O. XVII P.

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Captain Irwin,
1, Brislington Crescent,
BRISTOL.

HOCUS POCUS,

OR THE

Art of LEG RDEMAIN.

[PRICE SIX-PENCE]

Strange Feats are herein taught by Slight of Hand,
With which you may divert yourself and Friend;
The like in print was never seen before,
And so you'll say when once you've read it o'er.

THE WHOLE ART OF

LEGERDEMAIN,

OR,

Hocus Pocus in Perfection;

By which the meanest Capacity may perform

THE WHOLE ART

WITHOUT A TEACHER

TOGETHER WITH

The Use of all the Instruments belonging thereto.

TO WHICH IS NOW ADDED

Abundance of NEW and RARE INVENTIONS,

The like never before in print, but much desired by many.

By HENRY DEAN.

THE ELEVENTH EDITION, WITH ADDITIONS.

London:

Printed and Sold by SABINE and SON, No. 81, Shoe Lane, Fleet Street.

TO THE

READER.

HAVING in my former Book of Legerdemain promised you farther Improvements, accordingly I have discovered herein to you the greatest and most wonderful Secrets of this Art, never written or published by any Man before; therefore, I don't doubt, but herein you will find pleasure to your full satisfaction, which is all I desire.

HENRY DEAN.

THE WHOLE ART OF

LEGERDEMAIN,

&c. &c. &c.

LEGERDEMAIN is an operation whereby one may seem to work wonderful, impossible, and incredible things, by agility, nimbleness, and slight of hand. The parts of this ingenious art are principally four—

1st. In the conveyance of balls.
2nd. In the conveyance of money.
3rd. In cards.
4th. In confederacy.

A Description of the Operator.

1. He must be one of a bold and undaunted resolution, so as to set a good face upon the matter.

2. He must have strange terms and emphatical words, to grace and adorn his actions, and the more to amaze and astonish the beholders.

And lastly, he must use such gestures of body as may take off the spectators' eyes, from a strict and diligent beholding your manner of performance.

How to pass the Balls through the Cups.

You must place yourself at the farther end of the table, and then you must provide yourself three cups made of tin; and then you must have your black stick of magic, to shew your wonders withal; then you must provide four small cork balls to play with; but do not let any more than three of them be seen upon the table.

Note—Always conceal one ball in the right hand, between the middle finger and the ring finger; and be sure you make yourself perfect to hold it there, for by this means all the tricks of the cups are done.

Then say as followeth—

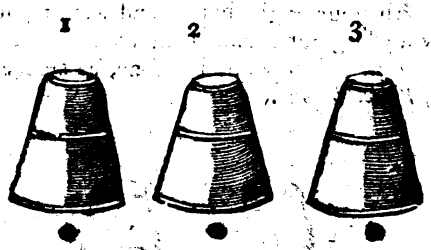
Gentlemen, three cups, 'tis true they are
But tin, the reason why,
Silver is something dear:
I'll turn them into gold, if I live, &c.
No equivocations at all;
If your eyes are not as quick as my hands
I shall deceive you all;
View them within,
View them all round about,
Where there's nothing in,
There's nothing can come out.

Then take your balls privately between your fingers, and so fling one of them upon the table, and say thus— The

The first trick that I learned to do,
Was out of one ball to make it into two:
Ah! since it cannot better be,
Out of these two I'll divide them into three,
Which is called the first trick of dexterity.

So then you have three balls on the table to play with, and one left between the fingers of your right hand.

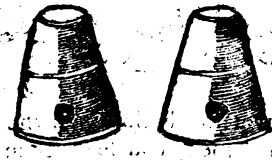
The Operation of the Cups is thus—



Lay your three balls upon the table, then say, "Gentlemen, you see here are three balls and here are three cups, that is a cup for each ball, and a ball for each cup." Then taking the ball which you have in your right hand, (which you are always to keep private) and clapping it under the first cup; then taking up one of the three balls with your right hand, seeming to put it into your left hand, but retain it still in your right, shutting your left hand in due time, then say, *Presto, begone.*

Then

Then taking the second cup up, say, "Gentlemen, you see there is nothing under my cup," so clap the ball under that you have in your right hand, and then take the second ball up with your right hand, and seem to put into your left, but retain it in your right, shutting your left hand in due time, as before, saying, *Vade, begone.*



Then taking the third cup up, saying, "Gentlemen, you see there is nothing under my last cup," then clapping the ball under your right hand, and taking the third ball up with your right hand, and seeming to put it into your left hand, but retain it in your right hand; so shutting your left hand in due time, as before, saying, *Presto, make haste:* so you have

have your three balls come under your three cups, as thus, and so lay your three cups down upon the table.

Then with your right hand take up the first cup, and there clap the ball under that you have in your right hand; then saying, "Gentlemen, this being the first ball, I'll put it in my pocket;" but that you must still keep in your right hand to play withal.

So take up the second cup with your right hand, and clap that ball under which you have concealed, and then take up the second ball with your right hand, and say, "This likewise I take and put into my pocket."

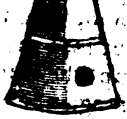
Likewise take up the third cup, and clapping the cup down again, convey the ball that you have in your right hand under the cup; then taking the third ball, and say, "Gentlemen, this being the last ball, I take this and put

put in my pocket." Likewise then say to the company, "Gentlemen, by a little of my fine powder of experience I'll command these balls under the cups again,

as thus—

So lay them all along the table to the admiration of the beholders.

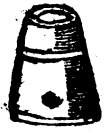
Then take up the first cup, and clapping the ball under that you have in your right hand, and then taking the first ball up with the right hand, and seem to put the same into your left hand, but retain it still in your right hand, then say, *Vado, quick, begone when I bid you, and run under the cup.*



Then taking that cup up again, and flinging that under that you have in your right hand,

hand, then you muſt take up the ſecond ball, and ſeem to put it into your left hand, but retain it in your right hand, ſaying, "Gentlemen, ſee how the ball runs on the table." So ſeemingly to fling it away, and it will appear thus—

So taking the ſame cup up again, then clapping the ball under again as before, then taking the third ball in your right hand, and ſeem to put it under your left, but ſtill retain it in your right, then with your left hand ſeem to fling it in the cup, and it will appear thus; all the three balls to be under one cup.



And if you can perform theſe actions with the cups, you may change theſe balls into apples, pears, plumbs, or into living birds, or what your fancy leads you to. I would have given you more examples, but I think theſe

are

are sufficient; so that by these means you may perform all manner of actions with the cups.

How to shew the wonderful Magic Lanthorn.

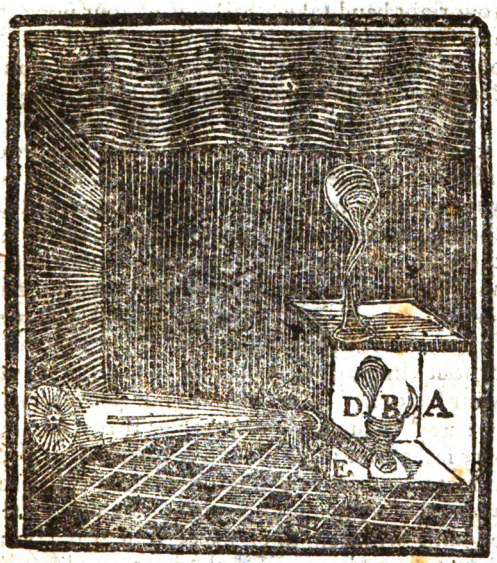
This is the magic lanthorn that has made so much noise in the world, and that which Friar Bacon used to shew all his magical wonders with.

This lanthorn is called magical in respect to the formidable apparitions that, by virtue of light, shews upon the white wall of a dark room. The body of it generally made of tin, and of the shape of a lamp; towards the back is a concave looking glass, of metal, which may either be spherical or parabolical, and which, by a grove made in the bottom of the lanthorn, may be either advanced nearer or put farther back from the lamp, in which is oil or spirit of wine; and the match ought to be a little thick, that when it is lighted it may cast a good light that may easily reflect from the glass to the fore part of the lanthorn, where there is an aperture with a prospective in it, composed of two glasses, that make the rays converge and magnify the object.

When you mean to make use of this admirable machine, light the lamp, the light of which will be much augmented by the looking-glass, at a reasonable distance. Between the fore part of the lanthorn and the prospective glass, you have a trough, made on purpose, in

in which you are to run along a flat frame, with transparent colours upon glass; then all these little figures, passing successively before the prospective glass, through which passes the light of the lamp, will be painted and represented with the same colours upon the wall of a dark room, in a gigantic and monstrous manner.

The figure is as follows.



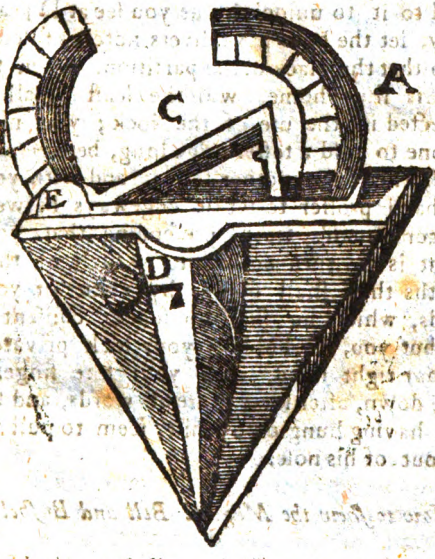
By this lanthorn you may shew birds, or beasts, and all sorts of fish that are in the sea.

To seem to swallow a long Pudding made of Tin.

This pudding must be made of tin, consisting of twelve or thirteen ligtle hoops, round, and in little ringlets, so as they may almost seem to fall one through another, having little holes made at the biggest end thereof, that it may not hurt your mouth: hold this pudding, for so it is called, privately in your left hand, with the hole end uppermost, and with your right hand take a ball out of your pocket, and say, "If there is any old woman that is out of conceit of herself, because her neighbours deem her not so young as she would be thought, let them come to me, for this ball is a present remedy," then seem to put the ball into your left hand, but let it slip into your lap, and clap your pudding into your mouth, which will be thought to be the ball that you shewed them; then decline your head, and open your mouth, and the pudding will slip down at its full length, which, with your right hand, you may strike into your mouth again; doing this three or four times, then you may discharge it into your hand, and clap it into your pocket without any suspicion, by making three or four wry faces after it, as though it had stuck in your throat; and if you practise smiting easily on your throat, with your fist on each side, the pudding will seem to chink as if it was laying there; then say, "Thus they eat puddings in High Germany; they fling it down their throats before their teeth can take possession of it.

To put a Lock upon a Man's Mouth.

You must have a lock made for this purpose, according to the figure; one side of its bow must be immoveable, as that marked with A, the other side is noted with B, and must be pinned to the body of the lock, as



appears at E. I say it must be so pinned that it may play to and fro with ease; this side of

the bow muſt have a leg as at B, and then turn it into the lock; this leg muſt have two notches filed on the inner ſide, which muſt be ſo ordered, that one may lock or hold the two ſides of the bow as cloſe together as may be, and the other notch to hold the ſaid part of the bow a proportionable diſtance aſunder, that being locked upon the cheek, it may neither pinch too hard, nor yet hold it ſo ſlight that it may be drawn off; let there be a key fixed to it to unlock it, as you ſee at D; and laſtly, let the bow have divers notches filled in it, ſo that the place of the partition, when the lock is ſhut home, will the leaſt of all be ſuſpected in the uſe of the lock; you muſt get one to hold a teſter edge long, between his teeth, then take another teſter, and with your left hand proffer to ſet it edgeways between a ſecond man's teeth, pretending that your intent is to turn both into which of their mouths they ſhall deſire, by virtue of your words, which he ſhall no ſooner conſent to do, but you, by holding your lock privately in your right hand, with your fore finger a little down, after ſome ſtore of words, and the lock having hung on a while, ſeem to pull the key out of his noſe.

How to ſhew the Magical Bell and Buſhel.

This feat may well be called magical, for really it is very amazing, if it be well handled.

This

This bushel must be turned neatly like unto the egg boxes, so that they cannot find out where it opens; and you must have a false lid to clap on and off, and upon that false lid, glue some bird seed; and then you must have a true lid made to clap neatly upon the false one: now you must have your artificial bell to shew with your bushel.

You may make your bell with wood or brass: your bell must be made to unscrew at top, that it may hold as much seed as your bushel will when it it filled; and you must have the handle of your bell made with a spring, so as to let the seed fall down at your word of command.

The manner to use them is as followeth—Note—You must be sure to fill the top of your bell with seed, before you begin to shew; then saying, 'Gentlemen, you see I have nothing in my bell,' (which they cannot, if you hold it by the handle) nor have I any thing in my bushel, therefore I'll fill my bushel with

ſeed; and in filling it clap on the falſe lid, and no man can tell to the contrary.

Then aſk any body in the company to hold that in their hands, and you'll command it all under the magical bell; ſo clap the true lid on, and then ring your bell, and the ſeed will be gone out of your buſhel into your bell, to the great admiration of all the beholders.

How to put a Ring through your Cheek.

You muſt have two rings made of ſilver or braſs, or what you pleaſe, of one bigneſs, colour, and likeneſs, ſaving that one muſt have a notch through it, and the other muſt be whole, without a notch; ſhew the whole ring, and conceal that which hath the notch, and ſay, 'Now I'll put this ring through my cheek,' and privately ſlip the notch over one ſide of your mouth; then take a ſmall ſtick, which you muſt have in readineſs, and ſlip the whole ring upon it, holding your hand over it about the middle of the ſtick; then bid ſomebody hold faſt the ſtick at both ends, and ſay, 'See this ring in my cheek, it turns round, then, while you perceive them faſten their eyes upon that ring, upon a ſudden whip it

it out, and ſmite upon the ſtick therewith inſtantly, concealing, and whirling the other ring you hold your hand over, round about the ſtick, and it will be thought that you have brought that ring upon the ſtick which was upon your cheek.

How to ſhew the Hen and Egg Bag, and out of an empty Bag to bring above an Hundred Eggs, and afterwards a live Hen.

You muſt go and buy two or three yards of callico, or printed linen, and make a double bag; and at the mouth of the bag, on that ſide next you, you muſt make four or five little purſes, in which you muſt put two or three eggs in each purſe, and do ſo till you have filled that ſide next to you, and have a hole made at one end of your bag, that no more than two or three eggs come out at once; then you muſt have another bag like unto that exactly, that one muſt not be known from the other, and then put a hen into that bag, and hang it on a hook on that ſide you ſtand. The manner of performing it is thus—Take the egg bag and put both your hands in it, then turn it inſide out, and ſay, "Gentlemen, you ſee here is nothing in my bag;" and in turning it again you muſt ſlip ſome of the eggs out of the purſes, as many as you think fit, and then turn your bag again, and ſhew the company that it is empty, and in turning it again you command more eggs to come out, and

and when all is come out but one, you muſt take that egg and ſhew it to the company,

and then drop down your egg bag and take up your hen bag, and ſo ſhake out your hen, pigeon, or any other fowl. This is a noble trick if well handled.

How to cut the Blowing Book.

Make a book ſeven inches long, and about five inches broad, and let there be forty-nine leaves, that is ſeven times ſeven, contained therein, ſo as you may cut upon the edges of each leaf, ſix notches, each notch in depth a quarter

quarter of an inch, with a gouge made for that purpose; and let them be one inch distant; paint every thirteenth or fourteenth page, which is the end of every sixth leaf, and beginning of every seventh, with like colours or pictures; cut off with a pair of shears, every notch of the first leaf, leaving only one inch of paper, which will remain half a quarter of an inch above that leaf; leave another like inch in the second part of the second leaf, clipping away an inch of paper in the highest place above it, and all notches below the same, and orderly to the third and fourth, and so as there shall rest upon each leaf, one only nick of paper above the rest, one high cut, and inch of paper must answer to the first directly, so as when you have cut the first seven leaves in such a manner as I have described, you are to begin the self same order at the eighth leaf, descending in the same manner to the cutting the other seven leaves to twenty one, until you are past through every leaf all the thickness of your book.

How to make Three little Children dance in a Glass upon the Table.

Take little figures of glass that are made hollow, of an inch and a half high, representing little boys, which may be had at the glass blowers; these little images have a small hole in one of their legs, and are lighter than water; immerge them into the water contained in

in the glaſs. This glaſs is about a foot or fifteen inches high, and covered with a bladder, which is tied faſt over the top; a ſmall quantity of air is to be left between the bladder and ſurface of the water; ſo when you command them to walk down, preſs your hand hard

upon the top, and they will immediately go down, and ſo you may make them dance in the

the middle of the glaſs, at your pleaſure; and when you would have them go up to the top, take your hand away, and they will walk up.

To ſhew the Trick with the Funnel.

You muſt get a double funnel, that is, two funnels ſoldered one within the other, ſo that you may, at the leaſt end, pour in a quantity of wine or water; this funnel you muſt have ready filled before hand, with whatſoever liquor you pleaſe, and call for ſome of the ſame kind; then draw your funnel; and ſetting your middle finger unto the bottom of it, bid ſomebody, or elſe do it yourſelf, pour it full, and drink it up before them, and turn the broad end of the funnel downmards

ſavi

ſaying, " Gentlemen, all is gone, and in a trice turn yourſelf about, and in turning, pronounce ſome term of art, withdraw your finger from the narrow end, and let the liquor out between the funnels, and it will be thought to be that which you drank out of the funnel, and ſo you may perſuade them it is the ſame.

Bonus Genius, or Hiccius Doctius.

You muſt have the figure of a man made of wood, about the bigneſs of your little finger, the head whereof muſt be made to take off and put on at pleaſure, by means of a wire that is in the neck; alſo, you muſt have a cloth cap, with a little bag within, to convey the head into the bag muſt be neatly made, that it may not eaſily be perceived: ſhew your man to the company, and ſay, 'Gentlemen, this I call my Bonus Genius;' then ſhew the cap, ſaying, This

This is his coat: ſay moreover, look now as ſtedfaſt as you can, nevertheleſs I will cozen you, for therefore am I come, then hold your cap above your face, and take your man in your right hand, and put his head through the hole of the cap, ſaying, now he is ready to go on any meſſage I have to ſend him, to Spain or Italy, or where I will, but he muſt have ſomewhat to bear his charges; with that pull out your right hand from under your cap, and therewith the body, but privately putting your right hand into your pocket, as if you felt for money, where you may have the body, and take out your hand and ſay, there is three crowns for you, now begone; then turn the head and ſay, But he will look about him before he goes: then ſay, (ſetting your fore fingers upon his crown) Juſt as I thruſt my fore finger down ſo he ſhall vaniſh, and therewith, by the aſſiſtance of your left hand that is under the cap, convey his head into the little bag within the cap, then turn your cap about, and ſay, See here he is gone, then take your cap and hold it up again, drawing the head out of the little bag, and ſay, Hec mecut genius, and in the mean time thruſt the head through the hole of the cap, and holding the head by the wire, turn it about preſently, and put the head into your pocket.

Of Conveyance of Money.

The conveyance of money is not much inferior to the balls, but much easier to do; the principal place to hold a piece of money is the palm of your hand; the best piece to keep is a tester; but with exercise all will be alike, except the money be very small, and then it is to be between the fingers, almost at the fingers end, whereas the ball is to be kept below, near the palm; the money must not be of too large a circumference for hindering the conveyance.

To convey Money out of one of your Hands into the other, by Legerdemain.

First, you must hold open your right hand, and lay therein a tester, or some big piece of money, then lay thereupon the top of your long left finger, and use words, and upon a sudden slip your right hand from your finger, wherewith you hold down the tester still therein, and suddenly, I say, drawing your right hand through your left, you shall seem to have left the tester there, especially when you shut, in due time, your left hand, which that it may more plainly appear to be truly done, you may take a knife and seem to knock against it, so as it may make a great sound: this is pretty, if it be cunningly done; for both the ear and the eye are deceived by this device.

To

To convert Money into Counters, and reverse it.

Another way to deceive the lookers on, is to do as before, with a tester, and keeping a counter in the palm of your left hand, secretly seem to put the tester therein, which being retained still in the right hand; when the left hand is opened, the tester will seem to be turned into a counter.

To put a Tester into one Hand, another into the other Hand, with words bring them together.

He that hath once attained to the faculty of retaining one piece of money in his right hand, may shew an hundred pleasant deceits by that means, and may reserve two or three as well as one, and so then you may seem to put one piece into your left hand, and retaining it still in your right hand, you may, together therewith, take up another like piece, and so with words, seem to bring both pieces together. Variety of tricks may be shewed in juggling with money.

To put a Tester into a Stranger's Hand, and another into your own, and to convey both into the Stranger's Hand with Words.

Also, you may take two testers, evenly set together, and put the same, instead of one tester, into a stranger's hand, and then, mak-

ing as though you did put one tester into your own hand, with words, you shall make it seem that you convey the tester in your own hand into the stranger's hand; for when you open your said left hand, there shall be nothing seen; and he, opening his hand, shall find two testers, which he thought was but one.

How to shew the same, or the like Feat, otherwise.

To keep a tester between your fingers, serveth especially for this and such like purposes: hold your hand, and cause one to lay a tester upon the palm thereof, then shake the same up almost to your finger's end, and putting your thumb upon it, you shall easily, with a little practice, convey the edge betwixt the middle and fore-finger; whilst you proffer to put it into your other hand, provided always that the edge appears not through the fingers, on the back side, which being done, take up another tester, which you may cause another stander by to lay down, and put them both together, either closely, instead of one into a stranger's hand, or keep them still in your own hand, and after some words spoken, open your hands, and there being nothing in one hand, and both pieces in the other, the beholders will wonder how they came together.

To

To throw a piece of Money away, and find it again where you left it.

You may with the middle or ring finger of the right hand convey a tester into the palm, with the same hand, and seeming to cast it away, keeping it still, which, with confederacy, will seem strange; to wit, when you find it again, where another has placed the like piece; but these things, without practice, cannot be done; therefore I will proceed to shew how things may be brought to pass with less difficulty, and yet as strange as the rest, which, being unknown, are marvelously commanded, but being known, are derided, and nothing at all regarded.

How to make a Groat, or a Tester, leap out of a Pot, or to run along a Table.

You shall see a juggler take a tester and throw it into a pot, or lay it in the middle of a table, and with enchanted words, cause the same to leap out of the pot, or run towards him, or from him along the table, which will seem miraculous till you know how it is done, which is thus—Take a long black hair of a woman's head, fasten it to the rim of a tester, by the means of a little hole driven through the same with a Spanish needle. In like sort you may use a knife or any small thing; but if you would have it go from you, you must have a confederate, by which means all jug-

gling is graced and amended.——This feat is the ſtranger if it be done by night, a candle being placed between the ſpectators and the juggler, for by that means their eyes are hindered from diſcerning the deceit.

To make a groat, or Teſter, ſink through a Table, and to vaniſh out of a Handkerchief ſtrangely.

A juggler will ſometimes borrow a teſter, and mark it before you, and ſeem to put the ſame in the middle of a handkerchief, and wind it ſo as you may the better ſee and feel it; then he will take the handkerchief and bid you feel whether the teſter be there or no; and he will alſo require you to put the ſame under a candleſtick, or ſome ſuch like thing; then he will ſend for a baſon of water, and holding the ſame under the table, right againſt the candleſtick, he will uſe certain words of enchantment, and, in ſhort, you ſhall hear the teſter fall into the baſon; this done, let one take off the candleſtick, and the juggler take the handkerchief by a taſſel, and ſhake it; but the money is gone, which ſeemeth as ſtrange as any whatſoever, but being known, the miracle is turned to a bauble; for it is nothing elſe but to ſew a teſter into a corner of a handkerchief, finely covered with a piece of linen a little bigger than your teſter, which corner you muſt convey, inſtead of the teſter given you, into the middle of your handkerchief, leaving the other in your hand or lap, which,

which, afterwards, you seem to pull through the table, letting it fall into the bason.

How to transform a Counter to a Groat.

Take a groat, or a smaller piece of money, and grind it very thin on one side, then take two counters and grind them, the one on one side, and the other on the other side; glue the smooth side of the groat to the smooth side of the counter, joining them so close together as may be, especially at the edges, which may be so filed, as they shall seem to be but one piece; to wit, one side a counter and the other side a groat; then take a little green wax, for that is softest, and therefore best, and lay it so on the smooth side of the counter, as it does not much discolour the groat, and so will that counter, with the groat, cleave together as though they were glued, and, being filed even with the groat and the other counter, it will seem so perfectly like an entire counter, that though a stranger handle it, he cannot betray it; then, having a little touched your fore finger, and the thumb of your right hand, with soft wax, take therewith this counterfeit counter, and lay it openly upon the palm of your left hand, in such sort as Breslaw layeth down his counter, wringing the same hard, so as you may leave the glued counter with the groat apparently in the palm of your left hand, and the smooth side of the waxed counter will stick fast upon your thumb, by reason

reason of the wax wherewith it is smeared: and so you may hide it at your pleasure, always be sure to lay the waxed side downward, and the glued side upward, then close your hand, and in or after closing thereof, turn the piece, and so, instead of a counter, which they suppose to be in your hand, you shall seem to have a groat, to the astonishment of the beholders, if it be well handled. The juggler must not have any of his tricks wanting.

An excellent Feat to make a Two-penny Piece be plain in the Palm of your Hand, and be passed from thence where you like.

Put a little red wax, not too much, upon the nail of your longest finger, then let a stranger put a two-penny piece into the palm of your hand, and shut your fist suddenly, and convey the two-penny piece upon the wax, which, with use, you may so accomplish, as no man shall perceive it; then, and in the mean time, use words of course, and suddenly open your hand, hold the tips of your fingers rather lower than the palm of your hand, and the beholders will wonder where it is gone; then shut your hand suddenly again, and lay a wager whether it be there or no, and you may either leave it there or take it away at pleasure; this if it be well handled, hath more admiration than any other feat of the hand. Note—This may be best done by putting the wax upon the

the two-penny piece, but then you must put it into your hand yourself.

To convey a Tester out of the Hand of one that holds it fast.

Stick a little wax upon your thumb, and take a ſtander-by by the fingers, ſhewing him the teſter, and telling him you will put the ſame into his hand, then wring it down hard with your waxed thumb, and uſing many words, look him in the face, and, as ſoon as you perceive him look in your face, or on your hand, ſuddenly take away your thumb, and cloſe his hand, and it will ſeem to him that the teſter remaineth; even as if you wring a teſter upon one's forehead, it will ſeem to ſtick when it is taken away, eſpecially if it be wet; then cauſe him to hold his hand ſtill, and, with ſpeed, put it into another man's hand, or into your own, two teſters inſtead of one, and uſe words of courſe, whereby you ſhall make the beholders believe, when they open their hands, that by enchantment, you have brought both together.

To convey a Shilling, being in one Hand, into another, holding your Hands apart.

It is neceſſary to mingle ſome merry pranks among your grave miracles, as in this caſe of money, to take a ſhilling in each hand, and holding your arms abroad, to lay a wager that

that you will bring them both into one hand without bringing them any nearer together; the wager being laid, hold your arms abroad, like a rod, and turning about with your body, lay the shilling out of one of your hands, upon the table, and turning to the other hand, so you shall win your wager.

To transform any small Thing into any other Form by folding of Paper.

Take a sheet of paper, and fold or double the same, so as one side to be a little longer than the other, then put a counter between the two sides of the leaves of the paper, up to the middle of the top of the fold, hold the same so as it be not perceived, and lay a groat on the outside thereof, right against the counter, and fold it down to the end of the longer side, and when you have unfolded it again, the groat will be where the counter was; so that some will suppose that you have transformed the money into a counter; and with this many tricks may be done.

Another Experiment of the like Nature.

Take two papers, three inches square each, divided into two folds, into three equal parts on either side, so as each folded paper remains one inch square; then glue the back side of the two together, as they are folded, and not as they are opened, and so shall both papers seem

ſeem to be but one, and which ſide ſoever you open, it ſhall appear to be the ſame, if you have handſomely the bottom, as you may well do with your middle finger, ſo as if you have a groat in one hand, and a counter in the other, you have ſhewed but one, may, by turning the paper, ſeem to change it; this may beſt be performed by putting it under a candle-ſtick, or a hat, and with words, ſeem to do the feat. This is no inferior trick.

Of Cards, with good Caution how to avoid Cozenage therein, eſpecially Rules to convey and handle the Cards, and the Manner and Order how to accompliſh all Difficulties and ſtrange Things wrought with Cards.

I have now beſtowed ſome waſte money among you, I will ſet you to cards, by which kind of witchcraft a great number of people have juggled away, not only their money, but alſo their lands, their health, their time, and their honeſty. I dare not as I could, ſhew the lewd juggling that cheats practiſe, leſt it miniſter ſome offence to the well diſpoſed, to the ſimple hurt and loſſes, and to the wicked occaſion of evil doing; but I could wiſh all gameſters to beware not only of cards, but alſo of what dice they play withal; but eſpecially with whom, and where they exerciſe gaming; and to let dice paſs as a thing whereby a man muſt inevitably be cozened: one that is ſkilful in making bumb cards, may undo hundreds

hundreds of wealthy men that are given to gaming; for if he hath a confederate present, either of the players or standers-by, the mischief cannot be avoided. If you play among strangers, beware of him that seems simple or drunken, for under their habit the most specious cozeners are presented, and while you think, by their simplicity and imperfections, to beguile them, and thereby perchance are persuaded by their confederates, which you take to be your friends, you will then be most of all deceived; beware also of the betters and lookers on, and, particularly, of them that bet on your side, whilst they look on your game, without suspicion, they discover it by signs to your adversaries, with whom they bet, and yet are their confederates.

But in shewing feats and juggling with cards, the most principal point consists in the shuffling them nimbly, and always keeping one card either at the bottom, or in some known place of the stock, four or five cards from it; hereby you shall seem to work wonders, for it will be easy for you to see one card, which though you be perceived to do it, will not be suspected, if you shuffle them well afterwards; and this caution I must give you, that, in reserving the bottom card, you must always, whilst you shuffle, keep him a little before or a little behind all the cards lying underneath him, bestowing him, I say, either a little beyond his fellows before, right over the fore finger, or else behind the rest,

so

so as the little finger of the left hand may meet with it, which is the easier, readier, and better way: in the beginning of your shuffling, shuffle as thick as you can, and in the end, throw upon the stock the nether card, with so many more, at the least, as you would have preserved for any purpose, a little before or a little behind the rest, provided always that your fore finger (if the pack lay behind) creep up to meet with the bottom card; and when you feel it, you may then hold it until you have shuffled over the cards again, still leaving your kept card below: being perfect therein, you may do almost what you like with cards by this means, what pack soever you use, though it consists of eight, twelve, or twenty cards, you may keep them still together unsevered, next to the card, and yet shuffle them often, to satisfy the curious beholders. As for example, and for brevity sake, to shew divers feats under one.

How to deliver Four Aces, and to convert them into Four Knaves.

Make a pack of these eight cards, viz. four knaves and four aces; and although the eight cards must be immediately together, yet must each knave and ace be evenly set together, and the same eight cards must lie also in the lowest place of the bunch, then shuffle them so always at the second shuffling; or left way, at the end of your shuffling the said pack

ace may lie undermost, or so as you may know where he goeth and lieth always; I say, let your aforesaid pack, with three or four cards more, lie inseparable together, immediately upon and with that ace; then using some speech or other device, and putting your hands with the cards, to the edge of the table, to hide the action, let out, privately, a piece of the second card, which is one of the knaves, holding forth the stock in both your hands, and shewing to the stander-by, the nether card, which is the ace, or kept card, covering also the head or piece of the knave, which is the next card, and, with your fore finger, draw out the same knave, laying it down on the table, then shuffle them again, keeping your pack whole, and so have your two aces lying together in the bottom; and to reform that disordered card, and also to grace and countenance that action, take off the uppermost card of the bunch, and thrust it into the midst of the cards, and then take away the nethermost card, which is one of your said aces, and bestow him likewise; then you may begin as before, shewing another ace, and instead thereof lay down another knave, and so forth, until, instead of four aces, you have laid down four knaves; the beholders, all this while thinking that there lies four aces on the table, are greatly amused, and will marvel at the transformation. You must be well advised in shuffling the bunch, lest you over shoot yourself.

How

How to tell one what Card he seeth at the Bottom, when the Card is shuffled in the Pack.

When you have seen a card privately, or as though you marked it not, lay the same undermost, and shuffle the cards as before you are taught, till your card be again at the bottom; then shew the same to the beholders, bidding them remember it; then shuffle the cards, or let any other shuffle them, for you know the card already, and therefore may, at any time, tell them what card they saw, which, nevertheless, must be done with caution, or shew of difficulty.

Another Way, having yourself never seen the Cards.

If you can see no card, or be suspected to have seen that which you mean to shew, then let a stander-by shuffle, and afterwards take you the cards into your hands, and having shewed them, and not seen the bottom card, shuffle again, and keep the same cards, as before you are taught; and either make shift then to see it when their suspicion is pall, which may be done by letting some cards fall, or else lay down all the cards in heaps, remembering where you laid the bottom card; then espy how many cards lie in some one heap, and lay the flap where your bottom card is upon that heap, and all the other heaps upon the same, and so, if there were five cards

in the heap whereon you laid your card, then the same must be the sixth card, which now you must throw out, or look upon with suspicion, and tell them the card they saw.

To tell, without Confederacy, what Card one thinks of.

Lay three cards at a distance, and bid a stander by be true, and not waver, but think on one of the three, and by his eye, you shall assuredly perceive which he thinketh on: and you shall do the like if you cast down a whole pack of cards with the faces upwards, whereof there will be few, or none, plainly perceived, and they, also court cards; but as you cast them down suddenly, so must you take them up presently, marking both his eyes, and the card whereon he looketh.

How to make a Card jump out of the Pack, and run on the Table.

This is a wonderful fancy if it be well handled, as thus—

Take a pack of cards, and let any one draw a card that they fancy best, and afterwards take and put it into the pack, but so as you know where to find it at pleasure; for by this time I suppose you know how to shuffle the cards, and where to find any card when it is put into the pack; then take a piece of wax, and put it under the thumb nail of your right hand

hand, and there faſten a hair to your thumb, and the other end of the hair to the card, then ſpread the pack of cards open upon the table, and ſay, if you are a pure virgin, the card will jump out of the pack; then by your words or charms, ſeem to make it jump on the table.

How to tell what Card any Man thinketh on, and how to convey the ſame into a Kernel of a Nut, or Cherry Stone, and the ſame again into one's Pocket, and how to make him draw the ſame, or any Card you pleaſe, and all under one Device.

Take a nut, or cherry ſtone, and burn a hole through the ſide of the top of the ſhell, and alſo through the kernel, if you will, with a hot bodkin, or bore it with an awl, and with a needle, pull out the kernel, ſo as the ſame may be as wide as the hole of the ſhell; then write the name of the card on a piece of fine paper, and roll it up hard, then put it into the nut or cherry ſtone, and ſtop the hole up with a little wax, and rub the ſame over with a little duſt, and it will not be perceived; then let ſome ſtander-by draw a card, ſaying, it is no matter what card you draw, and if your hands ſo ſerve you to uſe the card well, you ſhall proffer him, and he ſhall receive the ſame card that you have rolled up in the nut; then take another nut and fill it up with ink, and then ſtop the hole up with wax, and then give that nut which is filled with ink to ſome

boy to crack, and when he finds the ink come out of his mouth, it will cause great laughter. By this feat on the cards many wonders may be done.

How to let 20 Gentlemen draw 20 Cards, and to make one Card every Man's Card.

Take a pack of cards and let any gentleman draw one, then let him put it in the pack again, but be sure where to find it again at pleasure; then shuffle the cards again as you are taught before, and then let another gentleman draw a card; but be sure that you let him draw no other but the same card as the other drew, and so do till ten or twelve, or as many cards as you think fit; when you have so done let another gentleman draw another card, but not the same, and put that card into the pack where you have kept the other card, and shuffle them till you have brought both the cards together; then shewing the last card to the company, the other will shew the trick.

To change a Pack of Cards into all Sorts of Pictures.

You must take a pack of cards and paint upon the back side of one half of the pack what manner of figures that please your fancy best, as men, women, birds, flowers, &c. then paint the other half of the cards, viz. on that side

ſide the ſpots are on, after the ſame manner you did the other half; ſo between them both

you will have a compleat pack of pictures; and when you will perform this trick, you muſt ſhew the cards but half way.

How to knit a Knot upon a Handkerchief, and to undo the ſame with words.

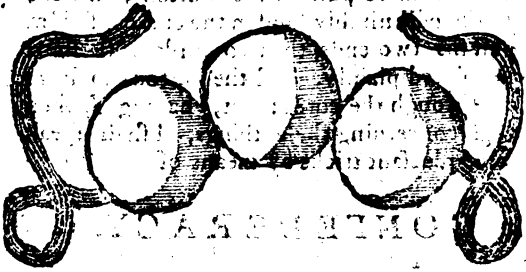
Make a plain looſe knot with the two corner ends of a handkerchief, with ſeeming to draw the ſame very hard; hold faſt the body of the ſaid handkerchief, near to the knot, with your right hand, pulling the contrary end with your left hand, which is the corner of that which

which you hold; then close up handsomely the knot, which will be somewhat loose, and pull the handkerchief so with your right hand, as the left hand may be near the knot, then will it seem to be a true and firm knot, and to make it appear more assuredly to be so indeed, let a stranger pull at the end which you hold in your left hand, while you hold fast the other in your right hand, and then holding the knot with your fore finger and thumb, and the lower part of your handkerchief, with your other finger, as you hold a bridle, when you would with one hand slip up the knot and lengthen the reins; this done, turn your handkerchief over the knot with your left hand; in doing whereof you must suddenly slip out the end, or corner, putting up the knot of your handkerchief with your fore finger and thumb, as you would put the aforesaid knot of your bridle; then deliver the same, covered and wrapped within the midst of the handkerchief, to one, to hold fast, and after pronunciation of some words of art, take the handkerchief and shake it, and it will be loose.

How to take 3 Button Moulds off a String.

Take two little whip cords, of two feet long each, double them equally, so as there may appear four ends; then take three button moulds, the hole of one of them must be bigger than the rest, and put one button mould upon

upon the eye, or bout, of one cord, and another on the other cord; then take the button mould with the greatest hole, and let both the bouts be hidden therein, which may be the better



done, if you put the eye, or bout, of the one into the eye, or bout, of the other; then put the middle button upon the same, being doubled over his fellow, so will the heads seem to be put over the two cords, you may loose them as you like, and make it seem manifest to the beholders, who may not see how they are done, but that the buttons are put upon the two cords, without any fraud; then must you seem to add a more effectual binding of those buttons to the strings, and make one half of a knot with one of the ends of each side, which is for no other purpose, but that when the buttons be taken away, the cords may be seen in the case, which the beholders suppose to be in before; for when you have made your half knots, which in any wise you must not double

to

to make a perfect knot, you must deliver into the hands of some standers by, these two cords, namely, two cords evenly set to one hand, and two in the other, and then, with a wager, begin to pull off the buttons, which, if you handle nimbly, and in the end cause him to pull his two ends, the two cords will shew to be placed plainly, and the buttons to have come through the cords: but, having spoken enough concerning these things, I shall speak of some pleasant tricks by means of

CONFEDERACY.

To cure the Tooth Ach.

This must be done by confederacy: I have won many a pint of wine by it. You must pretend you are grievously troubled with the tooth ach, making wry faces, and pretending a great deal of pain: then says your confederate, I'll undertake to cure you in a quarter of an hour; it is a plain, but a very safe and easy way; he then takes a thimble full of salt, puts it into a piece of paper, then he says, Hold this to your cheek on that side the pain lies, and it will be gone; you, shaking your head at him, ask him if he can find none to make sport with but you, who are indisposed; he then proffers you to try his receipt, which with seeming unwillingness, take it, and hold it to your cheek a litle time, then will he ask you

you if you find eaſe, you, ſpitting much, ſay, Yes, truly I find it much abated; then he will ſay, to perfect it, lay down your paper upon the table, ſtep into the yard and waſh your mouth with a ſpoonful of cold water. Now, (ſays he to the company in your abſence) you may ſee what conceit does; I'll take out the ſalt, and put the like quantity of aſhes in the paper, laying it, twiſted as before, in this place; then he, coming in, takes the paper again, and puts it into his mouth, as before; the company will be laughing and jeering (as though you are ignorant) then privately convey the aſhes away, with the paper, and another paper of ſalt, like the former, as you muſt have in readineſs, as before, hold to your cheek, your confederate asking you, Well, what think you now?—Why, indeed, one would not have thought to have had ſo ſoon an alteration; then will one or other in company ſay, Why do you think you have ſalt in your mouth?—Yes, I ſaw it taken out of the box. He will lay you a wager, preſently, that it is not ſalt, when by opening the paper, his folly is discovered, with no ſmall ſport to the company.

To know if it is a Head or a Woman, and the Party to ſtand in another Room.

This, likewiſe, is done by confederacy: he that lays it down, ſays, What is it? and that is a ſign it is head; or he ſays, What is it now? and

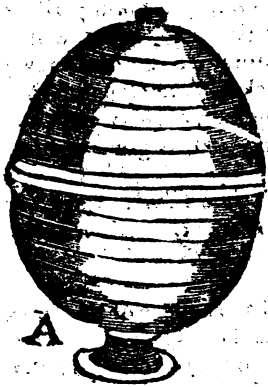
and that is a sign it is a woman: cross and pile in silver is done the same way. By confederacy, divers strange things are done; as to make a man, by muttering some words, pull off his cloaths and dance naked; thus you may throw a piece of money into a pond, and bid a boy go to such a secret place where you have hid it, and he will bring it, and make them believe it is the same that you threw into the pond, and no other.

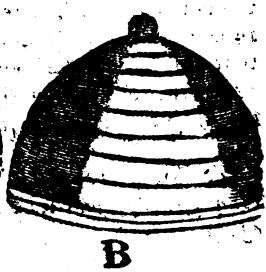
So let a confederate take a shilling, and put it under a candlestick, on a table, a good distance from you, then you must say, Gentlemen, you see this shilling; then take your hand and knock it under the table, and convey it into your pocket, then say, The shilling is gone; but look under such a candlestick and you will find it.

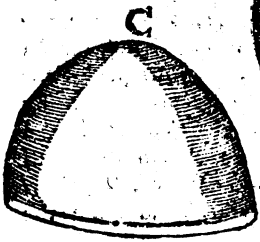
The Egg Box is looked upon to be as good a Trick, and as cunning a Slight, as any done; but because it cannot be expressed in Words, I have put the following Figures to explain it.

A. signifies the egg box, made in the fashion of two bee-hives, put one upon another: —B the upper shell—C the inner shell, covered over artificially with the skin of an egg —D the lower part of the shell box; putting B, which is the outward shell, upon C, and both upon D, as it stands, makes the box perfect to do this trick—Call for an egg, then bid

bid all the ſtanders-by look on it, and ſee that it is a real egg, ſetting the box upon the table,







upon the foot D; take off the upper part B, C, with your fore finger and thumb; then placing the egg in the box, ſay, You ſee it fairly in, and, uncovering it again, likewiſe ſay, You

ſhall ſee me fairly take it out, putting it into your pocket in their ſight; open your box again and ſay, There's nothing; cloſe your hand about the middle of the box, and taking B by the bottom, ſay, There is the egg again, which appears to the ſpectators to be the ſame that you put in your pocket; then clapping that on again, and taking the lid of C between your fore finger and thumb, ſay—It is gone again.

To ſeem to cut a Hole in a Cloak, Scarf, or Handkerchief, and with Words to make it whole again.

To do this you muſt have a piece of the ſame, ready in your hand, the ſample of that you intend to cut; then, amongſt other tricks by you, clap your hand upon the place you intend to cut; then, drawing hollow by the falſe piece, cauſe it to be cut off, and griping your hand, ſhew the hole from whence the piece came away which is in your hand, which is done by pretending to feel in your pocket for a needle and thread to ſew it up again; by drawing your hand out of your pocket, ſay, I have no needle, but I have a charm that will do as well; ſo muttering ſome words, bid them blow upon it, and pulling your hand from the place, ſhews it entire.

To make a Room seem all on Fire, mighty dreadful to behold.

Take sal armoniac half an ounce, camphire one ounce, aquæ vitæ two ounces; put them into an earthen pot in the fashion of a chamber pot, but narrow something upon the top; then set fire to it, and the room will seem to them that are in it, to be all on fire; nay, themselves will slap their hair and cloaths, thinking they are all on fire, when there is nobody hurt unless it be fright—have a care there be no women with child in the room, for you yourself would be frightened if you did not know the trick.

How to walk on an hot Iron Bar, without any Danger of Scalding or Burning.

Take half an ounce of camphire, dissolve it in two ounces of aquæ vitæ, add to it one ounce of quicksilver, one ounce of liquid storax, which is the droppings of myrrh, and hinders the camphire from firing; take also two ounces of hematitis, a red stone, to be had at the druggist's; and when you buy it, let them beat it to powder in their great mortar, for it is so very hard that it cannot be done in a small one; put this to the above mentioned composition, and when you intend to walk on the bar, you must anoint your feet well therewith, and you may walk over

without danger. By this you may wash your hands in boiling lead.

How to eat Fire, and blow it up in your Mouth with a Pair of Bellows.

Anoint your tongue with liquid storax, and you may put a pair of tongs into your mouth, red hot, 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 coals out of the fire, and

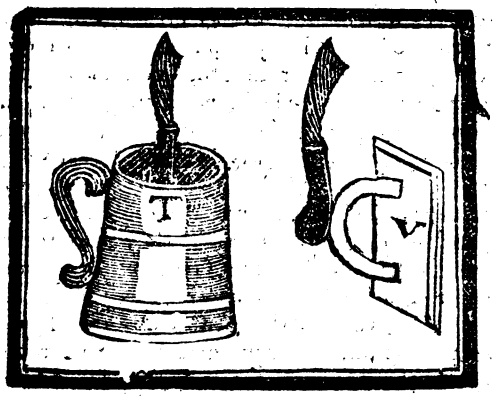
eat them as you would bread; dip them into brimstone powder, and the fire will seem more strange;

strange; but the sulphur puts out the coal, and shutting your mouth close puts out the sulphur, and so then chump the coals and swallow them, which you may do without offence to the body; and if you put a piece of lighted charcoal into your mouth, you may suffer a pair of bellows to be blowing in your mouth continually, and receive no hurt; but your mouth must be quickly cleaned, otherwise it will cause a salivation. It is a very dangerous thing to be done; and although those that practise it, use all the means they can to prevent danger, yet I never saw any of these fire-eaters that had a good complexion; the reason I could give, but it is known to the sons of art: some put bole armoniac into this recipe, a cold thing, which spoils the whole composition, and so leave out hemaittis and liquid storax, but let them beware how they use it.

How to make a Knife leap out of a Pot.

When you are in company, and intend to make sport, have a pot full of water standing on a table; then take a piece of whalebone, about three inches long, let it be pretty stiff, and it will spring the better; take also a new stiff card, and fold it down the middle, long-ways; cut a hole through both folds at each end, half an inch, or more, from the ends, put one end of the whalebone in at one end of the card, bend it like a bow, and then put the other end of the whalebone into the other end

of the card; set this into the pot, with two inches, or more, deep in the water, then place



the handle of your knife upon the uppermost part of the whalebone, with the point upwards —use some word of art, as presto.

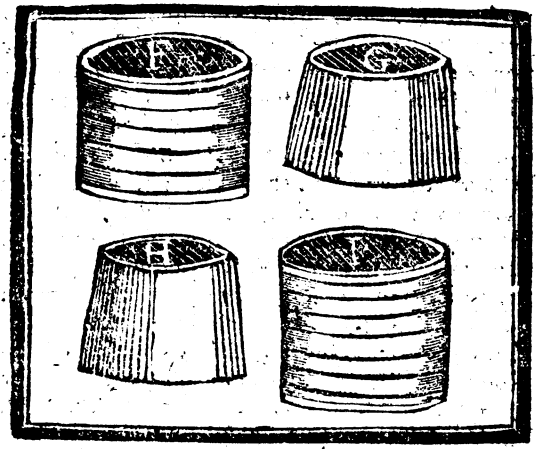
How to light a Candle by a Glass of Water, or any other Liquor, without the Help of Fire.

You must take a little piece of phosphorus, about the bigness of a pin's head, and with a piece of tallow, stick it on the edge of the drinking glass, and then take a lighted candle and blow it out, and apply it to the glass, and it will immediately light. This is the preparation Cromwell used to fire off his cannon withal, very amazing to behold. You may write

write with it on paper, ſome horrible words or other, and it will appear dreadful and frightful to the beholders; alſo you may take a piece as big as a pin's head, and rub it on a piece of paper, and it will ſeem all on a flame.

The Melting Box.

This melting box is another artificial ſlight, which is ſhewn as follows, made in the faſhion of a ſcrew, that ſo the lips may hang without diſcovery, as thus—F is the out part of the



box—G the firſt in-part—H the ſecond in part—I a round caſe, made of pluſh, or leather, with a button on the top, and wide enough

enough to ſlip on and off, half in the bottom of the box. F, put a ſmall quantity of quick-ſilver, killed, which may be done with the ſhavings of pewter, or faſting ſpittle, in the ſecond part, which is H, let there be ſix ſingle pence; put theſe in the firſt or outmoſt part, then put G to H, and the box is perfect.

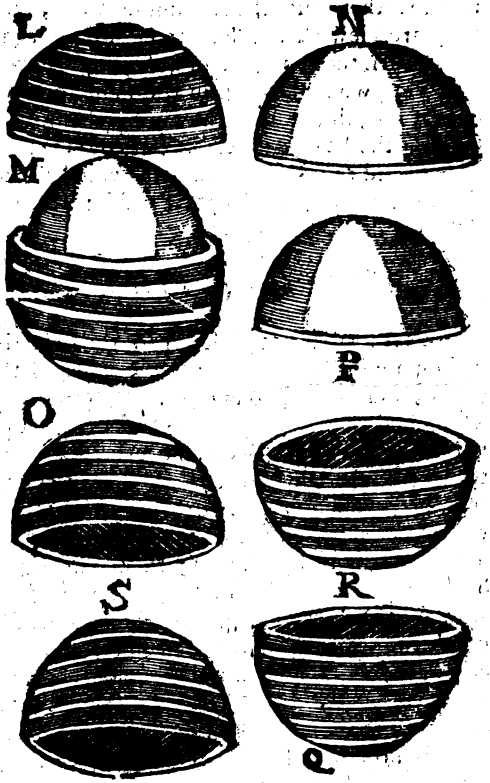
When you go to ſhew this trick, deſire any in the company to lend you a ſix-pence, and you will return it ſafe again; at requeſting withal, that none will meddle with any thing they ſee, unleſs you deſire them, leſt they prejudice you and themſelves, then take the cap off your box, and bid any one ſee it and feel it, that there be no miſtruſt; ſo likewiſe take the box entire, holding your fore finger on the bottom, and your thumb on the upper part; turning it upſide down, ſay, You ſee here is nothing, then putting in the ſix-pence, put the cap over the box again: as the box ſtands covered upon the table, put your hand under the table, uſing ſome canting words; then take off the cap with your fore finger and thumb, ſo as you pinch the innermoſt box with it, and ſet it gently on the table; then put the dead quickſilver out of the lower part, into your hand, turning the box with the bottom upwards, and ſtirring it about with your fore-finger, then ſay, Here you ſee it melted, now I will put it in again, and turn it into ſingle pence; ſuddenly take the cap as you took it off, and return it again, bid them blow on it; then take off the cap as you did before,

before, only pinching the uppermost lid in it, and setting it upon the table, hold the box at the top and bottom, with your fore finger and thumb; then put the six single pence, after they are viewed, and seen to be so, in again, and return the cap as before, saying, Blow on it if you would have it in the same form you gave it me; then taking the cap by the bottom, holding the box as before, put out the sixpence, and return the box into your pocket. This is a very good slight, if well performed, which is done by often use.

A Trick upon the Globe Box,

This is a trick not inferior to the best that is shewn with boxes: it is a box made of four pieces, and a ball, so big as is imagined to be contained therein; the ball serves in the same nature as the egg does in the egg box, only to deceive the hand and eye of the spectators, this ball, made of wood or ivory, is thrown out of the box upon the table, for every one to see that it is substantial; then putting the ball into the box, and letting the standers-by blow on the box, taking off the upper shell with your fore finger and thumb, there appears another, and of another colour, as red, blue, yellow, or any variety of colours upon each ball that is so imagined to be, which indeed, is no more than the shell of wood, ingeniously turned and fitted for the box, as you may see in the following figures.

L the out shell of the globe, taken off the figures M N, an inner shell; O, the cover of



the same; P, the other inner shell; Q, the cover

ver of the ſame; R, the third ſhell; S, that which covers it. Theſe globes may be made with more or leſs varieties, according to the deſire of the practitioner.

To tell the Names of all the Cards in the Pack before you ſee them.

Take a pack of cards, and, after you have ſhuffled them, or let another ſhuffle them, lay them down upon the table before you, with their backs uppermoſt, then ſay, Now I will tell you the names of all the reſt of the cards in the pack, except one, before I ſee them; having ſaid ſo, draw off the uppermoſt card, and ſay—This is my hocus pocus; this is he by whoſe aſſiſtance I ſhall diſcover all the reſt of the cards in the pack; I care not what he is, for I can make any of them ſerve for the ſame purpoſe.

Then put him to your mouth, as though you charmed him, and repeat ſome cramp words, and taking off the next card from the pack, ſay, Here is the———, naming your hocus pocus; and, having ſeen him, lay him down.

How to hold Four Kings in the Hand, and by Words ſeem to transform them into Four Aces, and afterwards to make them all blank Cards.

You ſhall ſee a juggler take four kings in his hand, and apparently ſhew you them, then

then, after some words and charms, he will throw them down upon the table, taking one of the kings away, and adding but one other card; then taking them up again, and blowing upon them, will shew you them transformed into blank cards, white on both sides; then throwing them down, as before, with their faces downwards, will take them up again, and blowing upon them, will shew you four aces. This trick, in my mind, is not inferior to any of the rest, and not being known, will seem very strange to the beholders, and yet, after you know it, you cannot but say the trick is pretty. Now to do this feat, you must have cards made for the purpose; half cards we may call them; that is, one half kings, and the other half aces; so, laying the aces one over the other, nothing but the king will be seen, and then, turning the kings downwards, the four aces will be seen; but you must have two whole cards one a king to cover one of the aces, or else it will be perceived, and the other an ace to lay over the kings, when you mean to shew the aces; then when you would make them all blank, lay the cards a little lower, and hide the aces, and they will appear all white. The like you may make of four knaves, putting upon them the four fives; and so of the other cards.

To tell or name all the Cards in the Pack, and yet never see them.

To do this you must first privately drop a little water or beer, about the bigness of a two-penny piece, upon the table before you, where you sit; then rest your elbows upon the table, so as the cuffs of your sleeves may meet, and your hands stick up to the brims of your hat; in this posture your arms will hide the drop of water from the company; then let any one take the cards and shuffle them, and put them into your hands, also let them set a candle before you, for this trick is best done by candle light; then holding the cards in your left hand, above the brim of your hat, close up to your head, so as the light of the candle may shine upon the cards, and holding your head down, so in the drop of water, like a looking-glass, you shall see the shadow of all the cards before you; then draw the finger of your right hand along upon the card, and then lay him down. Thus you may lay down all the cards in the pack, one by one, naming them before you lay them down, which will seem very strange to the beholders, who will think that you have felt them out.

To shew one what Card he taketh Notice of.

Let any one take a card out of the pack, and note him; then take part of the pack in your hand, and lay the rest down upon the

table, bidding him lay his noted card upon them; then, turning your back towards the company, make as though you were looking over the cards in your hand, and put any card at the fore-side; and whilst you are doing this privately, wait the cards being laid out in heaps, to find what the bottom cards are. Bid any one take four cards of the same number, viz. 4 aces, 4 duces, 4 trays, and any other number not exceeding 10 (for he must not take court cards) and lay them out; then take the remaining cards, if any such there be, and divide their number by 4, and the quotient shall be the number of spots of the 4 cards; if 12 cards remain, then on each bottom card, were trays; and if there be no remaining cards, then the four bottom cards are four aces.

To tell the Number of Spots on the bottom Cards laid down in several Heaps.

Bid any one take the whole pack of cards in his hand, and, having shuffled them, let him take off the upper card, and, having taken notice of it, let him lay it down upon the table, with his face downwards, and upon it let him lay so many cards as will make up the number of spots on the noted card, e. g. 12. If the card which the person first took notice of was a king, queen, knave, or a single ten, bid him lay down that card with its face downward, calling him ten; upon that card

card let him lay another, calling him eleven, and upon another calling him twelve; then bid him take off the next uppermost card, saying, What is it? Suppose it were a nine, and, laying it down on another part of the table, calling him 9; upon it let him lay another, calling 10; upon him another, calling him 11; and upon him another, calling him 12; then let him look on the next uppermost card, and so let him proceed to lay them out in a heap in all respects as before, till he has laid out the whole pack; but if there be any cards, at the last, I mean if there be not enough to make up the last noted card 12, bid him give them to you; then, to tell him the number of all the spots contained in all the bottom cards of the heaps, do thus—from the number of heaps subtract 4, and multiply the remainder by 15, and, to product, add the number of those remaining cards which he gave you, if any did remain; but if there were but four heaps, then those remaining cards alone shew the number of spots sought.

Note—You ought not to see the bottom cards of the heaps, nor should you see them laid out, or know the number of cards in each heap, it suffices if you know the number of heaps and the number of the remaining cards, if any such there be, and therefore you may perform this feat as well standing in another room, as if you were present—You must have a whole pack.

To make any two Cards come together which any Person shall name.

When any one hath named what two cards he would have come together, take the cards and say, Let us see if they are here, or not, and if they are, I'll put them as far asunder as I can; then having found the two cards proposed, dispose them in the pack, and cause them to come together.

This trick would seem much more strange if, when you have brought the proposed cards together, by laying them in heaps, you lay the heap wherein the proposed cards are at the bottom of the pack, and then shuffle the cards; cut them asunder somewhere in the middle; so the proposed cards will be found together in the middle of the pack, which will seem very strange to the beholders.

How to burn a Thread and make it whole again with the Ashes.

It is not one of the worst tricks to burn a thread handsomely, and make it whole again; the manner whereof is this: take two threads or small laces of one foot in length each; roll up one of them round, which will then be about the bigness of a pea, put the same between your left fore-finger and thumb; then take the other thread and hold it forth at length, betwixt your fore-finger and thumb of

of each hand, holding all your fore-fingers daintily, as young gentlewomen are taught to hold up a morsel of meat; then let one cut asunder the same thread, in the middle; when that is done, put the tops of your two thumbs together, and so shall you with less suspicion, receive the thread which you hold in your right hand into your left, without opening your left finger and thumb; then holding these two pieces as you did before it was cut, let these two be cut also asunder in the middle, and they conveyed again as before, until they be very short; then roll all these ends together, and keep that ball of thread before the other in the left hand, and, with a knife, thrust the same into a candle, where you may hold it until the said ball of thread be burnt to ashes; then pull back the knife with your right hand, and leave the ashes, with the other ball, betwixt your fore finger and thumb of your left hand, and, with the two thumbs and two fore fingers together, take pains to rub the ashes till your thread be renewed, and draw out that thread at length, which you lay all this while betwixt your fore-finger and thumb. This is not inferior to any juggler's trick, if it be well handled; for if you are so perfect in legerdemain as to bestow the same ball of thread, and to change it from place to place, betwixt your other fingers, as may be easily done, then it will seem very strange.

To cut a Lace asunder in the Middle, and to make it whole again.

By a device not much unlike the former you may seem to cut asunder any lace that hangs about one's neck, or any point, girdle, or garter, and, with a sham conjuration, to make it whole, and close it together again, for the accomplishment whereof, provide, if you can, a piece of the lace which you mean to cut, or at least a pattern like the same, one inch and a half long, and keeping it double privately in your left hand, betwixt some of your fingers, near to the tips thereof, take the other lace which you mean to cut, still hanging about one's neck, and draw down your said left hand to the bout thereof, and putting your own piece a little before the other, the end, or rather middle, whereof you must hide betwixt your fore-finger and thumb, make the eye or bout, which shall be seen of your own pattern; let a stander-by cut the same asunder, and it will be surely thought that the other lace is cut, which, with words and fretting, you shall seem to renew, and make whole again. This, if it be handled, will seem miraculous.

How to pull innumerable Ribbons out of your Mouth, of what Colour you please.

As for pulling ribbons out of your mouth, it is somewhat a strange jest, whereby jug-

glers

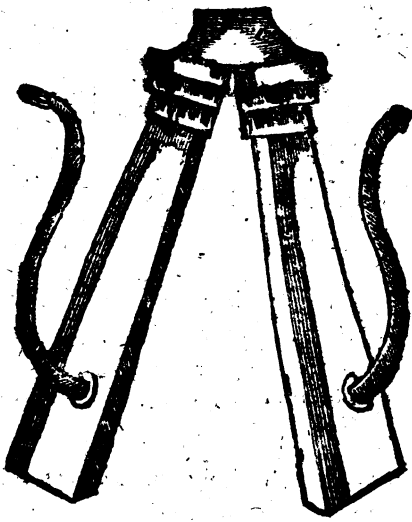
glers get money from maids, by selling laces by the yard, putting into their mouths one round bottom, as fast as they pull out another, and, at the exact end of every yard, they tie knot, so as the same rests upon their teeth; then they cut off the same, and so the beholders are double and treble deceived, seeing as much lace as will fill a hat, and the same of what colour you like to be drawn so by even yards, out of your mouth, and yet the juggler to talk as though there was nothing in his mouth.

To draw a Card through your Nose, so sensible as it is wonderful to see.

There is another juggling knack which they call the bridle, being made of two alder sticks—

Through the hollowness thereof is placed a cord, the same being put upon the nose, like a pair of pincers or tongs; the cord which goeth round about the same being drawn to and fro, the beholders will think the cord goes through your nose very dangerously; the knots at the end of the cord, which do stay the same from being drawn out of the stick, may not be put at the very top, for that must be stopped up, but half an inch beneath each end; and so, I say, when it

it is pulled, it will seem to pass through the nose; and then you may take a knife and

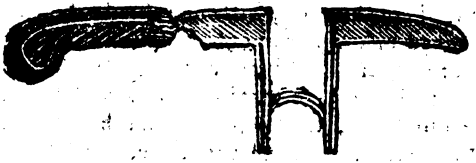


seem to cut the cord asunder, and pull the bridle from your nose,

To thrust a Bodkin into your Forehead without hurt.

Take a bodkin, so made as the haft being hollow, the blade thereof may slip therein as soon as you hold the point upward; seem to thrust

thrust it into your forehead, and seem to thrust it into your head, and so with a little sponge in your hand, you may bring out blood or



wine, making the beholders think the blood or wine (whereof you may say you have drank very much) runneth out of your forehead; then, after shewing some countenance of pain and grief, pull away your hand suddenly, holding the point downward, and it will fall out, so as it will seem never to have been thrust into the hast, but immediately thrust that bodkin into your lap, or pocket, and pull out another plain bodkin like the false one.

How to thrust a Bodkin through your Tongue.

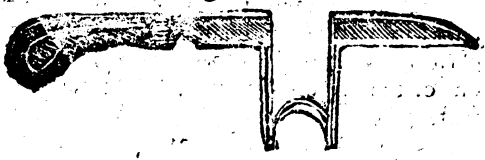
This trick is to be performed in much the same manner as the former, but as the first mentioned, the forehead, without hurt: if the reader will take the pains to practise this trick, he will be in no more danger of compleating one than the other. For a description of the figure, you may refer to the first.

Make

Make a bodkin, or nail, which is all one, the blade thereof being sundered in the middle, so as the one part be not near to the other, almost by three quarters of an inch, each part being kept asunder, with one small bout, or crooked piece of iron, of the fashion described before, then thrust your tongue between the aforesaid place, to wit, into the bout left in the bodkin blade, thrusting the said bout behind your teeth, and biting the same, it shall seem to stick so fast in, and through your tongue, that one can hardly pull it out; also, you must have another bodkin or nail, just like that false one, to shew the company.

How to cut your Arm off, a pitiful Sight, without Hurt or Danger.

You must provide yourself with two knives, a true one and a false one, and let them be so alike, that no person can tell one from the other, so, when you go to shew this feat to the company, put the true knife into your pocket; then take out the false one, and clap it on your wrist undiscovered, and with a sponge, make the knife bloody, and it will seem so much the more strange,



How

How to kill any Fowl, but especially a Pullet, and with Words to give it Life again.

Take a hen, or a chicken, and thrust a nail, or a sharp pointed knife, through the middle of the head thereof, the edge towards the bill, so as it may seem impossible for her to escape death; then use some words, and pulling out the knife, lay oats before her, and she will eat, and live, being nothing at all grieved or hurt with the wound, because the brain lieth so far behind in the head, as it is not touched, though you thrust your knife between the comb and it; and after you have done this you may convert your speech and actions to the grievous wounding and present recovery of yourself.

To thrust a Piece of Lead into your Eye, and to drive it about with a Stick, between the Skin and Flesh, and the Forehead, until it is brought to the other Eye, and thrust out.

Put a piece of lead into one of the nether lids of your eye, as big as the point of a tag, but not so long, which you may do without danger, and with a little juggling stick, one end thereof being hollow, seem to thrust the like piece of lead under the other eye lid, but convey the same, indeed, into the hollowness of the stick; the stopple or peg thereof may be privately kept in your hand until this

feat

feat be done; then seem to drive the same piece of lead, with the hollow end of the stick, from the same eye, and so with the end of the said stick, being brought along upon your forehead to the other eye, you must thrust out the piece of lead, and then shove it out of the eye; some put it into both, but the first is best; this is easily done; howbeit being cleanly handled, it will deceive the sight of the beholders.

To make the Constable catch the Knave.

Take a pack of cards, and look out the four knaves; lay one of them privately on the top of the pack, and the other three down upon the table, saying, Here, you see, are three knaves got together, about no good you may be sure; then lay down a king beside them, saying, But here comes the constable and catches them together—Oh, says he, have I caught you together? Well, the next time I catch you together I'll punish you severely for all your roguerics. Oh, but say they, you shan't catch us again together in haste; so they concluded to run three several ways. Well, I'll go here, says one; (so take one of the knaves and put him at the top of the pack) And I'll go here, says another, (so put him at the bottom) Then I'll go here, says another (so put him in the middle) Nay, says the constable, if you run I'll make sure of one, so I'll follow the first; then take the king and put him

him at the top, and let any one cut the cards asunder two or three times, then deal; cut the cards one by one, and you shall find three together, and the constable with them.

Note.—This feat would be best done with a pack of cards that has two knaves of that sort one of which you put in the middle.

To seem to change a Card into a King or Queen.

To do this, you must have the picture in your sleeve; and, by a swift slight, return the card, and fetch out the picture, with a back bending. The manner of doing this is better learnt by frequent trials, than can be taught by many words; but if you would do this feat, and yet hold your hand straight and unmoved, then you must peel off the spots, or figure of a card, as thin as you can, and just stick it on the picture with something that will make it stick a little; then, having shewed the spots, or figure of the card, you may draw it off; and roll it up with your thumb into a very narrow compass, holding it undiscovered, between the inside of the thumb and the ball of your fore-finger; and so produce the picture to the admiration of the beholders.

Tell One what Card he took Notice of.

Take any number of cards, as 10, 12, and then holding them with their backs towards

you, open four or five of the uppermost, and as you hold them out to your view, let any one note a card, and tell you whether it be the first, second, or third from the top; but you must privately know the whole number of those cards you took; then shut up your cards in your hands, and take the rest of the pack and place upon them; then knock their ends and sides upon the table; so it will seem impossible to find the noted card, yet it may easily be done thus; substract the number of cards you held in your hand, from fifty-two, the whole number of the cards in your pack, and to the remainder add the number of the noted card; so the same shall be the number of the noted card from the top; therefore, take off the cards one by one, smelling to them till you come to the noted card.

How to let a Gentleman hold ten Pieces of Money in his Hand, and to command them into what Number he can think on.

You must fling your money on a table, and desire any body to tell ten pieces out on the table, when they have done they will say, There is ten. Note—You must have in readiness privately concealed in your right hand five pieces, then you must inform the company that you always tell your money to every person, so telling down the money with your left hand, and taking it up with your right, convey

convey the five pieces to the ten, then ask if any body is desirous to hold them, and there will be enough to hold them fast; that done, bid them please to think on between 10 and 15, and so let them call for what number they will, you know they have it in their hand, and when they open their hands they are struck with admiration. But be sure not to forget your terms of art to amaze the beholders.

w to cut a Man's Head off, and to put the Head into a Platter a Yard from the Body.

This is a noble action, if it be handled by a skilful hand. To shew this feat of execution you must cause a board, a cloth, and a platter to be purposely made, and in each of them to be made holes for a man's neck; the board must be made of two planks, the longer and broader the better; there must be left within half a yard of the end of each plank half an hole, so as both the planks being thrust together, there may remain two holes like to the holes in a pair of stocks; there must be made likewise a hole in the cloth; a platter also must be set directly over or upon one of them, having an hole in the middle thereof, of the like quantity, and also a piece cut off the same so big as his neck, through which his head may be conveyed into the middle of the platter, and then, sitting or kneeling un-

der the board, let the head only remain upon the board, in the frame; then to make the ſight more dreadful, put a little brimſtone into a chaffing diſh of coals, ſetting it before the head of the boy, who muſt gaſp two or three times, ſo as the ſmoak may enter his noſtrils and mouth, which is not unwholeſome, and the head will preſently appear quite dead, if the boy ſet his countenance accordingly—and if a little blood be ſprinkled on his face

the ſight will be the ſtranger. This is commonly practiſed with a boy inſtructed for the purpoſe, who, being familiar and converſant with company, may be known as well by his face as by his apparel; at the other end of the table, where the like hole is made, another

boy

boy of the bigness of the known boy must be placed, having on his usual apparel, he must lean or lie upon the board, and put his head under the board, through the said hole, so as the body shall seem to lie on one end of the board, and his head shall lie in a platter on the other end. There are other rules to be observed, as to put about his neck a little dough, kneaded with bullock's blood, which, being cold, will look like dead flesh, and being pricked with a sharp quill filled with blood, will seem to bleed—you must be particular to have the table cloth so long and so wide as that it may almost reach the ground. Note—Suffer not the company to stay too long in the place.

To seem to turn Water into Wine.

Take four beer glasses, rub one in the inside with a piece of allum, let the second have a drop of vinegar in it, the third empty, and then as much clean water—in your mouth put a clean rag, with ground basil tied close in it, the bulk may not be bigger than a small nut, which must lie betwixt your hind teeth and your cheek—then take of the water out of the glass into your mouth, and return it into the glass that hath the drop of vinegar in it, which will cause it to have the perfect colour of sack; then turn it into your mouth again, and chew your rag of basil betwixt your teeth, and squirt the liquor into

the glaſs, and it will have the perfect colour and ſmell of claret; returning the baſil into its former place, take the liquor into your mouth again, and preſently ſquirt it into the

glaſs you rubbed with allum, and it will have the perfect colour of mulberry wine.

To make Sport with an Egg.

If you are drinking in company, or otherwiſe that you are diſpoſed to make ſport, have ready a penny-worth of quick-ſilver in a quill ſealed at both ends with good hard wax, then cauſe an egg to be boiled, and take off a ſmall bit of the ſhell of the narrow end, and thruſt in your quill of quick-ſilver, and lay the egg on the ground; you will have ſport enough

enough, for it will never leave tumbling about as long as there is any heat in it.

So likewise if you put quick-silver in a sheep's bladder, and blow it up, and when you have a mind to make sport, then go to the fire and warm the bladder, and fling it on the ground, and it will jump and skip about a long time, and make all the company laugh, and think the bladder is bewitched.

To fetch a Shilling out of an Handkerchief.

To do this you must have a ring of wire, such an one as you generally hang keys on, but less, or a curtain ring will do, so as it is no bigger than a shilling, then take an handkerchief, and put therein a shilling, twisting the handkerchief round, the form of the shilling will appear, then say, That you may be sure it is there, I will shew it you once more, and taking out the shilling, convey the round wire into the handkerchief, which being twisted, will seem to be the shilling; the better to deceive, you may rap the edge of the wire with your stick, then open your handkerchief, draw it out, and produce the shilling, which you have in the palm of your right hand, saying, Gentlemen, look you, here is the shilling, you hold the handkerchief very fast; in the mean time ask, Who gave me this shilling? He, whom you had it of, will soon answer, I. Then thank him for

for it, saying, It is more than I have had given me these two days.

To cause the Beer you drink to seem to be wrung out of the Handle of a Knife.

To do this you must have a small piece of sponge, with liquor put in it privately, then, unseen, place this beyond your right ear, but let not the sponge be too big, or too full of liquor, lest you be discovered, then taking a knife, stick it with the handle upwards in a table or stool, (but observe when you go about these sports to place your company before you) then bid them look, saying, There you see is nothing of wet, either on this handle or the table; so stretch your empty hand towards your ear, darting the point, saying, now somebody cross my arm, and speaking some powerful words, as Jubio bisco, then have you a fair opportunity to take this sponge into your hand from behind your ear, and stretching forth your hand, squeeze it gently, and after a little harder, which makes it run the faster to the amazement of the company, saying, Thus could I do till I had drowned you all; sprinkle a little in their faces, which will cause them to shut their eyes, whilst you convey away the sponge.

How

How to make Water Freeze by the Fire side.

This feat can be done or performed only in winter, and at such times as snow may be had, and he that will shew it, must have in readiness a handful of salt, the time serving, and the party being provided, let him call for a stool, a quart pot, a handful of snow, a little water, and a short staff; first pour a little water upon the stool, and upon it set the quart and put the snow into the pot, the salt also, but privately; then let him hold the pot fast with his left hand, and then churn as one would butter, and in half a quarter of an hour the pot will freeze so hard to the stool, that you can scarcely with both hands pull it off.

How to make two Bells come into the Hand having put into each Hand one.

This feat must be performed with three bells; you must put one bell into your left sleeve, then put one bell into one hand, and another into the other. They must be like maunice bells; withdraw your hand, and privately convey the bell in your left hand to your right hand, then stretch both your hands abroad, and bid two men hold your hands fast, but first shake your hand, and say, Do you hear them? the bell than is in your left sleeve will not be known by the rattling but that it is in your hand, then say, He

He now that is the greatest whore master of you both shall have none at all, open your hand, and shew them, and it will be thought you deal by magic art.

To cut a Glass, a famous Invention.

You must have a piece of well dried match cord, light it that it may have a good coat, then take a beer glass, and hold the match to the edge of the glass; have your finger ready wet, and when the glass is very hot, clap your finger to the hot place, and it will suddenly crack about a quarter of an inch down-

ward, then keep the coal of the match the like distance from the end of the crack, and as it follows, so move your hand and cut it

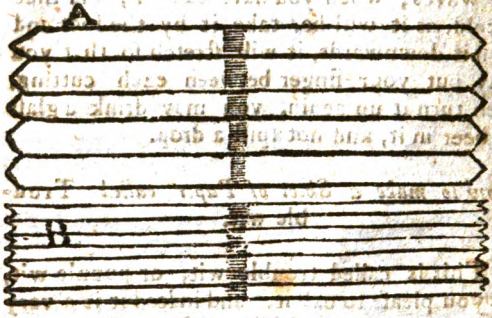
shew

screw fashion, otherwise it will not hold together till you have it through the bottom, or like waves; when you have done it, and that is cold, as it will be, take it by the feet and turn it downwards, it will stretch so that you may put your finger between each cutting then turn it up again, you may drink a glass of beer in it, and not spill a drop.

How to make a Sheet of Paper called Trouble wit.

This is called trouble wit, or puzzle wit, as you please to call it, and indeed it is a very fine invention, by folding a sheet of paper, as that, by art, you may change it into many several forms or fashions.—Take a sheet of marble paper, fold it down the middle of the sheet long-ways, when you have so done, turn down the edge of each fold outwards, the breadth of a single penny; then measure it as it is folded into three equal parts with compasses, which makes six divisions in the sheet, let each third part be turned outward, and the other in course will fall right, then pinch in a quarter of an inch deep, in the manner as you pinch a paper lantern, that is in plaits like a ruff, so that when the paper lies pinched in its form, it is in the fashion represented in the figure A; when closed together like the figure B; unclose it again, and shuffle it with each hand, it resembles the shuffling of a pack of cards? close

close it, and take each corner inward with your fore finger and thumb, it resembles a



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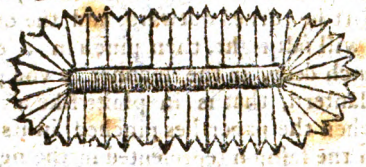
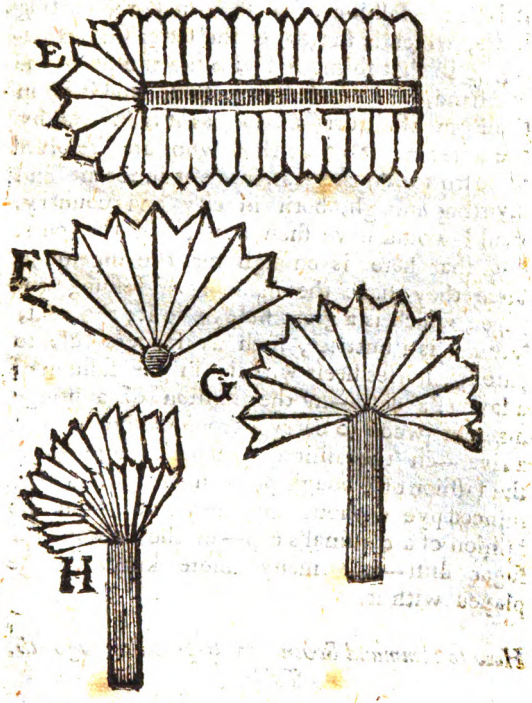


rose for a lady's shoe, as it is seen in the figure C: stretch it forth from the same form, and

and it resembles a cover for an Italian couch, as is shewn by the letter D; let go your fore-



finger at the lower end, and it resembles a wicket to a gate, or a portal to a nobleman's door, as is shewn by the letter E; close it again, and pinch it at the bottom, spreading

it on the top, and it is in the fashion of a screen, like as it is shewn by the letter F. —Pinch it half way, and open the top, and it is in the fashion of a shoe-maker's cutting knife, which is shewn by the letter G. Holding it in that form, and with the thumb of the left hand, turn out the next fold, and it is in the form of a curry comb, as it is shewed by the letter H. So that those who are resolved to learn to do this feat, make it innocent and divirting enough, both in city and country. And I would have shewn more of the cuts, but that here is enough for the ingenious, since they have the manner of folding the paper, which is a great help to do it; the next, fashion is a buttrice, such as farriers use to pare the horses heels withal—in the fashion of a lawyer's desk—in the fashion of a bridge made of wood to carry a troop of horse over a river—in the fashion of a dark lantern—in the fashion of a bough pot—in the fashion of a minced pye without any meat in it—in the fashion of a cardinal's cap—in the fashion of a sugar dish—and many more knacks to be played with it.

How to command Seven Half-pences through the Table.

This feat is one of the greatest that the jugglers have, and is inferior to none. To do this you must go to some tinman, or any body that knows how to make your holes room

enough

enough for a die to go in and out, and let them clap a good half-penny upon them all, and so make them fast, and nobody can tell them from true ones; then you must get a cap to cover your half-pence, a cap and a die for the company to fling to amuse them; when you are thus provided with half-pence, a cap, and a die, the manner of performing is thus—Desire any body in the company to lend you seven half-pence, telling them that you will soon return them their own again; then say, Gentlemen, this is made just fit for your money; then clapping your cap on, desire somebody in the company to fling that die to see what they can fling, and in so doing, take off the cap and convey your false money into it, so that the company may not see you put it in, then with your cap cover the die, so with your right hand take up the true money, and put it into the left under the table, saying, Vade, begone; I command the die to be gone, and the money to come in the place; so take up the cap, and the die is gone, and the money is come: covering the money again with the cap, so taking the true money with your right hand, and knocking under the table, making a jingling, as though the money was coming through the table, then flinging them on the table, say, There is the money, and with your right hand take off the cap, saying, And there is the die, so convey the false money into your lap, and there is the cap likewise.

How to turn a Box of Bird seed into a living Bird.

You must have a box made on purpose, with a false lid. This box must be turned neatly like unto the egg boxes, so that they cannot find out where it opens, and you must have a false lid to clap on and off, and on that lid glue some bird-seed; so before you shew the box to the company put a bird into the box, and then the false lid, then shew the box to the company, and it will seem to be full of seed, to the contrary of which nobody can tell, then put your true lid on, saying, Gentlemen, I will command all the seed out of my box, and command a living bird to appear, so taking off the covers the bird will appear.

How to command a Six-Pence out of a Box.

You must get a box turned with two lids, one must be a false one, and there put the counter, so that it may rattle; and you must have a small peg or button to your box, to hinder the counter from jingling, and at the bottom of the box you must have half a notch made, just fit for a six-pence to come out. So to perform this feat you must desire any body to lend you a six-pence, and to mark it with what ever mark they please, then let them

them put it into the box themselves—afterwards put the cover on; then, by shaking the box, the six pence will come into your hand; then you may dispose of it as you know how when you are shewing your feats.

To tell one what Card he thinketh on.

Take 21 cards, and begin to lay them down three in a row, with their faces upwards, then begin again at the left hand, and lay one card upon the first, and so on the right hand, and then begin at the left hand again and so go on to the right, do this till you have laid out the 21 cards in three heaps, but, as you are laying them out, bid any one think of a card, and when you have laid them all out, ask him which heap his card is in; then lay that heap in the middle between the other two; then lay them all out again into three heaps as before, and as you lay them out, bid him take notice where his noted card goes, and put that heap in the middle as before; then taking the cards with their backs towards you, take off the uppermost card smelling to him, reckon him one; then take off another, and smelling to him, reckon him two; this do till you come to the eleventh card, for that will always be the noted card after the third time of laying them out, though you should lay in this manner never so often; you must never lay out the cards less than three times, but as often above as you

you please. This trick may be done by an odd number of cards that may be divided by three.

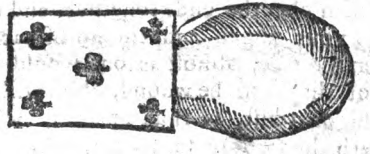
Another way to tell one what Card is noted.

When one has noted a card, take it and put it at the bottom of the pack, then shuffle the cards till it comes again to the bottom; then see what is the noted card, which you may do without being taken notice of; when you have thus shuffled the cards, turn them with their faces towards you and knock their ends upon the table, as though you would knock them level; and whilst you are so doing, take notice of the bottom card, which you may do without suspicion, especially having shuffled them before; then, when you know the card, shuffle them again, and give them to any of the company, and let them shuffle them, for you know the card already, and may easily find it at any time.

How to make a Card jump out of an Egg.

To do this wonderful feat you must have two sticks made both of one bigness, so that no person can know one from another; one of these sticks must be made so artificially as to conceal a card in the middle, as thus—you must have one of your sticks turned hollow quite through, and then an artificial spring to throw the card in the egg at your pleasure; the operation is thus—Take and peel any card in

in the pack, which you please, and roll it up, and then put it into your false stick, and there let it be till you have occasion to make use of it; then take a pack of cards, and let any body draw a card, but be sure let it be the same sort of card that you have in the stick already; then let them put it in the pack again, and when you are shuffling them, let that card fall into your lap, which the party drew; so calling for some eggs, desire the party that drew the card, or any other person



in the company, to chuse any one of these eggs, and when they have chosen one, ask them if there be any thing in it, and they will answer no; then take the egg in your left hand, and the false stick in your right, and so break the egg with your stick; then let the spring go, and the card will appear in the egg, very amazing to the beholders: then conceal that stick, and produce the true one upon the table.

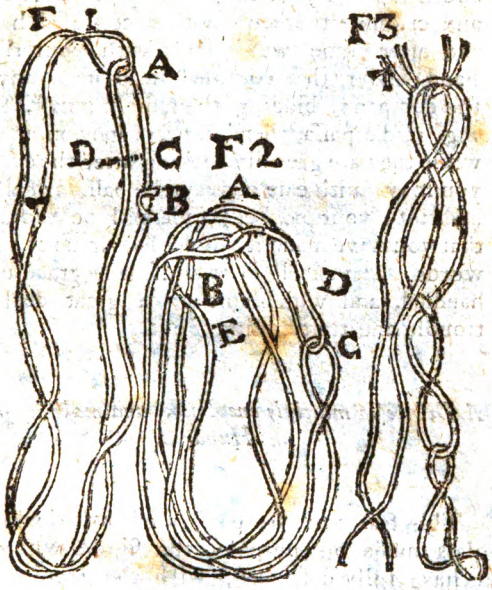
A very

A very strange Trick whereby you may seem to cut a Piece of Tape into four parts, and make it whole again with Words.

Take a piece of narrow white tape, about two or three yards long, first present it to view to any that may desire it; then tie both the ends of it together, and take one side of it into one hand, so that the knot may be about the middle of one side, and, using some circumstantial words to beguile your spectators, turn one hand about toward yourself, and the other from you. so shall you twist the tape once, then clap the ends together, and then if you slip your finger and thumb of each hand between the tape, almost as one would hold a skane of thread to be wound, this will make one fold or twist, as thus appears, where A signifieth the twist or fold—B the knot—then in like manner make a second fold, about the line D C, as you may see by the second figure, where B signifieth the knot. C the first fold—A the second fold—Then hold the fore finger and thumb of your left hand upon the second twist, and upon the knot also, and the forefinger and thumb of your right hand upon the first fold C. and desire some one of your spectators to cut all asunder with a sharp knife at the cross line E D, when it is cut, hold still your left hand, and let all the ends fall that you hold in your right hand, for there will be a shew of eight ends, four above and four below, and so the strings will be thought to be cut

into

into four parts, as may be ſeen by the third figure; then gather up the ends that you let



fall into your left hand, and deliver two of the ends (ſeeming to take them at random) unto two ſeveral perſons, bidding them hold them faſt, ſtill keeping your left hand fingers upon the twiſts or folds; then with both your hands ſeem to tumble all the ends together that you had in your left hand, twiſt out the ſlips and pieces, which are three, as you may

ſee

see at A and B in the third figure, twist them all, I say into a little ball, and conceal it between some of your fingers of your left hand, and crumble thereon another confused heap, and after some words said, with your right hand deliver this confused heap unto any of the company, bidding them hold it fast, saying, Hulla passa, then bid them look on it, and while they are greedily looking after the event, you may with ease convey the ball, or roll it into your pocket; so it will be thought that you have made it whole by virtue of your words. An excellent trick if it be gracefully handled, and which cost me a great deal of trouble and time to find it out.

A Device to multiply one Face, and make it seem an Hundred.

This feat must be performed by a looking glass made on purpose, the figure whereof I have fully described, with the manner of making it, which is thus—first, make a hoop or fillet of wood, horn or such like, about the width of a half crown piece in the circumference; the thickness of this hoop, or fillet, let it be about a quarter of an inch; in the middle of this hoop fasten a bottom of wood or brass, and bore, in a decent order, divers hooks, about the bigness of small peale;

then

then open the one ſide of this bottom, ſet in a piece of chryſtal glaſs, and faſten it in the

hoop cloſe to the bottom, than take a quantity of quickſilver, and put ſo much into the hoop as will cover the bottom; then let into the hoop another piece of chryſtal glaſs fitted thereto, and cement the ſides that the quickſilver may not run out, and it is done. The uſe whereof I ſhall not inſiſt upon, ſince he that is verſed in the former feats, will better conceive of himſelf how to uſe it, than my words can either direct or aſſiſt him.

Take three parts of ſalt-petre, two parts of ſalt of tartar, and one part of ſulphur pounded and mixed together; heat ſixty grains of this compoſition in a ſpoon, and it will fly away with a fearful noiſe, like thunder, as loud as a cannon

a cannon, breaking through the ſpoon and every thing underneath it, for it exerts itſelf downwards, contrary to the nature of gunpowder.

FINIS.

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