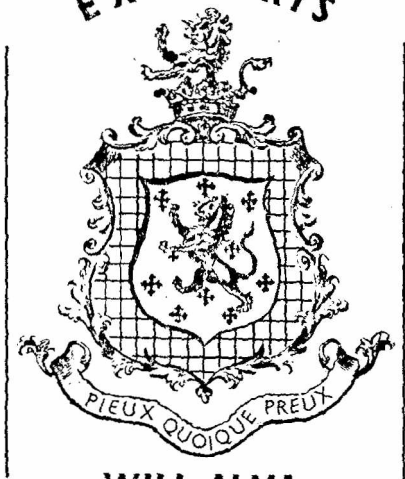


FLASH

STANLEY

MAGIC

EX LIBRIS



— WILL ALMA —
M.I.M.C. (LONDON)

FLASH MAGIC

A Unique Collection
OF
TRICKS, IDEAS
GAGS and TIPS
WITH
FLASH PAPER

WILL ANDREADE
270 COLLING STREET
MELBOURNE, O. 1.

Illustrations by
JOHN DIXON

PUBLISHED 1945.

BLACKPOOL UNION PRINTERS, LTD.



CALLING ALL MAGICIANS !

In the following pages you will find a unique collection of practical effects with that brilliant magical accessory—**FLASH PAPER**.

For the purpose of classification the book is divided into four sections.

Part One deals with **TRICKS** which are complete within themselves.

Part Two deals with **IDEAS** and "bits of business" which will dress up another trick.

Part Three deals with **GAGS** you can work on unsuspecting friends. (You won't keep them very long!)

Part Four deals with **TIPS** and useful formulae.

A whole field of startling new magic is open to the wide-awake magician.

HARRY STANLEY.

I.O.U.*PAUL CURRY.*

Involved in this quick, but profitable effect, are a shilling and a piece of tissue paper. The shilling, after being wrapped in the tissue paper, is touched with the tip of the performer's cigarette. The paper disappears in a puff of flame to reveal a half-penny in the shilling's stead! Apologising for the sudden devaluation of the spectator's coin, the performer pushes the half-penny to one side and reveals beneath, a circlet of paper bearing the depressing message: "I.O.U. 11½d"!

The method used is based upon the fact, that if a coin is wrapped in flash paper, placed on a flat or fairly flat surface, and ignited, the resultant flash will to all appearances destroy the entire paper; in reality the entire portion beneath the coin will remain unconsumed!

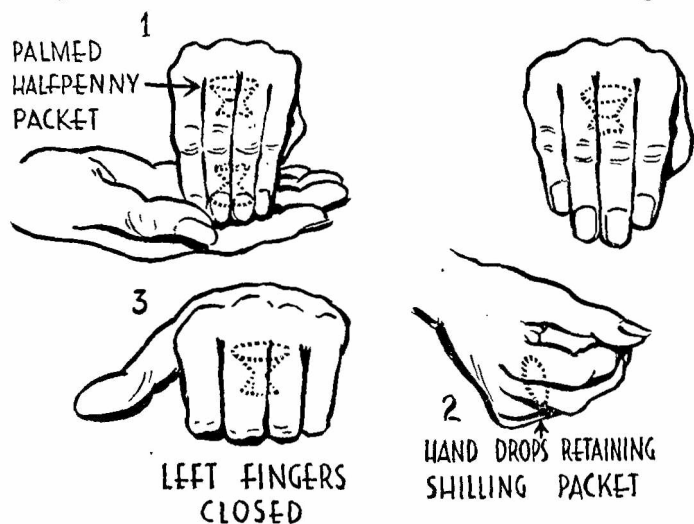
To prepare, take a piece of flash paper the size of a cigarette paper and print on the centre of it, the message given in the effect. The message should be of such a size that it can be covered by the half-penny. The exact manner of wrapping the coin is important. The half-penny is placed upon the message, the sides of the paper are gathered up around it, and twisted together at the top; this leaves a single thickness of paper below the coin. This packet is placed in the left trouser pocket. A box of matches in the right pocket completes the preparation.

To begin, the performer casually places a cigarette between his lips. He then borrows a shilling and wraps it in a piece of tissue paper in such a manner as to match the packet previously prepared. This bundle is then placed on the up-turned right hand, at the base of the second and third fingers. Saying that he wants a light for his cigarette, the performer reaches into his left trouser pocket and, in so doing, palms the half-penny packet so that the single thickness of paper is against the palm.

The left hand is removed from the pocket apparently empty, and pretends to take the shilling packet between the thumb and four fingers; the thumb is on the side nearest the body, and all four fingers are held together so as to shield the packet from the spectators for the moment. At this point the right hand, which retains the shilling by a slight cupping of the fingers, drops away from the left, turning at the same time so that its back is toward the audience. It is immediately placed into the right trouser pocket in a continuation of the search for matches. The left hand for the moment apparently retains its hold on the shilling. As the right hand emerges from the pocket, leaving behind the shilling packet and withdrawing the matches, the left fingers close up against the palm, while the thumb is raised outward as the hand turns palm upward. As the fingers are opened to expose the

FLASH MAGIC

duplicate half-penny packet, the middle finger taps it, apparently to keep it from unfolding. This little gesture is very natural and seems to add a great deal to the switch. This is all done as the right hand comes from the pocket with the matches; it is done casually and no attention is called to it. Remarking as to the necessity of being nonchalant while handling other people's money, the performer hands the spectator the matches with the request that he light the performer's cigarette. As this is being done, the half-penny packet is shifted from the palm to the base of the second and third fingers.



After the cigarette is lighted, the glowing tip is touched to the paper. Needless to say, the inevitable happens, leaving only the half-penny and the I.O.U., which is as worthless as any I.O.U. printed on flash paper!

The lighting of flash paper on the hand may seem hazardous to some. If performed in the exact manner described, there is no danger. The position is very important; it should rest at the base of the second and third fingers on the callous part of the hand. The fingers should be extended forward rigidly. The paper must be tightly wrapped and all loose ends gathered at the top. Be sure that only a single thickness of paper is below the coin.

The more unscrupulous performer would perhaps rather perform the effect with a penny and a borrowed half-crown!

“FLASH” CASHES A CHEQUE!

EFFECT: The magician states that he has a novel way of getting cash. He writes a cheque for one pound, folds it up, and wraps it in a tissue. It is put into a glass tumbler, and the tissue is then ignited. It burns away with a flash, leaving a genuine pound note in its place. “Flash” has cashed the cheque!

SECRET: Wrap a pound note in flash paper, but have the paper go around the note only once (flash paper needs air to burn well). Show glass, wrap the cheque in tissue, and switch the bundle for the prepared pound note in flash paper. Put the packet in tumbler, and ignite. The flash paper disappears and spectator may remove the note himself.

DEVIL'S MONEY.

EFFECT: Four spectators loan coins. One spectator is told to mark his piece of money. Wrap them in small squares of tissue paper. The coins are well mixed and then placed in a row. Performer turns his back and touches each package with his cigarette; the paper burns away from only one coin, disclosing the marked identification.

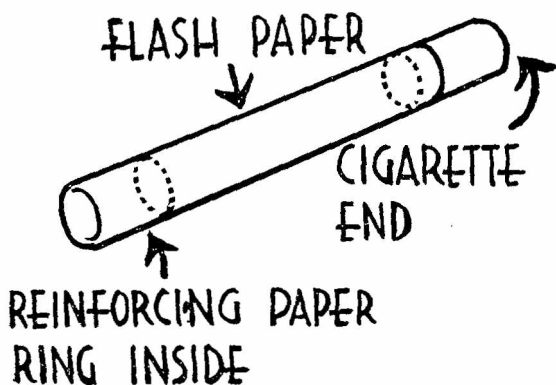
SECRET: Three of the squares of paper are ordinary; one is flash paper. The last is given to the man who is told to mark his coin. The packages are mixed. By touching each paper with the glowing cigarette, the flash paper only, will be ignited.

FLASH CIGARETTE TO SILK.

BOB HANKO.

An excellent opening effect which is a flashy "attention getter." The effect is direct. A cigarette is lit, smoked for a moment, and then **VISIBLY** transformed into a silk in a flash of flame!

Flash paper is used in the form of a special cigarette. A piece of cigarette $\frac{5}{8}$ in. long, is cut from a whole one with the aid of a razor blade. A piece of flash paper about 2 inches square is rolled into a tube the size of a cigarette, and into which one end of the short piece of cigarette is inserted and glued. A few dots of glue along the edge of the flash paper will keep it from unrolling. You may find it advantageous to slip a reinforcing ring of stiff paper $\frac{1}{4}$ in. wide into the open end of the flash paper tube.



FLASH MAGIC

An 18-inch silk is rolled up with one corner sticking out. A length of very weak thread is run through the hole in a small safety pin. The thread is tied around the silk to keep it balled. The package is then fastened inside the right coat or trouser pocket with the aid of the safety pin fastened to the thread.



If you hang the package half-way up the inner wall of the right trouser pocket, you will find that about right.

A box of matches is placed in the same pocket as the silk. The fake cigarette is placed in a case with others and put in the inside coat pocket.

To perform, the case is taken from the pocket, the cigarette removed and held while the case is replaced. The right hand goes into the pocket to get the matches, which are used to light the small piece of cigarette. **BE SURE TO LIGHT JUST THIS END AND DON'T LET THE FLAME TOUCH THE FLASH PAPER.** The right hand returns the matches to the pocket, finger palms the silk, clips the free corner in a thumb palm, and comes out, breaking the thread automatically as it does so. This leaves the silk free to expand when dropped.

The cigarette is immediately taken between the right first and second fingers, where it is held. The tobacco will burn down until it ignites the flash paper, at which time an upward and outward motion of the hand throws the silk out, giving the impression that the transformation occurred in a flash of flame. This is very effective.

The length of time it will take to ignite the flash paper will vary slightly each time. The rough time for ignition can be controlled during the making of the fake, and will also depend on how you light and smoke it. If you make all the fakes alike and smoke them alike, a few trials will show you about how long the burning will take. Slight variances are taken care of by the patter, which should be of the kind that may be stopped at any time. The following may be used, the hyphens indicating pauses during which the transformation may occur :

“ I hope you don't mind if I light a cigarette—frankly, I detest smoking for myself—makes me cough a bit—but, as you see, I need a piece of silk for my next effect—and this is the easiest way of getting one—strange little thing I learned from a Chinese chap.”

NOTE: The pauses are **NOT MADE OBVIOUS** by you. The patter is just made casually, perhaps with a few puffs of smoke from time to time. The hyphens merely show where the patter may be stopped naturally by the flash and still make sense.

SPLIT-SECOND COLOUR CHANGE SILK.

EFFECT: A white handkerchief is seen dangling from your finger tips. It is touched with a lit cigarette, and **FLASH**, it is now red (or any other colour).

SECRET: Fire-proof a red handkerchief, and cut white flash paper about one inch larger, all around, than the handkerchief. Display the flash paper as though it is a handkerchief, completely covering the other silk. Ignite, and toss into the air; red silk will drop down from the flame!

NOTE: If your silk is too bright, black flash paper will be safer.

FLASH CARD FAN PRODUCTION.

This is the perfect opening for the card manipulator. Performer shows a square of tissue (flash) paper, held by finger tips. Paper is ignited, disappearing in a flash; in its place is a fan of cards!

Cards are held in the back of the hand, as in standard back palm, while thumb and first finger hold the flash paper. Paper is ignited by free hand (lighted cigarette is easiest), and the instant the flash appears, cards are brought to the front for display. Any small object which can be back-palmed can be used in this effect, but a fan of cards has the most showy appeal.

THE METEOR CARD.

MAX HOLDEN.

EFFECT: A card is selected and restored to the pack. Pack is placed into an envelope having a large circle cut through its centre. The envelope is then tacked on to an easel or board with the pack partly visible through the cut-out. The envelope is touched with a burning cigarette, and disappears in a flash: the cards all fall except the chosen one, which remains on the board.

SECRET: The envelope is made of flash paper, with a 2-inch circle cut through it. A bit of magician's wax is attached to the centre of the easel. Bring selected card to the top of the pack, in your favourite manner. Then place pack in the envelope, and attach to the board by means of drawing pins in the four corners. The pack is kept face toward the audience. Press tightly against board, to make card adhere to board. Upon lighting the envelope, it will vanish with a flash, and all cards will fall down, except the chosen one, which is fastened to the board by means of the wax!

THE GHOSTLY HAND.

EFFECT: A sheet of paper is placed flat on a china plate. A card is selected. Paper on the plate is ignited. When it is burned away, the number and suit of the card will be revealed on the plate.

SECRET: Use a four-inch square of black flash paper. Using a black chalk, write the name of the card **BACKWARDS**. A mirror may help you for this job. Lay the paper, which has been carelessly shown on both sides, on the plate, and casually smooth it off, thus transferring the writing on the plate. Force the card (or any other object, if you prefer) and ignite the flash paper to cause the message to appear on the plate.

GHOSTLY REMAINS.

EFFECT: A card or number is selected. Magician touches his cigarette to a piece of paper on dish. The paper disappears, and the ashes spell out the answer!

SECRET: Use a small paint brush, and brush your message on the flash paper with fire-proofing liquid. Be sure to let it dry well before using.

FLASH PIP.

EFFECT: Magician shows the **ACE OF SPADES**, naming it as the card a spectator had previously selected. Audience disagrees, naming the **ACE OF CLUBS** as the chosen card. Performer replies, "If that's the case, let's change it." He touches the large centre pip with the end of his cigarette, and in a flash it becomes the **ACE OF CLUBS!**

SECRET: Cut a large spade pip from a sheet of black flash paper. Attach this pip to a duplicate **ACE OF CLUBS** with a **VERY SMALL** dab of wax. When ready to ignite the flash paper, hold the card by its sides, and squeeze it, to allow air to get behind the paper. This effect is not easy, and involves the spoiling of a card—but it is well worth it.

FLASH PUBLICITY.

TED ANNEMANN.

This is a very smart effect for publicity purposes. From a sheet of flash paper, cut out a business-size envelope. Tear an index corner from a playing card. Seal the mutilated card in the envelope, address it to a friend, stamp it and post. Then telephone this person, telling him a letter is en route, and he is not to open it until you arrive.

When you see this person, have a card selected (actually forced), take it from him, and tear off the corner. Make a switch, and give him the duplicate of the corner from the card in the envelope. Get rid of the remainder of the card in a manner to suit yourself.

Ask for the letter he received. Place it in front of him, and ask him to touch it with the lit end of his cigarette. The envelope vanishes entirely, in a flash, except for the stamp, and in front of him is his selected (?) card, which may be checked with the corner he has in his hand!

FLASH MESSAGE.

EFFECT: A selected card, word, or picture is revealed, in a flash, on a piece of white cardboard that has been shown blank on both sides.

SECRET: Cut a piece of white cardboard and flash paper 4 by 6 inches. Write message on cardboard with black crayon. Cover writing with sheet of flash paper, using dabs of wax at corners. Force the object by your own pet method. Hold cardboard in a convex (bent) manner, to allow as much air as possible to come between the cardboard and the flash paper. Then ignite. Be sure that plenty of air gets behind the paper, or it will not burn in the rapid manner so necessary for the best effect, that of a brilliant flash, which comes and goes in an instant, leaving the message behind.

DEATH DIVINATION.

DR. DALEY.

Place the non-believer opposite you, and in the following manner proceed to convince him that a strange power is yours to command. Five or six pieces of tissue paper (about two by three inches in size) are put in front of the subject. He is asked to pick up one and write upon it the name of someone living. He folds it once each way, puts it back on the table and takes another slip. This time he is told to write the name of a dead person. He folds it as before, you take it from him, at the same time handing him another slip, and this time he writes another living name. The rest are living names also, until all slips are folded and on table. You then idly touch them with a cigarette, one after the other, one suddenly flaring up and vanishing. You ask the sitter to check the remaining slips for the

dead name. It is gone! For the climax you impressively reveal the name.

The secret is flash paper. Take the paper from a spectator each time and place on table, but switch at the dead name. Then read it under table edge while he is writing the others. The rest just works itself. The effect is marvellous.

FLASH LIVING AND DEAD TEST.

Here's an idea for those using a Living and Dead test. Five pieces of tissue paper are written upon, four living and one dead. They are mixed, and someone holds a match. One by one the folded slips are passed through the flame. The first disappears in a flash. This happens to the second, too. The third stays unharmed. As a check you try the fourth and fifth, both of which vanish in smoke and flame. The spectator opens the one unharmed slip and it is the dead name! There's nothing to it, because the dead name is on the only piece that isn't flash paper! The effect on an audience is remarkable.

FLASH SLATES.

A picture or message is drawn or written on a slate; over this is placed a piece of black flash paper cut to fit just inside the slate frame. By means of a small dab of wax at each corner, the flash paper is stuck to the slate. In this state the slate at a distance of a few feet (provided the flash paper has not been crumpled before use) looks unprepared. If the tip of a lighted cigarette is now pressed in the centre of the flash paper it will not flash off in the usual way, but will burn outwards from the centre to the edges, creating an unusual effect which culminates in the appearance of the message or picture on the slate!

Besides simply obtaining a picture or message by burning the paper, a drawing could be made on the flash paper as well as on the slate proper, thus causing a transformation. A few ideas in both directions are as follows :—

1. The performer remarks that he will show how the modern magician produces a rabbit from a hat. The slate is shown with drawing of a hat on it. A touch of flame and a rabbit appears on the slate.

2. The performer talks of an unscrupulous person who burnt his house in order to get the insurance money. Picture of a ramshackle house on slate. "He started a fire with a cigarette end." Flash paper is touched off and a picture of a cheque appears on the slate.

3. The performer says he will try to raise the spirits. Blank slate shown; flash paper is touched off and drawing of a "Johnnie Walker" bottle appears.

4. By using a flap as well, the performer can show the slate blank on both sides. A wrong message is produced, written on the flash paper. This is then touched off and the correct one produced.

BURNED AND RESTORED MATCHES.

EFFECT: A box of matches is shown, calling attention to the colour of the heads of the matches. Performer extracts a match, and lights it, instantly setting fire to the remaining matches in the box. A few magic passes, and the matches are all restored!

SECRET : Mentioning the colour of the heads is misdirection. Actually, you have a small piece of flash paper on top of the other ends of the matches. After removing the match, to light it, close the box, then reopen it at the opposite end. Light the flash paper, and the audience will swear that the heads of all the matches have gone up in flame. Close the box, then re-open the correct end ; all the heads will be restored. This is a great trick to carry around in your pocket.

TWO ON A MATCH.

Light a match, extinguish it, and then immediately touch it to a small piece of flash paper. The glow of the match ignites the flash paper, and the paper in turn re-lights the match !

At the dinner table have a small piece of flash paper handy. Wait until someone lights up after a meal. As soon as he throws away the match on the ash tray, pick it up and touch it to the piece of flash paper, thus re-lighting the match. With a remark that in these times nothing should be wasted, light your own cigarette !

FLASH RING.

EFFECT : In view during performance, hanging from ceiling, is a bag, formed by fastening four corners of paper together. The performer borrows a ring, folds it into a piece of paper, tears paper, and tosses bits to audience. The ring has vanished ! The owner of ring and another spectator hold a large silk by corners, directly under the hanging bag. The performer uses a long candle-lighter stick with flame at end, and ignites the hanging bag. It vanishes with a flash, and the actual borrowed ring drops into the hands of spectators beneath.

SECRET: Near flame end of the stick is a slot to loosely hold ring. The hanging bag is made of flash paper. The ring is first vanished by the well-known paper fold. In lighting the flame of the long candle-lighter, the ring is dropped in slot, which is kept upwards. At the moment flame contacts bag, stick is turned over, and ring drops from flame into silk held by spectators.

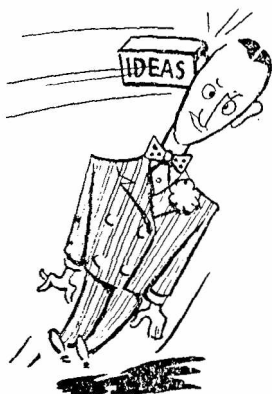
NOTE: Why not use flash paper for the vanish of the ring?

THE FLASH BALL VANISH.

EFFECT: A ball is placed into a glass and covered with a handkerchief. The glass is hidden completely from view by the handkerchief. Suddenly a flare is seen under the handkerchief—the silk is whisked away, and the ball is gone. It can be reproduced from the air.

SECRET: Attach a circle of flash paper to the edge of a bottomless glass. Thus prepared, it will not appear out of the ordinary (unless you have not yet learned the most dangerous word in the magician's language: "**ORDINARY.**" **DON'T** say, "This is an **ORDINARY GLASS.**" Simply take it in hand, and use it.

A golf or billiard ball is placed into the glass. Handkerchief is draped over glass, with folds hanging down. Hand containing lit cigarette goes under the folds, igniting the paper, and allowing the ball to fall into the hand. Glass and handkerchief can then be shown empty, and the ball produced from the air with other hand.



IDEAS.

Useful flash accessories and "bits of business" which will dress up other tricks.

FLASH PAPER OPENING.

EFFECT: During the performer's opening remarks, balls of flame are seen to drop from his finger tips.

SECRET: Have five or six one-inch squares of flash paper crumpled up and cupped in hand while cigarette is held by thumb and first finger, burning and inward, at a slight distance from the flash paper. In order to ignite each piece, simply lower the hot end on to the paper, and release it. A bright flare will result.

FLAMES FROM THE FINGER TIPS.

Ted Annemann used this with great effect. In line with his patter he would tell of the time he was in the Himalayas. His tall story would describe the occasion on which he offended a Thibetan sorcerer. As a punishment the sorcerer cursed him with "wizard's fire." This came after Ted had, in the course of his act, paid absolutely no attention to little bursts of flame that appeared at his finger tips, at his feet, and a few feet away from him.

These flames would continue until commented on. Ted would then explain and apologise for them! Explaining that **HE** could not see them, he apologised by telling the tale of the "wizard's curse"! His story continued and told of the fact that the curse applied only when he performed feats of transcendental magic which he had stolen from the Tantric sorcerer!

It was strikingly effective when used in this way. His method, like most of his methods, was simple. He would tear a sheet of flash paper into billet size and then crumple them up till they were tiny little balls. He held a cigarette in full view, and whenever he had occasion to go to his pockets he'd palm a few of these little balls. The beauty of it lay in the ease and unconcern with which he'd put cigarette to ball and flip it away.

If **HE** had called attention to the bursts of flame it would have been quite obvious what he was doing. Since he didn't, since he pretended not to even be able to see them, the effect became quite startling.

FLASH FINGERS.

EFFECT: Performer stands next to spectator. Suddenly his hand reaches into spectator's pocket, and comes out with a flash, apparently pulling a flame from the pocket!

SECRET: Conceal small wad of flash paper in same hand that holds glowing end of cigarette. As hand goes under spectator's coat, flash paper is ignited. Properly timed (which means this trick requires practice), it appears that the flame has actually been taken from beneath spectator's coat.

EXPLODING FLARES.

EFFECT: Performer has a small wad of paper in his hand. Touching it with his cigarette, it flares up and explodes!

SECRET: An exploding pellet (obtainable at novelty and joke stores) is stuck through a corner of a two-inch square of flash paper, and the paper is crumpled into a small ball. Toss it into the air as soon as you ignite it; the heat is sufficient to set off the pellet. Three or four pellets in the paper will bring out the fire brigade and riot squad!

A USEFUL GIMMICK.

A simple holder for flash paper pellets is a pin at the bottom of the waistcoat, with a half-inch of pin point projecting downward. Impale pellet on it, and it can be plucked off any time you're ready to begin. Three or four such pins in a row will enable you to repeat effect.

IMPROMPTU BY-PLAY.

Pins as described above can be attached to the bottom inside edge of coat. With hand hanging naturally at the side, the pellets may be detached as you need them. Ignite pellet on end of cigarette, immediately releasing it, by flipping it up in the air, away from you.

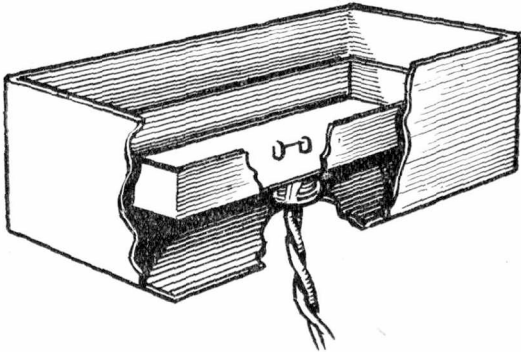
“HELL’S ON THE ’PHONE.”

Crush a piece of flash paper into a ball, and stick it into the receiver of a telephone. At an opportune moment remark that you’ll call the devil for information. Pick up the ’phone and ask for Hell. While you are waiting for a reply (!) remark, “I’m trying to get the devil, but he’s very busy nowadays.” Get impatient and jangle the hook. At this point ignite the flash paper with cigarette. At the flash, look startled, and yell into the ’phone, “Oh, the Hell you say!” Slam the receiver back on the hook!

NOTE: This effect, like the others listed under ideas, can be utilised to dress up popular effects. There are many ’phone tricks, some with real ’phones, some with fakes, for naming a selected card. This gag will go over with a flash. Or, if desired, with a bang. (Just add the exploding pellet!)

FLASH BOX.

A very useful magical accessory. The following illustration will make its construction and operation quite clear.



The box is made of metal, and a piece of thin fuse wire is placed between the terminals. Upon this is put a piece of Flash Paper.

The apparatus is wired to the "house circuit," and operated off-stage, and when switch is applied, the current fuses the wire and thus the flash paper is ignited.

On the professional stage this apparatus is sometimes known as a "**SPIT BOX.**" The name is derived from the comical result of the comedian spitting in the footlights! The resultant flash is a certain laugh-getter. The flash can be accompanied with the remark: "By jove, the beer is improving!"

By placing two "spit-boxes" side by side in the footlights, the following effect will get a big laugh. The performer, after getting his first flash, struts across the stage, obviously very pleased with himself. In his new position he tries again, but this time nothing happens. Nothing happens on the second try. He makes a mighty effort for the third time, whereupon the second "spit-box" flashes off in the original position!

A little thought and imagination will give any go-ahead performer many ideas with this useful piece of apparatus.

NOTE: There is, of course, no need to "spit"—a flick of the fingers will do just as well. After all, magicians are renowned for their good taste and manners!

FLASH BUTTONHOLE.

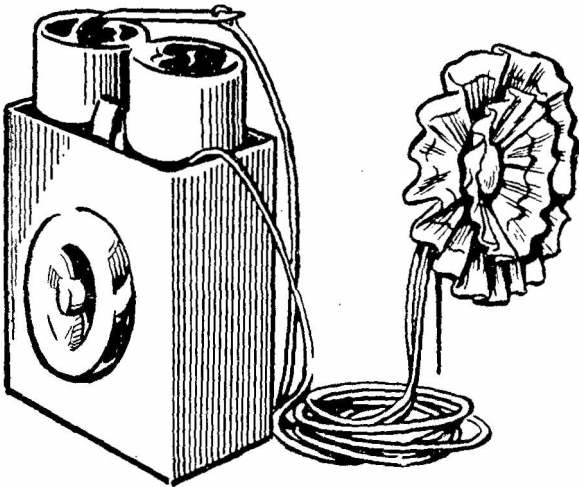
Another novel, and useful, "flash" accessory. The illustration makes its construction and operation obvious.

The box is easily made in cardboard. The bell push and cycle-lamp battery may be purchased at any electrical shop. Backing the "flower" (flash paper) is a piece of asbestos, which acts as a base for the "flower" and also as a protection for your coat. Mounted on the asbestos are two terminals, across which is placed a piece of thin wire. The battery unit is placed in the pocket, the "flower" in the buttonhole, and you are ready for another startling and unusual flash!

FLASH MAGIC

When effect is required performer presses the button and **FLASH** the "flower" disappears!

There are many uses for this utility piece, and it can be used in many situations. Play around with this idea for a bit and you will be delighted with its possibilities.



THE ANSWER'S A LEMON!

EFFECT: During his performance, the magician has cause to vanish a lemon. He wraps it in its original (?) tissue covering, screwing up the ends. It is placed on a dish on the table. From a large box of matches he removes one match, lights it, touches it to the "lemon," and it vanishes in a flash!

SECRET: Place a small dish in front of your well or servante, and on it put an empty shell of flash paper, made in the shape of a wrapped lemon. In front of this place your large box of matches. Show the lemon, and wrap it in ordinary tissue paper. Apparantly put it on the dish, but actually drop it into well or servante, and at the same time pick up box of matches with the other hand. The switch is perfect. And the rest of the trick is apparant.

NOTE: This might be a good piece of business for concluding the popular note in a lemon trick.

FLASH FLOATING BALL.

Here is a real finish for the classic effect. Use flash paper to make your ball of paper, and use your regular routine for the floating ball. In addition, however, smoke a cigarette, using the smoke for artistic and misdirecting purposes. At the conclusion of the trick, touch the ball of paper with the cigarette, and not only will it go up in a flash (a great finish to the trick) but it will also do away with the thread!



GAGS.

Some excellent ways of scaring and losing your best friends.

FLASH BEER.

For this stunt you use some paper and a rubber band to make a drum head on top of a beer glass. The gag is this: Your drinking companion and you both place the price of the next drink on top of the drum head. Let's say that you are a sober soul and only drink beer. Two six-pences are placed on the drum head. Now you and your elbow-bending friend take turns with lit cigarettes. The object is reached when one of you burns the hole that allows the money to drop into the glass, the loser, of course, pays for the next drink.

The twist on this peaceful little pastime is this: After playing socially and honestly for a while, you can quintuple the bet and say that you have now found out your opponent's method. You bet that if he will burn the **FIRST** hole—that you are positive you will win. You win all right—but you'd better start running. The last time you made a drum head, you made it out of flash paper!

Sometime when you're smoking, put a piece of flash paper in an ash tray and let someone put out his cigarette on it, and watch him jump!

DISAPPEARING CIGARETTE.

This is a good gag, and perfect for the perennial cigarette "cadger." But it should be used only with a cigarette holder.

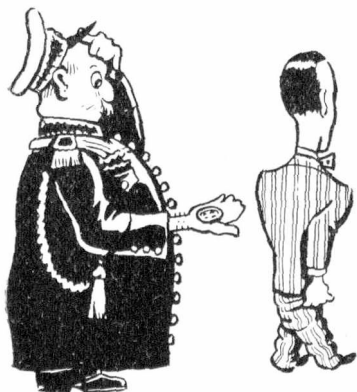
If you haven't guessed it already, the cigarette is rolled in flash paper instead of the usual tissue. You can buy cigarette rolling machines for a small sum, and after a little practice you should be able to make a perfect cigarette with flash paper!

Remark, "You smoke too quickly," when the person lights his cigarette, only to have it flash up, and the tobacco fall to the floor!

A DIFFICULT FEAT.

Tear two small squares of paper, carelessly leaving one on the table. Explain that it is difficult to burn a hole through a piece of paper with the tip of a lit cigarette. Make much ado about performing this "feat," and challenge your friend to repeat. The piece left on the table, however, is flash paper!

TIPS.



Keep flash paper stored away from excessive heat. If it is not to be used for some time, sprinkle it lightly with water. (Distilled water is best).

Do not carry flash paper in your pockets too long before using; it absorbs moisture, and will either burn slowly, or not at all.

Be careful to keep flash paper away from the face when performing.

Remember, to get the best results, flash paper needs air.

Never use more than one effect with flash paper in the course of a performance. Flash paper makes flash magic, but too many flashes will blind an audience.

Play safe and get your flash paper from a reliable dealer.

SOME USEFUL FORMULAE.

Coloured Flash Paper. Get some tissue of as fine a quality as possible. Steep for 10 minutes in Saturated Bromide and Rectified Spirits of Wine. Then thoroughly dry it away from fire, and keep it in a tightly closed tin or glass jar.

FIRE-PROOFING SOLUTION.

For **Material**: Boric Acid 1 teaspoonful, Borax 1 tablespoonful, Water $\frac{1}{2}$ teacup. Soak well and dry by hanging up:

For **Cards**: Ammonium Sulphate 1 oz., Boric Acid $\frac{1}{2}$ ounce, Borax $\frac{1}{4}$ ounce, Water 1 pint. Heat to 120 degrees and keep it there while you soak cards for about 20 minutes. Dry between towels under pressure.

For **Flash Paper**: Using camel's hair brush, write message, name of card, etc., on flash paper with solution of Soda Tungstate. Dry well before using.