered by a troublesome person, who will persist in crying out, "I know how it is done!"—at the same time continually advancing to the table, from which it is, of course, the business of the conjurer to keep his youthful admirers. Should this be the case the magic whistles may be produced, and the remark made that now the troublesome boy shall show the company a trick. Having taken up one of the whistles, which has previously been filled with flour or magnesia, dust or soot, proceed to give a few directions, particularly impressing on him the necessity of blowing hard, because the whistle you place in his hand is perforated with a number of holes. The would-be magician is, therefore, excessively mortified, on applying his mouth and blowing hard, to receive the powder in his face. Any turner will make such a whistle, it being nothing more than the usual shaped toy perforated at the top with a number of holes.

MAGICAL ILLUSIONS

Suspend a white transparent cloth from the ceiling, and behind it place a very powerful light. If we recede from the screen our figure will become enlarged to a gigantic stature; and, on the contrary, if we approach it, and stand exactly between the light and the screen, our figure will be more accurately defined; but, by jumping over the light, we shall appear, to persons looking upon the screen, as having ascended to such a great height as entirely to have disappeared. By nimble attitudes and grotesque movements, and a tasteful introduction of some animals, the effect will be much heightened, and laughter, which is good for the heart that is sad, will be excited.

THE CONJURER'S STROKE

Take a ball in each hand, and stretch both your hands as far as you can one from the other; then inform the company that you will make both balls come into which hand they please to name. If any one doubts your ability to perform this feat, lay one ball on the table, turn around, and then take it up with the hand which already contains a ball. Thus both the balls will be in one hand, without the employment of both of them.

TO HOLD A GLASSFUL OF WATER UPSIDE DOWN WITHOUT SPILLING

Fill a glass brimful of water or other liquid, lay a thin card over it, and on the card press a plate or a piece of glass. Turn it all upside down, and you can hold the glass up by the stem without losing a drop of water. It is the weight of the air which presses on the paper outside more than the water with in, and sustains it. When the water soaks through the card it will force it off abruptly.

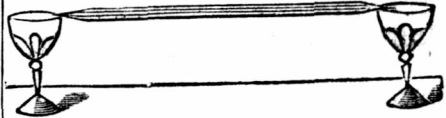
THE HAT PUZZLE

Request any person to mark upon the wall the exact height of an ordinary silk hat, supposing the hat to be placed on its crown on the floor. Exhibit the hat before its height is marked, and it is curious to observe how entirely different are the ideas of half a dozen persons upon the subject—the greater number marking high enough for two or three hats

A CANDLE TRICK

Cut out of a large apple two or three round pieces the size and shape of the end of a candle. In the center of one end of each one stick a small, round piece of peeled almond. This is the wick. Light it and blow it out when the flame has blackened it. Tell your friends that you once had a friend who was a colonel of a Russian regiment from whom you learned to eat tallow candles, at the same time lighting your apple candles; then blow them out, pop them into your mouth one after the other and eat them.

THE STICK AND GLASS TRICK



Place the two wine glasses, filled up with water, on a very level table, or, better still, on two benches of the same height. Lay the stick on the edge of the glasses, one end on each, and strike it in the middle smartly with another stick. You will break it in halves without injuring the glasses.

Explanation.—The stick is a thin one, tapering to a point each way from the center, and has its ends on the edge of the glasses.

TO PASS A TUMBLER THROUGH A TABLE

Place yourself on the opposite side of the table to the spectators, having spread, unperceived, a handkerchief across your knees. Take a tumbler, which, having covered with paper, you will mould as neatly as possible to the shape of the glass. While giving utterance to some cabalistic words, drop the glass into your handkerchief, unperceived, and as the paper retains its shape, the lookers on will believe the tumbler to be still beneath it. Passing the glass with the left hand under the table, you now crush the paper down with your right, when the glass will appear to have been sent through the table.

THE INVISIBLE VISIBLE

To make an object which is too near to be distinctly perceived, so as to be seen in a distinct manner, without the interposition of any glass; make a hole in a card with a needle, and, without changing the place of the eye or the object, look through the hole at the object, and it will be seen distinctly and considerably magnified.

THE FADED ROSE RESTORED

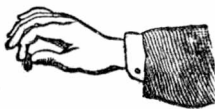
Take a rose that is quite faded, and throw some sulphur on a chafing-dish of hot coals; then hold the rose over the fumes of the sulphur, and it will become quite white; in this state dip it into water, put it into a box or drawer for three or four hours, and when taken out it will be quite red again.

TO MAKE WATER RISE FROM A SAUCER INTO A GLASS

Pour water into a saucer, then light a piece of paper, which you put in a wine-glass, and, on clapping the glass down into the saucer, the water will be seen to rise into it.

THE MAGIC COIN

Although a purely sleight of hand trick, it requires but little practice to perform this recreation with dexterity. Take a quarter of a dollar between the thumb and forefinger of the right hand, as represented in the engraving; then, by a rapid twist of the fingers,



twirl the coin by the same motion that you would use to spin a teetotum; at the same time rapidly close your hand, and the coin will disappear up your coat sleeve; you can now open your hand, and, much to the astonishment of your audience, the coin will not be there. This capital trick may be varied in a hundred ways. One good way is to take three dimes or quarters, and concealing one in the palm of your left hand, place the other two one each between the thumb and forefinger of each hand; then give the coin in the right hand the twirl, as already described, and, closing both hands quickly, the coin in the right hand will disappear up your sleeve, and the left hand, on being unclosed, will be found to contain two quarters, whilst that which was in the right hand will have disappeared. Thus you will make the surprised spectators believe that you conjured the coin from the right hand into the left.

TO MAKE A PERSON TIRED, OR SWEAT, AT CARRYING A SMALL STICK OUT OF A ROOM

Most amusements become more agreeable as they appear more insignificant at the first, and become more laughable in the end. Give a stick into the hands of any person; suppose not thicker than a pea in circumference, and tell him you will lay any wager that he shall not carry it out of the room a foot from the door without sweating, being tired, or complaining that his back aches; this the person, not knowing your intention, no doubt will laugh at, and readily accept the bet. Take a knife and cut off a little bit so small you can hardly see it, and bid him carry that at first, and then give him another, and if he think proper to abide by the wager, you may, by this means, make him go some thousands of times, but sooner than proceed to the end of the experiment, it is a thousand to one but he owns he has lost; for it might be so managed by the smallness of the pieces cut, the little stick might find him employed for a fortnight.

THE TOPER'S STRATAGEM

Get a bottle 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.

Wrap a towel round 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.

AN IMPOSSIBILITY

Request any one to stand with his back against the wall—the heels being close to the wall; drop a handkerchief at the feet and defy him to pick it up without moving his feet.

CHANGE THE NUMBERS ON DICE

Take an ordinary pair of dice and hold them in such a manner between the thumb and finger that the numbers visible to the audience are three, one, the three being the upper number. Ask one of the audience to tell the numbers, stating plainly which is the top one. This being done, you state that by rubbing your fingers over them you cause them to change places by simply passing your finger over them.

In bringing your hands together you turn the dice quarter way round. This will bring the next side of the dice toward the audience and the numbers will read one, three, instead of three, one, as before. This can be varied by again rubbing them with your finger. You can show the third side which will read six, four, and repeating the motion you show the fourth side which will be four, six. These numbers may be varied, but care must always be taken to have similar numbers on two adjoining sides.

HOW 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 cipher 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 cipher which is in the last place, there will remain 26, the number thought of.

TO MAKE AN EGG STAND ON END 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 faces of the audience, give it two or three hearty shakes; this will break the yolk of the egg, which will sink to one end, and consequently make it more heavy, by which, when it is settled, you make it, with a steady hand, stand upon the glass; this would be impossible while it continued in its proper state.

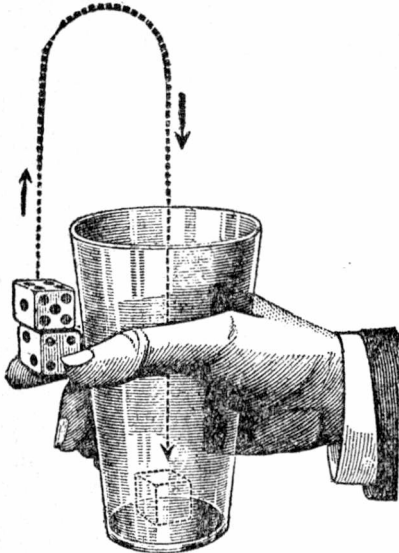
THE DANCING PEA

Take a piece of tobacco-pipe, break it off even at the end, and with a knife or file work the hole rather larger so that there may be a little hollow for the pea (which should be perfectly round) to rest in. Place the other end of the pipe in your mouth, hold your head back, and keeping the pipe quite perpendicular, commence blowing gently, and the pea will dance about, leaping up sometimes to the height of two or three inches.

LIFT A BOTTLE WITH A STRAW

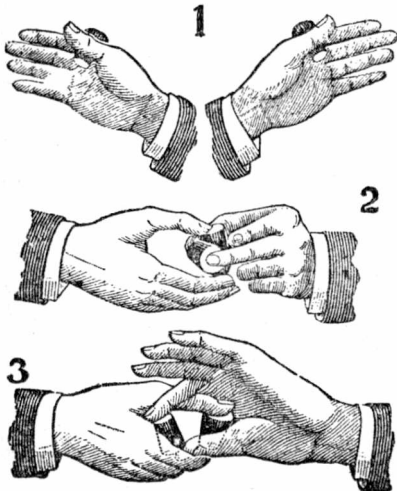
Take a straw which is not broken or bruised, and, having bent one end of it into a sharp angle, put this curved end into the bottle, so that the bent part may rest against its side; you may then take the other end, and lift up the bottle by it, without breaking the straw, and this will be more easily accomplished, as the angular part of the straw approaches nearer to that which comes out of the bottle.

SNARING DICE



Hold a glass and a pair of dice as shown above. Now transfer the dice into the glass, one at a time. The first may be tossed in easily but when you try to capture the second in the same manner, the first hops out. By simply letting go of the second dice and dropping the hand quickly, you can catch it in the glass as it falls.

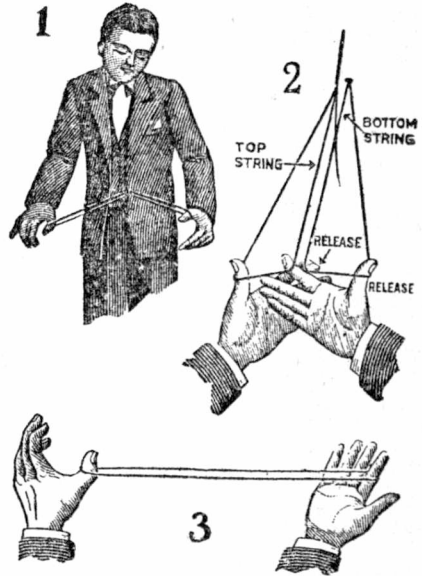
CORKING TRICK



Ask a friend to hold a cork in each hand as in illustration 1. Then suggest that, using

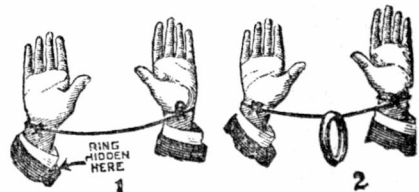
only his thumbs and forefingers, he cannot make the corks change hands. Usually he gets into trouble as in No. 2. Your magic lies in mastering the grip show in illustration 3. This will require a little study and practice so that you can do it swiftly.

BUTTONHOLE ESCAPE



A double string which has been threaded through a buttonhole, can be removed from the buttonhole without letting go with either hand, in accordance with the directions shown in the illustration. A little practice will enable you to accomplish this trick swiftly and cleverly.

HANGING THE RING



Slip a portiere ring over your hand and conceal it in your sleeve. Then have someone tie each end of a cord to your wrists. Pass a duplicate of the ring around for inspection. Then, with your back turned, the exposed ring may be slipped into a pocket and the hidden ring pulled down over the hand onto the cord, thus apparently hanging the ring on the cord without untying or breaking the knots.

AN AMUSING RECREATION

The possibility of putting a bulk so large as twenty quarters weighing four ounces, into a wine-glass already full to the brim with water, may be doubted; yet, with a steady hand, it may be accomplished. First, procure a wine-glass, wipe it perfectly dry inside and out, especially around the rim; pour the water gently into it from a spouted mug until the glass is full to the brim; then drop the quarters edgewise gently in. Immediately the edge of the quarter touches the water, let it fall. Be careful not to wet the edges of the glass. Spring water answers better than soft. Having completed your task, you will observe, with surprise, how very much the water now stands above the level of the brim without flowing over; this is caused by the "cohesive attraction" of the water being greater than the "attraction of gravity."

TWO INVISIBLE SUBSTANCES, EACH HAVING A PUNGENT SMELL, CONVERTED INTO ONE VISIBLE COMPOUND, HAVING NO SMELL

Take a feather and dip it in muriatic acid, and rub it on the inside of a glass tumbler, then take another feather dipped in liquid ammonia and rub it on the inside of another tumbler; each of the glasses will have a very pungent smell; but, upon holding the one over the other for a few seconds, dense fumes will arise which have no smell; or by merely letting them stand near each other, dense fumes will form between them. This experiment also shows that two invisible substances produce one that is visible. The visible substance formed is salammoniac.

TO TAKE A DOLLAR PIECE OUT OF A VASE OF WATER WITHOUT WETTING YOUR HANDS

Take a not very large porcelain bowl, fill it with water almost to the brim, say about three centimetres, then place in it a dollar coin. You propose to the company that some one take this piece out with his hands without wetting them; all will refuse as an impossibility. You hold in your hand a little licopodium, which can be had at drug stores throw it upon the water, and you can draw the piece out without moistening your hands.

BENGAL LIGHTS

Take of nitrate of potash (saltpetre), eight parts; sublimated sulphur, four parts; gray sulphuret of antimony, one part. Let all be well powdered and mixed together; then beat it firm into a cup, can or mould, and set fire to it. It gives a most intense and luminous blue light; a little camphor added gives still greater brilliancy. Such lights are made use of as signals by mariners at sea, when communicating with the shore or with vessels at a distance during the night.

GLASS OF WATER TRICK

Offer to bet any person that you will so fill a glass with 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 paper or thin card over the top, you turn the glass upside down on the table, and then, drawing away the paper, you leave the water in the glass with its bottom upwards. It is then impossible to remove it without spilling every drop.

TO CHANGE THE COLOR OF A LIQUID IN A GLASS

Pour extract of logwood into a glass of water, which will give it the color of wine; pour this red water into another glass, previously rinsed with vinegar, and it will become yellow; empty the water from the glass, all except three fingers, and upon this pour fresh water until it becomes the color of gray wine, which you can change into the color of vinegar or muscat wine, which, by pouring on more water, changes to the color of fine white wine, and, by adding a couple of drops of ink, it becomes a beautiful bluish gray.

CANDLES EXTINGUISHED AND LIGHTED BY PISTOL SHOTS

It is necessary that the candles be entire, and with recent wicks, two lighted, and two to be lighted.

You must put in the middle of the wicks of those to be lighted (each wick to be separated by a pin or a toothpick) a piece of phosphorus about the size of a grain of wheat which can be introduced upon the point of a knife. You place yourself then at the distance of five or six feet from the candles, and fire the pistol, which will extinguish those lighted and set fire to those having the phosphorus in them.

TO MAKE THE HANDS AND FACE BECOME BLACK BY WASHING THEM IN CLEAN WATER

Take a few galls, bruise them to a fine powder, and strew the powder nicely upon a towel; then put a little ground copperas into a basin of water, which will dissolve and leave the water perfectly transparent. After any person has washed in this water and wiped with the towel on which the galls were strewed, his hands and face will immediately become black but in a few days, by washing with soap, they will again become clean.

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.

A LAMP THAT WILL BURN FOR A YEAR

Take a stick of phosphorus and put it into a large dry vial, not corked, and it will afford a light sufficient to discern any object in a room when held near it. The vial 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 twelve months.

THE DANCING RING

Procure a hollow ring and fill it with quicksilver by means of a small hole; stop up the hole with clay, and, having heated the ring over a candle, put it down upon the table, and it will dance about until the quicksilver becomes cold.

THE SELF-BALANCED PAIL

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 this 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 center of gravity of the pail and the water it contains.

A CHEAP WAY OF BEING GENEROUS

Take a little common white or beeswax, and stick it on your thumb. Then, speaking to a bystander, you show him a dime, and tell him you will put the same into his hand; press it down on the palm of his hand with your waxed thumb, talking to him the while and looking him in the face. Suddenly take away your thumb, and the coin will adhere to it; then close his hand, and he will be under the impression that he holds the dime, as the sensation caused by the pressing still remains. You may tell him he is at liberty to keep the dime; but on opening his hand to look at it, he will find, to his astonishment, that it is gone.

LIGHTNING WITHOUT THUNDER OR RAIN

If you desire to astonish a person, select a small dark room closed in such a manner that the air can with difficulty penetrate into it. There burn a basin full of spirits of wine and camphor, until nothing is left unconsumed. Induce your friend to enter this chamber with a lighted candle, and no sooner does he do so than he is greeted with a flash of lightning, which, however, does no harm to his person or the room.

THE PEG TRICK

Let one of the holds be circular, another square, and the third oval; then it is evident that any cylindrical body of a proper size may be made to pass through the first hole perpendicularly, and if its length be just equal to its diameter, it may be passed horizontally through the second or square hole; also, if the breadth of the oval be made equal to the diameter of the base of the cylinder, and its longest diameter of any length whatever, the cylinder being put in obliquely, will fill it as exactly as any of the former.

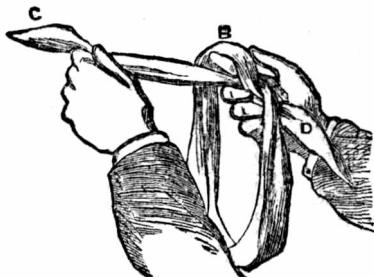
BEAUTIFUL TRANSFORMATIONS

Pour half an ounce of diluted nitromuriate of gold into an ale glass, and immerse in it a piece of very smooth charcoal. Expose the glass to the rays of the sun, in a warm place, and the charcoal will very soon be covered over with a beautiful golden coat. Take it out with forceps, dry it, and enclose it in a glass for show.

BREAK A STONE WITH BLOW OF FIST

Find two stones, from three to six inches long, and about half as thick; lay one flat upon the ground, on which place one end of the other, raising the reverse end to an angle of forty-five degrees, and just over the center of the other stone, with which it must form a T, being upheld in that position by a piece of thin twig or stick an inch or an inch and a half long; if the elevated stone be now smartly struck about the center with the little finger side of the hand, the stick will give way, and the stone will be broken to pieces. The stones must be placed, however, so as not to slip, otherwise the feat will not be effected.

THE MAGICAL KNOT



A very amusing trick, consisting in simply tying one knot with two ends of a handkerchief, and, by apparently pulling the ends, untying them again.

Take two ends of the handkerchief, one in each hand, the ends dropping from the inside of your hands. You simply tie a single knot, when your hands and your handkerchief will be in the position shown in the cut. Instead of pulling the ends C and D, grasp that part marked B with your thumb and forefinger, dropping the end D, and pulling upon the end C and the bend B, when, instead of really tying, you loosen the knot.

All this should be done as quickly as possible, to prevent detection. Examine the engraving closely, and you will more readily understand the explanation.

TO TAKE AWAY ANY MIDDLE OBJECT WITHOUT TOUCHING IT

Place, for example, on a table three pieces of money, in this manner:

O O O

and propose to any one to take away the middle one without touching it.

How to do it: Take the right-hand piece and place it upon the left; consequently the middle one has become the right hand one, and is no longer in the middle.

MAKE A BIRD SEEM DEAD

Take any bird out of a cage, and lay it on a table; then wave a small feather over its eyes, and it will appear as dead, but directly you take the feather away it will revive again. Let it lay hold of the stem part of the feather with its feet, and it will twist and turn about just like a parrot; you may also roll it about on the table any way you like.

KNOCKING THE HEAD AGAINST A DOOR

"Do you desire me, ladies, to teach you my secret for making impromptu verses? It is to rub your forehead well, not with the hand, as Horace did of old, but by giving your head some good sound blows against the wall." Then proceed to knock your head three or four times against a door, and put your hand to your forehead, as if to deaden the pain produced by the violence of the blows. But you must do something more than merely touch the door with your head. At the same moment that you make the movements as if knocking yourself, you ward off the blow, by the aid of the left hand held to the door about the spot which you appear to strike, while the closed right hand, concealed from the audience, strikes on the other side of the door.

The correspondence of the movements of the head with the noise of the blows given by the clenched fist, produces a perfect illusion on the minds of the spectators.

A DROLL DRAWING-ROOM TRICK

You take six pieces of paper; place three of them on the back of your hand, and, as a preliminary operation, blow them away with an air of great mystery, informing your audience at the same time, that you are about to explain to them some new kind of magnetism. Then, placing the other three pieces on your hand, you say—"Which of the three pieces does the company desire shall remain on my hand when I blow on them?" When one has been selected, you place the forefinger of your other hand upon it and blow the other pieces away. The absurdity of this mode of solving this problem, is sure to create much amusement.

TO PUT A RING THROUGH YOUR CHEEK, AND THEN TO BRING IT ON A STICK

You must have two rings, exactly alike, one of which has a notch, which admits your cheek. When you have exhibited the perfect ring, you change it for the other, and privately slip the notch over one side of your mouth; in the meantime you slip the whole ring upon your stick, hiding it with your hand; then desire some one to hold the stick, whip the ring out of your cheek, and smite with it instantly upon the stick, concealing it, and whirling the other ring which you hold your hand over, round about the stick.

TO SET A COMBUSTIBLE BODY ON FIRE BY THE CONTACT OF WATER

Fill a saucer with water, and let fall into it a piece of potassium the size of a pepper corn, which is about two grains. The potassium will instantly burst into flame, with a slight explosion, and burn vividly on the surface of the water, darting at the same time from one side of the vessel to the other with great violence, in the form of a beautiful red-hot fire-ball.

TO MELT IRON IN A MOMENT, AND MAKE RUN INTO DROPS

Bring a bar of iron to a white heat, and then apply it to a roll of sulphur. The iron will immediately melt, and run into drops.

The experiment should be performed over a basin of water in which the drops that fall down will be quenched. These drops will be found reduced into a sort of cast-iron.

EATABLE CANDLE ENDS

Take a large apple, and cut a few pieces in the shape of candle ends, round at the bottom and flat at the top—in fact, as much like a piece of candle as possible. Now cut some slips from a sweet almond, as near as you can to resemble a wick, and stick them into the imitation candle. Light them for an instant, to make the tops black, blow them out, and they are ready for the trick. One or two should be artfully placed in a snuffer-tray, or candle-stick; you then inform your friends that during your "travels in the Russian Empire," you learned, like the Russians, to be fond of candles; at the same time lighting, your artificial candles (the almonds will readily take fire, and flame for a few seconds), pop them into your mouth, and swallow them, one after the other.

LUMINOUS WRITING

Take a piece of phosphorus, and, during candle-light, write upon a whitewashed wall any sentence or word, or draw any figure according to fancy. Withdraw the candle from the room, and direct the attention of the spectators to the writing. Whatever part the phosphorus has touched will be rendered quite luminous, emitting a whitish smoke or vapor. Care must be taken while using phosphorus, to dip it frequently in a basin of cold water, or the repeated friction will throw it into a state of the most active combustion, to the manifest detriment of the operator.

A SUPERNATURAL APPEARANCE

Put one part of phosphorus into six of olive oil, and digest them in a sand heat. Rub this on the face (taking care to shut the eyes) and the appearance in the dark will be supernaturally frightful; all the parts which have been rubbed appearing to be covered by a luminous lambent flame of a bluish color, whilst the eyes and mouth appear like black spots. No danger whatever attends this experiment.

TO FREEZE WATER BY SHAKING IT

During very cold weather put some water into a close vessel and deposit it in a place where it will experience no commotion; in this manner it will often acquire a degree of cold superior to that of ice, but without freezing. If the vessel, however, be agitated ever so little, or you give it a slight blow the water will immediately freeze with singular rapidity.

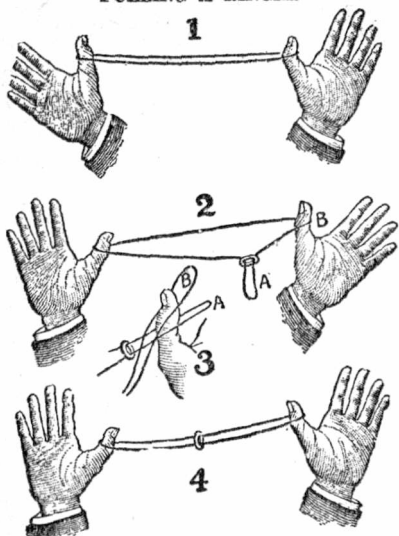
THE SIGN OF THE CROSS

With a pen and ink make a streak on your hand along the line from the index to the little finger. You ask some one in the company to cover your hand with a hat, which you make him hold; and, while he holds it, you bend your hand as if to close it. You open it immediately, and invite him to take the hat away, and the cross is made.

LIGHT A CANDLE WITH WATER

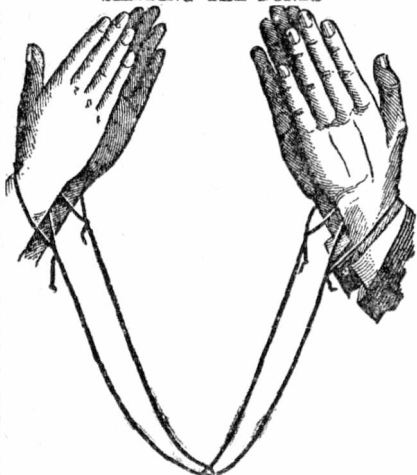
Privately stick a small piece of phosphorus on the edge of a glass of water, apply a candle newly blown out to it, and it will immediately be re-illuminated. The warmth of the snuff causes the phosphorus to ignite.

PULLING A RINGER



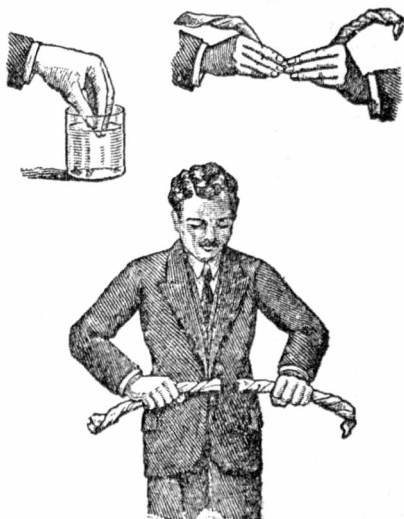
It may seem impossible to put a ring on the loop of string which has been slipped over your friend's thumbs as shown in figure 1, without taking the string off the thumbs. Merely pull a loop of the string through the ring, as in figure 2, and slip loop A over the thumb as in figure 3, removing the original loop B and the trick is done, as in figure 4.

SLIPPING THE BONDS



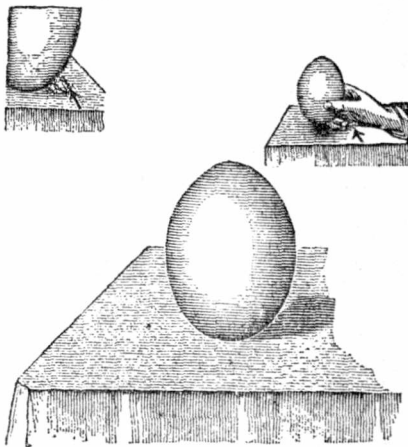
Two people with hands tied together as above, may be separated without breaking the string or untying the knots. Take the center of the string holding the one person, push it through one of the loops on the wrist of the other, bring it down over the hands and the pair is released.

WATERED STOCK



Tightly twist a paper napkin as shown above and offer it to a friend while questioning his ability to pull it apart. Unless he is unusually strong he will be stumped! You take the same napkin and with a quick jerk it breaks. Your magic lies in having secretly moistened your fingers and applying the moisture to the middle of the twisted napkin as you pick it up.

WELL BALANCED EGG



While no one is looking, arrange a small pile of salt on a white cloth. Then gather an audience and quickly press an egg into the pile. Presto! it balances easily on end. When the trick is finished remove the egg with the right thumb and forefinger, picking it up with a sweeping backward motion, letting the little finger sweep away the salt.

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.

THE TRAVELLING THIMBLE



A thimble is shown on the first finger and with a very quick movement the hand is closed, opened again, and the thimble is found on the second finger, and afterwards on the third and fourth. The thimble is held palmed in the fleshy part of the hand between the first finger and the thumb. The first finger is brought down and inserted in the thimble, the hand is opened smartly and the

thimble displayed. The hand is then closed, the thimble is palmed again and the second finger is inserted and the hand opened. Extraordinary dexterity can be attained with this trick after a little practice. The travelling thimble trick can also be performed with a set of eight thimbles, one for each finger. The hands are shown clenched and the fingers raised and lowered one at a time with all the alacrity the performer can command.



THE MAGIC EGG

This is not adapted for public exhibition, as the process is tedious, but it is no less wonderful. Blow the yolk out of an egg, and insert a leech within the shell, securing the end by sticking on a piece of tissue paper, place the egg and leech in the center of the room, and the saucer in the corner. In the course of time—it may be hours—the natural instinct of the leech leads it to the water, and by its efforts causes the egg to move to the edge of the saucer containing the water.

TO MAKE LIQUID STEEL

Heat a piece of steel in the fire to redness; take it out with one hand, with a pair of pincers, then with the other hand present a piece of stick sulphur to the steel; as soon as they touch, you will perceive the steel flow like a liquid.

HOW TO BOIL WATER ON ICE

Freeze some water in the bottom of a long glass tube. Pour water into the ice, and without handling the part containing the ice hold the tube diagonally over a lamp flame.

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 around, but let that of the inside cup be 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 the 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.

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.

CARD REPRODUCTION TRICK

You allow one of the company to draw 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.

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.

TWO BITTERS MAKE A SWEET

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

MUSLIN THAT WILL NOT BURN

Muslin, as is well known, is highly inflammable, and still muslin may be brought in contact with live coals without being consumed. Take a piece of highly polished metal, a copper sphere, for example, and bind the muslin on it as tightly as possible; then lay on it some coals at a white heat, blowing them and keeping them aglow. The muslin will not be scorched. The reason of this is that the metal on which the muslin is bound is a good conductor of the heat, which passes entirely into the metal, leaving the fabric uninjured.

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. If the water be touched by any greasy substance, the floating particles will dart back, and, as if by a stroke of magic, be instantly deprived of their motion and vivacity.

TO MELT LEAD IN 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 every where 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, when once fused, will not fall in a short time to pierce the paper and run through.

SUSPEND A NEEDLE IN AIR

Place a magnet on a stand to raise a little above the table, then bring a small sewing needle, containing a thread, within a little of the magnet, keeping hold of the thread to prevent the needle from attaching itself to the magnet. The needle, in endeavoring to fly to the magnet, and being prevented by the thread, will remain curiously suspended in the air.

EXPLODING SOAP-BUBBLES

This is a novelty, and will be found to produce a very good effect. The bubbles are blown in the usual way with an ordinary clay pipe the only preparation necessary being that the bowl of the pipe must be filled with cotton-wool soaked in gasoline. Bubbles blown with a pipe thus prepared will be found to explode in a flame when approached with a light.

ARTIFICIAL LIGHTNING

Provide a tin tube that is larger at one end than it is at the other, and in which there are several holes. Fill this tube with powdered resin, and when it is shaken over the flame of a torch, the reflection will produce the exact appearance of lightning.

THE FLOATING BEACON

Fasten to the end of a half-burnt candle a leaden counter of its own diameter, and put it gently into water. It will swim erect, and, if lighted, will burn to the very end without sinking.

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 ornamental vase full of holes, you can place the plumes upright as you take them out.

MAGIC CIRCLE

You tell a person you will place him in the center 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.

THE VISIBLE INVISIBLE

You tell one of the company that you will place a candle in such a manner that every person in the room, except himself, shall see it; yet you will not blindfold him, nor in any way restrain his person, or offer the least impediment to his examining or going to any part of the room he pleases. This trick is accomplished by placing the candle upon the party's head; but it cannot be performed if a looking-glass is in the room, as that will enable him to turn the laugh against you.

BRING A PERSON DOWN ON A FEATHER

This is a practical pun: You desire any one to stand on a chair or table, and you 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 examines it, he will find DOWN upon it.

BALANCED STICK

Obtain a piece of wood about eight inches in length and half an inch thick; affix to its upper end the blades of two pen-knives, one on each side. Carefully place the lower end of the stick on the point of your forefinger, when it will retain its position without falling.

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.

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 variegated their growing dahlias.

FUN WITH AN EGG

Put some 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.

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.

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.

HOW TO EAT FIRE

Annoint 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.

THE FLYING COINS

Take two quarters, or rather brass imitations, and grind them down until they are reduced to half their thickness. Do the same with two quarters, 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 turn over. Then on opening them again, they will appear to have changed from one hand into the other.

DANCING BREAD

Put in the dough a nutshell filled with live sulphur, saltpeter, 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, quicksilver put into bread will make it dance up and down the table.

A DISAPPEARING QUARTER

You must have a certain ring about the size of a quarter. At first you put the quarter 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 quarter, 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.

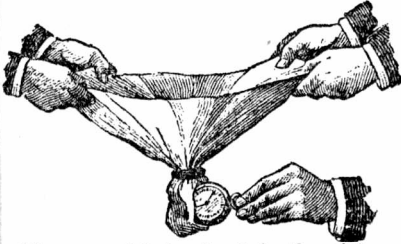
MAGIC BREATH

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.

BOIL A LIQUID WITHOUT FIRE

Put into a thin phial two parts sulphuric acid, 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.

"WATCH OUT"



When a watch is placed in the center of a handkerchief and the corners of the handkerchief drawn through a ring and held by two of your friends, you can remove the watch without your friends letting go. While the ends of the handkerchief are held, the SIDES are still free. Work one side through the ring and the watch is easily removed.

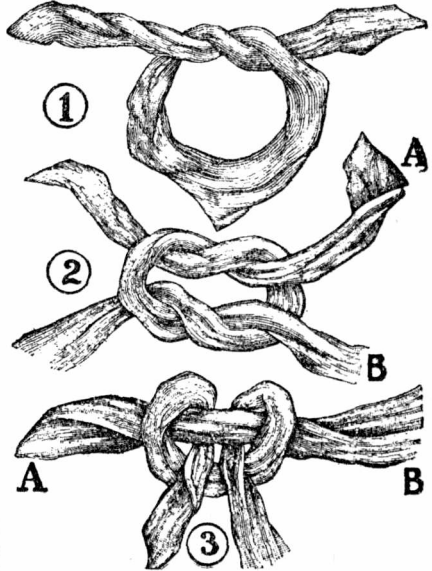
SWEET IMPRESSION



Mark your friend's initial on a lump of sugar with a soft pencil. Secretly press your thumb over the initial and obtain an impres-

sion of it. Place the sugar in a half glass of water, take the person's hand as illustrated, pressing your thumb on the palm as you place the hand over the top of the glass. When the sugar dissolves, tell your friend that his initial has magically passed from the lump of sugar to the palm of his hand. Turn his hand over and there it is.

KNOTTY MYSTERY



Figures No. 1 and 2 show the method of tying a square knot with two handkerchiefs, pulled fairly tight. By pulling the ends marked A and B, you can pretend to make the knot tighter. However, a sharp pull will straighten out the knot, as illustrated in No. 3. It easily slips apart in a mysterious manner.

BOTTOMS UP



TURN OVER THE GLASSES TWO AT A TIME
FIRST - 2 AND 3
SECOND - 1 AND 3
THIRD - 2 AND 3



Three glasses are placed in a row, with the center glass upside down. The idea is to pick up the glasses, two at a time and after three times have all glasses bottom up. First, reverse Nos. 2 and 3, then Nos. 1 and 3 and the third time Nos. 2 and 3 again. You will find all bottoms up.

THE DOUBLE MEANING

Place a glass of any liquor upon the table; put a hat over it, and say, "I can drink the liquor under that hat, and yet I'll not touch the hat." You then get under the table, and, after giving three knocks, you make a noise with your mouth as if you were swallowing the liquor. Then, getting from under the table, you say, "Now, gentlemen, please look." Some one, eager to see if you drank the liquor, will raise up the hat, when you instantly take the glass and drink the contents, saying, "Gentlemen, I have fulfilled my promise. You are all witnesses that I did not touch the hat."

GREEN FIRE

A beautiful green fire may be thus made: Take of flour or 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.

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.

A PHYSICAL CHANGE

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 product 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.

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 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.

INCOMBUSTIBLE LINEN

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

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.

MAGIC COINS

Procure two quarters and a half eagle, conceal one of the quarters in the right hand, lay the other quarter and a 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.

HOW TO PRODUCE A CERTAIN CARD WITHOUT SEEING THE PACK

Take a pack of cards with the corners cut off. Place them all one way, and ask a person to draw a card; when he has done so while he is looking at it, reverse the pack, so that when he returns the card to the pack, the corner of it will project from the rest; let him shuffle them; he will never observe the projecting card. Hold them behind your back. You can feel the projecting card—draw it out and show it. Simple as the trick is, it will excite great astonishment.

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 phosphorated hydrogen gas will be produced; extinguish the lights, and beautiful jets of 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.

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.

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 someone 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.

BRILLIANT RED FIRE

Weigh five ounces of dry nitrate of strontia, one ounce and a half of finely powdered sulphur, five drachms of chloride of potash, and four drachms of sulphuret of antimony separately, in a ructar, 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.

A ROOM APPEARS ON FIRE

Take sal-ammoniac, half an ounce; camphor, one ounce, aquavita, 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 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.

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, dampened with a sponge, on the written paper, and passing lightly over it a flat iron very moderately heated.

PURPLE FIRE

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

TO WALK UPON A HOT IRON BAR

Take half an ounce of camphor, dissolve it in two ounces of aquavita, add to it one of quicksilver, one ounce of liquid storax, which is the droppings of myrrhs and prevents the camphor from firing; take also two ounces of hematite, 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 propose to walk upon the bar, anoint your feet well with it, and you may then put the trick into execution without the slightest danger.

MAGICAL PRODUCTION OF A COIN



Have a coin palmed in the left hand, display the back of the hand and expose the right hand fully. Tap the palm of the right hand with the left, in effect really throwing the coin into it. The coin is then palmed in the right by covering it with the thumb and hand closed. The left hand is displayed empty, and after making one or two revolving motions with the hand the coin is exposed in the right hand.

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.

THE MINATURE 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.

FIRE BURNS UNDER WATER

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

START A FIRE WITH WATER

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

SEPARATING RED & BLACK CARDS

To perform this trick, all the cards of one color must be cut a little narrower at one end than the other. You show the cards, and give them to anyone, that he may shuffle them; then, holding them between your hands, one hand being at each extremity, with one motion you separate the hearts and diamonds from spades and clubs.

When a card has been drawn, you place it under the long card, and by shuffling them dexterously you bring it to the top of the pack. Then lay or throw the pack on the ground, observing where the top card lies. A handkerchief is then bound round your eyes, which ought to be done by a confederate, in such a way that you can see the ground. A sword is then put in your hand, with which you touch several of the cards, as if in doubt, but never losing sight of the top card, in which at last you fix the point of the sword, and present to the party who drew it.

TO MAKE THE COURT CARDS ALWAYS COME TOGETHER

Take the pack and separate all the kings, queens and knaves. Put these all together into any part of the pack you fancy, and inform one of the company that he cannot in twelve cuts disturb their order. The chances are 500 to 1 in your favor; but with a novice the feat becomes impossible. This is a very amusing and easy trick. This trick may be rendered more wonderful by placing one-half of the above number of cards at the bottom and the other at the top of the pack.

PICTURE CARDS

Take a dozen or more plain cards and draw a line from the right-hand upper corner to the left-hand lower corner of the face of each, so that the cards will be equally divided by the lines; then, on the right-hand half, paint any description of subjects, such as flowers, birds, grotesque figures, heads, etc., leaving the left-hand half blank. By adroit shuffling, showing only half of the cards at one time, you may, to all appearance, transform plain cards into painted ones, or painted into plain.

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 CHANGE A LIQUID BLUE TO WHITE

Dissolve a small lump of indigo in sulphuric acid by the aid of moderate heat, the solution 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 magical velocity.

HOW TO SUSPEND A RING BY A BURNT THREAD

Soak a piece of thread in strong salt and water, tie it to a wedding-ring, and it will burn to ashes and yet sustain the ring.

AN ARTISTIC CARD EFFECT

Separate a deck of cards into two packets, one all red cards the other all black. Place the packets one on top of the other, thus making one pack; now spread cut from the bottom ten or a dozen cards, and offer them to a person to draw from, allowing any card to be selected. Of course a black or a red one will be drawn, according to the kind you have placed on the bottom. While the card is being examined cut off a portion from the top of the pack, say about a third, and allow the card to be replaced among these at pleasure. Allow any one to shuffle them, and yet you can easily find the chosen card, as it will be a different color from the others.

THE SILVER TREE

Dissolve an ounce of fine silver in three ounces of strong aquafortis, in a glass bottle. When the silver is dissolved, pour the aquafortis into another glass vessel (a decanter will be best) with seven or eight ounces of mercury, to which add a quart of common water; to the whole add your dissolved silver, and let it remain untouched. In a few days, the mercury will appear covered with a number of little branches of silver color. This appearance will increase for a month or two, and will remain after the mercury is entirely dissolved.

HOW TO PUT AN EGG IN A BOTTLE

To accomplish this seeming incredible act, requires the following preparation: You must take an egg and soak it 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 resume 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 BOTTLE CONJUROR

State to the company that it was proved some years ago, that to crawl into a quare bottle was an impossibility; but the rapid progress made by the march of intellect in these enlightened times, has proved that any person MAY crawl into a pint bottle as easily as into his bed. Having thus prefaced your intentions, you get a pint bottle, and place it in the middle of the room; then go outside the door, and creeping into the room upon all fours, say, "Ladies and gentlemen, this is crawling IN to the pint bottle!"

THE MAGNIFYING REFLECTOR

Let the rays of light that pass through the magnifying glass in the shutter be thrown on a large concave mirror, properly fixed in a frame. Then take a thin strip of glass and stick any small object on it. Hold it in the intervening rays at a little more than the focal distance from the mirror, and you will see on the opposite wall, amidst the reflecting rays, the image of that object, very large, and beautifully clear and bright.

TO PUT A STRING INTO THE FIRE WITHOUT BURNING IT

Twist your string around an egg-shell, and it will not burn as long as the shell remains entire.

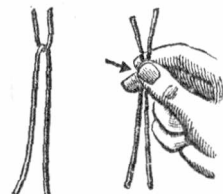
HANDS UP



HOW ARM IS EXTENDED AND BACK OF HAND HELD AGAINST THE WALL.

To make a pretence of hypnotism, have a young friend hold an arm perfectly straight with the back of the hand pressed against a wall, while you slowly count five. Then instruct the subject to lower the arm and relax it completely. After the arm hangs limp it begins to rise again, quite automatically.

HEALING TONGUE



LOOP THE SHORT PIECE THROUGH THE LONG

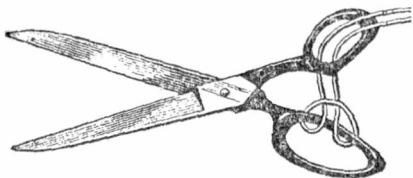
HOLD STRING SO THAT YOUR FINGERS COVER THE LOOP



WHILE PRETENDING TO CHEW THE STRING DISENGAGE THE SHORT PIECE FROM THE LONG AND KEEP THE SHORT PIECE IN YOUR MOUTH

Hold a long and short piece of string with your finger placed over the loop to make it appear like two equal pieces of string. Place the short end in your mouth and pretend to chew, with tongue and fingers dislodging the short piece from the long. What appears to be two pieces of string comes out of your mouth in one piece.

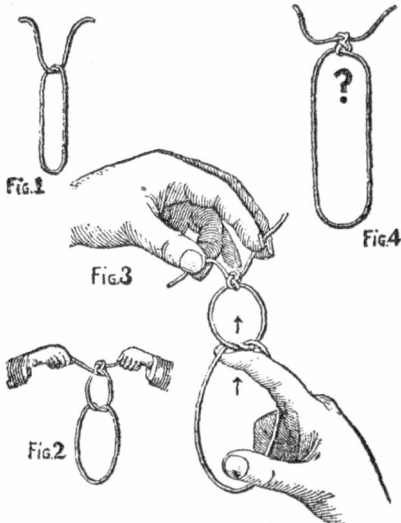
THE SCISSORS TRICK



Loop a piece of string and thread it on a pair of scissors, same as shown in the illustration. The trick is to get the string free of the scissors without cutting it, and without making any use of the ends. In fact you may ask a friend to hold the end all the time while you are disengaging the string.

To do the trick, you merely push the loop up through the other handle, pass it around over the points and back over the handles. Quite simple, isn't it?

NUTTY KNOTS



A piece of string is looped in a single knot (fig. 1), and then the ends are tied in a number of knots with result like fig. 2. Tell audience that extra loop will be removed without untying knot. With back to audience place fingers in bottom loop and spread as in fig. 3, causing half-loop knot to join knots at, and show result (fig. 4) to audience.

FUTILE BLOWS



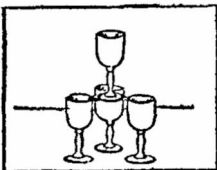
By laying a bottle on its side with a loosely fitting cork from a smaller bottle in its neck, you might imagine it would be easy to blow the cork into the bottle. To the surprise of yourself and your friends, you will find that the harder you blow, the harder will the cork fly in your face. The only suggestion we have to offer is that you do not attempt this trick on a hot tempered person or one who cannot take a practical joke. Obtain a bottle with a fairly wide neck, using a cork that is much too small for it.

THE MAGIC SHRUB

Place a sprig of rosemary, or any other garden herb, in a glass jar, so that when it is inverted the stem may be downward and the sprig supported by the sides of the jar; then put some benzoic acid upon a piece of hot iron, so that the acid may be sublimed in the form of a thick white vapor. Invert the jar over the iron, and leave the whole untouched until the sprig be covered by the sublimed acid in the form of beautiful hoar frost.

TO SUPPORT A GLASS ON THREE MATCHES, EACH ONE RESTING ON A GLASS

To do this trick three matches and four wine glasses are necessary. Interlace the matches, resting one on the edge of each glass as shown in illustration. A fourth glass can now be placed upon the matches.



TO BOIL WATER IN PAPER

Water may be boiled in paper. Make a little box of paper, put some water in it and expose it hung up by four threads over a spirit lamp. The water will soon commence to boil and the paper will not burn, because all the heat is employed in changing the temperature of the water from cold to hot. Let the water now be removed and pieces of tin substituted and the latter will soon be found melted within its paper receptacle.

A SELF-TURNING CROSS

Take a piece of straw, cut about the length of your finger and, before announcing the trick, twist the end a couple of turns. With another piece of straw, make the arms of a cross and plant it in a crack in the table. Drop upon the head of the straw a couple of drops of water, and command it to turn. As the water descends through the straw into the twist you have made, it will cause it to unwind and revolve, although fastened.

TO RESTORE BURNT RIBBON

Get two yards of tape or ribbon, cut it in half, and dampen one piece with a sponge. Roll this up so as to be concealed in the palm of the hand, between the ball of the thumb and root of the forefinger. Let the audience cut up and burn the duplicate. Sprinkle the ashes in your hand with water, which you assert to possess restorative powers and gradually draw forth the secreted ribbon.

TO MAKE WATER FREEZE BY THE FIRESIDE

This curious trick can be performed only in the winter. Set a quart kettle upon a stool before the fire, throwing a little water upon the stool first. Then put in the kettle a handful of snow, into which you have secretly placed a handful of salt. Stir it about ten minutes with a short stick and the congelation will be effected.

TO MAKE AN ARTIFICIAL EARTHQUAKE AND VOLCANO

Mix equal parts of pounded sulfur and iron filings, and having formed the whole into a paste with water, bury a certain quantity of it (forty or fifty pounds, for example) at about the depth of a foot below the surface of the earth. In ten or twelve hours after, if the weather be warm, the earth will swell and burst, and throw up flame, which will enlarge the aperture, scattering around a yellow and blackish dust.

VANISHING HANDKERCHIEF

Place your wand under your left arm. Take the handkerchief and roll it up small, using both hands. Affect to place the handkerchief in the left hand, really palming it in the right, and take your wand from under the arm in the same hand. Vanish the handkerchief from the left hand, and take the one from your collar, immediately placing it in the right hand, to mask the presence of the one already there, and lay the wand down on the table.

THE JUMPING CARD

Take a pack of cards, and let any one draw any card that they choose, and afterwards put it into the pack, but so that you know where to find it at pleasure; then take a piece of wax and put it under the thumb nail of your hand, and fasten a hair to your thumb, and the other end of the hair to the card, then spread the pack of cards open on the table, and say "come forth," and the card will jump out of the pack.

TO FIND A CERTAIN CARD AFTER IT HAS BEEN SHUFFLED IN THE PACK

As you shuffle the cards, note the bottom one, being careful not to shuffle it from its place. Then let anyone draw a card from the middle of the pack, look at it, and place it on the top. Let him then cut the pack. The card in question will be found in front of the one which was at first the bottom card.

THE IMPOSSIBLE OMELET

You 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.

TO DIVIDE A COIN WITHOUT CUTTING IT

Stick three pins on a board, thus: . . . on the heads of which you lay a silver coin. Heap under and upon it some flowers of sulphur, to which you set fire. When it has burnt out you will find a surface of metal off the coin on the upper part.

TO PRODUCE FIRE FROM A CANE

The Chinese rattans, which are used wher split for making cane chairs, will, when dry if struck against each other, give fire; and are used accordingly in some places in lieu of flint and steel.

CHEMICAL EXPERIMENTS

A very interesting chemical experiment is as follows: Prepare two common goblets, one with a saturated solution of ammonia, the other with a diluted solution of mercury cut with hydrochloric acid. Now upon first sight both glasses apparently contain pure clear water. When a few drops of the ammonia solution is poured into the glass containing the mercury, it is seen to change to a blood red; a few more drops changes it to clear water; again adding a few drops and it is blood red, and so on it changes several times until the one glass is entirely empty and the other is completely filled.

CARD READING

Any deck of cards is thoroughly shuffled and three elastic bands placed all around cards by any one to even the edges, yet the performer takes pack face downward in right hand and reads the cards off one at a time. This is easy to perform and hard to detect. On the ring finger of the right hand wear a broad bright plain ring. You can now see right into the ring, as it were, and easily see the diminished card slips, which will at once tell you the name of the bottom card. You will be surprised to see what you can do by practising this card effect.

VARIETIES OF CRYSTALS

Make distinct solutions of common salt, nitre, and alum; set them in three saucers in any warm place, and let part of the water evaporate; then remove them to a warm room. The particles of the salts in each saucer will begin to attract each other and form crystals, but not all of the same figure; the common salt will yield crystals with six square and equal sides; the nitre six-sided crystals; and the alum eight-sided crystals; and if these crystals be dissolved over and over again, they will always appear in the same form.

BLOWING OUT A CANDLE BEHIND A BOTTLE

Put a lighted candle on the table, and about ten inches from it a quart claret bottle. Then blow on the bottle at a distance of eight or nine inches, on a line with the flame of the candle, and the light will be extinguished just as though there were nothing between it and your breath. The breath divides into two currents on the smooth surface of the bottle, one going right, the other left, which join each other at the flame of the candle.

THE VANISHED DIME

Put a little wax on the nail of the middle finger of the right hand, and take a dime into the palm of the same hand. Close the hand, pressing the wax on the coin. Then rapidly open it, and the silver piece will adhere to the wax, and be quite concealed behind the finger when you hold your hand up.

FLAME EXTINGUISHED BY GAS

Place a lighted candle in a jar and let carbon dioxide gas be poured upon it from another jar. In a few seconds the flame will be extinguished, though the eye is incapable of observing that anything is poured out.

MAGIC OF HEAT

Melt a small quantity of the sulphate of potassium and copper in a spoon over a flame; it will be fused at a heat just below redness, and produce a liquid of a dark-green color. Remove the spoon from the flame, when the liquid will become a solid of a brilliant emerald-green color, and so remain till its heat sinks nearly to that of boiling water; when suddenly a commotion will take place throughout the mass, beginning from the surface, and each atom, as if animated, will start up and separate itself from the rest, till in a few moments the whole will become a heap of powder.

THE CHANGEABLE ACE

Take the ace of diamonds, and place over it with paste or soap, so as to slip off easily, a club cut out of thin paper, so as to entirely conceal it. After showing the person the card, you let him hold one end of it, and you hold the other, and while you amuse him with discourse, you slide off the club. They laying the card on the table, you bid him cover it with his hand; you then knock under the table, and command the club to turn into the ace of diamonds.

TO BOIL AN EGG WITHOUT FIRE

Take two tumblers, the one to be considerably smaller than the other, and the crystal very thin; let it be put into the inside of the other, and into it put the egg, and cover it with cold water; then let a mixture of one part of water and four parts of the strongest sulphuric acid be put into the outside glass, and in a very short time the water in the inside glass will be heated, and the egg will be done. The temperature will rise to 300 degrees—water boils at 212.

THE FLY EATING TRICK

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.

A CURIOUS METHOD OF RESTORING TO LIFE A FLY THAT HAS APPARENTLY BEEN DROWNED

This wonderful experiment is produced from a very simple cause. Take a fly, put it in a glass or cup full of water; cover it so far as to deprive the fly of air. When you perceive it to be quite motionless, take it out and put it on a place exposed to the sun, and cover it over with salt; in two minutes it will revive and fly away.

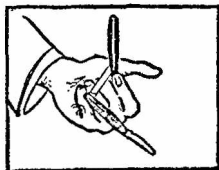
BALANCED STICK

Obtain a piece of wood about eight inches in length and half an inch thick; affix to its upper end the blades of two penknives, one on each side. Carefully place the lower end of the stick on the point of your forefinger, when it will retain its position without falling.

THE "TWIN-CARD" TRICK

A good trick performed by means of "twin," or duplicate cards, is to show the same card apparently on the bottom and at the top of the pack. One of these duplicate cards may be easily obtained. In fact, the pattern card which accompanies every pack may be made available for that purpose. Let us suppose, then, for a moment that you have a duplicate of the Queen of Clubs. You place both of them at the bottom of the pack, and make believe to shuffle them, taking care, however, that these two keep their places. Then lay the pack upon the table, draw out the bottom card, show it, and place it on the top. You then command the top card to pass to the bottom, and on the pack being turned up the company will see with surprise that the card which they had just seen placed upon the top is now at the bottom.

TO BALANCE A CIGAR ON THE TIP OF A FINGER



perfectly upright.

TO FIND A CERTAIN CARD AFTER IT HAS BEEN SHUFFLED IN THE PACK

As you shuffle the cards, note the bottom one, being careful not to shuffle it from its place. Then let any one draw a card from the middle of the pack, look at it, and place it on the top. Let him then cut the pack. The card in question will be found in front of the one which was at first the bottom card.

AN EXPLOSIVE BOTTLE

Take a bottle of black glass, very thick and without flaws; put in it a pint of water, 95 grammes of iron filings and 60 grammes of sulfuric acid. Cork the bottle, and when it feels cold uncork it and a detonation will follow; recork the bottle and you can repeat the detonation at least twenty times.

THE BRIDGE

is a card slightly curved. By introducing it carelessly into the pack and shuffling them, it can be cut at pleasure. The trick of the "Old Gentleman" consists in merely introducing into the pack a card of thicker substance than the rest, which can likewise be cut at pleasure by being properly placed by the shuffler.

SLIPPING THE CARDS

is performed in various ways, all of which tend to put the same cards at the top again, which have been cut off and ought to be put underneath. Whenever this is done, you may depend the cards are previously placed in such a manner as will answer the purpose of the person who performs the operation.

THE DISAPPEARING COIN

Take a small coin and with the right hand up by your collar so that the elbow protrudes out, begin rubbing the coin on the lower part of the elbow with the left hand. As if by accident let the coin drop a few times, always picking it up with the right hand and passing it to the left hand, to continue rubbing. The second or third time it is dropped, however, pretend to pass the coin into the left hand, but instead keep it in the right, and while you are rubbing your elbow with your left hand, you can slip the coin into your collar. Soon after you can show both hands to be empty, and the coin has disappeared.

THE OLD WOMAN AND HER EGGS

At a time when eggs were scarce, an old woman who possessed 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.

MAKE A COIN TURN UPON ITS EDGE ON POINT OF NEEDLE

Take a bottle, and insert in the mouth a cork, with a needle in a perpendicular position. Then cut a nick in the face of another cork, in which fix a silver quarter; and into the same cork fix two common table forks, opposite to each other, with the handles inclining downwards; if the rim of the coin be then placed upon the point of a needle, it may be turned around, without any risk of falling off, as the center of gravity is below the center of suspension.

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 funnel, 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.

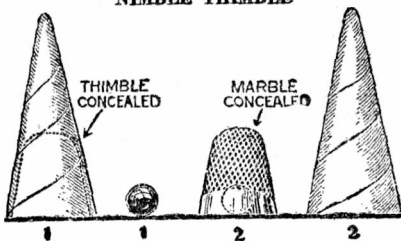
TO TELL A LADY IF SHE IS IN LOVE

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.

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.

NIMBLE THIMBLE



To make a marble and thimble change places, prepare as follows. Conceal a duplicate thimble under paper cone No. 1, as shown by dotted lines. Now, conceal a duplicate marble under thimble No. 2 as shown by dotted lines. Place Cone No. 1 with concealed thimble over marble No. 1 and cone No. 2 over thimble No. 2. When you lift cone No. 1 be careful that the concealed thimble remains on the table. When you lift cone No. 2, press on the sides so that thimble No. 2 is lifted, leaving only the concealed marble on the table.

SLIPPING ONE OVER

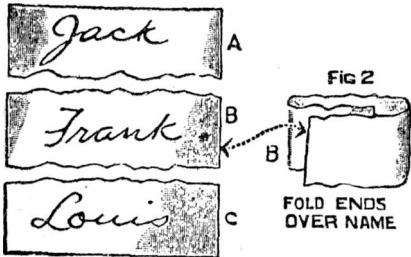
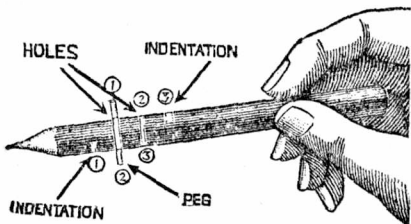


FIG 1

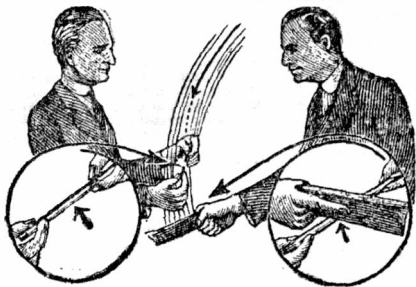
Take three slips of paper, all the same size. Have someone write his name on one of the slips, making sure that he writes on the slip with the rough edge on both top and bottom as shown. Write another name on each of the other slips, fold all slips as in Fig. 2 and place in a hat. While blind-folded, you can pick out the writer's name by selecting the slip with the two rough edges.

JUMPING PEG



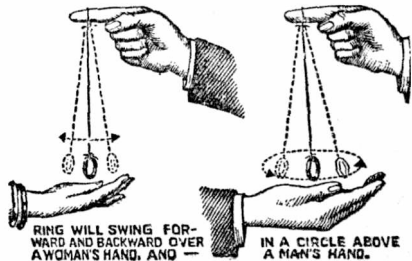
Drill two holes through a pencil. Make two indentations resembling holes on each side of the two real holes as indicated. A small peg placed in lower hole No. 2, may appear to have jumped to upper hole, No. 1, when you twist the pencil quickly and cleverly so the other side appears.

POWER OF THE DOLLAR



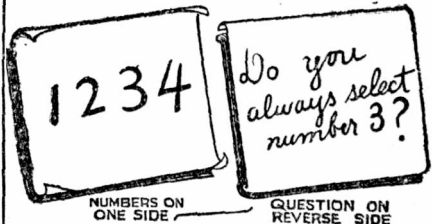
While someone holds an octagonal pencil firmly between both hands, you can provide the effect of breaking the pencil with a dollar bill. Raise the dollar bill high over your head, extending your middle finger behind the bill as you bring it down. The finger actually breaks the pencil without being seen by observers.

ATOMIC ENERGY



A gold ring tied to one end of a string with the other end looped around your finger will perform as illustrated above under the spell of your magic. Request spectators to concentrate their attention on the ring. Your magic lies in the control you possess over your muscles. You must distract spectator's attention from your hand and learn to cause ring to move backward and forward or in circles without visible muscular motion.

ODD NUMBER COMPLEX



Place the numbers 1-2-3-4 on a piece of paper. On the opposite side of the paper write "Why did you select No. 3?" Then hold the paper up and ask someone to choose one of the numbers—quickly. Almost without exception, number three will be selected and when you turn the paper over, your question will mystify the chooser. Try it!

THE ERRATIC CARD

Take a pack of cards from your pocket, shuffle them, and let any one draw a card; note it and replace it in the pack. You then ask the person where he would like to have it appear, whether under the table-cloth, under a flower-pot, or in the pocket of any one of the company. As soon as his choice is made, you wave your magician's wand in the direction of the place where the drawn card is to be found.

This trick is rendered more interesting if you employ an alarm clock, which you set so that it shall strike at the reappearance of the right card. This is done by forcing a card upon the person who draws. A similar card is put beforehand in the places which you mention for him to choose as the spot where his card shall appear.

A PURPLE, GREEN, AND RED LIQUID FROM THE SAME BOTTLE

Boil some leaves of red cabbage, and after half an hour's ebullition you will have a beautiful purple liquid, which when cold may be put in a bottle for future use. Take three glasses. Let one be perfectly clean, in the second put a drop of ammonia, and in the third a drop of sulfuric acid. The liquid poured into the clean glass will, of course, preserve its original color, that in the second will turn green, and that in the third will become red.

TO MAKE ICE IN SUMMER

Fill an earthen bottle with boiling water; put into it 80 grammes of refined saltpeter, and 20 grammes of Florentine iris; then, after corking it tightly, place it into a well of water, as deep as you can, and let it remain in the water two or three hours, at the end of which time the water contained in the bottle will be frozen. Draw out the bottle, crack it, and you will have a lump of ice.

A LUNG-TESTING TRICK

You can test the power of your lungs in the following simple way:

Take a long narrow and strong paper bag and place it on the edge of the table with the opening toward you. Put a weight, which can be gradually increased on the opposite end of the bag, in the shape of books, etc., and you will be surprised to learn how great a weight you can move in this way.

EXPLODING PASTILLES

Make out of the composition used for the perfumed lozenges burnt to scent a room, balls large enough to hold a pea, and, while damp fill these cavities with gunpowder and cover them over. Turn them upside down, so that the damp will not neutralize the powder in their drying. When they are put in a chafing-dish their explosion will cause an amusing alarm.

TO OBTAIN FIRE FROM WATER

Throw a small quantity of potassium on the surface of a little water in a basin. Immediately a rose-colored flame will be produced. Any chemist will supply the quantity for several of these experiments for a very small sum.

THE FLOATING BALL

This is more of a game than a puzzle, though it partakes of the nature of the latter. A hollow rubber ball, two inches in diameter, is set afloat in a tub or basin of water, and the players are challenged to take it out, using the mouth only.

Any one not acquainted with the secret will make a great many attempts before he finally succeeds.

Solution.—Just as the lips touch the ball, inhale vigorously, and the ball will be drawn toward them by exhaustion of the air. Maintain the exhaustion till you have fairly lifted the ball, and then let it fall from the mouth to the hand.

HOW TO WASH THE HANDS IN MOLTEN LEAD

Take one ounce of quicksilver, two ounces of good boleammoniac, half an ounce of camphor, and two ounces of aqua-vitae; mix them together and put them into a brazen mortar, beating them with a pestle. Rub the hands all over with this ointment, and they may be put into melted lead with impunity; the metal being poured upon them will neither burn nor scald.

THE TOBACCO-PIPE CANNON

Take of saltpeter one ounce, cream of tartar one ounce, sulphur half an ounce; beat them to powder separately, then mix them together. Put a grain into a pipe of tobacco, and when it is lighted it will give the report of a musket without breaking the pipe. By putting as much as may lie on your nail in a piece of paper, and setting fire to it, tremendous reports will be the result.

DETONATING GLASS BOMBS

These may be made in the following manner: Drop some small pieces of common green glass, while red-hot, into cold water; when they will assume a tear-like form. The spherical portion will bear very rough treatment, but the instant the smallest particle of the tail be broken off the whole flies into countless fragments. Many experiments may be performed with these curious drops, but being attended with danger, are omitted here.

EXPLODING SOAP-BUBBLES

This is a novelty, and will be found to produce a very good effect. The bubbles are blown in the usual way with an ordinary clay pipe, the only preparation necessary being that the bowl of the pipe must be filled with cotton-wool soaked in gasoline. Bubbles blown with a pipe thus prepared will be found to explode in a flame when approached with a light.

CANDLE TRICK

Remove part of the wick from a candle and insert in its place a wax taper. Sew a small piece of sand paper just above the inside breast pocket in which you place the candle. When you take the candle from your pocket scrape the taper against the sand paper and it comes out ablaze. N. B.: It is clear any number of lighted candles can be thus produced.

THE INDUSTRIOUS FROG

There was a well thirty feet deep, and, at the bottom, a frog anxious to get out. He got up three feet per day, but regularly fell back two feet at night. Required, the number of days necessary to enable him to get out.

Answer: The frog appears to have cleared one foot per day, and at the end of 27 days he would be 27 feet up, or within three feet of the top, and the next day he would get out. He would therefore be 28 days getting out.

THE SHEPHERDS

Two shepherds were feeding their flocks on the mountain-side. Said one to the other: "Jack, give me one of your sheep, and I shall have as many as you."

"Nay," replied the other greedily. Give me one of yours and I shall have as many again as you."

How many sheep had each?

Answer: The first had five, the second had seven.

A SOLDIER PROBLEM

In any army consisting of 187 squadrons of horse, each 157 men, and 207 battalions, each 560 men—how many effective soldiers, supposing that in 7 hospitals there are 473 sick?

Answer: 144,808.

A LADDER PROBLEM

The top of a castle from the ground is 45 yards high, and surrounded with a ditch 60 yards broad; what length must a ladder be to reach from the outside of the ditch to the top of the castle?

Answer: 75 yards.

AN OX PROBLEM

If 12 oxen will eat 3 acres and one-third of grass in 4 weeks and 21 oxen will eat 10 acres in 9 weeks—how many oxen will eat 24 acres in 18 weeks, the grass being allowed to grow uniformly?

Answer: 720.

A SQUARE-FOOT PROBLEM

A certain pavement is made exactly square, each side of which contains 97 feet—how many square feet are contained therein?

Answer: 9409.

TO CONVEY MONEY FROM ONE HAND INTO THE OTHER

You must hold open your right hand and lay thereon a dime or other piece of money, then lay thereupon the top of your left finger, and use magical words, and upon a sudden slip your right hand from your finger, where you hold down the dime, and suddenly draw your right hand through your left, you will seem to have left the dime there, especially when you shut your left hand, and that it may more plainly appear to be truly done, you may take a knife and seem to knock against it, that it may make a great sound.

ROPE TRICK

Get a rope the size of a clothes line, and about twelve or fifteen feet long.

Get someone to tie your wrists together with a handkerchief; then get him to draw the rope through the arms, and hold the two ends tight. Tell him to stand away as far as the double ropes will allow. The operator is now to drop the rope from his arms without untying the handkerchief.

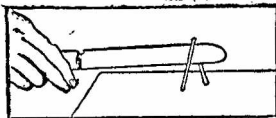
To do it he must pull hard against the person holding the ends of the rope.

This enables him to draw the rope well in between the wrists, until, on slacking the rope, the fingers can easily reach it and draw it through the handkerchief, until sufficient is through to allow one hand to slip through the noose of rope which is formed by this last movement. A slight pull from the assistant causes the rope to fall free of the hands and arms.

PICK OUT THE CARD MOVED

On almost all cards one margin is slightly narrower than on the other. If you arrange several cards with the narrow margins along one side, you can then ask someone to turn any card around while you have your back turned and you will be able to pick it out. After you again look at the cards you merely have to look at the margin to discover which cards have been turned.

THE WALKING MATCH



Bend a match in half so that it makes a prong. Place the inside of the prong upon the edge of the blade of a knife and hold the latter parallel with the table so that both ends of the match just touch it.

The match will then walk from one end of the knife to the other without any effort of your own. This can also be done with two matches joined at the ends by splitting one and sharpening the other. They may also be bent in the center to impart a knee like appearance.

LOCATING CARD THOUGHT OF

Lay out sixteen cards in four vertical rows. Ask a person to think of a card and tell you which row it is in. Pick up all the cards making sure that the four cards in the vertical row named are on the top. Now lay them out in four horizontal rows being sure that the first four cards are in the top horizontal row. Now ask the person what vertical row the card is in, and the top one of that row will be the card thought of.

HOW MANY CHANGES CAN BE GIVEN TO SEVEN NOTES OF A PIANO?

That is to say, in how many ways can seven keys be struck in succession, so that there shall be some difference in the order of the notes each time?

The result of multiplying 7 by 6 by 5 by 4 by 3 by 2 by 1 is 5,040, the number of changes.

THE TRAIN PROBLEM

A train starts daily from San Francisco to New York, and one daily from New York to San Francisco, the journey lasting five days. How many trains will a traveler meet in journeying from New York to San Francisco?

Answer: Ten. About ninety-nine persons out of a hundred would say five trains, as a matter of course. The fact is overlooked that every day during the journey a fresh train is starting from the other end, while there are five trains on the way to begin with. Consequently the traveler will meet not five trains, but ten.

SNAIL PROBLEM

A snail climbing up a post 20 feet high, ascends five feet every day and slips down four feet every night. How long will it take to go to the top of the post?

Answer: Sixteen days. It is perhaps unnecessary to point out that the snail would gain one foot a day for fifteen days, and on the sixteenth day reach the top of the pole, and there remain.

AN ARMY PROBLEM

There is an army consisting of a certain number of men, who are placed rank and file; that is, in the form of a square, each side having 577 men. I desire to know how many the whole square contains?

Answer: 322,929.

A QUIBBLE

What is the difference between twenty four-quart bottles and four and twenty quart bottles?

Fifty-six quarts difference; twenty four-quart bottles equals eighty quarts, from which deduct twenty-four, there remains fifty-six.

AN EASY PROBLEM

A man had eight sons, the youngest was 4 years old, and the eldest 32, they increased in arithmetical progression—what was the common difference in their ages?

Answer: 4.

A SIMPLE PROBLEM

How much is a third and half-a-third of 5?

Answer: Two and a half. There are exactly three-thirds in five, therefore a third and half-a-third make exactly half.

A PROBLEM

Divide the number 50 into two such parts that if the greater part be divided by seven, and the lesser multiplied by three, the sum of the quotient and product will make 50?

Answer: 35 and 15.

THE CLOTH PROBLEM

If you cut up thirty yards of cloth into one-yard pieces, and cut one yard off every day, how long will it take?

Answer: Twenty-nine days.

THE HERB PROBLEM

A man left 17 horses after his death to be divided among his three sons. One son was to get one-half of them; the second, one-sixth; the third, one-ninth. How were the horses divided without killing any?

Answer: The sons borrowed one horse making 18. The first son took one-half or 9; the second, one-third or 6; the third, one-ninth or 2. The total was 17, and they could therefore return the borrowed horse.

PROBLEM OF MONEY

Place ten pennies in a row upon a table; then take up any of the series, place it upon some other, with this proviso, that you pass over just two pennies. Repeat this until there be no single penny left.

Answer: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 pennies. Place 4 upon 1, 7 upon 3, 5 upon 9, 2 upon 6, and 8 upon 10.

ARITHMETICAL PROBLEM

The sum of four figures in value will be About seven thousand nine hundred and three; But when they are naived; you'll find very fair The sum will be nothing, in truth, I declare.

Answer: The four figures are 8888, which being divided by a line drawn through the middle, becomes figures, the sum of which is eight 0's, or nothing.

DECEMBER AND MAY

An old man married a young woman; their united ages amounted to C. The man's age multiplied by 4 and divided by 9, gives the woman's age. What were their respective ages?

Answer: The man's age, 69 years 12 weeks; the woman's age, 30 years and 40 weeks.

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.

A GOOSE PROBLEM

If a goose weighs ten pounds and half its own weight, what is the weight of the goose?

Answer: Twenty pounds. Ten pounds, and ten pounds for half its own weight.

ARITHMETICAL PROBLEM

What is the difference between twice 25 and twice 5 and 20?

Answer: Twice 25 is 50. Twice 5 and 20 is thirty—difference 20.

THE NUMERICAL PROBLEM

What two numbers multiplied together will produce 7?

Answer: 7 and 1.

A CARD VANISHES FROM A PACK AND IS FOUND ELSEWHERE

Allow the pack to be shuffled, and to be placed face downwards upon the table; invite, one of the audience to look at the top card, and tell him you wish to make it vanish from the pack, which he can do very simply by following your directions. You observe, "You have merely to place the back of your right hand upon the cards; but," you proceed (having moistened the back of your right hand) "in order to illustrate myself more clearly, watch the particular mode of pressure, and as soon as I say 'Vanish!' remove the hands instantly." You forthwith put the back of your right hand upon the pack, and press the palm of that hand with the palm of the left, and upon removing the hands the top card will be attached to the back of the right, which you can carelessly put behind your back and remove the card. You must be (apparently) very particular that the gentleman is in the right position to use both hands; this is to gain time, and to give you an opportunity to dispose of the card, by putting it, unobserved, into someone's pocket.

Having done so, you are quite satisfied that the gentleman has assumed the right position, and you give the signal word, "Vanish!" at the same time slightly striking his fingers for effect, and command the card to pass into Mr. So-and-So's pocket, or wherever else you have placed it. The company will at once turn up the top card, and find the original one has gone, and is really found in the place you mention.

TO DROP A COIN IN A BOTTLE

Snap (but do not break) the match in half at the center



coin fall into the bottle.

making an angular prong of it, and lay it upon the neck of a bottle. Then place the coin upon the match. The trick is to make the coin fall into the bottle without touching either. It is accomplished by letting a drop or two of water fall upon the broken part of the match. The prongs will naturally open and the

TO SLIP A CARD

To slip a card it is necessary: First, to hold the pack in the right hand, and show the spectator the undermost card, which we will suppose to be the ace of diamonds; second, turn the pack upside down, under pretense of taking this ace of diamonds; third, take instead of the ace of diamonds the card immediately following it, in causing this ace of diamonds to slip with the annular and little fingers of the right hand, which you have dampened a moment before with some saliva.

A CHOSEN CARD TURNS OVER

First get the desired card to the top of the pack, and quietly push it about an inch to one side, so that it may project over the rest of the cards; hold the pack about 18 inches above the table and let them fall flat: the resistance of the air will make the top card turn over, and it will appear face uppermost the rest of the cards remaining as they originally were.

THE QUEENS AND THE DIAMONDS

Although a trick which is not of much interest in itself, the one which is dependent upon the same cards, and forms a sequel to it, is amusing to a high degree. Separate from the pack the four aces, kings, queens, knaves, and four other cards of each suit, making in all thirty-two cards. You must then tax your narrative powers for a pre-arranged, after the following fashion. Lay down the four queens on the table separately and face upwards. "There were four queens who went to dig for diamonds (put a diamond on each queen), and, of course, required a spade (put a spade upon the diamond). Their husbands, being anxious of their welfare, gave them a guard of honour (lay an ace upon each spade). The kings, hearing of special danger, also set out themselves (place a king on each ace). Four knaves (place the knaves upon the kings) determine to rob the queens, and arm themselves with clubs (lay a club upon each knave) and set out upon the enterprise with stout hearts" (lay a heart upon each club). Pick up the four heaps, one upon the other, turn them face downwards, let them be cut often, whist fashion, and deal then again into four heaps, and, of course, they come in their proper order again. The development is that you next ask another person if he can do it; it is so simple that he will not hesitate to say he can. The chances are exactly seven to one against him. The secret is, the cards must be cut until a common card of the heart suit is left at the bottom of the pack. If he does succeed in the first attempt, not knowing the key, which few do, it is an accident, and he is almost certain to fail next time.

TO NAME A CARD AT ANY POSITION IN THE PACK

Having become acquainted with the bottom card in the pack, you take the pack in your left hand, face downwards, between the thumb and fingers. Suppose the bottom card to be the ace of hearts. Under cover of the right hand, the right thumb draws back this card about half-an-inch. With the ends of the first and second fingers you draw back the cards one at a time from the top of the pack, in view of the audience, about the same distance, requesting the company to tell you when to stop. The word being given, you draw off the upper cards with the fingers of the right hand, and the thumb draws off from under the ace of hearts, which at once becomes the bottom card of those withdrawn from the top. Holding them towards the audience, you say, "This must be the ace of hearts." Replacing them on top, take a glance at the next bottom card, and repeat if desired.

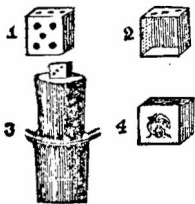
THE CLEVER CONSTABLE

Take out the four knaves and one king (the constable) from a pack of cards. Having quietly placed one of the knaves at the bottom or top of the pack, lay the other three upon the table together with the king. You must now entertain the company by illustrating how three notorious burglars performed their operations, and how they were captured by a clever officer. One thief invariably entered the house by the cellar window (place one knave of the three at the bottom), the second preferred drawing-room society, and effected his entrance from the garden (place a second knave in the middle of the pack), whilst the third was partial to elevated positions, and went in from the top of the next house (place the third on top of the pack). The constable followed the last, being the least watchful (king also is placed on top). If the pack is now cut, three knaves and the king will be found in company.

THE DIE TRICK

Get a wooden die about two and a half inches square (See No. 1), and a hollow tin die exactly the size of the wooden one, but without one of the sides (No. 2). Then paint them both exactly alike, as in the engraving. It will be better to let an accidental flaw appear on the same side of each. Then get a tin cover (No. 4) that exactly fits the dice.

Now for the trick itself. Borrow two hats, and, while you turn your back upon the audience as you go to your table, slip into one of them the false die. Place both hats on the table, and send around the real die



and cover for inspection. When they are returned, say, "Now, ladies and gentlemen, it is my intention to place these hats one above the other, thus." You then place the two hats as in No. 3, the hollow die being in the bottom of the hat. "I shall then cover the die thus," which you do, "and after I have knocked on the cover I shall take it off, and you will find that the

die is not under the cover, as it is now," taking it off, "but inside the hat, like this." You then put the real die into the hat. "You do not believe me, ladies and gentlemen, but I will soon convince you." You then take out the false die, and, replacing the upper hat, put the die on the top of the upper hat (of course with the open side downward), and place the cover over it. Pick up your conjuring wand, give it a few flourishes, and bring it down on the cover. Grasp the cover tightly near the bottom, when both cover and false die will come up together; put the end of your wand into them and give them a good rattle. Then knock off the upper hat with a blow of the wand, and push, the lower one off the table, so that the die tumbles out of it.

Always use plenty of gestures about your tricks.

THE ANIMATED CARD

This is a good trick, and will cause some amusement, but you do not want the audience too near. Give the pack to a person to select any card he has a fancy for, and to replace it in the pack. For him to replace the card, you hold the cards in such a manner that you keep them well separated, and when the card is replaced, you know its position, and a cut will bring it to the top if you cannot make the pass, which is much better. Previously you have a long hair fastened to your vest, with a small piece of prepared white wax attached to the other end, and which is concealed under your right thumb nail. The card having been duly brought to the top of the pack you press the wax upon it, and spread out the cards upon the table. Ask the person to name the card drawn, and command it to leave the rest of the pack, and come towards your hand. By moving the body backwards, the card will be drawn from the rest and move in the direction indicated. Slip off the wax, and break the hair, leaving no trace of the means employed. This trick appears marvelous when well performed.

TO TELL THE CARDS THOUGHT OF BY FOUR PERSONS

The pack having been shuffled, offer it to a person to select four cards from it; this being done, offer it to a second, third, and fourth person to select four each. Now request each person to select in his mind one card from the four he holds, and taking the several fours in your hands, face downwards, one heap upon the other, deal four out upon the table, face upwards, and upon these the next four. Continue in like manner until the sixteen cards are on the table again in four heaps. You ask the first person in which heap his card is, which having been pointed out, his card is the first or uppermost of the heap; the second person's is the second card of the heap he points to, the third person's is the third of the group, and the fourth person's is found at the bottom of the heap. You could, of course, mention them as the several persons specify the heaps, but it is much better in all tricks to avoid giving any clue as to how you derive your information; therefore if you can do it, notice the cards, and pick up the heaps again, and dealing them out in rotation name the cards as they are exposed. It is quite possible that two, or even the four, by accident fall in the same heap; this makes no difference—the first person's must be the first card, and the second person's the next, and so on. This trick can be done with three, five, six, or seven persons; the secret is merely to let each person have the same number of cards as there are people to choose—i. e., if there are three persons, each must have three cards, if five, then five cards—and proceed as indicated.

FROM TWENTY-ONE CARDS TO TELL WHICH HAS BEEN THOUGHT OF

Deal the cards in three groups of seven each, face upwards, requesting a person to think of one and mention in which pack it is. Place that one in the middle of the three and deal again, ascertaining a second time in which pack it is. Pick up the cards again, the group selected being always middle, and deal for the third time, observing the fourth card of each heap, as the card thought of must be one of these. Again ask the question in which heap it is, and you at once know the card. Or you can take up the cards again in the same way as before, and the eleventh or middle card is the one you require. You can do a similar trick by making the groups each consist of any odd number up to seventeen, the card to be observed being the middle one of the several groups.

ALL THE CARDS, EXCEPT A CHOSEN ONE, FALL TO THE FLOOR

Having brought the chosen card to the bottom of the pack, and face upwards, request one of the audience to hold the cards for you for a moment. You tell him to put the fingers underneath about one inch, and the thumb on top, to prevent them falling, and ask him to hold them firmly; at the same time give them a smart rap with your finger on top, and all the cards will fall to the floor, save the one chosen, which is facing him, and retained in the hand.

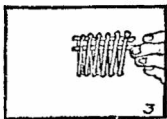
The same result may be obtained by holding the cards with the fingers on top and thumb under, the chosen card being on the top of the pack. This time you must strike the cards upwards. The cards will be scattered, but the chosen one will remain in the hand.

TWO PERSONS DRAW THREE OR FOUR CARDS EACH FROM THE PACK, THEN TELL EACH DRAWER THOSE HE DREW

For this trick you can use an ordinary pack or a piquet pack; the latter is preferable, on account of the number being less, and the chance of detection correspondingly reduced. You take your pack, and divide it into two parts, in one of which are the sevens, tens, knaves, and queens; in the other, the eights, nines, kings, and aces. Any other arrangement would do, but in the above odd and even numbers are mixed, and would not appear singular. You must avoid having all of one number together. The top card of one half must be a long card, so that you can easily distinguish it. You go through the false shuffle, cut the cards at the long one, and taking them up, invite someone to draw three or four cards, as he thinks fit, and offer the upper half, fanwise, for that purpose. This done, again use the false shuffle, and cut again at the long card, or make the pass, and, spreading the other part—now at the top—fanwise, request a second person to draw three or four. Both persons are to note their cards. Without disarranging the parts, request the first person to replace his cards, and offer the top part for that purpose—and the lower part is open to receive the second drawer's. It is an easy matter now for you to discover the cards drawn; for should you find a king, nine, and eight amongst the queen and knaves, you know those cards were drawn by one party; and should there be a seven, ten, and queen with the kings, then it is clear the other party drew them.

TO LIFT TWELVE MATCHES WITH ONE

Lay an ordinary household match on the table, and across it place twelve others as shown in illustration. Lay another match across the twelve in the same direction as and directly over the one below. Then raise the bottom match slowly and the matches can be lifted.



TO DISTINGUISH THE COURT CARDS FROM OTHERS WITHOUT SEEING THEM

To perform this, one has to have prepared cards; but unlike similar tricks, the pack can be passed to the company to be shuffled. The preparation consists in previously taking out the court cards from a pack, and with a blunt knife just split the cards at either end, about an inch in the middle—the split need not be deep, as the blunt edge of the knife will make a groove sufficiently wide to be easily distinguishable by touch. With the cards thus prepared, you offer them to the company to shuffle, and observe that you propose to mention, without seeing the cards, whether they are court or plain cards. You can do it equally as well blindfolded as not, if they imagine it is done by confederacy, which you assure them you would not stoop to; neither is there any arrangement of cards, which you will allow to be examined and shuffled at any time. You then take the pack, and put it face downwards upon the table, or in your left hand, and with the right first finger you raise the card, or slide it off with the thumb; the touch of the finger will give you your information, and you pass the cards round one at a time, saying

whether they are plain or court cards. This is the best means we know of naming the court from indifferent cards. We have seen cards grooved their whole width; but a shorter one is sufficient, and the chance of discovery is diminished.

TO EXCHANGE FOUR KINGS

In the first place, you palm four cards, and then select the four kings from the pack, putting them into your right hand in such a manner that one slightly overhangs the other, yet so that each can easily be distinguished when held closely in the hand; in this manner they effectually hide the four already in the hand, and you hold the cards (four kings) up for inspection. Closing the fingers, you draw them together, and together with the four already in your hand, place them upon the pack. You now observe that you wish four persons to hold the four kings, and taking the four top cards (which are supposed to be kings), one at a time, place them upon their knees and request each to put his hand upon them; you next take the four following cards (which are the kings), and place them in the custody of the four persons next to the others, and then make some remarks about a company never being able to take care of the trusts imposed upon them, when it is the conjuror's wish that a change shall be made. You will prove it by showing them that these eight people have unconsciously exchanged cards in obedience to your will whilst you have been talking, and request them to turn up their respective cards, when those who had the (supposed) kings have now indifferent cards, and the kings have gone to the other four.

NAME THE CARDS CHOSEN BY TWENTY DIFFERENT PERSONS WITHOUT SEEING THEM

One would imagine this to be a difficult feat; but it is easily accomplished, and the whole consists in the principle of forcing. You take the pack with a long card in it, and have the pack well shuffled, and, commencing either to the right or left hand of the company, you force the long card upon someone, which he replaces and shuffles. Taking the cards again, you shuffle them, and, going to some person a little distance from the first, you force the same card upon the second, and so on until you have allowed 20 persons to draw; you must, however, take care to have the different drawers at such a distance apart that they cannot compare notes.

Everyone having drawn, you go to the first person, and shuffle the cards, and by cut or pass leave the long card at the bottom, which you show to him, and ask if that is his card. "Of course it is." Go to the next person, and after again shuffling the cards, show him the bottom one, and ask if that is not this—"Yes;" and so you go on through the entire number of drawers, and they are surprised at your being able to show the cards drawn so rapidly. It is quite possible in so many forces you might fail once or twice; this won't matter. Have the card replaced, and pass it to the bottom of the pack, keeping it or them there, remembering who drew them, and you can produce those cards at the bottom, instead of the long card, at the time required. For this trick, a "forcing" pack—i. e., a pack consisting all of the same cards can be used. Of course, no mistake can occur with such a pack, as far as the drawing is concerned, but the great disadvantage is, the pack cannot be examined, nor even shuffled, by the various drawers.

TO CONJURE A CERTAIN CARD INTO YOUR POCKET

Another good trick, in which the performer and accomplice have it all their own way. You previously agree upon a certain card—say, the ace of hearts—which is withdrawn from the pack and placed in your pocket. At the proper time, hand the pack to your accomplice, and request him to look at a card and place the pack upon the table. You make a few passes over the cards with your wand, and ask, "Would you be good enough to tell me the card selected?" "Certainly; the ace of hearts," he replies. "I should be very much obliged to you if you will show me that card." The confederate takes the pack, and deals the cards, face upwards, on the table, and everyone sees that the ace of hearts is not there, and repeating the deal for further satisfaction, he informs you that the card is not there. "Ah! hearts are warmly attached at times," and you take the missing card from your breast-pocket, and exhibit it to the astonished company.

TO TELL A CARD THAT A PERSON HAS TOUCHED IN A PACK

Having arranged with the confederate certain signs—say, to denote the suits, for hearts he touches the lowest button of his vest, for clubs the second, for diamonds the third, and for spades the fourth; and for numbers of the card, he can indicate this by laying the fingers of his other hand on the table, or elsewhere. These preliminaries being settled, you give the pack to be well shuffled, and, during your absence, one of the company is to select a card, and having shown it to the rest, so that there may be no mistake about it, he is to replace it where he likes in the pack. You are called, and take the pack, which while appearing to examine, you observe the confederate's movements, and can withdraw the card he indicates as the one selected. Your confederate should always engage in conversation, to divert suspicion from himself.

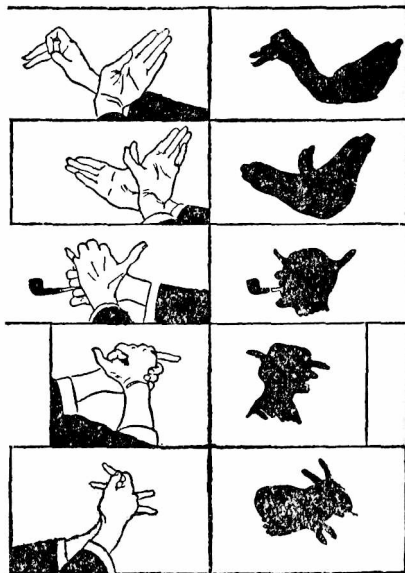
TO FIND A CHOSEN CARD IN A PERSON'S POCKET

The pack having been well shuffled, you request a person to draw a card, which, being noted, is returned to the pack. You make the pass and bring it to the top, and forthwith palm the card, and request the person to shuffle the cards again. The cards being again given into your possession, you place the card on top, and request the person to allow you to put the cards into his pocket, and ask him to be good enough to name the card drawn; upon his doing so, you have merely to take the top card from the pack in his pocket and expose it for examination to complete the trick, this being the card he previously drew.

TO PRODUCE A CARD CALLED FOR INSTANTLY

You tell your accomplice beforehand what card he must call for—say, the nine of spades. Take the pack of cards and shuffle them well, bringing the nine of spades to the top or bottom, put the cards in your pocket, and ask for one of the company to call for a card. "Nine of spades!" quickly cries your confederate; and you produce the card from your pocket, and lose no time in going on with your next trick in the event of other cards being demanded.

SHADOWGRAPHY



This very old entertainment is not often introduced into drawing-rooms nowadays, but it always affords considerable amusement to the little ones. To become expert in the art considerable time must be spent in practice, in order to make the fingers pliant, and to learn how properly to secure the best positions. A few good ones are illustrated and a little experience with these will soon enable the performer to invent many other equally good ones—especially if he uses a few cardboard figures which may be easily made. An electric light will supply quite sufficient lighting power in a small room, and the hands should be held about two feet away from the lamp, and four feet away from the screen or wall. Considerable fun may be got out of shadowgraphy by introducing sham fights etc., and one should remember that elderly folks are only grown-up children, and that this entertainment is just as likely to appeal to an audience of adults as to one of children.

OF TWENTY-FIVE CARDS LAID ON THE TABLE, TO NAME THE ONE TOUCHED OR REVERSED

For this trick you lay the twenty-five cards in a square, that is, in five rows of five cards each, and requesting one of the company to reverse a card, or even to touch it, during your absence, you retire. The card is indicated to you by the confederate in this manner: The fingers of the right hand represent the perpendicular rows, and those of the left the horizontal rows. Therefore, suppose you observe the third finger of his right hand, and the second of the left, closed (the thumb in this case counting as one), you know at once the card is in the middle perpendicular line, and the second row from the top, and can point out the card.



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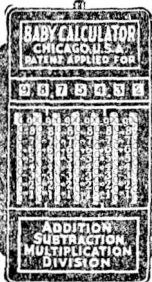
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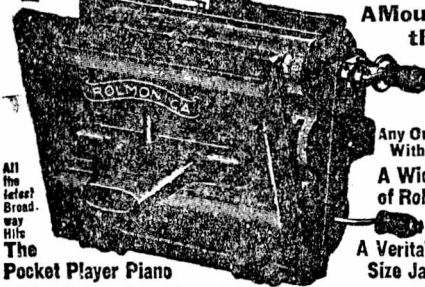
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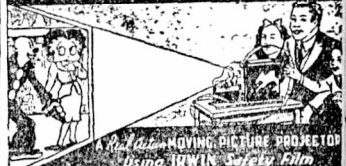
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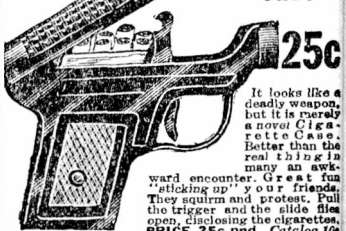
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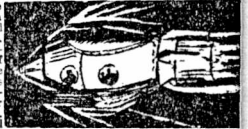
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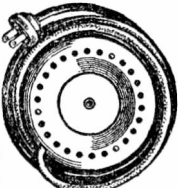
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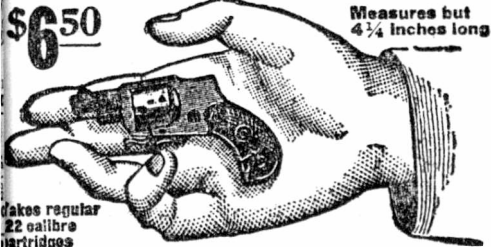
One of the most powerful and effective weapons made. The gun can be fired rapidly and in succession, as fast as you can want. The ideal weapon for Express Men, Bank Agents, Pay all Clerks, Automobiles, and all others where quick action absolutely essential. Accidental discharge impossible. Another feature is the Automatic Shell Ejector, that throws the empty shells out when the barrel is tipped down. The Revolver is exceptionally well made of the very finest of materials and scientifically tested for accuracy. Fitted with a new rubber handle. .22, .32 or .38 calibre, PRICE \$9.50. Cartridges for above Revolvers - by express only. .22 cal. \$1.00 per 100. .32 cal., \$2.50 per 100; .38 cal., \$3.50 per 100.

No. S9602. Liberty Automatic Revolver. . . . \$9.50
(Revolvers and Cartridges unavailable)

'The Baby' Double Action Hammerless Revolver

A HANDSOME AND MOST EFFECTIVE WEAPON

\$6.50



Measures but
4 1/4 inches long

takes regular
22 calibre
cartridges

The new Baby Double Action Hammerless Revolver has been produced to meet the ever increasing demand for a revolver that would combine small size and light weight with the essential features of Efficiency and Practicality. It is small in size, yet is just as effective and serviceable as the most expensive weapon you can buy. Every lady should have a revolver and should know how to use it. There is no safer or better one made than this. A great feature is its safety action that guards against accidental discharge, making it quite safe for young men and ladies. The illustration gives an idea of its appearance, but it must be seen and used to be thoroughly appreciated. The ammunition used is the standard .22-calibre (short) cartridge obtainable anywhere, or you may obtain the cartridges from us (cartridges can be shipped only by express). The revolver fires six shots in one loading. The operation of the charging mechanism is extremely rapid and absolutely reliable; six well aimed shots can be fired in as many seconds. The revolver is very well constructed, with finest nickel plated fluted barrel of cylinder, and it weighs only 4 1/4 ounces. The Price of the Baby Revolver is only \$6.50.

No. S9025. Baby Hammerless Revolver. . . . \$6.50
(Revolvers and Cartridges unavailable)

'Young America' REVOLVER

.22 & .32 Cal.

A Good Pocket Gun



double-action revolver made in two sizes. .22 and .32 calibre. The .22 calibre revolver takes the .22 calibre rim fire cartridges - firing 7 shots one loading. The .32 calibre gun takes S. & W. center fire cartridges - accommodates 6 shots in the cylinder on one loading. The 'Young America' weighs approximately 9 ounces, and is one of the lightest weight revolvers of its size on the market. It is an excellent home or pocket weapon, and the most popular Fourth of July revolver. Octagon Barrel accurately rifled, made of best quality, very high nickel plated and polished. The handle fancy hardened rubber. No. S9008. Young America Revolver. . . . \$7.50



Aerial Balloon

A brightly colored balloon that measures sixteen inches long is blown up in the usual way, and, when released, the air pressure sends the balloon sailing upward, the 3/4-inch propeller SPINNING AROUND AT A FLYING RATE. The effect is startling. Price 10c each, 3 for 25c ppd.



A Real Telephone. Works indoors or outdoors. Though this is merely a very clever trick, it is quite as serviceable for short distances as the most elaborate apparatus made and it is much less liable to get out of order or to need adjustment; in fact it cannot be rendered inefficient unless roughly handled. No troublesome battery, no intricate "hook-up." Can be put to practical use from one room to another, up or down stairs, around corners, etc. The patented soundings discs transmit and receive the voice perfectly, making it a really practical talking telephone. Set consists of two phones, transmission cord and full instructions. Price only 65c per set postpaid.

WONDERFUL X-RAY TUBE

A wonderful little instrument producing optical illusions both surprising and startling. With it you can see what is apparently the bones of your fingers, the lead in a lead pencil, the interior opening in a pipe stem, and many other similar illusions. Price 10c, 3 for 25c.



Expanding Matches

More fun than fighting with your wife. They look just like ordinary matches but explode with a loud bang when lit. 12 matches to a box. PRICE 10c per box, 3 boxes 25c, or 75c per doz. boxes. Not mailable. Shipped by Express only.



10c

ITCHING POWDER

This is another good practical joke! The intense discomfort of your victims to everyone but themselves is thoroughly enjoyable. All that is necessary to start the ball rolling is to deposit a little of the powder on a person's hand and the powder can be relied upon to do the trick. It causes itching, some more scratch, and still some more. 10c per box, 3 boxes for 25c or 75c per dozen, Shipped by Express.



ANARCHIST BOMBS

One of these glass vials dropped in a room full of people will cause more consternation than a limburger cheese. The smell entirely disappears in a short time. 10c per box, 3 boxes for 25c, 75c per doz. boxes, or 57.50 per gross boxes. Shipped only by Express.



SNEEZING POWDER

Place a very small amount of this powder on the back of your hand and blow it into the air, and watch them sneeze without knowing the reason why. It is most amusing to hear their remarks, as they, of course, will have caught it one from another. Between the laughing and sneezing your yourself will be having the time of your life. For parties, political meetings, car rides, any place at all where there is a gathering of people, it is the greatest joke ever. PRICE 10c, 3 for 25c, 75c per dozen. Shipped by Express.



COMICAL MOTTO RINGS

Lots of harmless fun and amusement wearing these rings. Made in platinum finish (to resemble platinum) with wording on enamel, as illustrated. Price 25c. ea. Postpaid.



MAGIC MADE EASY 250 MAGIC TRICKS

An excellent little book containing 250 Tricks, Tricks, tricks with cards, coins, handkerchiefs, eggs, tins, glasses, etc. So simple that a child can perform them. Profusely illustrated. Sent postpaid to any address for 10c. 3 copies for 25c. Postpaid.



Hold 150 Shots

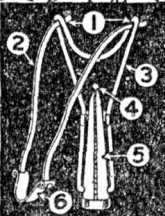
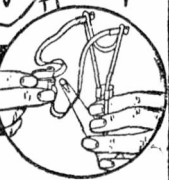
HITS THE BULLS EYE EVERY TIME

SLINGO
REPEATING SLINGSHOT
TARGET GAME

DIRECTIONS FOR SCORING



Magazine Holds 150 B.B. Shot.



Automatic repeating slingshot that will fire 150 shots with one loading! Designed for accuracy. Bull's eye every time. Extremely powerful and hard hitting—will go through a 100 page magazine. More powerful than an air rifle. Sturdily constructed with non-slip suede leather shot holder and thick, lively cords. Will shoot everything from rocks to BB's. The magazine is made to hold 150 BB's, enough for a full day's fun. Carry one of these on your next hike. Price **25c** No. 3430. Slingo Repeating Slingshot. Price **25c** No. 2909. Tube of 200 Coppercoated BB's. **.10c**



KEYLESS LOCK

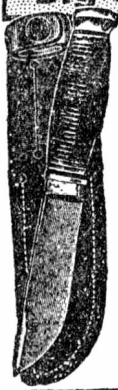
5-number lock—requires no key to open. Combination furnished with each lock. **EACH LOCK HAS A DIFFERENT COMBINATION.** No two alike. No keys to lose. Whether it is for securing your locker, your motorcycle, your boat, tool chest, bicycle, mail box or any other of a thousand uses, it will be found practical and effective. Made entirely of brass and with ordinary use should last a lifetime. No. 3631. Keyless Lock. Price..... **20c**



CREAM EXTRACTOR

Automatically extracts the pure thick cream from bottled milk. Simply place it in the bottle and the cream flows, automatically, stopping when the cream is drawn. Pays for itself in one week's use. Can also be used for siphoning other liquids—gasoline from your car, for instance. Made of pure aluminum in one piece only. Shipped postpaid. No. 4053. Cream Extractor. Price... **25c**

Big Hunting Knife



With Leather Sheath \$1.00
An ideal outdoor knife—indispensable to every sportsman, tourist, Boy Scout and camper. Always ready for any emergency.

ALWAYS DEPENDABLE ALWAYS EFFECTIVE
All-purpose knife for hunting, fishing or canoeing. Whether you are cutting your way through underbrush, sharpening tent stakes, sliding on, dressing game, or doing one of the innumerable other jobs a sportsman asks a knife to do, you will find it indispensable. The knife has wide blade about 5 inches in length with mirror-like finish—strong, but sturdy. Big handle with guards on bottom and top make it comfortable to hold and work with. Blade finely ground with razor sharp edge. Complete with leather sheath. No. 3401. Hunting Knife. **\$2.00**

A New Idea INKOGRAFF

Combines the best features of fountain pen and lead pencil minus the weak points of both, plus improvements not found in either. Capable of doing everything possible and many things impossible with a fountain pen. The Inkograff writes in ink with the same speed and ease of the softest pencil and is a joy to use. It feeds as fast as you can make your brain think or your hand move, and writes as even and uniform on the last page as it did on the first. Makes 3 to 4 carbon copies at one time while the original is in ink, bearing down on the point as hard as you like without injury. Draws lines to a ruler with out smudging.

\$1.00

Requires no blotting. The ink dries as fast as you wish because the ink is even uniform. Cannot leak or soil the hands or clothing. Not a drop of ink will spill. Will actually improve your handwriting 100 percent. 14 kt solid gold feed. Automatic feed that constantly removes any obstruction from the writing point. Works freely up or down within the point, effectively removing any sediment and insures a perfect ink flow. No complicated parts to wear over—no mechanism to clean or get out of order. No. 8493. Improved Inkograff. Price Postpaid... **\$1.00**

5 Master Keys

Did you ever lose or forget your keys? Probably many times. Don't worry any more about lost keys (or any keys, for that matter), as these master keys will open almost any ordinary lock. Will save their cost if you only use them once, but you'll probably always carry them. Shipped Postpaid. No. 4548. 5 Master Keys. Price **25c**

Will It Rain Tomorrow?

ASK THE MAGIC ROSE

These remarkable little artificial plants have flowers made of a special substance which forecasts the changes in the weather quite accurately. They change color according to the state of the weather. BLUE means Fair; PINK means stormy, and L A V E N D E R means a change is coming. All you have to do is to keep the plant preferably near a window and it is guaranteed to change with the weather. There is a miniature pot—height of pot and plant about four inches. A very novel as well as useful little ornament. Will last almost indefinitely. **PRICE 15c Postpaid.**



Pencil With Microscopic Photo

A decidedly novel and excellent writing pencil with eraser, that will give you plenty of use and amusement. In the holder is fitted a tiny microscopic picture, same as in our popular Watch Charms, Opera Glass Charms and Dissolving Views. Assorted views may be had, such as Bathing Girls and Actresses, in interesting poses. Views of Panama Canal, and even the Lord's Prayer, every word of which is rendered clear and distinct by the magnification lens. **PRICE 15 CENTS**



Whoopee Cushion

The Whoopee Cushion or "Poo-Poo" Cushion, as it is sometimes called, is made of rubber. It is inflated in much the same manner as an ordinary rubber balloon, and when placed on a chair, couch, seat, etc. When the victim unsuspectingly sits upon the cushion, it gives forth noises that can be better imagined than described. **PRICE 25 CENTS**



Bingo Shooting Device

When loaded with a paper cap and set, it goes off with a loud bang when disturbed. Lays flat; takes up little room. Place it under a book, magazine, pillow, tray, or inside a purse or other article and watch the fun. **PRICE 10c postpaid. PAPER CAPS 10c box.** (Caps not available; shipped express only.)



PERFORMING COONS

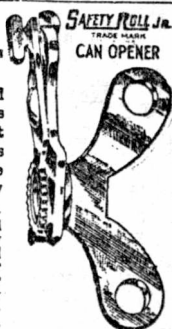
Sambo and Dinah



These lively "Cullud Coons" are exceedingly popular wherever introduced, both with young and old. They can be made to dance to music or perform various gyrations and movements while the operator may be some distance from them. The figures may be examined by the spectators, and when handed back they are simply placed on a chair or table and they begin to move. Their movements are so natural that one is inclined to think them endowed with real life. At the word of command of the operator they will lie down, stand up, dance, etc. **PRICE 10 CENTS POSTPAID.**

NEW STYLE Can Opener

This is a new and improved type of can opener that puts the old style in the shade. It is simplicity itself to use, works right or left handed, shears the top out of any size and any shape can with standard rim. Works smoothly and simply and with ease, shearing a safety rolled edge. Leaves no jagged edges to cut the fingers or mar the contents. Entire cover comes off in a jiffy, permitting quick, easy removal of the contents. **PRICE 15c POSTPAID.**



Luminous Ghost

IT SHINES AT NIGHT. When displayed in a perfectly dark place, glows with a ghastly cold bluish radiance, enough to give one the "creeps." A real starter for those who come upon it unexpectedly. **PRICE EACH, postpaid, 15c**



THE DYING PIG

The most laughable novelty yet produced. Made of rubber, and you have only to blow it up and stand the pig on his feet, when he begins to squeal as he slowly collapses and finally lies down and dies in the most natural manner. You can blow him up as often as desired, and each time he will go through the same performance to the great amusement and delight of your friends. **PRICE 10c, 3 FOR 25c POSTPAID.**



CIGARETTE MAKER

Roll your own and save money. Better and quicker; costs less than half. Use your favorite brand of tobacco. Neat, useful and handy. Made entirely of metal. Nickeled plated. **25c, 3 for 65c postpaid.** 50 page catalog of Novelties, Tricks, Puzzles. Free with order.



LOADED CIGARETTES

Just like ordinary cigarettes but such real starters. Box contains 10 real cigarettes. When about one third smoked, each cigarette goes off with a loud bang. Great fun. Entirely harmless. **25c box of 10.**

Address all orders for goods described herein to **JOHNSON SMITH & CO., 6615 E. Jefferson Ave., DETROIT, MICH.**

CIGARETTES



You can now order your favorite brand of Cigarettes by mail and have them shipped to you by parcel post, free from observation no matter where you are located. All Cigarettes come twenty cigarettes in a package, ten packages to a carton. Thus each carton, which is the minimum quantity we sell, contains 200 cigarettes. Prices shown below do not include postage. Average snipping weight of each is one pound. Please add sufficient to cover postage. Send remittance in any convenient form. We accept postage stamps in payment of all orders.

PRICES (NOT PREPAID)

No. 9147 TWENTY GRAND	\$1.10
No. 9148 WINGS, Carton	1.10
No. 9149 MARVEL, Carton	1.10
No. 9154 CAMEL, Carton	1.50
No. 9155 LUCKY STRIKE	1.50
No. 9156 CHESTERFIELD	1.50
No. 9157 OLD GOLD, Carton	1.50
No. 9158 PIEDMONT, Carton	1.50
No. 9146 HERBERT TAREYTON, Carton	1.75
No. 9144 RALEIGH, Per Carton	1.75
No. 9162 PHILIP MORRIS, Per Carton	1.75
No. 9163 OMAR, Per Carton	1.75
No. 9165 KENTUCKY WINNER, Per Carton	1.75
No. 9166 KOOL, Per Carton	1.75
No. 9167 SPUD, Per Carton	1.75
No. 9164 FATIMA, Per Carton	2.00
No. 9145 JOHNNIE WALKER, Per Carton	2.50
No. 9168 MURAD, Per Carton	3.50
No. 9169 MELACHRINO, Per Carton	3.50

Pipe Tobaccos

Your favorite pipe tobaccos can also be ordered by mail.

No. 9197 BRIGGS, 16 ounces	\$1.35
No. 9198 GRANGER, 16 ounces	1.00
No. 9200 MODEL, 16 ounces	1.10
No. 9201 PRINCE ALBERT, 16 ounces	1.10
No. 9204 VEINET, 16 ounces	1.10
No. 9206 HILL'S BEST, 16 ounces	1.25
No. 9207 EDGEWORTH, 16 ounces	1.35

Tobacco and Cigarettes Not Prepaid. Postage Extra.

Budweiser Beer

Each case contains 24 12-oz. cans, enough for 48 tall glasses. Well packed to insure safe delivery.

All orders shipped direct from factory distributors nearest you, ensuring fresh stock and minimum shipping charges. Charges Not Prepaid. Average Shipping Charges about 60 cents per Case.
No. 9179, CASE OF 24 CANS Not Prepaid, \$3.50

Auto Distributor Intensifier



The "Sparkmaster" is a distributor intensifier that will give you more speed and power with less gas. Will make the motor run smoother and better. Just try this intensifier on your car and see for yourself the difference it makes. Can be slipped onto the distributor in thirty seconds without tools. Do not confuse this with the jump spark intensifiers that do little or no good. This is patented and cannot be copied. Has bakelite case. Only one intensifier needed for 4, 6 or 8 cylinder car.

No. 4934. Distributor Intensifier.. 250

Explosive Book Matches



Made up just like the small books of matches given away at cigar stores. The back row has the regular matches the front row are the exploding kind. You take a match from the back row which gives

a light in the regular way and hand it to your fellow smoker, who gets a big surprise as the match which he takes from the front row explodes as soon as he lights it.

No. 2770. Price Each Book..... 60
UNAVAILABLE. SENT BY EXPRESS COLLECT

SWISS WARBLER & NIGHTINGALE WHISTLE

The Double-Throated Bird Imitator

This is the genuine Swiss Warbler or Nightingale Whistle, the original Prairies Whistle and Bird Call. It is a little instrument that fits in your mouth easily and without discomfort. With it you can imitate bird calls and the sounds of various animals by following the very simple directions. It is also sometimes called THE DOUBLE THROAT and as such it is of great aid to ventriloquists. It is used by



professional ventriloquists, vaudeville entertainers, whistlers and numerous others.
No. 2858. SWISS WARBLER. 1 Sample for 5c, 3 for 10c, or \$1.00 per 100 postpaid

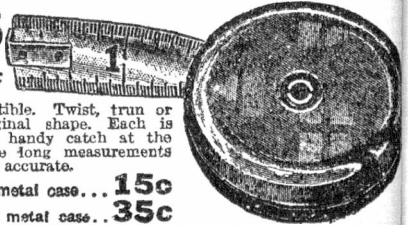
STEEL RULES

Indispensable for Every Handy Man & Mechanic

These Flexible Steel Rules are practically indestructible. Twist, turn or bend them, but they will always resume their original shape. Each is well made of the finest resilient spring steel with a handy catch at the beginning making it possible for one person to make long measurements without any assistance. Finely marked and extremely accurate.

No. 4227. 36 Inch Flexible Steel Rule, with polished metal case... 15c

No. 4228. 72 Inch Flexible Steel Rule, with polished metal case... 35c



JOHNSON SMITH & CO., DETROIT, MICHIGAN

MAGIC MONEY MAKER

ONE OF THE BEST NOVELTIES OUT

INSERT A PIECE OF BLANK PAPER, AND OUT COMES A DOLLAR BILL



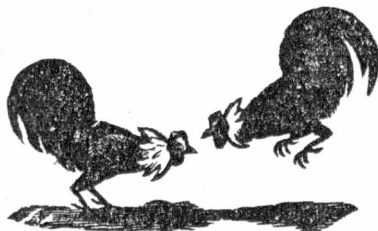
Demonstrate this machine to your friends and they will think that you have discovered something better than a gold mine. You simply insert a piece of white paper, turn the key and out comes 3 nice new dollar bill, you insert another paper, give another turn and out comes bill number two. You can repeat as often as you like. This isn't a counterfeiting scheme, but you can have a lot of fun in making your

friends believe that you are printing real money.

No. S3198. THE MONEY MAKER. Price Postpaid..... **50c**

The Fighting Roosters

A full blooded pair of fighting game cocks
These illustrious fighters have real feathers
yellow legs and fiery red combs, their movements



When fighting are perfectly natural and life-like, and the secret of their movements is known only to the operator who can cause them to battle with each other as often and as long as desired. Independent of their fighting proclivities they make very pretty mantel ornaments

No. 3425. Fighting Roosters. Per Pair..... **10c**
3 for 25c., or 75c per dozen postpaid

MAGIC FLUTE

The Magic Flute, or Humanatone, is a unique and novel musical instrument that is played with nose and mouth combined. There is just a little knack in playing it, which when once acquired after a little practice, will enable you to produce very sweet music that somewhat resembles a flute. There is no fingering, and once you have mastered it you can play all kinds of music with facility and ease. When played as an accompaniment to a piano or any other musical instrument, the effect is charming, as it is surprising.



No. S3478. Magic Flute **10c**

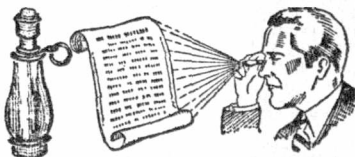
NOSE BLOWER



When some men blow their noses it sounds like a trombone. We have all got accustomed to those queer noises, but now the Nose Blower has come to torment us. It is ingeniously concealed in a handkerchief. On meeting your friends or at a party, after chatting awhile you carelessly take out this handkerchief and proceed to blow your nose. It's like a sudden clap of thunder. The ladies scream, and your male friends will think they hear the whistle of a steam engine. Everybody will put their fingers in their ears when they see you going to blow your nose again. You can blame the hideous noise to your having a very bad cold, and keep up the fun as long as you like.

No. S2192. NOSE BLOWER..... **10c**
3 for 25c., or 75c. per doz. postpaid

Telescope Watch Charms



An imported French telescope watch charm, made of white bone, that contains the Lord's Prayer, the Ten Commandments, Bathing Beauties, etc. Equipped with a microscopic lens so that the Prayer, Commandments, or picture, as the case may be, can be easily read although almost invisible to the naked eye.

No. S147. Lord's Prayer **15c**

No. S148. Ten Commandments **15c**

No. S149. Bathing Beauties..... **15c**

Any 3 for 40c, or \$1.35 per doz. postpaid.

Send orders for goods described herein to JOHNSON SMITH & CO., DETROIT, MICH.

Mushroom Spawn



Mushrooms are very easily raised from our spawn. All you need is a cellar, basement, closet, or spare room that you can close the light out, as they grow better in the dark. Our illustration shows a small shelf utilized for the purpose in the cellar. You can have shelves all round the closet or cellar and you will be astonished at the large quantity you can raise in a very small amount of space. All the little mushrooms you see on this shelf came out in one night. As an article of food there is nothing more delicious or inviting than mushrooms, and they may be cooked in an almost endless variety of ways. By selling them to your neighbors and storekeepers you can make several dollars a week, and several of our customers have informed us that they have made quite a profitable industry from a small investment.

No. 5241. Price per Brick (weight about 1 1/4 lb.)...50c

Automatic Dime Bank



ENCOURAGE THE
YOUNGSTERS TO
SAVE.

NO EXTRA CHARGE
FOR POSTAGE.

Another good and useful Automatic Savings Bank. All on the one principle. This one holds 50 Dimes (\$5), and opens of its own accord when the last Coin has been deposited. Registered scale at the side with holes enabling you to see at a glance how much money the Bank contains at any time.

No. S2586. Dime Bank.....15c

CHANGE PURSE



Pocket size, nickel plated, and will hold \$2.50 in pennies, nickels, dimes and quarters. Four strong springs hold the coins in place, and a slight pressure with the thumb instantly brings the coin wanted into your hand. No more fumbling in your pocket or pocketbook

get a certain coin wanted.
No. S2587. Change Purse.....25c

DANCING SKELETON

A jointed figure of a skeleton fourteen inches in height, will dance to music slow or fast, keeping exact time, and performs various gyrations and movements while the operator may be at some distance from it.



When handed to the operator, it is simply placed in position, when it will seemingly become endowed with life, and begins to move. At the command of the operator (who may be in any part of the room) it will lie down, stand up, dance, etc. For exhibition in the parlor, before social gatherings, etc. It never fails to create fun and amusement. We send full and explicit directions with each Skeleton, by the aid of which anyone can readily make it perform, to the astonishment of their friends or the public.

No. S3433. Dancing Skeleton.....10c
3 for 25 cents, 1 doz. for 75c.

Back Seat Driver's Card



There is a neat cardboard folder, with the wording "INSTRUCTIONS FOR BACK SEAT DRIVERS" on the outside. What it contains on the inside when opened we prefer not to mention here. It isn't confined

to many words, but what it does say is certainly brief and to the point. Have a few of these cards on hand; you'll need 'em.

No. S2856. Back Seat Driver
Cards. Each.....5c
3 for 10c., 25c. per doz., \$1.50 per 100.

THE RIBBON FACTORY FROM THE MOUTH TRICK



If you want to have some fun, send for this Ribbon Factory Trick and draw yard after yard of various colored ribbons from an apparently inexhaustible supply. After filling a basket or covering the floor with ribbons, you can state that you feel much relieved after getting rid of your load.

No. S3202. Ribbon Factory Trick...10c
3 for 25 cents, 1 doz. for 75c

PEA-MATIC

REPEATER-12 SHOT

HARMLESS
ACCURATE

25c
Post-paid.



Here it is, boys. You can have an immense amount of fun with this new pistol. It shoots 12 to 15 ordinary peas without reloading. All you need do is to load the gun with peas, pull the trigger and keep on firing until the barrel is empty. Then reload and fire again. It is absolutely harmless and safe. Nothing to explode. These pistols sell like hot cakes, so get yours AT ONCE. Be the first boy in your town to own one of these automatic repeating pistols and be the envy of all the other kids in the neighborhood. Remember, unlike most other guns, it costs practically nothing for ammunition.

No. 7481. PEA-MATIC 12-SHOT REPEATER. Price Postpaid. . . . 25c

AUTO TIRE BANG!

Sounds Exactly Like a Blowout
"IT STOPS THEM ALL!"

10c

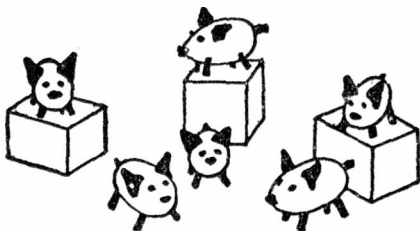


The Auto Tire Bang is attached to a small cardboard disc and a spring wire by means of which it is quickly attached to the tire. If placed underneath the fender it is out of sight. On the first revolution of the wheel, it explodes with a loud bang as soon as the wheel rolls over it. The driver gets out in a hurry to change tires, thinking he has a blowout, and even the victim is pleased when he finds he has merely been the victim of a practical joke. Not mailable. Shipped by Express only. Not prepaid.

No. 6536. Auto Tire Bang. Each. . . 10c
3 for 25c, or 75c per dozen.

THE MYSTERY MOVIE PIG

What Makes It Move?



S-S-S-H! Don't tell. It's a secret! ! ! Every one baffled as to how it works or why the little pig winks its eyes, wiggles its ears and nose, or wags its tail. But YOU know, for all you have to do is to catch a good lively fly or bug and put him inside, and then the fun begins. Put in two or three—the more the merrier. Let them out at night to have their dinner and exercises and get more lively ones in the morning. But don't tell the secret. Keep them guessing. For there is no machinery inside and it is NOT electricity NOT air, NOT radio, NOT water.

No. 2899. Mystery Movie Pig. . . . 25c

AUTO SCARE BOMB

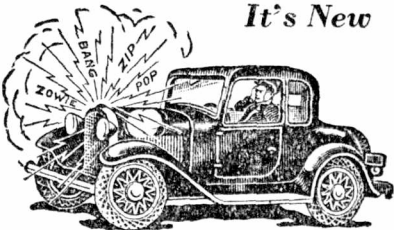
The Auto Bomb is attached to the motor of your car, fastening one wire to the spark plug terminal and the other wire to any part of the motor to serve as a ground. The instant your "victim" steps on the starter, there is a shrill whistle, followed by a loud bang. The driver thinks his car has exploded. Can be attached in a few seconds. Does not harm the car. Gives you more protection than an insurance policy—catches the thief in the act. Not mailable. Sent by Express only. Not Prepaid.



No. 6534. Auto Scare Bomb. Price 15c
3 for 40c or \$1.35 per dozen

The Auto Skunk

It's New



Attach to the motor of an automobile in accordance with the directions, then "STAND BY" and watch the fun. The driver gets into the car, presses the starter and the contact sets off the Auto Skunk. A dense cloud of smoke immediately envelops the front of the automobile, causing the driver to get out of the car and lift the hood. Upon lifting the hood, the driver receives the full force of the violent odor that has accumulated from the "Skunk." Not Mailable. Shipped by Express only.

No. 6535. AUTO SKUNK. Each. . . 12c

LEARN to PITCH real CURVES

By The World's Greatest Pitchers

Prepares you mentally, morally and physically to become a great baseball player and a great athlete. Special course of lessons by **CHRISTY MATHEWSON**, who explains the secret of how to throw the great "FADEAWAY" ball, so much feared by the great batters; **ED WALSH**, the pitcher who discovered the secret of throwing that famous, mystifying, and unhitatable "SPIT BALL"; **JOE WOOD**, the "Smoke Ball" marvel, next to the speediest pitcher in the world; **WALTER JOHNSON**, the man who has struck out more league batters in a single season than any other pitcher known; **NAP RUCKER**, inventor of the "Knuckle Ball"; and **DOC WHITE**, who teaches you the art of Shadow pitching by which you can develop control and speed necessary to become a star pitcher. Clearly described and illustrated by 56 pictures. Everything complete for **ONLY 25 cents** postpaid anywhere. Nothing more to buy.

**PRICE
25c**



New Book On ROPE SPLICING

Useful Knots, Hitches, Splicing
How Different Knots are Made and What
They are Used For



**PRICE
10c
POSTPAID**

A most practical handbook giving complete and simple directions for making all the most useful knots, hitches, splices, rigging, etc. Shows how different knots are made and what they are used for—the use of ropes and blocks, different methods of applying them, etc. Gives a table showing the approximate efficiency of knots in a percentage of the full strength of the rope. Over 100 illustrations, including 37 Heraldic Knots. Of great value to mechanics, riggers, campers, boatmen, Boy Scouts, Army and Navy men and others. **PRICE 10c** postpaid.

Mystery Speed Boat



**Sensational
New
Novelty**

Runs for hours without mechanism of any kind. Will run several miles per hour. Kicks up the water and put-puts just like a real motor boat. A small lighted candle under pan of boat, or small supply of canned heat generates steam, making it skim over the water like a regular speed boat. Costs practically nothing to operate. Runs wherever there is water—in a bath tub, dishpan, small pond—anywhere at all. Any child can operate it. Made entirely of metal, attractively finished in colors. It is safe, fool-proof. **PRICE** with supply of candles **ONLY 15c** postpaid.

SEE-O-SCOPE

Periscope—Detectoscope—Crazyscope
See over a fence, around corners, etc.



See
Without
Being Seen

THREE DIFFERENT INSTRUMENTS IN ONE — PERISCOPE, DETECTOSCOPE, CRAZYSCOPE. The PERISCOPE permits you to see over fences, look at ball games, around corners, etc., without being seen. If in a crowd you can look over the heads of those in front of you and see all the fun. With the DETECTOSCOPE or LOOK-BACKROSCOPE you can see what is going on behind you or see who is following you without turning around. It's like having eyes in the back of your head. The CRAZYSCOPE makes things look "crazy," for it turns everything—people, automobiles, etc., upside down. Every Boy Scout should have a SEE-O-SCOPE for spying and everyone else who wants some rare amusement. Well and strongly made. With ordinary use should last a lifetime.



25c

Magic Trick Cards



With these cards you can perform some of the most wonderful illusions. You can change eights to duces, blacks to reds, etc. The transformations are truly wonderful. **Price 10 Cents**, with instructions, postpaid.

Big novelty catalog 10c. Stamps accepted.

OUR BIG ENTERTAINER -- 15c

326 Jokes and Riddles, 25 Magic Tricks, 10 Parlor Games, 73 Toasts, 13 Fairy Tales, 105 Money-making Secrets, 22 Monologues, 21 Puzzles and Problems, 5 Comic Recitations, 10 Funny Readings, 11 Parlor Pastimes, 13 Flirtations, 1110 Girls and Boys Names and their Meanings, 10 Picture Puzzles, 69 Amusing Rhymes, 37 Amusing Experiments, Deaf and Dumb Alphabet, Shadowgraphy, Gypsy Fortune Teller, How to tell Fortunes with Cards, Dice, Dominoes, Crystal, Coffee Cup, etc., Hypnotism, Ventriloquism, Cut-outs for Checkers and Chess, Dominoes, Fox and Geese, 9 Men Morris, Spanish Prison Puzzle, Games of Anagrams, 25 Card Tricks, Crystal Gazing, etc.



Big novelty catalog 10c. Stamps accepted.

Address all orders for goods described herein to
JOHNSON SMITH & CO., 6615 E. Jefferson Ave., DETROIT, MICH.

10c ELECTRIC MOTOR

6,000 Revolutions per Minute

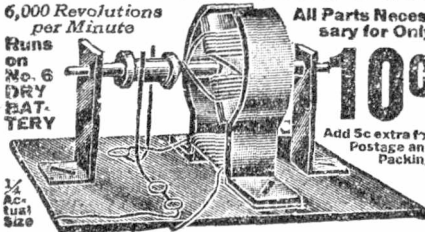
Runs on No. 6 DRY BATTERY

All Parts Necessary for Only

10c

Add 5c extra for Postage and Packing

1/4 Ac. - Just Size



An Electric Motor for 10c. Sounds almost unbelievable but it is perfectly true. We send all the parts packed in a neat box, with full directions for assembling. No trouble at all putting it together—it is FUN. Takes but a few minutes. And OH BOY! Isn't it speedy! Runs on a No. 6 or similar dry battery. You can learn more about a motor in 30 minutes than by hours of study. Perform many novel and interesting experiments with it. PRICE 10c with 5c extra for postage and packing. No charge for postage if 3 or more are ordered.

No. 4920. ELECTRIC MOTOR. Price 10c

Explosion Fillers

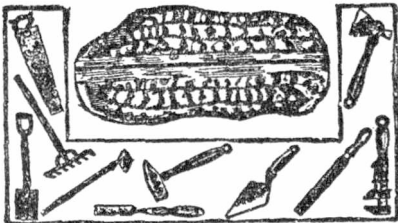


These are small pieces of wood, like the end of a toothpick, that you can insert in cigars and cigarettes to make them explosive. They are chemically treated and after the cigar or

cigarette is alight for a short time, it goes off with a loud bang to the profound astonishment of the smoker. There are 10 pieces in each package.

No. S2741. Explosion Fillers. Pkg. 10c

COMPLETE Tool Set in a Nutshell



The Smallest 10-piece Tool Set in the World, made of white metal, silver finish. Set consists of 1 hatchet, 1 saw, 1 trowel, 1 chisel, 1 file, 1 hammer, 1 wrench, 1 hoe, 1 rake and 1 spade, enclosed in an imitation jumbo peanut 3 inches long.

No. S5778. Tool Set in Nutshell. 15c

3 for 40c., or \$1.35 per doz. postpaid.

JOY BUZZER

(Hand Shaker and Tickler)

FUNNIEST JOKER'S NOVELTY EVER INVENTED!



Use the ring as a key to wind it.



Wear it as a ring—the Buzzer in the palm.



It "shocks" them when they shake hands.



It makes them jump if they are ticklish.



They will hit the ceiling if they sit on it.



Under a sheet it feels like a mouse.

Attached to one end of the Joy Buzzer is a brass ring that slips over the second finger, allowing the Buzzer itself to be concealed unobserved in the palm of the hand. Inside the Buzzer is a clock-work mechanism that is wound up. Projecting from the center of the Buzzer is a brass point, and a little pressure upon this point releases the mechanism. Shake hands with some one and see the shock the person receives when he unconsciously releases the mechanism of the Buzzer. If he is ticklish, watch him jump. Place it on a chair and watch the commotion when some one sits upon it. Place it under a pillow—under a sheet it feels like a mouse. You can use it as an ordinary "tic-tac" on a door or window—use it to awaken a sleeper by holding it on the sole of the foot or just behind the ear—try it on the window of an automobile just as the gears are shifted; they will think the engine is "busted." Dozens of other uses will suggest themselves to you. Made entirely of metal; you will get more than your money's worth of fun out of this little contraption.

No. S2955. JOY BUZZER. Price..... 28c

THREE SHELL GAME



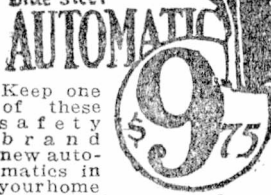
The old shell game. An old one that is always new. You can make the pea appear underneath any shell you wish, and no matter what shell is picked by a spectator he is shown to be always wrong. Watch them sit up and take notice when the little pea moves mysteriously from one shell to the other. NOTE. This trick is sold for entertainment purposes only. Complete with directions.

No. S2936. Three Shell Game... 25c

JOHNSON SMITH & CO.,

Protect **HOME** Your **and Earnings**

with this
25 Calibre
regulation
blue steel

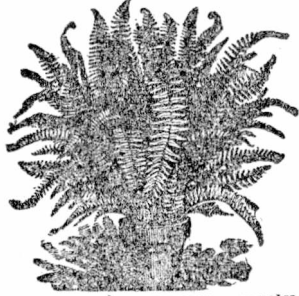


Keep one of these safety brand new automatics in your home and be fully protected against burglars, thieves and holdup men. It's a terrible fright to wake up in the night—hear noises down stairs or in the next room—and realize your neglect has left you wholly UNPROTECTED.

Buy one of these automatics and be always fully protected. Handsome blue steel, gun-metal finish. HAS DOUBLE SAFETY and is practically "fool-proof." Accurate aim, rifled barrel, hard rubber, comfortable checkered grips, safety lever, 7 cartridges. Small, lies flat in pocket. Can be shipped by express only.

*No. S9045 is 25-calibre, 7-shot, as illustrated. Big Bargain **\$9.75**
Our Price.....
*No. S9046 is larger size, 32 calibre, military model, automatic 7-shot. **\$11.00**
Big Value, only.....

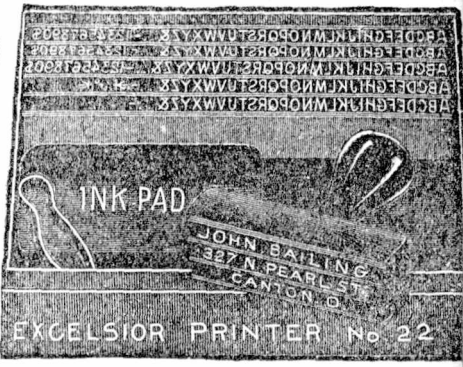
FERNS GROWN FROM SEED



Ferns can be grown easily from seed. Fill a clean pot with fine earth. Put the pot in a saucer and immerse with boiling hot water to kill all weed, seeds or insects in the soil. After the soil has cooled, strew the fern seed over the top of the soil but do not cover it. Put a piece of glass on top of the pot, and keep the saucer full of water. Never put water on top of soil. In a short time the soil will be covered with a green moss-like growth, and in a few weeks the little fern leaves will appear.

No. S5060. Per Package..... **10c**

RUBBER TYPE SET



This printer is larger than our No. 21, and contains five fonts of large type, with punctuation marks, three sets of figures from 1 to 10, three \$ marks, pallet with enamelled handle for holding type, ink pad in metal box with cover, and type tweezers for setting type, making a very complete outfit, with which a great variety of printing can be done. With these Printing outfits of ours a boy can combine pleasure and business printing cards, envelopes or small handbills and circulars for his companions or business associates at a profit, and at the same time learn the art of setting type and printing, which in later life may be of great value to him.

No. S2362. No. 22 Type Set..... **30c**

No. 23 Rubber Type Set

This is a still larger outfit as it has both capitals as well as small letters. This outfit contains not less than 266 letters, figures, punctuation marks, ornaments, spaces, etc., and comes complete in box with holder for setting 3 lines of type, tweezers and self-inking stamp pad. Size and style of type is as follows: **AAAAaaaaaaBB**

This is an excellent set for business or personal use.
No. 2363. Box of Rubber Type..... **50c**

Junior Rubber Type Set

Complete with over 67 letters (capitals only), stops, 2-line type holder, tweezers and self-inking stamp pad. You can mark linen, books, papers, envelopes, cards, etc. As a card printer you can set up name, etc., and print 500 cards an hour. It will thus be found not only a source of profit, but also of great amusement and instruction. Size of type 3-16 inch.
No. 2361. Junior Rubber Type Outfit. **15c**

SURPRISE SOAP



The fellow who unwittingly uses this soap has a very big surprise coming to him. It is an exact duplicate of an ordinary piece of soap; BUT it contains a chemical that acts like a dye as soon as it comes into contact with water. The result can be better imagined than described.

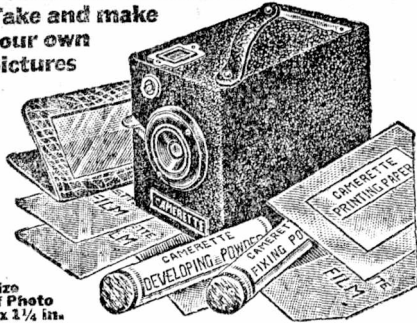
No. S2198 Surprise Soap **15c**

CAMERA AND COMPLETE OUTFIT

(Add 10c for postage and packing)

Take and make your own pictures

Size of Photo 2 x 1 1/4 in.



Although this apparatus is so MARVELLOUSLY CHEAP, it is quite efficient, and will take SPLENDID PICTURES. Just the thing for beginners in photography. It takes pictures not quite 2 x 2 1/4 inches with clearness, sharpness and distinctness. Loads in daylight. Has a VERY GOOD LENS; BRILLIANT VIEW FINDER, a simple yet effective SHUTTER, time and instantaneous leatherette handle. Comes complete with 4 FILMS, 1 package of PRINTING PAPER, a neat little PRINTING FRAME with glass top, and a SUPPLY of CHEMICALS for developing, fixing and turning out the finished picture. Full printed instructions so plainly written that a child cannot fail to understand. Never before has such an inexpensive opportunity been offered of indulging in the fascinating art of photography. With this outfit you can take portraits of your friends, views of places of interest you may visit, and snapshots of curious events and quaint characters. THE CAMERA AND COMPLETE OUTFIT FOR ONLY 35c (Canada and foreign 50c) With 10c extra for postage and packing. EXTRA FILM 10c per package of 5 FILMS. EXTRA PRINTING PAPER 10c per package.

35c Blank Cartridge Pistol

REVOLVER STYLE

.22 CAL. MADE IN 3 SIZES



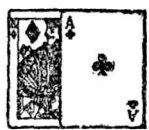
25c
50c
\$1.00

Three new models now out 25c, 50c and \$1.00. Well made and effective. Modelled on pattern of latest type of Revolver. Appearance alone enough to scare a burglar. Takes 22 Cal. Blank Cartridges obtainable everywhere. Great protection against burglars, tramps, dogs. Have it lying around without the danger attached to other revolvers. Fine for 4th July, New Years, for stage work, starting pistol, etc. SMALL SIZE 4 in. long 25c. MEDIUM SIZE 5 in. long 50c. LARGE SIZE 6 in. long \$1.00. BLANK CARTRIDGES 50c per 100. HOLSTER (Cowboy type) 50c. Shipped by Express or by not prepaid. 710 page catalog of other pistols, sporting goods, etc. 10c

Fortune Telling by Cards

Dice, Dominoes, Crystal, etc.

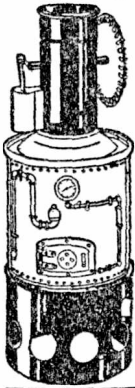
Book shows how to tell fortunes with cards, dice, dominoes, crystal, etc. Tells the meaning and significance of every card. Several different methods explained and fully illustrated. Crammed full from cover to cover with complete information on fortune telling. PRICE 10c postpaid. Stamps accepted.



BIG STEAM ENGINE

NEW POWERFUL MODEL JUST OUT

25c Add 10c for postage and packing



The world's biggest value in mechanical toys. A great big steam engine, measuring 7 inches in height by 2 1/4 inches in diameter (7 1/4 inches in circumference) for ONLY 25c. You should see it run. toc. It's a revelation to see the fly wheel spin around at a great rate as soon as you "get steam up." Just light up, fill the boiler with water, and in a few minutes the engine is running at top speed. New model just out, runs on alcohol or canned heat—MORE POWER. Has fly wheel for running small mechanical toys.

Fully Tested—Guaranteed to Run

It is foolproof, harmless, fully tested and guaranteed to run. A scientific toy that illustrates the principle of the steam turbine. Runs for hours on one filling of water. Every boy should have one. Wonderfully well made—splendid value for the money. Sell for ONLY 25c, with 10c extra for postage and packing. Really worth double. Electric Model of same engine also available. Price 85c, postage 10c extra.

Electric Telegraph Set 15c

BOYS!

A private Electric Telegraph Set of your own for 15c. Lots of fun sending messages to your friends. Better still get two sets, hook them up in the directions for TWO-WAY MESSAGES (sending and receiving).

No trouble at all to operate with the simple instructions that accompany each set. Operates on any standard dry battery obtainable everywhere. With this outfit you can learn to transmit and receive messages by the Morse International Code, and in a very short time become an expert operator. Mounted on a wooden base measuring 4 x 8 in., first class construction throughout. Complete with key, sounder, magnet, miniature Western Union blanks, pack of 16 in. blank paper (fully illustrated instructions)—ALL FOR 15c. No postage or battery required. (Canada and foreign 20c.)



Add 10c for 64 page book "BOY ELECTRICIAN" tells how to make batteries, dynamos, motors, radios, bells, engines, alarms, coils, etc. Written especially for boys so anyone can understand. 100 illustrations. ONLY 10c.

Novelty Catalog 10c.

Send 10c extra for our MAMMOTH CATALOG of novelties, jokes, tricks, puzzles, books, etc., etc. Only catalog of its kind in existence. JOHNSON SMITH & CO.

CRYSTAL RADIO RECEIVER \$1.00



Say what you will about Electrical and Battery Sets, a CRYSTAL set has them all beat for simplicity and clearness of tone. There is absolutely no noise and no distortion—no batteries to buy—no tubes to wear out—no maintenance expense whatsoever. Cost nothing to operate and will last indefinitely. Reception is loud and clear. This Receiver is guaranteed to work equal to the most expensive Crystal Set you can buy. Has a receiving radius of over 25 miles, or under favorable conditions up to 100 miles. Constructed of the finest materials throughout, including superconductive crystal, assuring quick results. PRICE of Receiver only \$1.00 postpaid. Or complete with Ear Phone and Aerial Kit—everything all complete—nothing more to buy. \$2.95 postpaid. Johnson Smith & Co., Dept. Racine, Wis.

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Just what you've always wanted. A powerful high grade Air Pistol, shaped like an Automatic, pocket size. Fires B. B. shot obtainable anywhere. Very powerful yet perfect for boys to handle. Two styles—Single Shot Pistol or Repeater. The Repeater fires 10 shots in one loading. The Single Shot Pistol shoots Air Rifle Darts in addition to B. B. Shot. Well made and durable; all metal parts nickel plated, natural grain wood stocks. Front and rear sights. Weights about 10 ounces. Not Prepaid. PRICES: Single Shot Pistol . . . \$2.50 100-Shot Repeating Pistol . . . \$5.00



Shoots B. B. Shots

10c CHEAP AND POPULAR BOOKS 10c

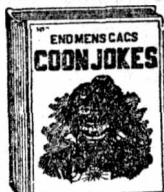
EACH BOOK CONTAINS 64 PAGES
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A collection of "You-tell-Em" funny sayings that were all the craze in America. No. 1950. PRICE 10c



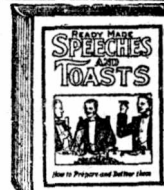
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Cowboy Songs

Sensational collection of famous original Cowboy Songs and Mountain Ballads. Complete with words and music, guitar chords and piano accompaniment, ukulele chords and vocal arrangements, made popular by Gene Autry, the popular Cowboy Yodeler. Contains 30 big hits such as: That Silver Haired Daddy of Mine, The Gangster's Warning, I'll be Thinking of You Little Gal, My Old Pal of Yesterday, Why Don't You Come Back to Me, Rheumatism Blues and 24 others. All contained in big 64-page book—full size. **39c**
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25 sensational copyrighted songs, sung by Ken Maynard, including Wheels of Destiny (theme song), The Trail Herd (theme song), Singin' on the Range, Utah Carroll, My Little Cow Pony and 1, The Lone Cow Trail, The Dreaky Black Hills, The Zebra Dun, A Vaguero's Song of Love, Curly Joe, When the Sun Goes Down on the Range, In Trail of Memory and 20 others. Each song has melody, ukulele chords, words, piano accompaniment and guitar chords. A big budget of 64 large pages. **39c**
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Black Art

THE MAGICAL SCIENCES

CONTAINS
Electrical Psychology, Mesmerism,
Alchemy, Necromancy,
Witchcraft, Etc.

'Secrets of Ancient & Modern Magic

Secrets of Houdini & Heller Exposed!

Sensational feats of magic, clearly illustrated and explained, can be performed by you! Just a few of them: Cabinet of Skeletons, Making a Living Woman Sleep in Mid Air, Vanishing Glove, Chinese Ring Trick, Taking a dozen Live Babies from Hat, Flying Glass of water, Sphinx Illusion trick, changing Rabbits to Goldfish.

Fresh Flowers grow from an empty Flower Pot, Produce Eggs from any one's mouth, Catch an unseen Card on the point of a sword, the famous Indian Basket Trick and Sword trick, to make Borrowed Articles suddenly appear on a Picture Frame, etc., etc. In most cases the equipment required is not elaborate, and simplified methods of presenting the trick are given that do not detract from the effect. In other words, every effort has been made to make sure that YOU can do all the tricks listed above.

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Complete introduction to the Stenographic Art, as used for Business Correspondence and Verbatim Reporting. Illustrated by plates having Printed Keys. Based wholly upon a system that has been reduced to every-day practice. A boy of 12, by this method, will learn in a week what would take an adult over a year by the old way.

Any one can, in a short time, report Sermons, Speeches, Trials, etc., with ease and rapidity. This is really the only simple and practical book on Shorthand published and it will be a profitable investment.
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This book contains numerous secret signs as taught by the art of flirting with fan, gloves, handkerchief, parasol, etc. The following is a brief summary of the contents: Flirtations by means of postare stamp, handkerchief, hat, glove, eye, parasol, cigar, pencil, window signalling, dining table signalling, signals of the absent, the science of kissing, how to make love, ingenious love letters with double constructions, all about courtship and marriage, practical advice to a newly-married couple.

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Meat, Vegetables, Fish, etc.



A practical treatise on Canning, Pickling, Smoking and Preserving of various kinds of Meat, Fish and Game; also how to preserve and keep fresh and full of flavor Fruits, Berries and Vegetables, to which is added complete directions for making various pickles and condiments. The directions can be easily followed. The manner of doing all the things above has been fully tested. Canning, Preserving and making candies are all

sure money-making processes. No. 1051. Canning, Pickling, Smoking and Preserving. Price. . . . **25c**

PHOTOGRAPHY

For Beginners

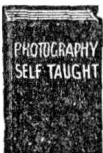
No other hobby presents so much permanent pleasure as photography. Quite apart from the stimulating pastime in itself this many-sided art offers undreamed of possibilities of application. Whatever aims or objects you have in view, you will always be able to obtain full gratification. Do you want snapshots to remind you of your travels and excursions? If so, let the camera be your companion, and your pictures will be a constant source of pleasant reminiscences to a much greater degree than bought pictures ever could be. Photography is not a very difficult art. It is a simple matter to produce good pictures, and if you will adhere to the methods recommended in this book, you will have no reason to fear that your photographs will be spoiled by failures. Here is a brief summary of the book: How a photograph is made—How a camera works—Making an exposure—Work in the dark room—Developing the negative—Printing the positive—Photography indoors—Outdoor photography—Instantaneous action picture—Home portraiture. Numerous illustrations. **No. 1651. Photography for Beginners 10c**



PHOTOGRAPHY

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One of the best books for amateur photographers published. Contains over 150 pages—16 chapters, with numerous illustrations. A complete handbook on photography from start to finish for the amateur and beginner. Everything is written in plain, simple language, and each subject is exhaustively dealt with from start to finish. Every division of this most fascinating art treated in a most thorough and pleasing manner. **No. 1650. Photography Self-taught 35c**



HOW TO WRESTLE



This book will put you wise to all the tricks and wrinkles of attack and defense, which, if studied and practiced, will make you a first-class wrestler. With the knowledge contained in this book, a skilled but comparatively weak man can easily establish superiority over a far stronger but less scientific opponent. The book is written by an expert and contains the full instructions of a former champion wrestler. It tells how to trap a man immediately following your initial hold, explains various Holds, Throws, Swing-Overs, Grips, etc., including the Half Nelson, Grape Vine Hold, Head and Crotch Throw, Chancery and Swing Over, Waist Hold, Arm Hold and Back Heel, Crotch Hold, the "Halch" or Head Throw, the Double Bridge, Cradle Hold, the Buttock and Counter, Foot, Head, Ground and Shoulder Holds, Escapes, Clever Counters, a Jiu Jitsu Throw, Various Grips, etc. The book is complete in every respect, contains nearly fifty illustrations, and is written in plain, everyday language that anyone can easily understand. The information given in this book is easily worth ten times the small sum asked. **No. 1267. How to Wrestle. Price 25c**

No. 1267. How to Wrestle. Price 25c

Our Book Of FORBIDDEN KNOWLEDGE

At last here is a book freely revealing many of the Hidden Secrets of the Ancients. This book has been compiled from various rare and secret books, and contains much valuable information. Here is a brief description of the contents: **BLACK MAGIC REVEALED**—Secret method of mesmerism and hypnotism—How to make others think of you and love you—How to charm those whom you meet and love—Electrical psychology—How to perform the Davenport Brothers Spirit Mystery—How to be a spirit medium. **SUPERSTITIONS**—Color superstitions—Lucky and unlucky days—list of fortunate hours—Lucky dreams, etc. **CHARMS, SIGNS AND OMENS**—Talismans, charms, spells and incantations to overcome evil influence—The black cat—Metagrammatism or how to tell fortunes by the transposition of names—The silent language—How to write love letters secretly—How to get rich and live happily married, and much additional information. **No. 1643. Forbidden Knowledge. 10c**



GUIDE TO HORSE OWNERS



This book contains just about everything about a horse worth knowing. Written by a noted veterinary surgeon of great experience. Tells the kind of horse to buy; how to manage horses; break and train horses; shoe a horse; cure all kinds of horse diseases. The very best advice on buying, breeding, rearing, training, shoeing, taming, feeding, breaking and doctoring horses. Tells how to make a horse lie down; how to catch a wild horse; teach a horse to pace; to make a horse stand, sit on its haunches, come down to mount, follow you, make him stand still without hitching, to prevent him from running away; how to tell age of a horse, etc. **No. 1355 Guide to Horse Owners 25c**

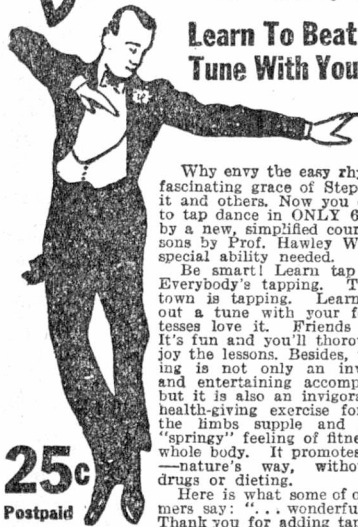
MONEY MAKING SECRETS

Contains dozens of plans, ideas and money-making opportunities for everybody. Enterprising, ambitious men and women, boys and girls will find scores of dollar-making ideas that can be turned into cash right in your own home in your spare time. Every plan thoroughly practical and has actually been successfully worked. Little or no capital required with many; with a little effort can be made to yield big profits. Tells how to raise pigeons for profit. Many formulas and trade recipes given and instructions to make many useful household articles, etc. Also tells how to build a practical radio, materials for which can be bought for a few cents. **No. 1253. Star Money Maker..... 10c**



TAP DANCING

Learn To Beat Out A Tune With Your Feet
It's Easy



Why envy the easy rhythm and fascinating grace of Step'n Fetch-it and others. Now you can learn to tap dance in **ONLY 6 HOURS** by a new, simplified course of lessons by Prof. Hawley Wilson. No special ability needed.

Be smart! Learn tap dancing. Everybody's tapping. The whole town is tapping. Learn to beat out a tune with your feet. Hostesses love it. Friends adore it. It's fun and you'll thoroughly enjoy the lessons. Besides, tap dancing is not only an invigorating and entertaining accomplishment, but it is also an invigorating and health-giving exercise for making the limbs supple and giving a "springy" feeling of fitness to the whole body. It promotes slimmness—nature's way, without pills, drugs or dieting.

25c

Postpaid

to my accomplishments." And another: "My friends were amazed. I dare not recommend your course for fear of competition."

No. 1304. Tap Dancing. Price... **25c**

Art Of Dancing

LEARN THE CARLO, CONTINENTAL, RHUMBA, KISS DANCE, ETC.

LEARN TO DANCE THE LATEST STEPS. Be popular this season. Really good dancers are always admired—

always popular guests. Partners welcome them eagerly. With the aid of this book you can learn the newest, smartest steps without a teacher and become a dancer who is sought after.

After following the instructions in this new book you won't need to make excuses when the dance music starts. Besides, you'll get lots of fun out of parties and dances. If you want to become a perfect dancer, learn to dance at home this new, easy way.

WHAT THE BOOK TELLS:

How to develop poise and control, how to improve your dance steps, the art of holding, how to walk to music, how to lead, how to do the latest Fox Trot Steps, Natural and Reverse Turns, the Reverse Wave and Change of Direction Steps, the Quickstep, swaying to music, how to Waltz, Backward Changes, how to do



100 ILLUSTRATIONS
16 CHAPTERS

the Continental, the famous Kiss dance, the Manhattan Dance, the College Rhumba, the Carlo, the Charleston, etc., etc. 16 chapters, nearly 100 illustrations are given; everything is made so plain that you'll be dancing before you know it.

No. 1301. Art of Dancing. Price **25c**

HOW TO DANCE

This book is intended to teach the art of dancing to those unable to avail themselves of the services of a professional teacher. The author has made this book so simple and plain that any person of ordinary intelligence can understand it and learn how to become a first-rate dancer without the aid of a teacher.

The Primary Positions of the feet are carefully illustrated and explained; this is absolutely essential in order to learn correctly as it gives the key, and is the starting point for all the rest. Explanations and diagrams of all movements in "ROUND" and "SQUARE" dances and MARCHES, also the MODERN DANCES, including FOX TROTS, TANGOS, ONE STEP, COLLEGIATE STEP, etc., etc. The book contains a few words on the etiquette of the ballroom, which should be read by all, as it tells how to hold your partner, how to ask a lady to dance, conversations, calls, etc.



25 CENTS

SQUARE DANCES—The March, Quadrille, Movements, The Plain Quadrille, Fancy Quadrilles, The Jig, Gavotte, Minuet, The Scoble, The Star, The Basket, The Surprise Quadrille, The Lancers, The Royal Lancers, The Caledonians, The Prince Imperial, Waltz Quadrilles, The Glide Lancers, The Virginia Reel, Pop Goes the Weasel, The Glide Caledonians; **ROUND DANCES**, Old and Modern Waltzes, The New Society Waltz, The Redowa, "The Raquet" or "Knickerbocker," The Polka, Polka Mazurka, Polka Relews, Bohemian Polka, The Schottische, The Galop, The German, The Maze, Two Step, Three Step; **MODERN DANCES**, Tango, Fox-Trot, etc. It gives the figures of the GERMAN, The Maze, The Cheated Gentleman, The Mysterious Hands, The Auction, The Rope, Blind Man's Bluff, The Handkerchief Chase, The Apples, The Two Lines, Puss in the Corner, Knot, Serpent, Baskets' Grand Chain, Jerusalem, etc.

No. 1302. How to Dance. Price... **25c**

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The elements and practice of this art, so popular on the minstrel and vaudeville stage, are simplified and fully explained in this book, showing the steps and figures, giving examples, explanations of the terms used, and all information necessary for becoming a thorough and graceful dancer. The book also contains appropriate music for different styles of dances, also song- and dance sketches with music. It is well printed and bound in a colored cover.

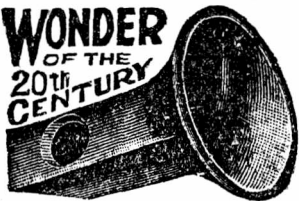
No. 1303. Clog Dancing Made Easy **15c**

Seebackroscope

WONDER
OF THE
20th
CENTURY

**AN OPTICAL
CURIOSITY**

See what is
going on be-
hind you.



With the See-Back-Roscope you can see behind without turning your head. It is like having **EYES IN THE BACK OF YOUR HEAD**, and when people do not know you are looking, you see some interesting sights sometimes. The instrument is made of hard rubber and is placed over the eye in much the same way as the magnifying glasses used by jewelers and watch repairers. Persons are often anxious to see who is following them without attracting attention by turning around, and this instrument does the work for you. If you fear your best girl is flirting with the other fellow, place the Seebackroscope to your eye when she thinks you are not looking. **PRICE 15 CENTS**

DAISY WATER PISTOL

25c
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The Daisy 6 Shot Repeating Water Pistol is the very latest design in Water Guns, patterned after the latest type of Police revolvers. It is made from steel, with blued finish. Very simple to load and discharge. No rubber bulb to get out of order. Great sport for boys and girls, as it throws a fine stream of water a distance of 25 feet. When diluted ammonia is used, it makes a very effective weapon against vicious men and animals. Measures 7 inches in length, and weighs over 6 ounces.

PRICE 25 CENTS POSTPAID.

SEX INDICATOR

FEMALE

MALE



An amusing and entertaining novelty.

Hold it over a woman's hand and it is supposed to describe a complete and continuous circle. Hold it over a man's hand and watch it move back and forth like a pendulum. We have made innumerable tests, and while we have never been able to figure out how it's done, we have never seen it fail. Many novel and interesting experiments may be performed with it. Try it for testing the sex of animals, cats, dogs, rabbits, butterflies, etc. Sold as a patent egg tester in Europe. **PRICE. 10c each, 3 for 25c.**

Big novelty catalog 10c. Stamps accepted.

Old Secrets and New Discoveries

"THE TREASURE CASKET OF MYSTERIES"

Containing information of rare value for all classes, in all conditions of society. The following is a summary of its contents:



IT TELLS all about Electrical Psychology, showing how to hypnotize any person, and make him, while under the influence, do anything you may wish him to do, no matter how ridiculous it may be, for he cannot help doing it.

IT TELLS how to Mesmerize. Knowing this you can place any person in a mesmeric sleep, and then be able to do with him as you will. This secret has been sold over and over again for \$10.

IT TELLS how to make a person at a distance think of you—something that all lovers should know.

IT TELLS how to charm those you meet and make them love you, whether they will or not.

IT TELLS how spiritualists and others can make writing appear on the arm in blood characters, as performed by Foster and all the noted magicians.

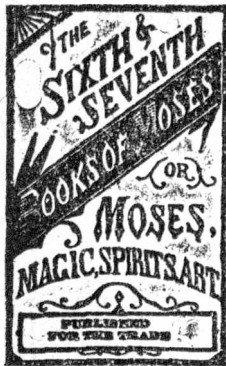
IT TELLS how to plate and gild without a battery; how to make a clock for 25 cents; how to banish and prevent mosquitoes from biting; how to make cologne water; artificial honey; how to make large noses small; to cure drunkenness; to copy letters without a press; to obtain fresh-blown flowers in Winter; how to make a quart of ink for a dime; how to make different kinds of soap, ink, cements, polishes, glues, perfumery, face paints, etc.; how to make different kinds of candy.

IT TELLS how to make a horse appear as though he were badly foundered; to make a horse temporarily lame; how to make him stand by his food and not eat it; how to cure a horse from crib or sucking wind; how to make a young colt obedient on a horse; how to cover up the heaves; how to make him appear as if he had the glanders; how to make a true-pulling horse balk; how to nerve a horse that is lame, etc. These horse secrets are being continually sold at \$1 each.

IT TELLS how to make the eggs of Pharaoh's serpents, from which, when lighted, though but the size of a pea, there issues a coiling, hissing serpent, wonderful in length and similar to a genuine serpent.

The book contains all the above and dozens of other valuable secrets. **PRICE ONLY 10 CENTS POSTPAID.** An enlarged edition of the same book is also published, containing 164 pages of secrets and golden money-making opportunities for everybody. **PRICE 35 CENTS, POSTPAID.**

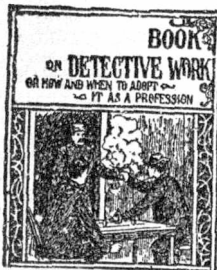
6-7th BOOKS OF MOSES



This rare and remarkable book, translated word for word into the English language, is now obtainable in a popular edition. It contains exact copies of over a hundred seals, signs, emblems, etc., said to have been used by Moses, Aaron, the Israelites, Egyptians, etc., in their astonishing magical and other arts, including the period of time covered by the Old and New Testaments. This wonderful translation is of great importance to the Christian, Deist, Jew or Gentile, Episcopalian or Roman Catholic, and dissenters of every denomination.

The extracts from the old and rare Mosiac Books of the Talmud and Cabala are invaluable. The book deals at great length with the well known magic of the Israelites, and concludes with a chapter dealing with Astrological influence upon man and the magical cures of the Old Hebrews from Dr. Gideon Brechee's work, "The Transcendental; Magic and Magical Healing Art in the Talmud." The numerous engravings contained in the book are said to be exact copies of those used by the Israelites and Egyptians to accomplish their designs for good or evil. The book contains nearly 200 pages and is sold by us at **HALF THE PUBLISHED PRICE, or 50 CENTS POSTPAID.** Also obtainable with cloth binding for \$1.00 POSTPAID.

LEARN to be a DETECTIVE



This book of 100 pages tells how. Written by an expert detective, formerly a Pinkerton chief of staff. Contains full information and how to become an adept detective. Gives the necessary requisites, tells all about shadows and shadowing, "pipings," "roping," secret and open investigations, deductions, the sweat box, extractions and requisitions, rewards, etc.

No. 1368. Book On Detective Work... 25c



The 5-Minute Harmonica Course

A New Easy Self-Teaching Method

The Harmonica, when well played upon, is an instrument that furnishes splendid entertainment and amusement at parties, school, college, etc., and is popular with everyone. Public Schools, Boy Scout Organizations, Y. M. C. A. Clubs, Sunday School and other church organizations are now organizing Harmonica Orchestras. If you want to learn to play the Harmonica quickly, easily and correctly, here is a simplified Self-Teacher that you have been waiting for. Explains how to hold the Harmonica—How to stand when playing—Manner of playing when seated—How to place the Harmonica in the Mouth—How to play the notes of the scale—How to use the tongue—How to produce the Tremolo—How to obtain a rich, mellow tone, etc. In addition a number of well known popular tunes are given with notes correctly numbered so that anyone can play them. Everything is explained and illustrated in the most simple manner, so that the Harmonica can be mastered in 5 minutes if the directions are followed.

No. 1623. The 5-Minute Harmonica Course. Price Postpaid 15c

FORTUNE TELLING CARDS

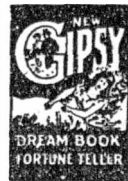


Each card is illustrated with pictures, signs and symbols of prophecies foretelling the different events of life, and every one will find them adapted to his or her particular case. With these wonderful cards in your possession you can completely mystify and amaze

your friends. They will be so astonished at your cleverness that they will think you are in league with some secret power. Fortune telling in some form or another has existed from time immemorial. Mme. Le Normand, the celebrated Sybil, has left us with a very favorable opinion of her rare talent, and we believe we render a service to the admirers of her system by publishing the cards which were found among her effects after her death. With these cards she prophesied to Emperor Napoleon I his future greatness, and foretold the misfortunes and downfall of many princes and great men of France.

No. 3621. Fortune Telling Cards... 35c

Tell Your Own Fortune



With the aid of this dream book and fortune-teller. The key to your future. Will you be lucky in love? Successful in business? Will you be wealthy? Complete with dictionary of dreams with descriptions and correct interpretations, with lucky numbers, fortunate days, oracles, divination, palm-

istry, etc. Also tells how to tell fortunes by various methods, by grounds of coffee or tea, by dominoes, by marks, scars or moles, miscellaneous games with cards, lucky days, weeks, months, years; how to receive oracles by dreams, finger nail observations, etc.

No. 1769. Gypsy Fortune Teller... 10c

How to LOVE and be LOVED

Every normal being is at some period of his or her existence susceptible to love's tender passion. When love's young dream comes to youth or maid the lovers in despair realize how inadequate is the language at their command to express the depths of the consuming passion that is gnawing at their hearts. It is at such ecstatic periods that lovers crave for some book that will put them in touch with all that the world's great men have sung, said and written. It is to soothe the souls of the love-lorn that this work has been compiled. This brief summary of a few of the chapters will give you some idea of the comprehensive nature of the book: How to know that you are really in love—First love—How to begin a courtship—How to choose a husband or wife—Disqualifications—Words of wisdom—Ways and means—Suitable age for marriage—How to woo and how to win—First advances—Courting a lively girl—A domesticated girl—A prudish girl—A proud girl—The fascinating widow—How to make a man propose—How to catch a rich bachelor—"Poppling the question"—The engagement—Rejection—The girl man like—Bashfulness—Love as a disease—Secret love—Love's awakening—How to kiss—Love in fiction—Matrimonial suggestions—The man flirt—A maiden's incantation—A few don'ts—Cynicisms—Handkerchief, glove and postage stamp flirtations—Celebrated lovers—The bachelor's progress—Wedding anniversaries—Quaint marriage customs—An old maid's experiences—Proverbial philosophy—Signification of gems, etc., etc. There is a surprisingly large amount of information contained in this book, more, indeed, than you will find in many books selling at several times the price. **PRICE ONLY 10 CENTS POSTPAID.**



How to know that you are really in love—First love—How to begin a courtship—How to choose a husband or wife—Disqualifications—Words of wisdom—Ways and means—Suitable age for marriage—How to woo and how to win—First advances—Courting a lively girl—A domesticated girl—A prudish girl—A proud girl—The fascinating widow—How to make a man propose—How to catch a rich bachelor—"Poppling the question"—The engagement—Rejection—The girl man like—Bashfulness—Love as a disease—Secret love—Love's awakening—How to kiss—Love in fiction—Matrimonial suggestions—The man flirt—A maiden's incantation—A few don'ts—Cynicisms—Handkerchief, glove and postage stamp flirtations—Celebrated lovers—The bachelor's progress—Wedding anniversaries—Quaint marriage customs—An old maid's experiences—Proverbial philosophy—Signification of gems, etc., etc. There is a surprisingly large amount of information contained in this book, more, indeed, than you will find in many books selling at several times the price. **PRICE ONLY 10 CENTS POSTPAID.**

Lucky Number Dream Book



With this Book you have a Guide to Lucky Dreams and Lucky Numbers. It gives you the True Interpretation of Dreams, and also the Numbers of the Lottery to which they apply; Good Combinations to Play; Significations of Cards Dreamed of, and their Numbers; Combination Table for Saddles, Gigs and Horses;

Table for finding Lucky Numbers; Numbers of Dreams of the Months; for the Days of the Week; the Oraculum, or Napoleon Bonaparte's Book of Fate; the Method of Working the Questions; the Oraculum Table—in fact, this book gives all the sure signs. **Price 25 Cents P. P.**

Home Brewed Wines, Beers, Etc.

Secrets of the Liquor Trade And
Bartender's Guide, Price 10c.

Home made wines and beers are particularly good and wholesome, and with a reasonable amount of care their manufacture is not difficult. This book contains about two hundred simple recipes, with full instructions, including the following:

WINE AND BEERS: Apricot, balm, blackberry, black-currant, bullace and damson, cherry, celery, clary, coltsfoot, comfrey, cowslip, currant, currant and raspberry, dandelion, elderberry, elder-flower, English champagne, gooseberry, grape, beers, lemon nectar, malt beer, marigold, mead, mulberry, orange, parsnip, pomona, quince, raisin sherry, raspberry, rhubarb, sage, saragossa, sloe, strawberry, sweet wine from currants, tomato, turnip, walnut mead, whortleberry, wine from mixed fruit, etc.



SECRETS OF THE LIQUOR TRADE. Full instructions and recipes for making all kinds of beers, brandy, bitters, champagne, gin, rum, schnapps, whiskey, etc.

FRUIT SYRUPS: Apricot, blackberry, black currant, cherry, cranberry, damson, ginger, lemon, lime, orange, peach, pineapple, pomegranate, raspberry, red or white currant, rose or violet, strawberry, etc.

VINEGARS: Blackberry, black-currant, cranberry, gooseberry, mulberry, orange, pineapple, raspberry, red-currant, strawberry, etc.

FRUIT CORDIALS AND SIMPLE LIQUEURS: Apricot gin, blackberry cordial, black-currant gin, black-currant and raspberry gin, caraway brandy, cherry brandy, cranberry cordial, curacao, damson gin, ginger and raspberry cordial, greengage brandy, lemon brandy, mixed fruit cordial, orange brandy, peach brandy, pineapple brandy, raspberry brandy, raspberry gin, raspberry and red-currant cordial, sloe gin, white-currant brandy, mineral waters, various temperance drinks.

HOW TO MIX DRINKS. Clear, reliable directions for mixing the leading popular beverages, including punches, juleps, colblers, cocktails, etc., after the most approved methods. **Price 10 cents postpaid.**

Piano Vamping Card 15c



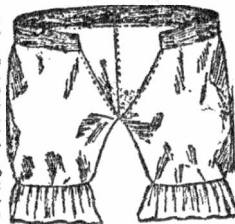
NO TEACHER NEEDED. Surprisingly Simple System. Persons having neglected their Musical Education need not despair, for with the aid of our new **VAMPING CARD** (placing the card upright over the piano keys) you can Vamp away to thousands of Songs, Ballads, Waltzes, Rag Time, etc. No knowledge of music is required. After using it a few times, you will be able to dispense with the aid of the Vamping Card entirely. This clever invention costs only 15c ppd.

Big novelty catalog 10c. Stamps accepted.

Merry Widow Hanky

"The Cat's Pajamas"

The girls get curious about the ruffles on the handkerchief showing from your pocket. They think you have other loves, but when they investigate the hanky. Ah! It is not a handkerchief at all, but something else indeed! It is, as a matter of fact, a perfect, though miniature model of the most necessary lingerie garment worn by the ladies that, when folded up and worn in the pocket, has the appearance of a gentleman's handkerchief.



No. 2859. Merry Widow Handkerchief. . . . 15c

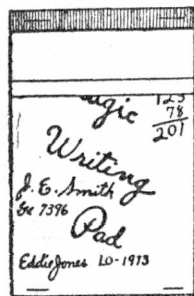
Snake Whiskey Bottle



GREAT JOKE. A regular whiskey bottle, filled with a liquid that closely resembles the "real stuff." However, as soon as the top is unscrewed, a large snake jumps out and the victim receives the surprise of his life. You can have plenty of fun with this bottle.

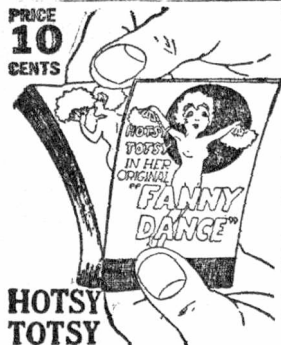
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Magic Writing Pad



You write with the first attainable object, such as a pencil, tooth-pick, your finger nail—anything at all, for you are not writing on paper but on transparent celluloid. The writing **DISAPPEARS** immediately on raising the inner part of the tablet. The tablet can be used over and over again, almost indefinitely—it is practically everlasting. Has hundreds of uses—for memorandums, for figuring, estimating, makes an ideal Bridge score pad. It is thoroughly practical

as well as novel. No. 2323. Magic Writing Pad. Price. . . . 15c



HOTSY TOTSY

THE FAN DANCE

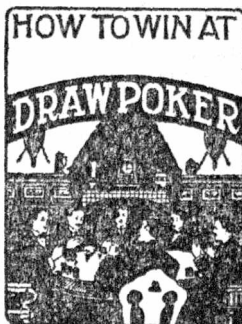
HIT of the CENTURY of PROGRESS

Who will forget the famous FAN DANCE episode of the Century of Progress Exposition in Chicago? Here it is humorously, cleanly presented in vest pocket form. You flip the pages and **HOTSY TOTSY** comes to life and whirls through her dance, provoking not a sly smile, but a wholesome laugh from all, even the most fastidious. It is a most innocent fun maker that will cause you and your friends no end of fun and amusement. **HOTSY TOTSY the FAN DANCER** measures only 2 x 3 inches - 6 square inches of spicy, piquant entertainment for one and all. **PRICE 10c.** Add 3c for postage. Big Catalog **10c.**

No. 1659. Hotsy Totsy Fan Dance. Price. . . 10c

How to Win at Poker

An Expose of the Tricks and Deceptions Practiced by the Professional Gamblers



This book is written by a retired card sharper and it tells how to win at draw poker. It contains all the needed instruction in this distinctly American game. The rules are so clear that they require no effort to understand, and the student may confidently trust himself to its guidance. Explains the different varieties of poker such as Straight Poker, Stud Poker, Whiskey Poker, Mistigria, The Freeze-out, The Widow or Kitty, Buck, Jack-Pots,

etc. Gives the prospective value of each hand before and after the Draw—the true method of discarding and drawing, with a thorough analysis and insight of all aspects of the game. It tells how gamblers win at poker, and exposes the methods used by card sharps at different forms of the game, including the following: Straight Poker, Draw Poker, Twenty-Deck Poker, Brag, the Square Game, Top Stock, Bottom Stock, Jog Stock, Palm Stock, Running up two hands, Flushes, Fulls and Fours, Strippers, Briefs, "Second" Dealing, Bottom Dealing, Crimping, Cold Decks, Holding out, False shuffles, False cuts, Shifting the cut, Convexes and Reflectors, Stocking for a Draft, Double Discard, Running up Hands, etc., etc. Also an explanation of Marked Cards, known in gambling parlance as "paper." The book has 13 chapters and contains a vast amount of information that may save you from being fleeced by crooked players and gamblers.

No. 1763. How to Win at Poker. Price. . . 10c

25c Snap Light



Handy, vest-pocket size flashlight, small yet powerful. Just touch the top and it flies open, automatically giving a dazzling light. Comes complete with battery and bulb.

No. 2572. Pocket Flashlight. Complete. . . 25c
No. 2573. Extra Batteries. Each. 10c

Wireless Transmitter Broadcasting Set

First again! First with the low-priced crystal set, then the famous World Mike, then the All Wave World Wide Radios, then the Dollar Pocket Radio, and NOW a genuine **RAHO TRANSMITTER** that sends out messages by wireless, for only \$1.00, plus 10c postage. Note these sensational features:

- * Not a Mike, but a complete Radio Receiver
- * Complete with Key, in Kit Form
- * Plugs in to any AC-DC circuit
- * Uses 2 oscillating tubes

Complete Transmitter, \$1.00 plus 10c post. Tubes (uses 2) Each 50c



MAGIC MIDGET KIT

Covers the broadcast band only. Remarkable volume. Bristol board cabinet, black gold tuning dial, connection clips, condensers, resistors, wiring diagram. UX-200 RCA tubes, etc. Complete without tubes or battery. Price Postpaid \$1.50

EXPERIMENTAL KIT

Best parts for scores of radio hook-ups. Kit includes variable trimmer, condenser, 4-prong test socket, lattice work, Find-All R. F. Choke, 1000 ohm resistor, fixed condensers, resistors, grid leak, grid condenser, 8 fixed connection clips, hook up wire, easy to build wiring diagram. Price with each kit... \$1.25

Cowboy Lasso

Specialty made lariat for performing trick stunts and stunts. Lasso animals, etc. Honda trick rope to prevent slipping, and swivel prevents twisting. 35c Price. Complete with 10 foot rope tricks without practice. Wedding Rings, Corsages, Curlicues, Hair Ties, Laces. Hours of fun. Only 12c

SWORD & SCABBARD

Top metal sword with scabbard. A new and winning novelty. Realistic blade and hilt. Flexible metal, slides into metal scabbard which has rings for sword lights, etc. Handle is attractively painted. Length, 17 1/2 inches. Get two. Each... 25c

Electric Pants Presser

Ready for duty on a minute's notice. No pressure—simply the steady heat applied the right way. No moisture necessary. Normal dampness on cloth sets the crease. This electric presser will last for years. It is plated with black stainless steel. Has 10 foot cord and 110 or 220 volts. Price... \$1.99

Electric Massager & Vibrator

A needed appliance for home. Newest design with sturdy construction, no trouble free motor. Hard baked combination steel and ivory enamel finish. Comes with several interchangeable rubber attachments for neck, face, feet, body massages, etc. \$1.00

SLIDE RULE 50c

Popular pocket slide rule. Famous business saving tool of engineers, bankers, business men and students for rapid multiplying, dividing, computations, percentages, etc. 5" scale. Made of celluloid. 50c Accurate. Price Postpaid

Boy Electrician make battery, telegraph apparatus, telephones, lights, electric bells, alarms, coils, electric engines, etc. 60 pages. 100 illustrations. Price Postpaid

MYSTERY MOVIE PIGS

S-S-H! Don't see! It's a secret! Everyone baffled as to how it works or why the little pig winks its eyes, wiggles its ears, and goes, wags its tail. But YOU can see all the secret! It is so easy to catch a good lively pig or bass and put him under a three, ten, or more the fun begins. Let them out and see how they run and exercise and see more lively ones. Put the secret! Keep them guessing. For there is no machinery, electricity, or radio. NO water. NO vibration. Price 25c

Ocarino

Popular "sweet no-tato." Easier to play than a harmonica. Clear, sweet tone. Use in heading or orchestral. Small size (Key C). 35c Medium size (A) 45c

Jew's Harp

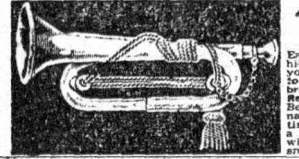
Ever popular, easy playing Jew's Harp. Excellent tone, suitable for radio broadcasting. Play it in three minutes. 2 1/2 inch size 10c Medium size (A) 15c

Nose Flute

Beautiful deep, rich tone. Imitate almost any instrument. Play any simple piece without practice. Fits over nose and mouth. 2 or 1/2 play in 3 min. 10c

Hill Billy Band

5 Piece Hill Billy Band. Get the same sound and swing as Harmonica, flute, whistling, Humstone (imitation), and more. 2 or 1/2 trumpet, kazoo, 10c etc. Complete...



American Legion BUGLE

A regular bugle at one third the usual price. Easy to blow—play lars, reveille, etc. For hikes, camp, Boy Scouts, orchestras, etc. Start your own drum and bugle corps. Priced low to sell fast—get yours now. Well made of brass, patterned after American Legion Bugles. Removable chained mouthpiece. Excellent tone. Because we have agreed to omit the maker's name, and save you the high cost of advertising, we can sell you the bugle for such a low price. Before you order it, compare it with other bugles. You'll find it's the \$1.65 smartest, most economical. Price...



Kinner Sportster

Popular flying model. Open seat job, accurate model of real thing. Complete kit, ready to fly. Makes a swell room model. Look, hush, graceful flyer. Price Only 12c

Stinson Reliant FLYING MODEL

Jumbo 24" wing-span. Amazing copy of the real plane. Flies like an eagle. Takes the bumps. Our latest, latest. Complete Kit. 25c

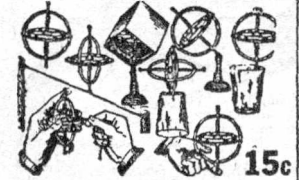
Hawk Fighter AIRPLANE KITS

Copy of England's famous fighters—the fastest in the world. Flies with maximum grace. 2" wing span. Complete Kit. Price Only 25c

High Climber r.o.g.

Standard contest endurance model. Flies continuously for 3 to 4 minutes. Climbs high. Easy to build and easy to fly. Complete kit. 15" wing span. Complete Kit. Price Only 25c

GYROSCOPE TOP



A scientific toy that apparently defies the law of gravitation. Can be thrown and caught, rotating rapidly all the time. It will turn, fly, and spin. It will spin on the point of a pin, and will revolve in a dozen different ways on the pedestal. Put the top in a box, while spinning, and set the box on one of its corners. The box, which is a scientific instrument, is used to demonstrate the principle of rotation, attraction and equilibrium. Price Postpaid 15c

MICROSCOPE & FLOSCOPE

Many things are so interesting and valuable as a microscope. Examine mineral, animal and vegetable specimens, test cotton, wool, silk, beads, water, flour, cheese, milk, and a fact nearly all articles of food. Unwholesome meat can be readily detected and ferments can be closely watched. Extremely interesting to examine spores of ferns, sugar, salt, alum and other crystals. First revealed from butterfly wings, human hair, flies and insects, while animalcules in water are a source of wonder. See little animals magnified to the size of beetles; you can count their legs and their talons or claws on each foot, also the bristles on their feet. Brass. Magnifies 150 times. Price Postpaid ONLY... 50c



THE BUDDY PHONE
Carries the Voice Perfectly
A real telephone. Though this is a clever toy, it is quite serviceable for short distances. Nothing to get out of order so indicate look up. Talk from one room to another, around corners, etc. Patented sounding like a real phone. The receiver is the most important part. Consists of two phones, transmission cord and full instructions. Price only 65c per set postpaid.

40 DIFFERENT ARTICLES FOR 50c

No less than 40 different articles! What you might get: 1. Magnifying Glass. 2. First Aid Kit. 3. Lookbook. 4. Magnetic toy. 5. Police Book. 6. Book of tricks. 7. Jokes. 8. Games. 9. Card Tricks. 10. Bird Warbler. 11. Bill Puzzle. 12. Magnet. 13. Nail Puzzle. 14. Key Puzzle. 15. One Blower. 16. Celluloid Glasses. 17. Gold Whistle. 18. Oriental Ring. 19. Frog Stamp. 20. Secret Photo. 21. Back Metal Driver. 22. Card Liar's Escape. 23. Trick Pen. 24. Compass. 25. Ballroom. etc. etc. etc. Patent jokes, tricks, novelties. Surprise Price 50c

Sensational Photo Ring
Your picture or your friend's picture slips neatly under the ring, making photo ring that is surprisingly smart looking. Standard size. Same ring sells for \$1.25 in New York. Beautiful silver appearance with heavy set, chased mounting. 35c
Photo Tie Holder. Silver Finish. Price. 35c
Photo Pendant Fob. Silver or Gold Fin. 35c
Photo Photo Identification Bracket. Silver or Gold Finish. Price Postpaid... 50c

25c 50 SIMPLE TRICKS Of Self Defense

Post-paid



You Need Fear No One If You Know These Tricks!

Every physically fit man should be capable of defending himself against ruffians should the necessity arise. This book contains more than 50 effective tricks of self-defense and simple means of discomfiting a chance assailant either with the bare hands or with implements of wood and metal. A walking-stick, or an umbrella, for example, is familiar enough to everyone, but their effective uses offensively or defensively are comparatively unknown. This book contains 50 simple tricks, most of which you probably have never even heard of, any one of which will prove extremely effective in physical combat, even against a more powerful or an armed assailant. Ladies, especially, are advised to learn these methods as a means of protection when traveling alone. Their practice requires very little space, and as practically every trick is illustrated, the merest novice in antagonistics can master them in a very short time.

No. 1265. 50 Simple Tricks of Self Defense 25c

The Science Of Ju Jitsu

"THE SCIENCE OF JU JITSU" is the title of a new book, dealing with the Japanese art of self-defense from entirely different angles. Many new methods of attack and defense, etc., are given, illustrated with specially drawn diagrams so that you cannot fail to understand them. The book deals fully with breakfalls, trips and throws, ground locks, wrist locks, "shake-hand" trick, body hold under arms, arm press, defense against revolvers, defense for strangling, knee and ankle throw, straight and reverse armlocks, "the scissors," the splits, head lock and kidney squeeze, holding a man down, the kick at stomach, the body lever, double knee throw, defense against stick, stick attack, defense against knife, knee kick and ankle jerk, armpit leg lock, one hand grip on throat, defense against two assailants, the colique rolling breakfall, the stomach throw, secret thumb knock-out, producing unconsciousness, various nerve pinches, defenses for women, etc., etc. With the aid of this book you can learn to protect yourself under all circumstances with nature's weapons.

No. 1264. SCIENCE OF JU JITSU... 30c

LEARN JIU-JITSU

25c **DON'T BE BULLIED.** Learn to protect yourself under any circumstances without any weapons whatsoever. Jiu-Jitsu has been proved to be the BEST science of self-defense ever invented. Jiu-Jitsu, meaning "muscle-breaking," is the Japanese method of physical training, and has been practised for three thousand years. It has long been acknowledged as the most wonderful of all systems, giving power over an adversary that counts for more than strength. Anyone well trained in Jiu-Jitsu can meet and defeat the fistic expert at all points. This book gives the fullest instructions enabling you to learn Jiu-Jitsu in the privacy of your own home.

No. 1266. BOOK ON JIU JITSU... 25c

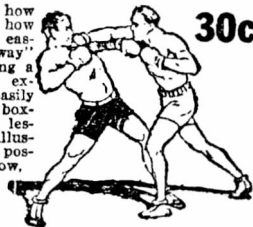


FEAR NO MAN

HOW TO BOX And Gymnastics Without A Teacher

Tells how to box, how to hit and hit hard, how to stop quickly and easily, how "to get away" without even stopping a blow. Everything explained so you can easily learn to be a prize boxer without taking lessons. Numerous illustrations show every possible attitude for blow, feint, stop, dodge, "get away," etc. Learn the art of sparring and boxing, defend yourself, punish your attacker, etc. Also explains different branches of GYMNASTICS, such as Balancing, Exercises with Furniture, Free Movements, Climbing, Leaping, Parallel Bars, the Giant Strides, Horizontal Bar, Wooden Horse, Vaulting, and many others.

No. 1271. HOW TO BOX. Price... 30c



Art of SPARRING and BOXING



A 64 page booklet dealing with the manly art of self defense that is surely well worth reading, especially as the price is but one dime—ten cents. It deals with Sparring and Boxing in as exhaustive a manner as the size of the book will allow. Here is a synopsis of some of the chapters: Definition of terms—Brief view of Sparring—Position of Guard—Blows—The Fists—The Left Hit—The Right Hit—The left and right Hit—The two opponents and proper Distance—To parry the left high Hit—Alternate practice of the left high Hit and Parry—To parry the left and right high Hit—Left and right high Hits with left step—Advance step—Retreat—Step—To parry while retreating—The leap—Free Practice—Arm motions and feet movements—To strike a hard blow—How to avoid blows—Return blows—Feints—Maneuvering—Advice on the Set-to—Dodging—The Chopper—Round blows—Training—Prize Ring Rules, etc.

No. 1941. Sparring and Boxing... 10c

JAPANESE ROSE BUSHES

The Wonder of the World

Japanese Rose Bushes bloom all the year round. Just think of the weeks after planting the seed, the plants will be in full bloom. It may not seem possible, but we positively guarantee it to be so. They will bloom every ten weeks, Summer or Winter, and when three years old the bush will be a mass of roses, bearing from five hundred to a thousand roses on each bush. The flowers are in three shades—white, pink, and crimson. The plants will do well both in and out doors. We guarantee at least three bushes to grow from each packet of seed. Price, 10c packet, 3 pkts. for 25c postpaid.

Chinese Fragrant Tree Fern

Just introduced; noted for its rapid growth. An exceptionally pretty ornamental plant. Foliage dark green. Forms grand pyramidal bushes about 5 feet high. Branches very desirable for decorative purposes, especially for indoors. Seeds 15c pkt., 3 for 40c.

Weather Plant

NATURE'S WEATHER PROPHECY By mysterious changes that take place, this remarkable plant accurately forecasts the weather many hours in advance. Will grow anywhere all the year round. An interesting house plant. Bears large, fragrant, pink, butterfly shape flowers. Seeds, 15c packet, 3 for 40c, postpaid.

GROUND ALMONDS

Amazingly Prolific—Easily Grown From Seed The Ground Almond has a flavor that is MOST EXCELLENT, resembling the cocconut. The meat is snow white, covered with a shell or skin of brown color. It grows close to the surface and anything from 200 to 300 almonds may be expected from a single nut. There is no trouble whatever in growing any where and in any kind of soil. May be planted any time, and in eight or ten weeks from time sown you will have an ENORMOUS CROP of the MOST DELICIOUS ALMONDS YOU EVER TASTED. Seeds 15c Pkt.

Perfume Plant

Blooms only at night, giving out the most delightful scented fragrance for a distance. Causes much comment in your house or garden. Also valuable because it is made from it. SEEDS, 10c pkt., 3 for 25c.

SENSITIVE PLANT

Marvel of the Philippines. Leaves curl, fronds droop when touched. Apparently retreats for interest. A handsome shrub for house or garden; very curious and interesting. Seeds, 15c pkt., 3 for 40c.

Calabash or Pige Gourds

A luxuriant and rapid growing climber thrives anywhere. Produces the most ornamental fruit for use in the home. The fruit is famous for its medicinal qualities. Calabash pipes are made. Grow an interesting vine and make your own African, with instructions, 15c pkt., 3 for 40c.

Japanese Nest Egg Gourd

Very curious. Produces fruit same size and color of nest eggs. Matured fruit of red color. The plant will store for years. It is a most interesting and curious plant. Seeds 15c pkt., 3 for 40c, postpaid.

Mammoth Peanuts

Peanuts can be easily cultivated. Their culture is very simple and exceedingly interesting. Mammoth Peanuts grow to an astonishing size. It is a good producer, very prolific, and the giants have a thick, heavily ribbed protecting shell. The plant is very attractive, the leaves being of odd shape and a handsome green shade, tinted through with yellow and white. You derive much pleasure cultivating this interesting species. Seeds 15c pkt., 3 pkts. for 40c.

Musk Plant

A universally admired favorite for house, flower garden or greenhouse. Lives for years. It is of the sweet scented variety, and its fragrance is most fragrant. Also valuable on account of the perfume that can be made from it. Seeds 15c pkt., 3 for 40c.

Japanese Climbing Cucumber

Unusually strong and vigorous growing climbing vine. Attains twice the size of ordinary varieties. Grows readily on trellises, poles, trellises, etc. It will keep an entire family supplied with cucumbers for a long time. Seeds 15c packet, 3 for 40c, postpaid.

GIGANTIC NEW BUTTER BEANS

THE NEW EDIBLE VEGETABLE WONDER Grows to an astonishing size, the Beans measuring from 3 to 6 feet long, and weighing anything from 10 to 15 lbs. and even more. One bean is sufficient for a family for several meals. Very palatable and rich in nutritious materials. The delicate buttery flavor is much appreciated. The beans are easily grown, very prolific, and a most welcome and valuable addition to your garden. You will find them the most delicious vegetable you have ever tasted. Imported direct. Unobtainable elsewhere. Complete package of seeds with full directions for cultivating and cooking. 25c, postpaid.

Kudzu Vine

Most rapid growing vine known. Will grow 20 ft. in one week. Luxuriant foliage, lovely purple flowers, very fragrant. Nothing so equal to it for shade purposes and quick growth.

Yard Long Bean

Produces a enormous crop of long, slender, round pods, of excellent quality for snap beans. Pods grow from 2 to 3 feet long. Very tender and fine as a vegetable. It is a rampant grower; an interesting house plant. Seeds 15c pkt., 3 for 40c.

THE REMARKABLE FIREFLY PLANT

Blooms at Night Fills the Atmosphere with Fragrant Aroma

One of the most rapid growing vines known. Under favorable conditions known to grow quite over 20 FEET IN A SINGLE WEEK. In a very short space of time the Vine has climbed to a great height, and is covered with its beautiful FLOWERS, from 5 to 7 inches in diameter. It is, indeed, a great novelty, for unlike other plants, the flowers OPEN IN THE EVENING, and remain open until about noon the following day. In full bloom it will remain open all day. It is a most INTERESTING SIGHT to watch the opening and closing of the flowers in the shade of the most DELIGHTFUL AROMA and the whole atmosphere around it is full of fragrance. It is always the object of favorable comment, and much curiosity is aroused by people passing at night time as to the cause of the odoriferous perfume. It is an endeavor to satisfy their curiosity from seeds.

SEEDS 15c pkt., two packets for 35c, POSTPAID, SHOO FLY PLANT

The Great Wonderberry

A luscious berry that may be raised in any soil or climate in 3 months. It is a fine and unsurpassed for eating raw, cooked, or preserved in any form. The fruit is black-blue in color, and tastes like a luscious, rich blueberry. One bush will produce an enormous amount of fruit, yielding great masses of rich fruit all Summer and Fall. Packet, 10c, 3 pkts. for 25c, postpaid.

Shoo Fly Plant

A very remarkable botanical curiosity you should know to grow quite odorless it is said flies will not remain in a room where it is grown. Bears very pretty blossoms; blooms summer and autumn from seeds. SEEDS 15c pkt., 3 for 40c, postpaid.

Banana Musk Melon

Quite a curiosity. Looks and smells like a banana. Peculiar shape and its delicious flavor makes it well worth your while adding to your garden. It is deep and of exquisite flavor. Very high prices are obtained in choice lots, sometimes being demanded for one single specimen. Seeds 10c, 3 pkts. for 25c.

The Great Umbrella Palm

A Graceful House of Conservatory Plant Easily Grown From Seed Winter or Summer

The Japanese Umbrella Palm is a semi-aquatic plant. It easily grows in a bowl of water or in very damp soil. Probably the most useful, as well as the most interesting method, is to cultivate it in a shallow or wide bowl or jardiniere filled with water, with two or three inches of good garden soil at the bottom. The seeds soon commence to grow, and the plant shoots up stems two to three feet high and rapidly assumes a most pretty palm-like appearance, as shown in the engravings. The top of the stems are surrounded by a whorl of umbrella-shaped leaves, of a waxy appearance. We will send a package of this interesting plant, with full instructions, for only 15c or three packets for 40c postpaid.

FAMOUS MEXICAN FIREFLY PLANT

Beautiful hedge of light green, grows 2 to 3 feet high and resembling a closely clipped hedge of bright green. The globe-shaped flowers are of a beautiful blue and are close and compact, and of a pleasing light green color. It grows singly or in the form of a hedge or background. In early autumn the white and purple flowers of the Mexican Firefly Plant, hence the name of Mexican Firefly Plant, as it is sometimes called. Selected Seeds, 10c

Butterfly's Own Bush

This plant is a desirable refuge for butterflies, and has been found to attract all the most beautiful types of butterflies. It is a fine addition to the neighborhood. The flowers are of a very beautiful color. It is a very hardy plant, bearing perfectly double flowers, ranging from white to rich crimson, deep red and pink, blue and other delicate shades. Packet, 10c, 3 pkts. for 25c postpaid.

Asparagus Sprengeri

The best plant for spring planting. It bears a large quantity of rich, gloaming foliage drop in a very graceful manner. The foliage when cut for decorative purposes, will last for several weeks in water. The seed pods are very pretty and add to its beauty. Packet, 25c, 3 pkts. for 65c postpaid.

CACTUS FROM SEED

Very curious, odd looking, strange objects. They will thrive anywhere with little or no care. Flowers are of exquisite beauty and delightful fragrance. They will be astonished at the odd look of the cactus when you receive it. Packet, 10c, 3 pkts. for 25c, postpaid.

TREE OF HEAVEN

This splendid ornamental tree is a native of China, and is called the Tree of Heaven because of its great height, which may reach 100 feet. It is a very hardy tree, and grows from 10 to 15 feet high in one year. The leaves are from 5 to 6 inches long, and are of a green color. It is a grand appearance. Nothing else the tropics can rival it for lawn decoration. Large quantities of seeds in season by great quantities of colored seed pods, make the tree a continual source of interest. Packet, 15c, 3 packets 40c.

FERN SEED

Ferns can be grown from seed. Try your own growing them. They are useful plants for indoors or outdoors. Choose mixed varieties. Packet, 10c, 3 for 25c.

Chinese Cabbage

Novelty from China and should be grown in every garden. Seems to be a cross between Celery and Cauliflower. Flavor is more mild than any other cabbage. Can be served on the table and eaten raw, cooked like cabbage, spinach or lettuce or made into salad. Grows very rapidly, easy to cultivate. You can create quite a sensation by cultivating this remarkable novelty. Seeds, 15c packet, 3 pkts. for 40c.

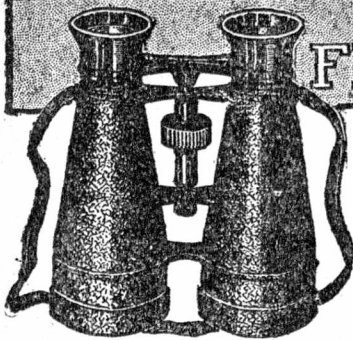
SURPRISE FLOWER GARDEN

Over Hundred Varieties of Mixed Flower Seeds MANY RARE AND CURIOUS NOVELTIES

An Abundance of Flowers Assured Throughout the Season

A mixture of easily grown annuals that bloom very soon after sowing will give the best time for blooming. They give the constant care necessary for finely arranged flower beds will be delighted with the Surprise Wild Flower Garden. Will prove a constant source of pleasure and interest, and the old garden favorites flower successively throughout the season. There are many of the plants may be taken inside as house plants and will bloom during the winter. Fine for children, also for school gardens. Packet, 15c cents, three packets for 40c cents. Postpaid. J. S. & CO.

New, Powerful, Long Distance
FIELD GLASSES

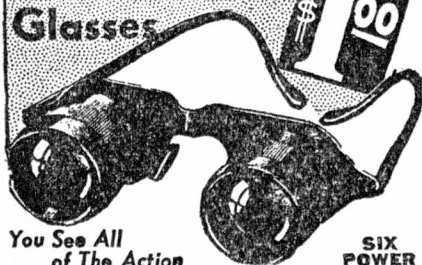


Here is just what you need for camping trips, touring, vacation, baseball and football games, prize fights, races, etc. It is not a cheap toy but a powerful field glass which brings objects miles away as though but a few feet distant. It has powerful ground and polished lenses that afford excellent magnification. Four clear, luminous lenses that are cushioned making it a shock-proof field glass. Eliminates the usual fragile four-piece construction of other glasses. Easily fits in coat or automobile pocket, or sling them over your shoulder, ready for instant use. Light in weight. Beautiful design and finish. "Finger-Tip" focus assures perfect alignment and quick focussing. Lifetime guarantee against breakage and **SATISFACTION FULLY GUARANTEED.** Order now before the price goes up. Supply limited.

No. 9105. FIELD GLASSES. Price Postpaid

\$1.00

Temple Field Glasses



You See All of The Action

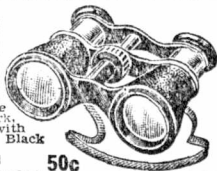
SIX POWER

A front seat to any game, fight, or sport. Sit back in your seat and enjoy every moment. Captains of boats, aviators, sport broadcasters use them, and YOU can too, at this new low price. High quality six power lens with screw type adjustment. Fit snugly and stay put. Slip them on when you begin and take them off when you've finished—nothing more to think or worry about. No. 6732. Temple Field Glasses. Price...\$1.00

6X FIELD GLASSES

SIX POWER

Real, genuine Field Glasses with six power magnification. Center piece, quick, one-finger focusing. Permits full unhampered, two-eyed vision that gives you remarkable scope and clarity. Swell for nature study, sports, outdoor work, etc. Each set complete with cord and packed in box. Black leatherette finish. No. 6730. 6 Power Field Glasses. Price Postpaid.....

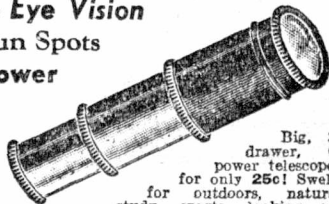


50c

POCKET TELESCOPE 25c

Eagle Eye Vision
See Sun Spots
Six Power

25c



Big, 3 drawer, 6 power telescope for only 25c! Swell for outdoors, nature study, sports, looking at the moon. Converted into a **SOLAR TELESCOPE** by using smoked glass so you can see sun spots, etc. 5 in. long. No. 6731. POCKET TELESCOPE. Price... **25c**

Astronomical & Terrestrial TELESCOPE

Over 10 Power
5 Drawer

\$2.50



Big, 5 power, 10 power telescope. Ideal for solar observations, long distance, nature study, star gazing. Examine the Milky Way, and many of the brilliant stars. Look at sun spots, examine the flames which shoot off the sun over 250,000 miles! Study the craters and valleys of the moon, eclipses, etc., etc. In addition to the powerful telescope you can turn it around and it will prove to be an equally powerful microscope, enlarging small objects so that they will appear large. Finely ground and finished lens. Nickel plated draw tubes, length 26 1/2 inches.

New Low Prices

No. 6725. Astronomical Telescope, 10 pwr. \$2.50
No. 6726. 14 Power, 31 1/2" Telescope.....\$3.50
No. 6727. 20 Power Achromatic, 31 1/2".....4.50

POWERFUL 3 FOOT SOLAR TELESCOPE



The new Excelsior Solar Telescope is large and serviceable, nicely made and accurately fitted. When extended it is almost three feet in length, and when closed measures not quite twelve inches in length. The lenses are well made, the sides are brass bound, and the four sections are perfectly fitted. No. 9110. EXCELSIOR SOLAR TELESCOPE. PRICE POSTPAID..... **\$1.25**



THINGS FAR AWAY SEEM VERY NEAR



Always A Front Seat

TALK · SING · PLAY



RADIO-MIKE



A RIOT of FUN

Put on your own broadcast with this RADIO MIKE, the most entertaining radio device yet produced. Sing, laugh, talk, crack jokes from another room and your radio will produce every sound as though you were miles away at a regular broadcasting station.

Imitate the big radio stars and crooners. Do a "Ben Bernie" or "Rudy Vallee." No end of pleasure for grown-ups or kiddies. Excellent training in elocution or broadcast announcing—or for "Amateur Hour" practice! Special cut-out button allows you to switch from home broadcasting to regular radio reception in an instant. Can not injure the radio in any way. Made of handsome black metal with long cord. Can be attached to your radio in about a minute's time. Carry one in your pocket and have it ready for use on a moment's notice, either at home or when you are out in company.

No. 6595. RADIO MIKE. Price 75c

TALK-SING-PLAY thru your own radio



A simplified form of the Radio Mike. Low in price, yet functions quite satisfactorily. Can be used on AC or DC radios. Broadcast your voice on programs coming through your radio, inject wise cracks and jokes, josh and mystify your friends. Put on your own programs at home, parties, club affairs. Barrels of fun. Easy to operate. Complete ready to hook up to your radio. Size 2 1/2 x 3 inches.

No. 6592. WORLD RADIO MIKE. 25c

GET THRILLING POLICE CALLS



ON YOUR PRESENT RADIO. New Marvel Police Adapter brings them in clearly on your old set. Simple attachment provides reception you have never had before. Quickly attached to any set. Full directions enclosed. Takes less than 5 minutes to connect. No tools! No drilling! No soldering!

No. 6597. RADIO POLICE ADAPTER. 75c

TRANSMITTER BUTTON

Make a Telephone, Radio Mike, Etc. Highly Sensitive

Make a highly sensitive telephone by using a Super-Sensitive Transmitter Button to collect the sound waves. Build your own outfit without buying expensive equipment.

You can install an outfit in your home and hear the conversation all over the house. Connect up different rooms of a hotel. Used by Secret Service operatives during the war. It is being used on the stage.

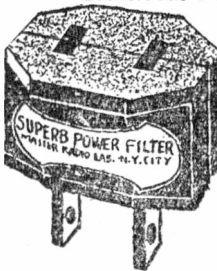
You can mount it almost anywhere. Cardboard boxes, stove pipes, stiff calendars and hundreds of other places. The buttons cannot be seen by anyone in the room as they are small and light.

Full directions for connecting up the button for use as a telephone are given in a booklet which is sent with each button. **No. 2472. SUPER-SENSITIVE TRANSMITTER BUTTON. Price Postpaid. \$1.00**



NOISE FILTER

Eliminates Those Annoying Electrical Disturbances

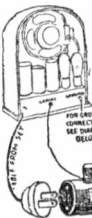


Just plug in this noise filter into the socket before you plug in your radio and you have a high quality filter that will eliminate almost every type of electrical disturbance, from electric washing machine and vacuum cleaners to electrical storms. Can be used anywhere you desire to get the maximum and smoothest performance from a radio set. Your set is naturally more sensitive and gets better distance and reception.

Two models, one for all-wave radios and the other for ordinary sets. **No. 6590. Superb Power Filter. Price 35c**
No. 6561. All-Wave 35c

AERIAL ELIMINATOR

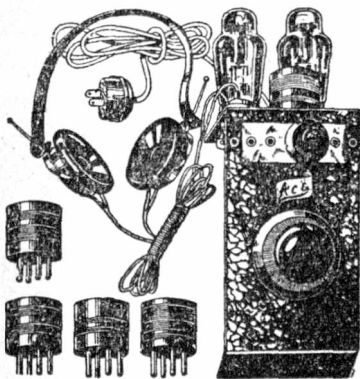
This Noise and Aerial Eliminator serves two distinct purposes. Eliminates the use of an aerial and serves to filter all man-made line noises, such as electric motors, refrigerators, and other outside disturbances. Equal to an aerial 75 feet long and strung 10 feet high, yet it occupies only 1 1/2 x 4 1/2 inches of space behind your radio. Guaranteed to give better reception. Nicely designed, contemporary style electric radio.



No. 6596. Price 50c

WORLD WIDE All-Wave RECEIVERS

Remarkable Results—Simple Operation—Amazing Low Prices—have made ACE Receivers the sensation of the year! **ALL WAVE—15 to 600 meters**, these modern receivers bring in Short Wave Stations in all parts of the world, Police calls, amateurs, aircraft, code, and transoceanic short wave telephone conversations, as well as regular broadcast and ship stations on long waves. Amazing volume and clearness. Ace receivers are ideal all-purpose sets. Extremely compact and efficient. Measuring only 4x4x7" and weighing less than two pounds, complete, they are excellent for portable use, in camp, or on the farm, etc. Use only two Powerful enough to operate several pairs of phones aerial. The kits are easy to wire. Every part for the and chassis. Large, clear picture diagrams make errors almost impossible. Aside from helping you learn the elementary principles, it helps to give you a keen interest in radio.



Four Radios to Select From

ONE TUBE SET Battery operated. Gives good head-
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SUPER TWO TUBE SET Same model as above but with a built in stage of audio amplification giving much greater volume. May be used as a two tube set until more power is desired. Kit is complete without tubes, batteries or phones. Price **\$2.00**
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ELECTRIC TWO TUBE receiver. Plug in on any house lighting circuit. 105 to 125 volts, AC or DC. Quiet, humless, built-in power supply, no batteries needed. Nothing to run down. Works on short antenna without ground. Powerful, sensitive, selective. Multi-tube performance. Without tubes, aerial or phones. Price **\$3.00**
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No. 6570. AC-DC Ei. 2 Tube Set, Wired. **\$3.75**

COMPLETE ELECTRIC RADIO Ready to plug in and operate. Same as ordinary two tube receiver but complete with two tubes, headphones, and all coils. Wired and tested. 15 to 600 meters. Nothing else to pay or buy. Price **\$7.8**
No. 6571. Complete Electric Radio.

Sensational MIDGET POCKET RADIO \$1.00

The Midget Pocket Radio is a radio that can be carried with you wherever you go without any inconvenience and listen to ordinary radio broadcasting. It gets music, entertainment, sports and all broadcasting. It has no batteries or electrical connections—it costs nothing to operate. It is absolutely the cheapest method science knows of getting radio broadcasts. It is not an experiment, but a proven instrument of fine quality.



No matter where you go you can listen to this set as long as you are within 25 miles of a radio station. Walking, riding, in an auto, on a bicycle or motor bike, at the office or camp, in bed, etc. Loud, clear. Easy tuning. Fits pocket. Costs nothing to run.

No. 6564. Midget Pocket Radio. Price Postpaid. **\$1.00**
No. 6565. Double Earphone with Band. (Radio not included) **\$1.79**
No. 6586. Single Earphone. Price Postpaid. **89c**

TELEPHONE OUTFIT

Rings and Talks Clearly and Distinctly

Set of two telephones with which you can carry on a conversation for many hundreds of feet. Please bear in mind that this is not a toy, as the very low price would seem to indicate, but a real telephone, mechanically and electrically built to give TRUE TONE just like a large telephone set. The complete outfit consists of 2 Wall Type Telephones with buzzers, 2 Ear Phones and a supply of the necessary Insulated Copper Wire. Ordinary No. 6 Dry Cells are used. A practical, portable, durable telephone. Economical to use. Rings and talks—clearly, distinctly. Ideal for inter-communication in home, office, factory or farm. Guaranteed. No. 6689. Talk-O-Fone Telephone Set. **\$3.00**



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Beautifully finished, mechanically perfect telegraph sets. Constructed by electrical engineers to enable sending and receiving of signals at a distance of over 1000 feet. Three signals can be used: Telegraph (click), Radio (buzz), Signal (flash). Blue lithographed metal. Packed two to a set. **\$1.25**
No. 4938. Price, for 1 Set of 2 Keys.



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MYSTO**

LUCKY RINGS

LUCKY SHEIK RING

Why not have Good Luck in Love—the greatest thing in the world. The Sheik, the world's most famous lover, the outstanding hero of gorgeous Arabian Nights, conquers love. Amazing stories are being told of good luck in love by prominent wearers. Get this Arabian Sheik Ring of unique design and unusual beauty. Green gold finish, serpents set with Lucky Mysto Imitation Ruby and Emerald.



No. S243. PRICE POSTPAID..... **25c**

KING TUT LUCKY RING



This ring of Egyptian ancient art design is said to ward off evil spirits, sickness, spells, etc., and, according to Ancient Belief, to bring Success to the wearer in love, business, games, and All Undertakings.

Do you DESIRE LOVE? MARRIAGE? CHILDREN? MONEY? POWER? LIFE? LUCK? Have you enemies? Then wear this Ring—A beautiful reproduction of the ring used by the mighty Pharaoh-Tutankahmen, whose 3300 year treasure tomb has recently been opened. Made of green gold, antique finish.

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Very uncommon, unique. Silverine finish, with two brilliant flashing gems sparkling out of the eyes. One of the most popular Good Luck Rings we sell. Said to bring Good Luck to the wearer.



Wear this ring and be lucky in love, business, etc. Its unique design also makes it popular as an emblem for members of clubs, classes, secret societies, etc.

No. 8234. PRICE Postpaid..... **25c**

Cleopatra Lucky Ring



Whether you believe in Luck or not, Luck is an element that enters into every undertaking. No matter how much we deny it Luck prevails and plays an important part in their lives of everybody. Julius Rosenwald, former head of the great Sears-Roebuck Corporation, once said: "Success is 5 per cent ability and 95 per cent Luck." So why not wear this mystic symbol of good luck? Be lucky in love, business and health. Many believe it wards off evil spirits, sickness and misfortune. It may be merely imagination, but what difference does that make if you get the benefit? Thousands have said it brought them success. The ring itself is quite unique and novel in appearance; platinum finish. It is fitted with a large imitation, sparkling diamond. Many say they cannot tell it from a genuine diamond.

No. 8241. PRICE POSTPAID, Only.... **25c**

EGYPTIAN LUCKY RING



or SACRED SCARAB RING. Fame, Fortune, Happiness, Success in Love and Business, are said by many men and women to have come to them with this LUCKY RING. Sterling silver finish.

No. 8242. **25c** POSTPAID

CRUCIFIX RING

The ring was first made during the 15th century by a Spanish Goldsmith and won immediate favor. It was valued highly, and was handed down from father to son. Its fame has increased during the centuries and it is today the most sought after and treasured guard ring. This beautiful ring is a masterpiece of the jeweler's art. Lovely satin oxidized finish. Guaranteed for 10 years. No. 8282. PRICE



POSTPAID..... **25c**

COROZO RING

The Black Beauty of the Tropics.



Handmade in PUERTO RICO

The Lucky Corozo Nut Ring

The Corozo Nut Ring is a very unique souvenir from tropical Porto Rico, America's island possession in the West Indies. The Corozo Ring is made from the nut of the well known Corozo palm, which grows in certain tropical countries. The nuts, which are quite hard, are gathered by the natives. They are carved out by hand into the shape of a ring by skillful workmen, and an imitation pearl heart is inserted, as shown in the illustration. The ring is finally polished, until it has a beautiful, permanent, walnut appearance. Being quite hard, the ring for all practical purposes is almost unbreakable. In Porto Rico the Corozo Ring is considered lucky as well as sacred among lovers and takes the place of an engagement ring. If you want something unusual as well as very beautiful in a ring, send for one of these lucky Porto Rican Corozo Nut Heart Rings.

No. 8238. Lucky Corozo Nut Ring **50c**

COMICAL MOTTO RINGS

Each ring has a different motto, as illustrated. Made in platnoid finish (to resemble platinum), with wording on enameloid. **25c** each. Order by number.



8327 25c



8328 25c



8329 25c



8330 25c



8331 25c



8332 25c

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ELECTRIC HAIR WAYER

Only \$1 **2.00**

POSTPAID

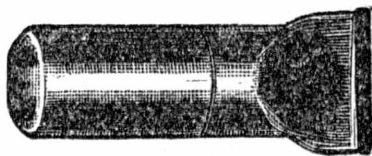
GIVES NATURAL WAVE IN 20 MINUTES AT HOME



At last! Wave your hair at home with Safe-Kurl, amazing new Electric Hair Waver! Takes only 20 minutes to give yourself any type wave, and dry your hair. SAFE, gentle heat puts in soft, natural, beautiful, permanent-type curls, waves, ringlets, rolls that last. No more high beauty-shop bills. No more tedious, uncomfortable "overnight" curlers and crimpers. Safe-Kurl gives you professional wave quickly, easily, safely—by electricity.

GUARANTEED BY 12-YEAR-OLD ELECTRICAL FIRM. Plugs into any light socket. Uses any ordinary household current, AC or DC, or home light plant current. Will last lifetime. Made of finest materials. Customer writes: "Safe-Kurl saves me money and keeps my hair waved perfectly. Takes only a few minutes to use." Nothing else to buy. Complete directions included. Satisfaction guaranteed or money back. Mail your order today.
No. 6803. Safe-Kurl Hair Waver **\$2.00**

DEVELINE WHISTLE



For an ear-splitting, soul-harrowing, nerve-shattering noise with which nothing in nature can compare, we recommend the Develine Whistle. If you wish your neighbors to rush for their shot guns, dogs to start for their cellars, cats to die of envy, and all living to start up in heart-broken protests, buy one of these and blow it. This is the **LOUD-EST, STRONGEST AND BEST** of the Develine type of whistle, and much bigger and superior to the cheaper grade of whistle usually sold. **No. 4489. Develine Whistle, 15c**

WORLD'S SMALLEST WIND INSTRUMENT



The world's smallest wind instrument. What is it? A flute? A piccolo? A harmonica? No, nothing else but a **BEAN!** And who can deny that is IS the smallest of wind instruments? A positive **WOW!** in any parlor party. Carry it around in your pocket and show it to your friends.

No. 2039. PRICE POSTPAID..... **15c**

INSERT A CANDID OUT COMES A DELICIOUS CHOCOLATE BAR

Thrift Bank and Slot Machine

The most novel, popular and useful bank ever invented! A regular slot machine, savings bank and profit-maker all in one. Just think of having this handy bank around, and as soon as your friends drop in a penny, nickel or dime—out comes a chocolate bar, all wrapped up! Leave the bank around the house and you will soon find that it fills up while you're gone. An easy way to save money—and make money!

Get Plenty of Chocolates—They'll Go Fast!

We'll made of sheet metal with a regular locked door so you can open and remove the money and fill it with chocolate bars. On the front is a slot to drop the coins in a window showing the chocolate bars, and a regular drawer that opens when each coin is deposited. Handsomely lithographed in brilliant yellow, green and red. Get two or three banks and PLENTY of refills—they'll go fast.

SWEET THRIFT BANK & SLOT MACHINE. Only 25¢. Chocolate Bars to fit in the Machine. Package of 10... 10¢



SWEATER EMBLEMS

BOYS! Just what you've wanted—dandy, brilliant blue-on-orange FELT EMBLEMS, all ready to put on the front of your sweaters or jacket, or hang them in your "den." Easy to sew on and they look best. Select the design you want: Football, Dancer, Skunk & Crow, Bones, Diving Girl, Lizard, Pirate, Good Luck Emblems, Football, Basketball, Baseball, Boy Scout or Lizard. Price Each Postpaid 25¢.

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LUMINOUS PAINT, when applied to an object, emits rays of white light, rendering it visible in the dark. The darker the night—the brighter it shines. Simple to use—you can do it! Apply some to the dial of your watch so you can tell time at night. Paint pushbuttons, switches, any thing, anything you like. Small bottles, 25¢. Medium size 50¢. Large size \$1.00 postpaid.

SWIM IN ONE TRIAL!

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THRIFT VAULT

A 3 dial safe lock and Vault Bank. Just dial the three numbers and open the vault. Just like any safe. Big and roomy—it measures about 10" x 10" x 10". Swell! to keep your money, jewelry, etc. in. Unlocked of course. Full metal with red and black enameling. Full instructions with each bank. **THRIFT VAULT BANK** only 50¢ postpaid. **THRIFT VAULT** similar in appearance to the above only made of w. (steel), and slightly larger. Packed in a box with complete directions for opening. Price, **pd** \$1.25

Knockout BANK

Big, jumbo 3 1/2 x 2 1/4 x 1" bank with revolving boxing floor and 1000 coins. Each and every coin is inserted in the bank, the fight begins, and the eye delivers a terrific KO punch, flooring his opponent! Friends, neighbors and relatives put money in your bank just to see who will win the fight. Lithographed in colors with lock and key. 25¢ Price Postpaid

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WATCH IT CHANGE COLOR!

Get one of these most wonderful of all creatures. Watch it change color. Study its habits. Wear one on the label of your coat as a curiosity. Shoots out its tongue to catch flies and insects for food. No trouble without food. About 4 in. long. Shipped in a safe arrival and live delivery. Only 25¢. Antee safe arrival and live delivery. Only 25¢.

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Four unique lighters are illustrated above at the low price of 15¢ each. Full sized pencil & lighter; key, bullet, and one which looks like a cigarette—will fit into your cigarette case! Your choice! **ONLY 15 CENTS EACH.**

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Three sensational brilliantly glazed, imported china novelties. Bright colors and designs. Your choice: Outhouse Novelty 25¢. An Receiver (center) 25¢. China Toilet 25¢. All Postpaid.

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Tells the best methods and principles for winning some of the prize contests which are announced almost daily. People make tidy sums of money. Methods and principles from those advanced by the winners of some of the hardest and largest contests staged thus far. Price 10¢. **NOV 20 Novelty Catalog, 10¢.**

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Size of a postage stamp. Over 260 pages. Every word legible. The complete New Testament. Said to bring good luck to owner. Price 15¢.



Quartermaster - Navy - C.C.C. - Marine - Army Ring

Big jumbo size, with a flashy emblem, surrounded by the American Eagle. Like the U.S. Government men wear! State type and size. Silver Finish, Sterling Silver, \$1.00. 14 kt. Gold Ring, \$1.75.

CRYSTAL RADIO 25¢

This is a radio in itself as it is possible to get reception with it alone within 25 miles of a station for up to 100 miles under good conditions. All you need is an aerial & ear phone. Completely assembled & wired with super-sensitive crystal stand base with crystal cup, arm with cat's whisker, etc. **Guaranteed 25¢.**

Radio & Television Books

How to build inexpensive crystal sets, electric radio, short wave radio, hints on building television set. With a television set you can see the head reception. Tells how a simple home set may be built. Price 10¢.

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Complete blueprints for 3 different racers. The one illustrated can be built for a few dollars. All about rear parts, gears, transmission, slion dirt, track rollers, track regulations, blueprints, plans, and a MOTOR TO YOUR BIKE at low cost. Increasing speed, etc., etc. Crammed with information. **Over 75 illustrations, plans & blueprints. COMPLETE BOOK only 25¢.**

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Great curiosity. Place in water, plant opens up and starts growing in a few minutes. Take it out it lies up and goes to sleep until put in water again. Lasts almost forever. Brilliant green when growing. Each, 10 cents. 3 for 25¢.

LOOK! WONDERFUL INSTRUMENT

35¢ Nine separate articles in one. Odd, curious and interesting. Lots of pleasure as well as instruction. Double Microscope for examining the wonders of nature. Opera glass, Stereoscope, Burnin Glass, Reading Glass, Telescope, Compass, Pocket Mirror, and Larynxcope for examining eye, ear, nose and throat. Worth its cost to look into one painful condition in the eye. Folds flat and fits the pocket. Something that you need one. Price 35¢.

INDIAN MOCCASIN KIT

Contains material all ready cut and instructions to assemble these moccasins—comfortable slippers that are swell for wearing around the house on cold nights, or even running around outside. Durable suede. Fun to make. **Price \$1.50.**

Serpent's EGGS

Light each of the "eggs" with a match and they glow in the dark. All feel long. While burning they hiss and squirm like a miniature. Box of 2, only 10¢.

CRYSTAL GAZING BALLS

A Look Into The Future! Guaranteed perfect in shape. Use crystal of not less than 2 inches should be used. The larger crystals are best suited; a larger vision is seen, consequently better results are obtained. Get a crystal—use it constantly and see that it is always clean. You! It may mean SUCCESS, HAPPINESS, RICHES, LOVE. 1 inch Crystal... \$2.00 2 inch Crystal... \$2.50 3 inch Crystal... \$3.50 4 inch Crystal... \$4.50 5 inch Crystal... \$5.50 6 inch Crystal... \$7.50 Crystals are obtained from the LIVES OF HOTCHA CHORUS. Tells the secrets of how many of the chorus girls live and what they do for excitement. Price Postpaid Only 10¢.

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MAGIC CARDS

Face Values Can Be Read from the BACKS!

No Lengthy Study or Practice Necessary!

The BACKS Tell the Secret of Every Card!

WHILE these cards apparently are the same as any ordinary deck of Playing Cards, the backs are marked by a wonderful system of secret markings that defy detection, and thus they can be used for magical "stunts" without number.

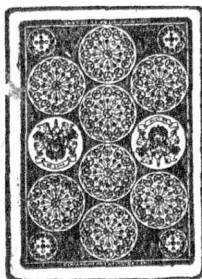
With these cards any person without practice can easily perform many mysterious magical tricks—the cards do the tricks for you. The secret is in the backs of the cards—secret markings. Every one of these five decks is different. In fact they "will almost talk to you."

With these cards it is possible, without any knowledge of sleight of hand, to perform some very mysterious magical tricks. It is possible to tell every card from the back. Both the suits and numbers are indicated. Thus many fascinating tricks can be performed. The reader will be able with but very little thought to invent some original effects and have an endless amount of fun and amusement. With these cards you can accomplish feats in magic equal to many performed by professional magicians.

Instructions with Every Deck!

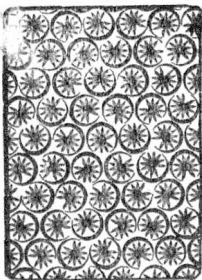
Fully printed and illustrated instructions are given with each deck, with directions for performing a number of very startling and interesting tricks, and the reader will be able, with but very little thought and effort, to invent some original effects and have an endless amount of fun and amusement.

Remember there are no less than five different Decks, each one entirely different. Each is a complete Deck in itself, and the fronts of the Cards differ in no respect from any ordinary Deck of good Cards.



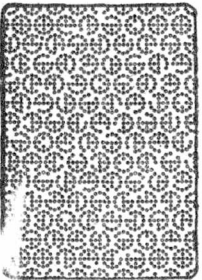
DE LAND'S

This deck contains over 17,000 secret marks. Some seemingly impossible feats in magic can be performed with it.



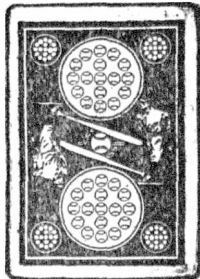
DAISY DECK

The backs of this deck contain a system of marks which can be read at a distance of 15 feet. Wonderful for stage use.



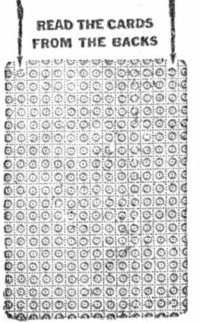
NIFTY DECK

This deck is especially suited for long distance reading. The directions tell you how to accomplish some seemingly impossible feats.



ADAM'S LEAGUE DECK

These cards can be "told" from the back as well as the front. You can perform an entire act in magic with their aid.



STAR DECK

Every card can be read from the back.

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READ THE CARDS FROM THE BACKS

NEW BOOK OF 150 PARLOR TRICKS AND GAMES

HOME-MADE APPARATUS.

PRICE 30 CENTS.



This new book contains a grand collection of 150 simple, wonderful and astonishing Parlor Tricks and Games. The instructions for performing them are so plainly given that any child, with a little practice, can do them, as they only require such simple apparatus as Eggs, Candles, Thread, Corks, Coins, Cards, Handkerchiefs, Paper, Glass, Knives, Bottles, Rings, Toothpicks, Twine, Dice, Chairs, Nails, Hats, Dominoes, Balls, Matches, Envelopes, Water, Nuts, etc., which can be found in any home. Simple little parlor games that will help old and young to pass many an idle hour in mirth-provoking and amusing pastimes. Fifty illustrations. No one should fail to secure a copy of this book of magic and games. Sent by mail, postpaid, to any address on receipt of **30 Cents**.

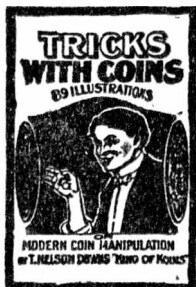
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TRICKS WITH COINS

OR MODERN COIN MANIPULATION.

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A series of absolutely new Passes with Coins, including eleven distinct and different methods of causing the disappearance of a single coin.

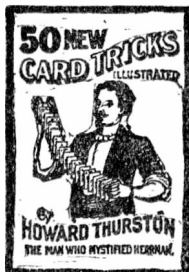
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