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Merry Companion :

O R,

DELIGHTS

F O R T H E

INGENIOUS.

In Two Parts.

I. Teaching how to shew divers Merry Tricks, *Arithmetical, Artificial,* by *Le-gerdemain,* and with *Cards.*

II. Containing a Collection of Merry Jest, never before Publish'd : With several Rules for Making Jest, Compos'd for the Innocent Diversion of Y O U T H.

By RICHARD NEVE.

The Second Edition.

L O N D O N.

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on London-Bridge 1721





THE
EPISTLE
TO THE
READER.

Courteous Reader,

SO I call Thee, because so I'd
have Thee; yet I may chance to
Nick-name thee; for if thou art
a Squint-ey'd Critick, that loves to find
more Faults than thou know'st how to
mend, then I shall not expect thee to
deal very Courteously with me. But,
tho' I fear the worst, yet I'll hope the
best of thee; and be what thou wilt, I'll
proceed to tell thee, That what I have
here done, is for thy Mirth and Recrea-
tion.

A 5.

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tion. The Design of it was for the Recreation of Youth, (especially School-Boys, whose Wits are best sharpened upon such Whetstones) and to find them innocent Diversion at Home, without giving them the Trouble to seek for it Abroad amongst ill Company, first at the Ale-House, then at the Bawdy-House; as too many do at this Day; to the utter Ruin of themselves, and the great Grief of their Parents and Friends.

What I have done in the following Sheets, the Title-Page will inform you; but I shall here give a larger Account of it; because I know you expect it.

I have divided the Book into Two Parts: The First Part of this Treatise consists altogether of merry Tricks: And this Part I have divided into three Chapters; whereof —

Chap. I. Contains Thirty-nine Tricks: which I have call'd Artificial; because there is requir'd something of Art in the Performance.

Chap.

To the READER.]

Chap. II. Contains 20 Tricks; which I have call'd Arithmetical; because they are perform'd by Numbers or Arithmetick.

Chap. III. Contains 10 Tricks perform'd by Legerdemain, or nimble Conveyance and Slight of Hand. I dare not say, that I have set down all that are, or may be perform'd by Legerdemain; but thou hast here the most material of them: And if thou rightly understandest these, there's not a Trick that any Jugler in the World can show thee, but thou shalt be able to conceive after what Manner it is done; if he do it by slight of Hand, and not by unlawful and detestable Means; as too many do at this Day.

Before I leave this Chapter, it may be necessary (or at least convenient) to note these following Particulars.

i. The Definition of Legerdemain.

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Legerdemain is an Art whereby one may seem to work wonderful, impossible and incredible Things, by Agility, and Nimbleness, and Slight of Hand.

2. The End of Legerdemain.

The End of this Art is either good or bad, according as it is used: Good and lawful, when it is used at Festivals and merry Meetings, only to procure innocent Mirth; especially, if it be used without Desire of being esteem'd above what we are. Bad, and altogether unlawful, when 'tis used on purpose to Cozen and Deceive, or for Vain-glory, to be esteem'd above what is meet and honest.

3. The Definition, or Description of the Operator.

First, He must be one of a Bold and audacious Spirit, so that he may set a good Face upon the Matter.

Secondly,

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Secondly, *He must have a nimble and cleanly Conveyance; for if he be a Bungler, he discredits both himself and his Art: And therefore he must practice in private till he be perfect; Usus promptus facit; and by that Means, his Tricks being cunningly handled, he shall deceive both the Eye, the Hand, and the Ear, for oftentimes it falls out in this Art, Deceptio visûs, Deceptio tactus, & Deceptio auditus.*

Thirdly, *He must have none of his Trinkets wanting when he is to use them, lest he be put to a Non-plus.*

Fourthly, *He must also have his Terms of Art; namely, certain strange Terms, and emphatical Words, to grace and adorn his Actions, and to astonish the Beholders. And these odd kind of Speeches must be various, according to the Action he undertakes; as. Hey, Fortuna, furia, nunquam credo, pass pass; when come you Sirrah? Or this Way, Hey Jack, come aloft for your Master's Advantage. Or otherwise, Ailiff, casil, zaze, hit, metmertat, Saturnus, Jupiter, Mars.*

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Mars, Sol, Venus, Mercury, Luna.
Or thus, Dorocti, Micocti, & Senaroccti, Velu baroccti, Afmaroccti, Ronnsee, Faronsee, hey, pass pass, &c.

Fifthly and lastly, He must have such Gestures of Body, as may lead away the Spectators Eyes, from a strict and diligent Observation of his Manner of Conveyance.

The Manner of concealing Balls, or Money in the Hand.

The best and readiest Place to hold one small Ball of Cork, is between the Ring-Finger and the Middle-Finger at the Ends next the Hand, place him there with your Thumb. But if you are to hold more of these Balls at a time, then place them between your other Fingers, in like manner. You must practice to be very perfect in holding these Balls; (which are about the size of a small Nutmeg) for whether you seem to cast your Ball into the Air, or into your Mouth, or to put it into your Left Hand, yet still you must retain it in your Right Hand; still remembering to keep the Palm of your Hand downwards,
and

To the READER.

and out of sight. And so for Money.—

The best Place to hold which, is in the Palm of the Hand, and the best Piece to hold is a Tester; which being thrust into the hollow of the Hand with the Middle-finger, by bending in the ball of your Thumb a little, you easily retain,

To conclude the Remarks on this Chapter: He that is to shew Tricks by Legerdemain, must sit on the farther Side of a Table, which must be cover'd with a Carpet, partly to keep his Trinkets from roaling away, and partly to keep them from rattling: Likewise he must set his Hat in his Lap, or sit in such a Manner, as that he may readily receive anything into his Lap, and let him cause all his Spectators to sit down, and let him have a Candle placed before him; for most Tricks of this Nature are best shewed by Candle light.

Chap. IV. Contains 50 Tricks to be shew'd with Cards; of which there is but two or three that were ever publish'd before.

But

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But, what shall we do with this last Chapter of our Book? Shall we blot it out? Why? Because there's some Men in the World that are angry with Cards; because they are by some call'd, The Devil's Books; and therefore they think it unlawful for us to take them into our Hands, much less is it lawful to play with them. Now, what shall we say to these Men? When we'll tell 'em, That—

'Tis not the Use, but the Abuse of a Thing that makes it unlawful. For—

Is not the use of Meats, and Drinks, and Cloaths, and Sleep, and Women, allowable? nay, and commendable too, if they are us'd soberly as they ought? And yet, which of all these may not be abus'd to ill Ends and Purposes? For some, we see, are Gluttons and Drunkards; eating and drinking away not only their whole Estates, but also their Health, and even Life itself. Others again, are given to immoderate Sleeping, to the prejudice of their Health, Wits, and Senses; and sometimes, also, to the utter Ruin of themselves and Families.

Others,

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Others, again, by their excess in Apparel, fall into that Luciferian Sin of Pride, which cast the Angels out of Heaven, and our first Parents out of Paradise. Again, Others by their unlawful Use of Women, bring themselves to Poverty; parting with their Wealth, their Health, and Good-name, in exchange for filthy and noisome Diseases.

Now, seeing all these Things may be abused; must we reject the Use of them? Must we refuse the lawful Use of Women, because some use them unlawfully; Must we go naked, because some are proud of their Apparel? Or, Must we starve ourselves, because some are Gluttons and Drunkards; as the Poet says,—

Because there's many will be drunk with
[Wine,

Must we contemn the Liquor of the
[Vine?

Again, What is more useful and beneficial to the World than the Light of the
Sun,

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Sun, Moon, and Stars? And yet, because Astrologers abuse them to Superstition, must we shut our Eyes against their Light? Or, must the Sun be pull'd out of the Firmament, because some ignorant Indians worship him for a God? Surely, this is an odd preposterous Way of Arguing, from the Abuse of a Thing, to the absolute Unlawfulness of its Use.

But to bring all this Home to our present Purpose; because some use Cards unlawfully, will it follow, that therefore the Use of them is utterly unlawful?

I know 'twill be objected, (1.) That the Use of Cards is condemn'd by many grave and learned Divines, as utterly unlawful. To which, I answer, That I am not ignorant that it is so; but yet, I know also, that other Divines as grave and learned as they, condemn not the Use, but only the Abuse of 'em.

But 'tis objected. (2dly.) That Card-playing does (not seldom) minister Occasion of Swearing, Cursing, Lying, Cheating, and Cozening. To which I answer, It does so; the more's the Pity: But do not
many

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many other Exercises do the same; I know some who will scruple to play a Game at Cards, who nevertheless, will not stick to spend whole Days and Nights in a Tavern or Ale-house, which they account a lawful Exercise,) and yet certainly, Drinking to excess, ministers Occasion, not only of Swearing, Cursing, Lying, Cheating, and Cozening, but also of Whoredom, Murder, and Blasphemy, to boot: For when a Man is drunk, he either knows not, or cares not what he does or says: And yet from hence to argue, That a Man must never drink a Glass of Beer, when he is athirst, would certainly be very strange Logick.

But 'tis objected, (3dly,) That there are other Exercises, and fitter to be us'd than Card-playing, which at the best, is but an Exercise of the Mind, and not of the Body, for which, the Reading of History, or Geography, is much to be preferr'd, as being undoubtedly innocent and lawful. To which, I answer, 'Tis very true; and I do myself prefer these before that: But yet it must be consider'd, that all Men are not of the same Mind; for tho' this Di-
version

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version (of Reading History or Geography) be pleasing to me, yet perhaps it may not be so to my Neighbours and Friends that are with me; and therefore, in this Case, I ought rather to chuse some innocent Diversion, whereby we may be all merry together, and this I affirm to be Card-Playing; as it may be us'd.

I would not here be thought to argue for the Excellency of Card-Playing, above any other Diversion, for that I deny; but only, that (as it may, and ought to be us'd) it is an innocent and lawful Diversion. And therefore, if I can make it appear, that Card-Playing may be us'd, without Occasion of Swearing, Lying, &c. I have my End: And this, I hope to do in the following Part of of my Discourse; wherein I shall shew how, and in what Manner Card-Playing ought to be us'd, by all that so much as pretend to be Christians.

Now therefore, (for Card-Playing) I advise,——

I. That all those who are addicted to Swearing, Lying, &c. should wholly refrain from

To the READER.

from Card-Playing, lest it minister an Occasion of their so doing.

2. That you do not make this Recreation your Business, as too many do, to the great Loss of their Time and Money. But,

3. Let it be us'd only in the Winter Evenings; viz. On the Evenings of the Christmas Holy-Days, or the like. And then—

4. Let it be only with a Design to make yourself innocently merry, with your Neighbours, that shall come to your House those Holy-day Times. And therefore—

5. Do not play high Games; for that will be apt to breed Discontent in the Loser, which will produce Quarrelling, with its Concomitants, Swearing, Curling, Lying, Cheating, and Cozening.

6. Neither play for ready (or as some phrase it, for dry) Money; for that, also, will be more apt to produce Discontent in the Loser, than if you play for something to put in the Belly, whereby he may have his Part as well as the Winner. But,—

7. Let your play be for a fat Pig, or Goose, two or three Bottles of Mead, Snap-dragons,

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dragons, Cakes and Cracknels, or the like; over which, you may sit, and chat, and be merry, either the same, or another Evening. And ———

8. Whatever you play for, let the Winner pay half so much as the Loser. And---

9. Let not your Games exceed a Penny apiece Winners, and Two-pence Losers, for each Game, For so the Loss will be so small, as not to breed Discontent in the Loser.

10. And Lastly, Let every one, that intends to play at Cards, always bear this Principle about him, viz. To play only to pass away the Time innocently and merrily, with his loving Friends and Neighbours; and with an Indifferency whether he win or lose.

Thus I shall put an end to this Discourse of Cards, which I have been the longer upon, because they stick so much in some Mens Stomachs: But I doubt not, but if this my Discourse be du y and impartially weigh'd, it will sufficiently prove (to any unprejudic'd Person) the Lawfulness of Card-playing: Especially, I mean, if it
be

To the READER.

be us'd according to the Directions here (above) laid down: For otherwise I shall not plead for it. But if it be thus us'd, I prefer it before going to an Ale-House, Ringing of Bells, (which commonly makes Men Drunkards) Hunting, Foot-Balling, and the like dangerous Exercises.

And in the latter Part of it, I have (in the first Place) presented thee with many merry Jest, never before publish'd. And then (in the second Place) thou hast here some Rules for the making of Jest, in Imitation of the former; a Thing (to my Knowledge) never before attempted by any.

I shall now begin to conclude; (as the Fellow said, when he was a going to be marry'd, or to be hang'd, I have forgot which) but before I finish, I must stay and make a Confession, That I have indeed made a long and tedious Epistle; yet I dare not make an Apology for it, because that will but increase the Tedium, and make my Epistle yet longer, which is too long already; but I know not where to cut
him

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him shorter, whether in the Beginning, Middle, or End; but I think it must be in the End: And therefore, —

To conclude in Earnest, (as well as in Jest; I wish thou may'st take as much Pleasure in Reading this Book, as I took Pains in Composing it; and then I am sure thou canst find no Fault of it. By this Time, I believe thou art weary of Reading; if not, I am sure I am weary of Writing: and therefore I will release thee with these two Lines, —

Accept, kind Reader, what I here have
[done ;
I ask no more; desire no other Boon.



THE



T H E

Merry Companion :

O R ;

Delights for the Ingenious.

P A R T I.

C H A P. I.

Of Artificial Tricks.

I.

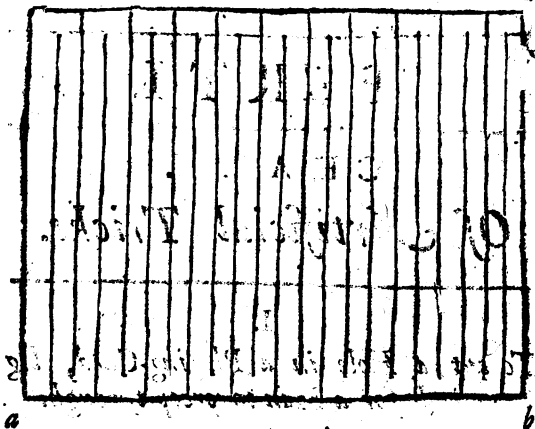
To cut a Hole in a Playing-Card, big enough for a Man to creep through.

T Being once at a Gentleman's-house, where the Maids had been shewing a Trick with a Playing-Card : They ask'd me, if I could cut a Hole in

a

a Card big enough to put my Head through? So they shew'd me the Card that they had been at Work upon. When I had consider'd it, I told them, I did believe that I could do it.

So I took a Card and a Pair of Sciffars, and folding the Card long-ways, I cut in Notches on each side (almost through) after the manner as is represented in this Figure.



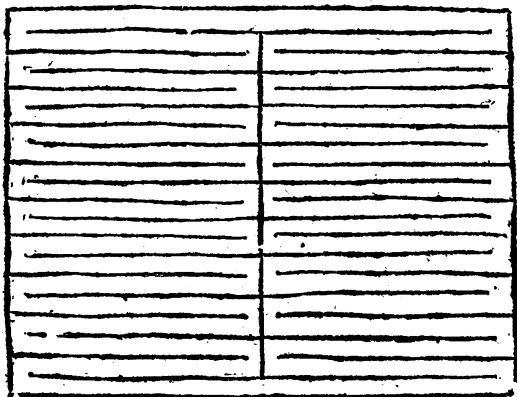
Note, The Line *a, b*, represents the Middle of the Card, where 'tis folded, and *c, d*, the two Edges thereof; and the Lines *a, c*, and *b, d*, represent the Ends

Ends of the Card; the other Black Lines shew the Slits cut with the Scissors. But when I had open'd it, I found it different from theirs; nevertheless, they admir'd the Fancy of it, as much as of their own; for having unfolded the Card, I took him by the two Ends *a, c,* and *b, d,* and drawing it out at length, it represented a Chain of Diamonds, of this Form, —



But I was not satisfy'd with this Fancy; but I told them, That yet I was sure I could do it as they did: and that (if they would help me to another Card) I would cut a Hole big enough for a Yoked Hog to creep through. Says one of the Maids, Cut a Hole big enough for me to creep through: I told her, I would: And so I did; for I made the Hole so large, that I put it over her Head, and brought it down over her Shoulders, and so down to her Feet; so that her whole
 Bod-

Body went through it. The way to do it is thus ;



Take a Card and fold him breadth-ways, to find the middle of the length then open him again, and fold him; length-ways; and with your Sciffars cut a Notch in at the middle, almost through to the Edges; then opening the Card again, work from that Notch *both ways*, and also from the Ends, cutting Notches after the manner represented in the foregoing Figure; where all the Lines (except the four outermost ones) represent the Notches cut with the Sciffars.

By this method, I have made a hole in

in a Playing-Card, almost four Yards
in Circumference.

II.

*To make a Pea dance upon the End
Piece of a Tobacco pipe.*

Take a piece of a Tobacco-pipe, and break him off as a square at the end as you can; and with the point of a Nail (or the like) work the Hole, at the biggest End, a little bigger, so as the end of the Pipe may be a little Hollow, that the Pea may lie the faster thereon. Then lay the Pea upon the end of the Pipe, and holding it upright, (your Head being held back) set the other end to your Mouth, and so blowing gently at the first, the Pea will dance upon the end of the Pipe, leaping up to a considerable Height, very pleasant to behold.

I have sometimes made the Pea leap up to the height of three or four Inches,

Some will wet the Pea in their Mouth, before they lay him on the Pipe; but I do not find that it does any good, for the Pea dances as well dry.

All the Art in this Trick consists in choosing a Pea true round, (for that does

B

better

better than a flattish one) and a Pipe broke off square at the end, and that hole in the Middle, not nearer one side than the other, and wrought a little hollow, as was shewed before. And when you have rais'd the Pea to a considerable Height, you must not slack your Breath suddenly, for if you do, the Pea will fall down so hard, that he will rebound from the end of the Pipe, and run away; but you must slack your Breath by Degrees, till you have let the pea sink down to the Pipe, and then you may encrease your Breath, and raise him up again as before.

III.

A pleasant Trick, call'd, The Catching of a Wood cock.

To shew this Trick, take a piece of Chalk in your Hand, saying to the Company, I will here shew you a Trick to make you merry: So draw a Line alling it with small Specks, after the manner as is done here in the Margin.



Then make a Speech to the Company,

ny, to this effect. Once upon a Time, (as all Stories begin) there was a Gentleman that had a most delicate Fish-pond, which we will represent by the Figure which I have here drawn: This Gentleman's House stood but a little way from the Pond, as might be *here*. (S make the Line (a) with a point in it to represent the Gentleman's House.) And there were two poor Men, whose Houses stood a little Way from the other Side of the Pond, as might be *here*, and *here*. (So draw the two Figures *b* and *c*, to represent the places where their houses stood.)



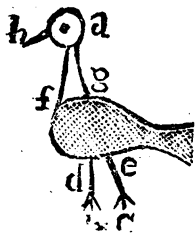




Then go on with your Story, saying, The poor Man at *b* tells the poor Man at *c*, that such a Gentleman has curious Fish in his Pond, and I have a good Mind (says he) to go and get some of them, and I will too, if you will go along with me. The poor Man at *c*, replies, I am afraid the Gentleman will catch us; I will venture that, says *b*, if you will; Well, says *c*. do you go first, and I will follow you: I will,

B 2

says



says *b*, and so away he goes directly to the Pond, as might be along here. (So draw the Line *b*, *d*.) He had not been gone long, but his Neighbour *c*, follow'd

after him, as might be here. (So draw the Line *c*, *e*.) Then says the Gentleman, I think I hear somebody at my Fish-Pond, about no good, I believe, but I will go and see. (So draw the Line *a*, *f*.) when he comes there, he espies a Man a Fishing (at *d*.) on the other Side of the Pond; and walking along by the Side of the Pond to *g*,) he sees another at *e*: Oh, thinks he, I will let you alone while I go home and call some of my Men, and then we will catch you as *Moise* caught his *Mare*; so home he goes: (So draw the Line *g* *a*, *b*.) When he comes home, he takes a Walk out in his Land, so draw the Line *a*, *b*) and there he stands. So the Trick is ended. The Joke of it is, One or another (seeing you leave off so abruptly) will be apt to ask, What is this? You may answer, A Wood-Cock: For thus you have drawn the Form of this Fowl.

IV.

Another pleasant Trick, of Walling in a Well.

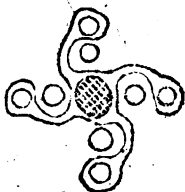
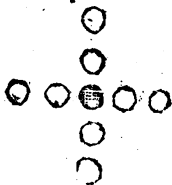
To shew this Trick, take a piece of Chalk, and draw nine Circles; as is done here in the Margin. Then make a Speech to this Effect:

There was a Well of very good springing-Water, round about which Well there stood eight Houses; namely, Four poor Men's Houses, which stood next to the Well; and four rich Men's Houses that stood farther off from the Well; all which I have represented by the nine Circles in the Margin.

Now these rich Men were resolved to make a Wall round the Well, in such a manner, that the poor Men might not come at the Well, yet so, that they themselves, (each of them) might have a free-Passage thither.

Then let the Company try which

way



way they can draw a Line to represent this wall; and when they cannot do it; you may do it as is done in the Figure above.

V.

To smoke a Pipe of Tobacco, holding the middle of the Pipe in the Mouth; and yet make no hole in the Pipe, nor stop nose.

To do this, Take the Sheath of a Knife, and put it on upon the little end of the Pipe, (having first lighted the Pipe the common way;) then put the Pipe a-cross your Mouth, so as your Mouth must cover the top of the Sheath. Then such, and the Smoke will come as well as if you sucked by the end of the Pipe. This I have often done my self.

VI.

A Trick with two Pieces of Tobacco pipe.

Take two pieces of Tobacco pipe, each about two Inches long. Put one of them betwixt the Fore-Finger and and Thumb of the Right-hand, with the

the middle of it close to the Root of the Thumb, so as it may stand perpendicular to the Thumb and Fore-finger; and the other in the same Position, in the Left-hand. Then say, Now you shall see me take the Pipe out of the Left hand, into the Right, and the contrary; which to any Spectator (ignorant of the method of it) will seem impossible to be done, yet may easily be perform'd thus, —

Lay the Fore-finger and Thumb of the Right-hand upon the ends of the Pipe in the Left-hand; then put the Thumb of the Left-hand in betwixt the Thumb and Forefinger of the Right-hand, and lay the top of the Thumb upon *that end* of the Pipe in the Right-hand, that is next the Forefinger of the Left-hand, and turning your Hand about, lay your Forefinger on the other end of the Pipe; and so it will come cleverly by the other.

VII.

To knit two Knots in a String, at once drawing the String.

Take a String some three, or four,
B. 4. Foot

Foot long, and holding one end thereof in your Right-hand, and the other in your Left, put them both together betwixt the top of the Thumb and Forefinger of your Left hand, in such wise, that they may not cross each other, so as that which you take out of the Right-hand, may be still next to that Hand.

Then the String hanging down with a Bouth, take the middle of that Bouth, and bring it up to the two ends, taking it also between the Forefinger and Thumb; which being done, the String will hang down in two Bouths. Then put your Right-hand in betwixt those Sides of the Bouths that are next to your Body; and carrying it through that Bouth which is next your Left-hand; carry it round beyond those sides of the Bouths that are farthest from you, and bring it towards you again, (so making those two sides that were next to you, now farthest from you; and the contrary;) so continue to carry your Hand up, and take hold of *that End* of the String that is next to your Right-hand, (holding fast the other end) and so draw it away: So there will be two single Knots knit in the

the String, at a considerable distance from each other. This I have often done.

VIII.

To shew a merry Trick with Brandy.

Take a Quartern of Brandy, and make it very hot over the Fire, in a Porringer; then set it a Fire, and strew Salt in it, stirring it about, which will make it burn and blaze very much. Then (the Candle being put out) hold it up before the Faces of the Company, and it will make them look with such strange and confused Aspects, as will cause much Laughter to the whole Company. This Trick I have also try'd.

X.

To shew another Trick with a String.

Take a String about two Foot long; and knit the two ends together; so making an endless Line of it. Then holding the Left-hand with the Palm upwards, in this Posture put the Four
 B: 5 Digitized by Google Fingers

Fingers of that Hand thro' the String ; taking the other end of the String in the four Fingers of the Right-hand, and bring it back again, in such wise, that the left part of the String may come in betwixt the Fore-finger and Middle-finger, and the right part of the string betwixt the Little-finger, and Ring-finger ; from thence carry both parts of the String in betwixt the Forefinger and Thumb, and bringing it round the Thumb, carry the right part of the String in betwixt the Ring-finger and Little-finger ; (bringing it round the Little-finger ;) and the left part of the String carry in betwixt the Middle-finger and Fore-finger, and so carrying it round the Forefinger, there leave it. Then opening the Fingers as wide as you can, the String will be radled very tight about the Fingers. Then taking off the two parts of the String that come over the Thumb, put them in betwixt the Middle-finger and Ring-finger.

Then, lastly, Taking the String by that single part that comes over the Palm of the Hand, and pulling it, the String will come cleaver off from the

Hand :

Hand: Which will seem very strange to the Beholders.

X.

To make a Sixpence stand on edge on the point of a Needle, and in that Position to run round, as long as you please.

This Trick seems very strange, and next to impossible, to those that never saw it done; yet is easily perform'd; thus, — —

Take a *Stick*, and set it in a *Candlestick*, sticking a *Needle* into the end of it, with his point upwards. Let the *Stick* be of such a *Bigness* as to stick fast in the *Candlestick*, without rocking to and fro. Then take another *Stick*, about a *Foot* and a half long, and about the *bigness* of your *Little-finger*, and with the point of a strong *Knife* make a *Cleft* (or *Chink*) about the middle thereof; in which *Cleft* stick the *Sixpence*, so that about half of him may stick out of the *Cleft*. Then make a *Cleft* at each end of the *Stick*, as near as you can parallel with that in the *Middle*; and in these *Clefts* stick two *Knives*, the nearer of an equal *Weight* the

the better) in such sort, that their Blades may stick up a little above the Stick, and their Hafts hang down on the same side with the Sixpence.

Then setting the Edge of the Sixpence upon the point of the Needle; if one End of the Stick be heavier than the other, thrust the edge of the Knife at that end a little farther into the Stick; which if you happen to thrust in too far, so that *that* end be now too light, then (in the same manner) thrust the other Knife a little farther into the Stick; thus do till you have made both Ends of the Stick of an equal Weight: at which time the Sixpence will stand alone upon the point of the Needle; and if you do but blow upon the Blade of one of the Knives, the Sixpence will run round; and by continuing to blow, you may make it continue to run round as long as you please. Thus I have made a Sixpence run round on the point of a Needle for an Hour together.

XI.

To place a Candle so, that all in the Room shall see him, except one, whom you please; and yet be to have the same Liberty to walk about the Room as the rest of the Company.

This Trick seems very strange to those that are ignorant how it is done; but to those that know it, it seems very foolish; it being so easily performed, only by setting the Candle upon the Head of the Party that is not to see him. Yet I have known this silly Trick make a deal of Sport in Company, where they have been all ignorant of it but he that shew'd it.

XII.

To set a Quart-Pot upon the ends of three Tobacco-Pipes.

Take three Tobacco-pipes, and break of their little Ends, so as to make them of an equal Length. Then put the *small Ends* of the Pipes into the Pot, (turn'd the Bottom upwards) and spread
the

the *great Ends* as wide as you can, and so they will stand fast : Then upon the Bottom of the Pint-Pot you may set the Quart-Pot.

XIII.

To hang a Pail (full of Water) upon the End of a Staff laid upon a Table ; not having any thing to hold down the Staff, nor any thing under the Pail.

To do this, Lay one End of a Staff a pretty way on upon a Table, letting the other End hang over the Edge of the Table ; then take a Pail, full of Water, and hang the Bail or Handle thereof upon the End of the Staff that hangs over the Edge of the Table, and let one hold up the End of the Staff, and consequently the Pail, whilst you make another (shorter) Stick, just long enough to reach from the Inside of the Bottom of the Pail, to the long Staff on the Table : Place this short Stick with one End on the middle of the Bottom of the Pail, and the other End under the long Staff, and just under the Bail of the Pail : Let him be fitted in very stiff ; and you shall see that tho' the Pail do sink a little,

little, and the farther End of the long Staff rise as much, yet the Pail will hang from the Ground (upon the End of the long Staff) without falling, seeming very strange to those that know not the Reason thereof.

But this Trick is something difficult to do at first, till you are upon the Centre of Gravity.

I confess I never did this Trick myself; but I know several (whom I believe in a greater matter) that affirm to me, that they have often done it; and one that has hung a Pail of Water, in this manner, upon the Haft of a Knife, the Blade only being laid upon the Table.

And I am the more apt to believe it, because I know it to be grounded on a Statick-Principle, and to be much of the Nature of the following Trick, which I have often done myself.

XIV.

To make two Knives, sticking near the bigger end of a short Stick, to hang upon the Brim of a Glass, without falling; by only laying the lesser end of the Stick a little way over the Brim of the Glass.

This Trick seems as impossible as the foregoing Trick of the Pail of Water; but is more easily perform'd, in this manner;

Take a little Stick about four Inches long, and make it sharp at one end like a Butcher's Scuer; then take two Penknives (or other Knives) pretty near of an equal Weight, and prick the Points of them into the Stick, towards the bigger End of it, about a quarter of the Circumference of the Stick asunder; observing to stick the Knives (not perpendicular to the Stick, but) sloping, with their Hafts pretty much inclining towards the little end of the Stick. Be sure to make the Knives stick fast. Then lay the little End of the Stick a little way over the Brim of a Glass of Beer or Wine; and you may take up the

the Glass and drink, and the Knives will not fall off. This I have done myself.

XV.

To make an Egg stand upright upon his little End, upon an even Board or Table.

This Trick (for a Wager) may be perform'd several Ways. As, —

1. By laying a handful of Salt on the Table, and therein setting the Egg But,

2. It may be done more artificially thus: Take the Egg in your Right-hand, and, with your First, give three or four good strong Blows upon your Left-arm, or use any other Device, by Agitation or Shaking, till you have broken the Yolk, and made the White to mingle confusedly therewith, and then it will presently stand on End (especially on the board end) upon an even Table. It should seem that the Yolk, before it is broke, hangs playing and tottering within the White, and thereby hinders the standing of the Egg. And yet, —

3. I have heard of some that have divers Times caused an Egg to stand alone, only by Poyning of it to and fro between their Hands, till in the end it stood alone, without any other Help. But the second is the readier Way.

4. It is related of *Christopher Columbus*, who when he had discover'd the *West-Indies*, his Brothers envying him the Honour of the Discovery) said, He had done no more than any other might have done as well as he; whereupon, that he might give them a secret Reprimand, he call'd for an Egg, and asked them if they could make him stand alone upon his little End? When they had try'd and could not do it? he took the Egg, and gently bruising the End thereof, with the Edge or Back of a Knife, he soon made it to stand alone upon that bruised End; which when they had seen, they made a Jest of it, saying; Why, we could have done so; yes, reply'd he, now you have seen me do it.

XVI.

To show a Trick with a String, and a piece of a Tobacco-pipe.

Take a String some two or three foot long, and having knit the ends together, (so making an endless Line of it) put the Pipe through it, and give the Pipe to any one to hold in both his Hands. Then, holding the Fingers of your left-hand in the Bouth at the other end, take the under part of the String in the Fingers of your right-hand, and draw it towards your right-hand, and put it up over the upper part of the String; then taking the other part of the String, which is now undermost, in the same manner bring that uppermost again; do so interchangeably for five or six Times more or less, as you please. Then keeping the Fingers of your right-hand upon that part of the String which you last took hold of; put the Bouth in your Left-hand also over your Pipe. Then taking that part of the String in the Fingers of the *Left-hand* which before was in the *Right-hand*; with the *Right-hand* take hold of one of the under

der parts of the String, a little way from the Pipe, and pulling of it, and at the same Time letting go your Left-hand, the String will slip off cleverly from the Pipe: Seeming very strange to the Beholders that are ignorant of it.

XVII.

How to make as good a Joint with an Ax or Hatchet, as a Joyner can do with his Joynter.

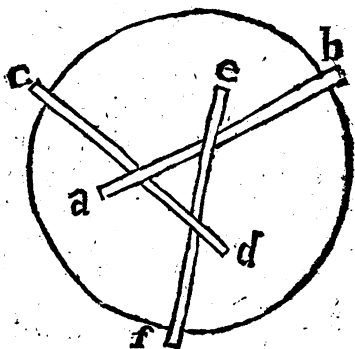
This Trick may be easily perform'd, for a Wager, in this manner. Take a strait grain'd Piece of Board, some five or six Inches long; more or less; and with an Ax or Hatchet, cleave it asunder: So those two pieces will fit as close together as the best Joyner can make two pieces do with his Joynter.

XVIII.

To set a Pot of Beer upon the ends of three Sticks hanging in the Air; the other ends of the Sticks (only) being supported by the Brims of a Tub, Pail, or the like.

Take three Sticks of an equal length
and

and bigness; but not too big, nor too little. Then take the first Stick, *a, b*, and resting the end *b* upon the Brim of the Tub or Pail, support the end *a* with your Finger, while you place the second Stick *c, d*, under the end *a*. Then lastly, support the end *d* with your Finger.



While you place the third Stick *e, f*, under *d*, resting the end *e* upon the Stick *a, b*; so the ends *b, c, f*, will rest upon the Brim of the Tub; and the other ends *a, d, e*, will support themselves; and the bigger Weight is laid upon them, the stronger it will be; so that the Weight be not more than the Sticks can bear.

XIX.

To part an Apple into two, four, or eight equal Parts, without breaking the Rind.

Pass a Needle and Thread under the Rind of the Apple; which is easily done by putting the Needle in again in the same Hole he came out of, and so passing forward till you have gone round the Apple. Then take both ends of the Thread in your Hands, and draw it out; so the Apple will be parted in two Parts. In the same manner, you may part the Apple into as many Parts as you please, and yet the Rind remaining whole and unbroken. Then pare off the Rind, and the Apple will immediately fall all to pieces, into so many Parts as you had before divided him, to the Admiration of the Beholders.

XX.

To make Water in a Glass seem to boil and sparkle.

Take a Drink-Glass, and fill him almost full with Water, and setting one
Hand

Hand upon the Foot thereof, hold it fast, draw one of your Fingers, of the other Hand, round upon the Brim or Edge of the Glass (having before privately wet your Finger) and so passing softly on with your Finger, and pressing somewhat hard; after you have drawn it some few times about, the Water will seem to boil, and leap over the Glass by Drops.

XXI.

To make Water (contrary to its Nature) to ascend.

Take a Bason, and put therein about a Pint of Water: Then take an Earthen Pot or Mug, with a full Belly, and light a piece of Paper, and cast it into the Mug flaming, and immediately turn the Mouth of the Mug or Pot downwards, and set it in the midst of the Bason of Water, and it will draw up a good quantity of Water into the Belly thereof: Nay, it will draw up all the Water, if it be not more than the Pot will contain within the Belly thereof.

But this Trick will be more pleasantly

ly perform'd, if you make use of a Glass instead of the Earthen Pot ; for then you may see the Water ascend up into the Glass.

XII.

To carry an Earthen Mug or Pot, sticking to the Palm of the Hand.

Take a Piece of Paper, and set it on fire, and cast it flaming into the Mouth of the Pot, and presently clap your Hand on the Mouth of the Pot, not hollow, but plain and smooth ; so the Mug or Pot will stick to your Hand, and you may thus carry him many Paces sticking to your Hand.

XXIII.

To make it freeze by the Side of a great Fire.

Authors lay down Ways to shew this Trick at any time of the Year ; but they are more chargeable than what I am going to deliver ; and besides I cannot warrant the Truth of them, and I intend to write nothing in this Book,
but

but what I know to be true. Therefore, —

At such time as Snow is to be had, procure, in private, a Handful of Salt. Then call for a joyn'd-stool, a Pewter-Pot, a little Water, a short Stick, and some Snow. Then let there be a good Fire made, and let the Stool be set as near to the Fire as you will, and upon the Stool pour little Water, setting the Pot upon it, and in the Pot put the Snow, and with it the Salt, but that privately. Then keep the Pot steady with one Hand, and with the other take the short Stick, and therewith churn or mix the Salt and Snow well together, and in a few Minutes the Bot will be freezed fast to the Stool, so that you can hardly pull him off. Nay, I have often carry'd the Stool, about the House by the Pot, they have been so strongly fixt together.

XXIV.

A pleasant Trick, to discover the Knavery of Vintners that mix Water with their Wine.

If you mistrust that there is Water
 C mixt

mixt with your Wine; take a Glass with a long Pipe and a Bolt-head, like your common Thermometers or Water-Weather-Glasses; fill the Bolt-head in part with Water, and turning the Glass with the Bolt head upwards, stop the Mouth of the Pipe with your Finger, and immerse it a little way into a Glass of Wine; then removing your Finger, continue it in that posture for a Time, and it will unmingle the Water from the Wine: The Wine ascending, and settling in the top of the upper Glass, and the Water descending and settling at the bottom of the lower Glass. The Operation will be apparent to the Eye; for you may see the Wine (as it were in a small Vein) ascending thro' the Water. But as soon as the Wine is all ascended, or there is gathered so much unmixed and pure Water in the Bottom of the lower Glass, as that the Orrifice of the upper one is immers'd in it, the Motion ceaseth.

It has been experimented, that tho' the Mixture of Wine and Water, in the lower Glass, be three parts Water, and but one Wine, yet it doth not dead the Motion.

XXV.

To fill a Glass brim full of Liquor, and afterwards to put many Pieces of Money into it, without Spilling any of the Liquor.

Take a pretty broad-brim'd Drinking Glass, the broader the better, and set him where he may stand very fast, and then fill him with either Water, Wine, Beer, or any other Liquor; and in filling him, be sure be careful that you do not wet the Brim; to prevent which, you may fill him almost full with a Funnel, and then fill him up to the Brim with a Spoon; but be sure let the Glass stand level, as well as fast, that he be not full at one part of the Brim before the other. When you have, by these Directions, fill'd him so full that it seems to be ready to run over, you may then challenge to lay a Wager with any one, That you will yet put Ten Shilings into a Glass before it run over. To perform which, you must let the Pieces of Money drop in very gently. The best way is to hold each Shilling in a pair of Pincers, or Nut-Crack-

ers, till you have put them a little way into the Liquor, and then let them drop. By this Method, into a Glass that was brim full before, I have seen above 20 Shillings put, before it ran over.

XXVI.

To put a Candle under Water, and it shall not go out ; or a Handkerchief, and it shall not be wet.

Take a Cup, or better a Glass, not too small ; and cross the Mouth, fit in a little Stick, and on the Stick, fasten a piece of a lighted Candle, with the Flame towards the bottom of the Glass. Then carefully put the Glass into the Water, so that the Brim all round touch the Water at the same Time. Thus keeping the Glass steady, you may put him quite under the Water, and you shall see the Candle burning after it is under the Water, and you may so take it out burning, again, if you do it carefully and softly, and in due Time.

In the same manner, you may put a Handkerchief under Water, and not be
wet

wet, if you thrust it close together at the bottom of the Glass.

XXVII.

To put several sorts of Liquor in the same Glass, without mixing; and to drink which of them first you please.

Take a Beer-Glass of six or eight Inches in height, and let him be of an equal bigness from the Bottom to the Top; Then pour therein some fait Water, an Inch or two in height, upon which lay a round Trencher, that is almost as big as the Inside of the Glass. Let the Trencher have a small Peg or Pin in the middle, to take him out by, when all the Liquors are put into the Glass.

Then, out of a long spouted Glass or Pot, pour gently some Milk upon the Trencher, and after that some *Rockell* or *Gonnyack* White-Wine and then some *Gascoign* Claret-Wine, then some Sack, and lastly some Sweet-Oyl: So you shall have Each Liquor to float upon the other, without mingling together; because the Fall thereof is broken by

means of the gentle pouring upon the Trencher.

Some affirm, and 'tis very probable, that the same may be perform'd with a round piece of Bread. But you must always have a special Care, that the heaviest Liquor be pour'd in first, and so proceeding from heavier to lighter, so as the lightest be uppermost; otherwise they will mingle.

Then gently take out the Trencher, or Bread; and then you may with a Quill, a piece of Tobacco-pipe, or an Oat-straw, drink off which Liquor first you please.

XXVIII.

To make a Candle seem to hang in the Air.

This will seem very strange to the Beholders that know not the Conceit: It is done in this manner: Let a fine Virginal Wire be convey'd into the Midst of the Wick of the Candle, and left of a convenient length above the Candle, whereby to fasten it to the Cieling of the Room; and if the Room be any thing high pitch'd, it will be hardly discern'd; and tho' the Flame

consume the Tallow, yet it will not melt the Wire.

XXIX.

To make 18 d. out of 6 d. or 3 s. 6 d. out of 1 s. or 7 s. 6 d. out of Half a Crown.

Take a Beer-Glass, and filling it above half full with fair Water, put a Sixpence therein; then take a Pewter-Plate and lay over the Glass, and nimbly turning the Glass and Plate the other side upwards, the Sixpence will fall down to the Plate, and the Glass stand with his bottom upwards on the Plate, and yet the Water will not run out. In this Posture, the Sixpence that lies upon the Plate, will seem to be a *Shilling*; and there will also seem to be a Sixpence swimming in the Water. If a *Shilling* were put into the Glass, there would seem to be a Half-Crown and a *Shilling*. And if a Half-Crown were put in, it would seem to be a Five Shilling Piece, and a Half-Crown.

XXXI.

To play the Wag with a Dairy-Maid.

If you convey a bit Soap, no bigger than a Nut, into the Churn, she may churn till her Eyes are out, and never make Butter.

XXXII.

To make Meat seem to be Muggoty.

Take Cats-Gut, of several Sizes, and cut it in short Pieces, and strew it upon the Meat hot as it comes out of the Pot. Some will eat none: Others will deride the Maid that dress it: But the Meat is never the worse for it.

XXXIII.

To make one that he shall not sleep, but tumble and toss all Night.

If a Fellow-Servant be ill-natur'd, and given to tell Tales, do thus take Roach-Allum, and pound it very small, and cast it into his, or her, Bed; or else

else a little Cow-Itch : Or cut Horse Hair very short, and cast into the Bed-White Hairs will not be seen.

XXXIV.

To cause a piece of Harts-horn to grow into a large Pair of Horns.

Take a piece of Harts-horn, saw'd off : Then take half an Ounce of *Sperma-Cæti*, and dissolve it in Oyl with two Ounces of strong *Aqua Vitæ* : Put in your Harts-Horn, and let it steep, two or three Days ; when you have so done, take a large Glass that will hold a Gallon, or more, according to the bigness you intend your Horns should be : Fill this Glass with half Water, half Urine ; and when the Harts-horn has lain its Time in the first Preparation, take it out, and put it into this large Glass : When it is grown as large as the Glass can well contain it, break the Glass carefully, and you shall have the perfect Form of a pair of Harts-Horns. It is very hard and brittle ; but for an artificial Conclusion, 'tis one of the best (says my Author) I ever saw.

XXXIV.

A merry Trick, to make Sport in Company.

Take *Salt-Petre* 1 Ounce, *Crema-Tartar* 1 Ounce, the best *Sulphur* half an Ounce: Beat them to Powder singly, then mix them together; and having the Powder in a Paper about you, convey a Grain of it into a Pipe of Tobacco, and when the Fire takes it, it will give the Report of a Musket, but not break the Pipe. Or you may lay as much as will lie upon your Nail in a Place, on certain small Pieces of Paper, and setting Fire to it, there will be the Report of so many great Guns, but do no harm at all.



C H A P. II.

Of Arithmetical Tricks.

I.

To rub out 20 Chalks at five Times, rubbing out every Time an odd one.

TO do this, Having made 20 Chalks that is long Strokes with Chalk, upon a Board or table, number them by 1, 2, 3, &c. to 20, as is done in the Margin. Then begin and count backwards 20, 19, 18, 17; rub out those 4, then proceed, saying, 16, 15, 14, 13; rub out those four; go on, saying, 12, 11, 10, 9; rub out those four; go on saying 8, 7, 6, 5; rub out those four; and lastly, say, 4, 3, 2, 1, rub out those four. So the whole 20 are rub'd out

1	—
2	—
3	—
4	—
5	—
6	—
7	—
8	—
9	—
10	—
11	—
12	—
13	—
14	—
15	—

at five times, and at eve 16—
 ry time an odd one. *Viz.* 17—
 the 17th, 13th, 9th, 5th, and 18—
 the first. 19—
 20—

II.

To find the Number that any one shall think upon.

Bid him *quadruple* the Number that he thinks upon, that is, multiply it by 4; and to the Product bid him add 6, 8, 10, or any other Number what you please; and let him take the half of the Sum: Then ask him how much it comes to; for then if you take from it half the Number which you willed him at first to add to it, there will remain the double of the Number thought upon.

<i>Example.</i>	{	The Num. thought on supp.	5
		The Quadruple of it is	20
		8 put to it, makes	28
		The half of it is	14
		Take from it half Num- ber added, <i>viz.</i> 4 rests	} 10
<u>The double of 5, the Number</u> thought.			

III.

Another way to find the Number that any one shall think upon.

Bid him double the Number that he thinks upon, and to the double, let him always add 5, and to that Product let him add 10. Then ask him what number he has got: For if you subtract 35 from it; and cut off one Figure of the Right-hand of the Remainder; the remaining Figure, or Figures, will be the Number thought.

Example 1.

<i>The Number thought, suppose</i>	2
<i>The Double of it, is</i>	4
<i>5 added makes</i>	9
<i>Which multiply'd by 5, makes</i>	45
<i>10-added, makes</i>	55
<i>From which, subtract</i>	35
	<hr style="width: 50px; margin-left: auto; margin-right: 0;"/>

There rest 20, from which the first 2 (0) Figure cut off, there rests 2, the Number.

Example

Example 2.

The Number thought, suppose	12
Which doubled, is	24
5 added, makes	29
Which multiply'd by 5, makes	145
10 added, makes	155
From which subtract	35
	<hr/>
There remains	120
The Cypher cut off, there rests	12
the Number thought.	

IV.

Another way to find the Number that any one shall think upon.

Bid him that thinketh, double his Number, and to that double add 4, and multiply the Sum by 5, and to the Product add 12. then ask him the last Number or Product, and from it (privately) subtract 32, then cut off one Figure on the Right-hand, and the Figure or Figures remainig, will be the Number thought.

Example.

Example.

<i>The Number thought, suppose</i>	7
<i>Which doubled, is</i>	14
<i>4 added, make,</i>	18
<i>Which multiply'd by 5 makes</i>	90
<i>To which 12 added, makes</i>	102
<i>From which, subtract</i>	32
	<hr/>
<i>And there remains</i>	70
<i>The Cypher cut off, there rests</i>	} 7
<i>The Number thought, viz.</i>	5

V.

Another way to find the Number that any one shall think upon.

Bid the Party that thinketh, triple his Number; that is multiply it by 3, Then ask him, if it be even or odd? If he say odd; bid him add one to it, for which 1 do you bear 1 in mind. Then bid him take half of it, and triple that half; then ask him if there be even or odd? If he say odd, bid him take one to it, to make it even; for which 1, bear 2 in your mind: So, if both Triplings were odd, there will be 3 born in mind. Then, lastly, bid him take half of it; and

and ask him how many Nines there are in this last half, and for every 9, account 4 which, if both Triples were even, shall give you the Number thought. But, if one or both the Triples were odd, then those others reserved in mind, must be added, and so you will have the Number thought.

Note, If the first Triple, only be odd, then 1 is to be born in mind. If the second Triple only be odd, then 2 is to be reserved in mind. If both Triples are odd, then 3 is to be reserved in mind. But if both Triples are even, then there is none reserved in Mind.

Example 1.

The Number thought, suppose 5

The tripple of it is 15 *1 reserved*

1 added is 16, half which is 8

The triple of the half is 24

The half of which is 12

Which contains but one 9, for which account 4, which, with the 1 reserved, makes 5, the Number thought upon.

Example

Example 2.

The Number thought, suppose 2
 The triple of it is 6
 The half of which, is 3
 The triple of the half, is 9 2 reserved
 1 added is 10, half which is 5.

Which contains never a 9, therefore the 2 reserved in Mind, shews the Number thought.

Example 3.

The Number thought, suppose 7
 The triple of it, is 21 1 reserv'd
 1 added, is 22, half which is 11
 The triple of the half is 33 2 reserv'd
 1 added is 34, half which is 17

In which is one 9, for which, account 4, which with the 3 reserved, makes 7, the Number thought.

VI.

Another way to find the Number that any
 en shall think upon.

Bid the Party that thinks, break the Number thought upon into two parts, and to the Square of the Parts, let him add.

add the double product of the Parts: Then ask what it amounts to; for Square-root thereof is the Number thought.

Example.

The Number thought, suppose	5
The Parts broke into, suppose 3 and 2	--
The Square of 3 is	9
The Square of 2 is	4
The Product of the Parts, viz. 3 by 2 is 6, which doubled, is	12
	<hr/>
The Sum is	25
The Square Root of which is the Number thought	5

VII.

Another way to find the Number that any one shall think upon.

Bid him that thinketh, break his Number into two Parts, and to the Product of the Parts, add the Square of half the Difference of the Parts, then ask him what it amounts to; for the Square-Root thereof is half the Number thought.

Example.

The Number thought, suppose 8
 The Parts broke into suppose 6 and 2 —
 The Product of the parts, viz. 6 by 2 is 12
 The Difference of the parts 6 and 2 is }
 4 the half of which is 2, the square } 4
 whereof is

The Sum is 16
 The Square-Root of which is 4. which
 is half the Number thought.

VIII.

*Another, and more artificial, way to tell
 the Number that any one shall think
 upon.*

Bid him multiply the Number thought
 upon, by what Number you please; then
 bid him divide that Product by what
 other Number you please; and then let
 him multiply that Quotient by some
 other Number, and again divide that
 Product by some other Number: Thus
 let him continue multiplying and Di-
 viding as long as you please. In the
 mean time, do you also think of some
 number, the smaller the better, and
 privately

privately multiply it, and divide it as often, and by the same Numbers as he did. Then bid him divide his last Number by the Number he thought upon: Do you also divide your last Number by the Number you thought upon: So will your Quotient be the same with his. Then, without seeming to know the last Quotient, bid him add the Number thought upon to it, and ask him how much it makes; then subtract your Quotient from it, so there will remain the Number thought upon.

Example.

The Number thought, suppose	5
Multiply'd by 4 makes	20
Which divided by 2 is	10
Which multiply'd by 6, makes	60
Which divided by 4 is	15
Which divided by 5, the Number thought is 3.	

Then

The Number you thought, suppose	2
Which multiply'd by 4, makes	8
Which divided by 2, is	4
Which multiply'd by 6, makes	24
Which divided by 4, is	6
Which divided by 2, the Number thought is 3.	

The

The same with his last Quotient; and therefore if to the last Quotient he add the Number thought, and give you the Sum, his Number tho't is easily known.

IX.

To find out many Numbers thought on by as many different Persons.

If the Number of Persons thinking, are odd, bid them declare to you the Sum of the first and second Number, also the Sum of the second and third, of the third and fourth, of the fourth and fifth, &c. and lastly, of the first and last; then take these Numbers, and set them in Order, and add together with those that are in the odd places, that is, the first, third, fifth &c. In like manner, add together all those Numbers that are in the even Places, that is, the second, fourth, sixth, &c. then subtract this Sum from the former, and there will remain the Double of the 1st Number thought upon; which being known, the rest are easily known, since you know the Sum of the first and second, and of the second and third, &c. **An Example will make it plain.**

Example

Example.

Suppose five Persons think on these five Numbers, *viz.* 2, 4, 5, 8, 9.

The Sum of the	{	1st and 2d, is	6		
		2d and 3d, is			9
		3d and 4th, is	13		
		4th and 5th, is			17
		1st and last, is	11		

The odd Places Sum is 20 | 26

The even Places Sum is 23 | 00

Which subtracted from 30 Leaves 4, the double of the Number thought on by the first Person; therefore the Number which he thought on was 2, which subtracted from 6, leaves 4, the second Number thought on; which subtracted from 9, leaves 5, which subtracted from 13, leaves 8; which subtracted from 17, leaves 9, So you have the Number that each person thought on.

But if the Number of Persons thinking are even; then ask the Sum of the first and second, of the second and third, of the third and fourth, &c. as before, and lastly, of the second and last, then add the odd places together, except the first;

first; also add the even Places together: subtract the one from the other, and there will remain the Double of the second Number thought on; which being known, all the rest are known, as before.

Example.

Suppose six Persons think on these six Numbers, 2, 4, 5, 8, 9, 10.

The Sum of the	{	1st and 2d, is	6		9
		2d and 3d, is	—		
		3d, and 4th, is	13		
		4th and 5th, is	—		
		5th and 6th, is	19		
		2d and last, is	—		
				17	
				14	

The even Places Sum is	40
Odd Places Sum except the first, is	}
	32

Which subtracted from 40, leave 8 the Double of the second Number thought on; whence all the rest are easily found, in the foregoing Example.

X.

Delivering a Ring to a Company of Persons; to find which Person has the Ring, upon which Hand, which Finger, and which Joint.

This will seem very strange to the ignorant, who will think it no better than Magick or Witchcraft; yet the thing is easily perform'd by the help of Numbers, thus, —

Cause the Company to sit down in a Row; then beginning at one end of the Company, call one of them the first, the next the second, the next the third, &c. also call the Right-Hand the first, and the Left-hand the second; in like manner, call one finger the first, another the second, &c. and so of the Joints of each Finger. Then deliver to them a Ring, which, when you have absented yourself from them, let them conceal amongst themselves. Then to find who has the, Ring, upon which Hand, which Finger, and which Joint; bid them double the first Man's Number, and unto it add 5 and multiply the Sum by 5, and to the Product add 10, and the next Man's

Man's Number thought on: Then let them multiply this Sum by 10, and add to the Product the next Man's Number; and so proceed. Then enquire the last Sum, and if there were but 2 Numbers thought upon, subtract 5 from it; if there were 3 Numbers thought on, subtract 350, from it; if 4, 3500, &c. for the Numbers representing the Person, the Hand, the Finger, and the Joint, may be taken for 4 Numbers thought upon.

Example.

Suppose the fourth Person has the Ring on his Left-hand, upon the fifth Finger of that Hand, and on the third Joint of that Finger.

Bid them double the number of the Person,	
it makes	8
To which 5 added, it makes	13
This multiply'd by 5, it makes	65
To which 10 added, makes	75
To which 2 added for the Left-hand,	} 77
makes	
Which multiply'd by 10, makes	770
To which 5 added, for the Finger, makes	775
This multiply'd by 10, makes	7750
D	To

To which 3 added for the Joint, makes 7753
 To which, cause them to add 14 (or
 what number you please, to con- } 7767
 ceal it) it makes
 From which substract — — 3514
 And there remains — — 4253

Which shews that the fourth Person has
 the Ring upon the second Hand, the fifth
 Finger, and the third Joint.

Note, That 3500 is the Number al-
 ways to be substracted; only you must
 add thereto so much as you cause them
 to add to the last Sum; which here was
 14.

XI.

To find the Points, or Numbers, cast on
 three, four, or more Dice.

This may also be done in the same
 manner as the last Trick; for the Points
 cast on the Dice may be taken for Num-
 bers thought upon. So, this needs no
 farther Explanation; I shall only there-
 fore give an Example.

Example.

Suppose the Points cast on three Dice
3, 4 and 6.

The Double of 2, is	6
To which 5 added, makes	11
This multiply'd by 5 makes	55
To which 10 added, makes	65
To which 4 added for next Dice, makes	69
This multiply'd by 10 makes	690
To which 6 added for last Dice, makes	696
From which subtract	353

And there remains 346
The Points, or Numbers, sought.

XII.

To find the Number that any one has in his
Mind, (after certain Operations done)
without his telling you any Thing, or
your asking him any Questions.

Bid him think upon any Number, what
he will; which cause him to multiply
by what number you please, and to the
Product bid him add what other number
you please, (but before let it be such as

may be equally divided by that which he multiply'd by) let him divide the Sum by the number that he first multiply'd by, and from the Quotient let him subtract the number thought upon.

In the mean time, do you divide the number added by that which he multiply'd, so then your Quotient shall be equal to his Remainder; wherefore, without asking him any Question, you may tell him what was his Remainder; which will seem strange to him that knoweth not the Cause.

Example.

The Number thought, suppose	7
Which multiply'd by 5 makes	35
To which 20 added, makes	55
Which divided by 5 gives	11
From which the number thought being } subtracted, leaves	4
So 20 divided by 5, gives	4

Note, If you shew this Trick several times together, it will be best to change your Multiplier (or else the number to be added) every time; that so your Quotient, or his Remainder, may not be twice the same; for so your Method of finding it,

it, will not be so easily discovered; which otherwise an ingenious Head might quickly do.

XIII.

Another way to find the Number that any one has in his Mind, (after certain Operations done), without his telling him any Thing, or your asking him any Questions.

Let the Party think upon what number he will; then bid him double it, and to the Product bid him add 2, 4, 6, or 8, or any even Number what you please: *Lastly*, Bid him take half this Sum, and from that half subtract the Number he first thought upon, noting the Remainder. Then say to him, I don't pretend to tell you the Number that you first thought upon; but I can tell you the Number that you have now in your Mind; that is, the Remainder that I bid you note; (and so you may; for it will always be half the Number that you bid him add); and this will be as strange to him (or any one else, that is ignorant how you do it) as if you had told him the Number that he first thought upon.

D 3

Example.

Example.

The Number thought, suppose	6
Which doubled, is	12
To which 10 added, makes	22
The half of which, is	11
From which 6 subtracted, leaves	5
Which is half the Number added.	

Note, To conceal this Trick the better, you may bid him multiply his Remainder by what Number you please, and divide the Product by what other Number you think fit; and divide. (as in the 8th Trick) as long as you please; for you knowing his Remainder, and Multiplying and Dividing it (privately) by the same Numbers that he does; you may at any Time tell him his Product, or Quotient.

Otherwise, Bid him add to the Remainder what Number you please, and from the Sum subtract what Number you will; then if you do the same, you may at any Time tell him the Sum, or Remainder.

XIV.

To find the Number that any one shall think upon ; without his telling you any Number.

Bid him that thinketh, double his number, and to the Product add 2 ; then let him take half this Sum, and from that half subtract the number thought upon, noting the Remainder. Then ask him if this Remainder be greater or less than the number thought? (tho' it will always be less, except he thought 1). If he say less ; bid him double that Remainder, and to the Double add 2 and take half of the Sum. Then ask him if this half Sum be greater or less than the number thought? If he still say less ; bid him double that half again, and add 2 to it, and take half thereof again : Then enquire as before. Thus continue to do, till he answers, neither greater nor less, but equal ; and then you may easily tell him his number thought ; because you know all his numbers, after he has subtracted the number thought, from the first Halving ; that Remainder being always (equal to half the number you bid him add, namely) one.

Example.

The number thought, suppose	4	
Which doubled, is	8	
2 added makes	10	
The half of which is	5	
From which 4 (the number thought) being Subtracted, leaves	4	Which is less than 4.
Therefore 1 doubled, is	2	
And 2 added, makes	4	
The half of which is	2	still less.
Therefore 2 doubled, is	4	
And 2 added, makes	6	
The half of which is	3	still less.
Therefore 3 doubled, is	6	
And 2 added, makes	8	
The half of which is	4	equal
to the number thought.		

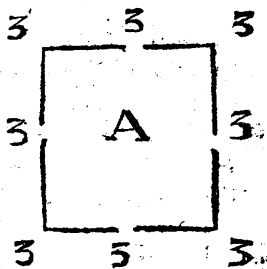
XV.

A pleasant Trick perform'd by Numbers, call'd, the Game of Four-square.

Take a piece of Chalk, and draw a four-square Figure as is done on the top of the Margin of the following Page. Then say, It is reported that at a certain Passage of a square Form, there were

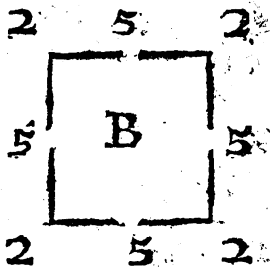
four

four Gates, opposite one to another, that is, one in the middle of each Side, and there was 9 Men appointed to defend each Front thereof, some at the Gates, and some at



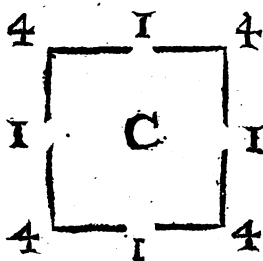
each Corner or Angle, as is done in the Figure above, so that each Angle serv'd to assist two Faces of the Square, if need requir'd. Now this square Passage being thus man'd to have each Side nine, it happen'd that four Soldiers coming by, desir'd the Governor of the Passage to admit them into Service, who told them, he could admit of no more than nine upon each Side of the Square;

then one of the Soldiers (being versed in the Art of Numbers) said, that if he would take 'em all into Pay, they would easily place themselves among the rest, and yet keep still the Order of 9, for each Face of the Square



to defend the Angles

gles and Gates ; to which the Governor agreed, and admitted them into Pay ; but these Soldiers having been there some few Weeks, disliked their Service,



and therefore privately withdrew themselves, and each Man entic'd his Comrade away with him ; and yet they so order'd it, as still to leave nine to

defend each Side of the Passage. Now how may this be done ?

Then let the Company try how they can make out the Question ; which will make a deal of Sport, to see how many ways they will try to do it ; tho' it is a great Chance if any of them do it ; yet it is easily done thus. In the first Form, the Men were as in the Figure *A* ; then each of these 4 Soldiers plac'd themselves at each Gate, and removed one Man from each Angle to each Gate, then would they be also 9 in each side, as in the Figure *B*. *Lastly*, These four Soldiers at the Gates taking away each one his Comrade with him, and placing two of those Men at each Angle, which

were

were at the Gates, there will be still nine for each Side of the Square ; as at first, as in the Figure C. So at the first there was 24 Men, at the next time 28 Men, and at the last time but 20 Men, and yet still there was nine Men at each Side of the Passage.

XVI.

One holding Gold in one Hand, and Silver in the other ; to find, in which Hand the Gold is, and in which the Silver.

Bid him account 4 for the Gold, and 3 for the Silver, (or any other Numbers, so that one be odd and the other even); then bid him triple that which is in the Right-hand, and double that in the Left-hand, and let him add these two Products together ; then ask him if it be even or odd, for if it be even, then the Gold is in the Right-hand ; if odd, the Gold is in the Left-Hand.

XVII.

Two numbers being proposed to two several Parties, to tell which of these two numbers is taken by each of them.

Suppose the two Persons Names were

Peter

Peter and *John*; propose two Numbers to them, one even and the other odd, as 10 and 9, and let one of them privately take one of the Numbers, and the other Man the other Number. Then bid *Peter* triple the Number which he took, and let *John* double the Number which he took, and let them add their Products together; then bid them take half the Sum; which if they say that they have done, then *Peter* took the even Number; namely 10; and *John* the odd Number; namely 9. But if they say that they cannot take the Half, then *Peter* took the odd Number, namely 9, and *John* the even Number, namely, 10.

Example.

If *Peter* took 10, and *John* 9,

Then 10 tripled, is

30

And 9 doubled, is

18

Their Sum is

48

The half of which is

24

XVIII.

Any one holding Half-pence in one Hand, and Farthings in the other; to find in which Hand are the Half-pence, and in which the Farthings.

Bid him take 4 Half-pence, and 3 Farthings; or any other Numbers, so that the former are even, and the latter odd. Then bid him triple the Number in the Right-hand, and double the Number in the Left-hand, and add the Products together. Then ask him if it be even or odd; if it be even, then the Half-pence are in the Right-hand; if odd, then they are in the Left-hand.

XIX.

To find the Number of Points cast on 3 Dice.

Let any one cast three Dice, then bid him add together the Points that are uppermost; then let him set one of the Dice aside, and to the former Sum add the Points at the Bottom of the other two Dice; then bid him throw these two Dice, and mark how many Points appear at the Top, which add to the former

former Sum; then let him set one of these Dice aside; and mark the Points which are under the other Dice, and add it to the former Sum: *Lastly*, Let him throw that other Dice, and whatever appears a top of it, add to the former Sum, and let the Dice remain. This done, do you come to the Table, and note what Points appear upon the 3 Dice, which add privately together, and unto it add 21, to the Sum shall be equal to the Sum which the Party privately made, of all the other Operations which he formerly made.

XX.

To find the Points cast upon two Dice.

First, Let any one cast both the Dice, and mark the Points or Number cast; then let him take up one of them, which he will, and see what Number is at the Bottom, and add all together; then let him cast the Dice again, and add the Points cast to the former Sum; then let the Dice stand; bring 7 with you, and add thereto, the Points that appear on the Top of the Dice, and so many did he cast in all.

C H A P. IV.

Of Tricks by Legerdemain.

I.

A pleasant Trick with a String.

TAKE a String about four or five Foot long, and taking it about the Middle, so as the two Ends may hang downwards, and as you hold it thus in your Right-hand, put (about) the middle of one of the Ends betwixt the Fore-finger and Thumb of your Left-Hand, and so bringing it over your Right-Hand towards you, and carrying it under your Thumb, bring it up again betwixt your Forefinger and Thumb, and then bringing in the other End also betwixt your Forefinger and Thumb, there will then appear a Bouth sticking up betwixt your Forefinger and Thumb. Then taking up (betwixt the Forefinger

ger and Thumb of your Right-Hand) the End of that half of the String which you first put betwixt the Fore-finger and Thumb of your Left-Hand; say, Now you shall see me put this End thro' the Bouth, without letting it go out of my, Hand, and so, suddenly pushing your Hand forward, it will seem as if you had really done it. But the *Leger-demain* in this Trick consisteth only in letting that Part of the String that follows your Right-hand (as you seem to push it thro' the Bouth) slip in betwixt your Fore-finger and Thumb of your Left-Hand.

II.

To sling a Ring upon a Stick, when one holds the Stick by both Ends.

Provide your self with two Rings (I suppose Curtain Rings, or the like) or near alike as you can; conceal one of these in the Hollow of your Left-Hand which you may easily do (after a little Practice) and yet keep your Hand open and your Fingers moving, as tho' you had nothing in your Hand, Then call for a small straight Stick; and taking

it

it in your Right-hand, take it from thence into your Left-hand ; in doing of which, you must put one End of the Stick into the Ring conceal'd in your Left-hand, and so slip him on upon the Stick (still keeping him cover'd with your Hand) till your Left-hand come about the Middle of the Stick, and there hold the Stick fast, (with the Ring under your Hand) and bid somebody take the two Ends of the Stick in both their Hands, and bid them hold him fast ; then take the other (which you had shew'd to the Company) in your Right-hand, and seem to fling him on upon the Stick, (but at the same Time with your Middle-Finger thrust him into the Palm of your Hand, and by bending the Palm of your Hand and Ball of your Thumb a little inwards, there retain him) and at the same Moment snatch away your Left-hand from the Stick, which will twirl the Ring round upon the Stick, and the Beholders will think it the same Ring that you shew'd them. Then quickly slide the Ring (concealed in your Right-hand) into your Coat Pocket, and shew your open Hands to the Beholders.

III.

A merry Trick of Chalking the Fingers.

When you would shew this Trick, you must first privately chalk the Nail of your Thumb, then, hold your Hand with the Palm uppermost, ask any one, which of your Fingers they would have to be chalked? Which when they have told you (as, suppose they tell you, that they would have the Fore-finger chalked) put your Hand behind your Head, and bend that Finger to the Nail of your Thumb, and the chalk will come off from the Nail of your Thumb, and come on upon your Finger, then shew your Hand, and they will imagine that the hinder Side of your Head, or Hat, was chalked, but when they look, and can find none, they will wonder how you did it.

IV.

To strike a Chalk thro' a Table.

First, Privately Chalk the Nails of your Fingers; then Chalk the Table
and

and holding your Left-Hand (the Nail of one of whose Fingers was privately chalked) under the Table, with your Right-Hand rub out the Chalk on the Table, and at the same Time shutting your Left-Hand, and rubbing off the Chalk (from the Nail of your Finger) on upon the Palm of your Hand, and so withdrawing your Hand from under the Table, it will seem as tho' the Chalk on the Table had been striken thro' it into your Hand.

V.

To make a Letter (or other Mark) on the Hearth, and to call it up into your Hand.

To shew this Trick, you must first privately make a Letter in the Hollow of your Left-Hand with the End of a Tallow-Candle; then take a Cole, and with it make the same Letter (suppose an O) upon the Hearth. Then say, Now you shall see me make this Letter come up into my Hand. Then shew your Hands, where there will be nothing to be seen. Then take some Ashes and strew upon the Letter on the Hearth, putting also some Ashes in
your

your Left-Hand. Then rubbing your Hands together, and at the same time, with your Foot rubbing out the Letter on the Hearth) say, By the Vertue of the Powder of Pimper-lim-pimp, I command you to come up into my Hand: Then opening your Hand, there will appear the perfect Form of the Letter drawn on the Hearth, as if drawn with a Coal.

VI.

To seem to turn Water into Wine.

Take four Beer-Bowl-Glasses; rub one on the Inside with a piece of Alum; let the second have a Drop Vinegar in him; the third empty, and the fourth as much clean Water in him as your Mouth wil contain: Have ready in your Mouth a clean Rag with Ground Brasil ty'd up close in it, that the Bulk may be no bigger than a small Nut, which must lye betwixt your hinder Teeth and your Cheek; then take off the Water out of the Glass into your Mouth, and return it into the Glass that has the Drop of Vinegar in it which will cause it to have the perfect Colour

Colour of Sack; then turn it into your Mouth again, and chew your Bag of Brasil betwixt your Teeth, and spirt the Liquor into the empty Glass, and it will have the perfect Colour and Smell of Claret; then returning the Brasil into its former Place, take the Liquor into your Mouth again, and presently return it into the Glass you rub'd with Allum, and it will have the perfect colour of Mulberry Wine.

VII.

A pleasant Trick of Curing the Tooth-Ach.

This must be done by Confederacy, I have, says my Author, won many a Pint of Wine by it. You must pretend you are grievously troubled with the Tooth-Ach, making many wry Faces, and pretending a great deal of Pain, Then says your Confederate, *I will undertake to cure you in a quarter of an Hour, it is plain, but a very easy Receipt.* So he takes a Thimble full of Salt, and puts it in a Piece of White-Paper, and twists it up; saying, *Here, hold this to your Cheek on that Side the Pain lies, and it will soon be gone.* You shaking your
Head

Head at him, ask him, *If he can find none to make sport with, but you that are not dispos'd?* He then presses you to try his Receipt; which with seeming Unwillingness take, and hold it to the Cheek a small Time. Then he will ask you, *What, do you feel any Ease?* You spitting much, say, *Yes, truly I find it much abated.* Then he will say, *To perfect the Cure, lay down the Paper upon the Table, step into the Yard, and wash your Mouth with two Spoonfuls of cold Water.* Now, says he to the Company, in your Absence, you may see what Conceit will do; I'll take and throw out the Salt; which he does in their Sight, and puts the like quantity of Ashes in the Paper, laying it twisted as before in its Place; then your coming in, take up the Paper again, (and having in your Hand a Paper of Salt like the former, change Places with them in your Hand) and hold your Paper of Salt to your Cheek as before. Then the Company will be Laughing at, as they think, your Ignorance; and your Confederate asks you, *Well, and what think you now?* You answer, *Why, indeed much Alteration; would one have thought that so simple a Thing as a little Salt should work so great an Alteration.* Then will one

one or other of the Company say, Why, do you think you have Salt in the Paper? You say, Yes, I saw it took out of the Box. He lays you a Wager presently that it is not Salt; then lay down the Paper, and let any one open it, in the mean while convey your Paper of Ashes away, so his Folly will be discover'd, with no small sport to the Company.

VIII.

To make a Six-pence seem to fall thro' a Table.

To do this, you must have a Handkerchief about you, having a Counter neatly sewed in one of Corners of it. Take it out of your Pocket, and desire somebody to lend you a Six-pence; and seem to wrap it up in the midst of the Handkerchief, but retain it in your Hand, and instead of so doing, wrap the Corner in the Midst that has the Counter sewed in it, and then bid them feel if it be not there, which they will imagine to be no other than the Six-pence that they lent you; then lay it under a Hat upon the Table, and calling for

a Basin of Water, hold it under the Table and knock, saying, Vade, come quickly ; and then let the Sixpence fall out of your Hand into the Basin of Water. Then take up the Hat, and take the Handkerchief and shake it, saying, That is gone : Then shew them the Money in the Basin of Water.

IX.

To seem to blow a Sixpence out of another Man's Hand.

Take a Sixpence, blow on it, and clap it presently into one of the Spectator's Hands, bidding him hold it fast : Then ask him, If he be sure he has it ; he will say, Yes ; but to be certain, he will open his Hand and look. Then say to him, Nay, but if you let my Breath go off, I cannot do it. Then take it out of his Hand again, and blow on it, and staring him in the Face, clap a piece of Horn in his Hand, and retain the Sixpence, shutting his hand your self. Bid him hold his Hand down and slip the Sixpence into the Cuff of his Sleeve. Then take your black Stick which you should always have to shew

Tricks

Tricks with, and hold it to his Hand, saying, By Vertue hereof, I will and command the Money you hold in your Hand to vanish, Vade, now see: When they have looked, they will think the Money is changed by the Vertue of your Stick. Then take the Horn out of his Hand, and seem to cast it from you, but retain it, saying Vade. Then say, You now have your Money again: He will then begin to marvel, and say, I have it not: Then say to him again, But you have it, and I am sure you have it: Is it not in your Hand? If it be not there turn down one of your Sleeves, for it is one, I am sure: Where he finds it, and will not a little wonder how it came there.

X.

How to cast a Piece of Money away, and to find it in another Man's Mouth, Pocket or Purse.

This Trick is performed by Confederacy, in this manner. Call for some one Piece of Coin, as a Shilling or Sixpence, of any one in the Company, bid him mark it with what Mark you

E

please

please, then take it and seem to cast it away, but retain it. Then say to the Company, Which of you have got it? They will all say, Not I: Then say, Nay, but I shall find it among you: So go to your Confederate, and bid him deliver the Money out of his Pocket, or Purse, or if you say the Word (Mouth) for this is concluded on before-hand. Now your Confederate, to make the Matter seem the more strange, will fume and fret, asking, how he should come by it; till having found the Mark, he will confess it to be none of his, seeming to wonder at your Skill, how you should send it thither: And all the rest will be taken with a real Admiration of your extraordinary Cunning.

XI.

How by the Sound of a Counter phillipped, to tell which Side is uppermost, Cross or Pile.

This Trick is also done by Confederacy thus: Take a Counter out of your Pocket, and say to the Company: See here is a Counter, take it who that will, and fillip it up, and I will tell you

you whether Cross or Pile be uppermost by the very Sound ; for you shall blindfold me if you please ; or I will go into another Room. Now, your Confederate must stand by when the Counter is flip'd up, and if it be Cross, he says, What is't? And if it be Pile, he says, What is it? So by his Words you know which it is ; and your Deceit is not taken notice of.

XII.

To make two Bells come into one Hand, having put into each Hand one.

This Trick must be perform'd with three Bells, one of which must first be privately put into your Left-Sleeve ; then put one Bell into one Hand, and another Bell in t'other Hand, they must be little Morris-Bells: Then privately convey the Bell in your Left-Hand into your Right-Hand, which you may do thus : Seem to put the Bell in your Left-Hand into your Right-Hand, and do so indeed: Then ask the Company where they are now : They will say, Both in your Right-Hand ; withdraw your Hands, both being shut, and shake them:

them: So the Bell in your Left-Sleeve will rattle, and it will not be known by the rattling, but that it is in your Hand; and then they will think that you have still in each hand one, and did onely seem to put it out of your Hand. Then stretch both your Hands abroad, and bid two Men hold them fast; then say, He now that is arrantest Whoremaster or Cuckold of you both, shall have both the Bells, and the other shall have none at all. Then open your Hands, and shew them, and it will be thought that you work by the Magick Art.

XIII.

To make a Two-pence seem to vanish out of your Hand.

To do this, you must first privately stick a small Bit of soft Wax on the Nail of your Middle-finger; then lay a Two pence in the Palm of your Hand; let it lie in Sight; and hold your Hand flat, with the Back downwards: Then shutting your Hand, open it again hastily- (saying, *Presto, 'tis gone*) and you carry away the Two-pence sticking to the
the

the Nail of your Finger ; and the Company will think it is vanished away. If you would recover it into your Hand again, you may easily do it, by shutting your Hand again, and clapping the top of your Ring-Finger upon the Nail of your Middle Finger, and so rub it off into your Hand.

XIV.

To seem to multiply one Grain of Barly into as many Bushels as you please.

To do this, make a Box of Wood, Tin, or Brass : Let the Bottom fall a quarter of an Inch into the Box, and glew therein a Layer of Barley ; set the Box with the Bottom downwards, and say, *Gentlemen*, I met a Countryman going to buy Barley ; I told him I would sell him a Pennyworth, also I would multiply one Grain into as many Bushels as he should need : Then cast a Barly-corn into your Box, and cover it with your Hat, and in Covering it, turn the Bottom upwards : Then cause somebody to blow on the Hat, then uncover it, and they will wonder to see (as they think) the Box full. You may make:

another Box like a Bell, to hold just as much as your former Box; and make a Bottom to the Bell of Shoe-sole Leather then fill the Bell with Barley, and thrust up the Leather-Bottom, and it will keep the Barley from falling out. Take this Bell out of your Pocket, and set it down gently on the Table, and say, I will now cause all the Barley to go out of my measure into my Bell; then with your Hat cover the Bell that has the Barley glw'd into it, and in Covering him, turn him with the Barley downwards. Then say, First you shall see that there is nothing under the Bell; so lift him up, and clap him down again hard upon the Table, so the Weight of the Barley will thrust down the Leather Bottom; then bid some Body blow hard on the Hat; then take it up, where they see nothing but an empty Measure, then take up the Bell and all the Barley will pour out; sweep it presently into your Hat, lest their busy Prying may chance to discover your Leather Bottom.

C H A P. V.

I.

Of Shuffling the Cards, so as always to keep one certain Card at the Bottom, &c.

IN shewing of Tricks with Cards, the principal Point consists in shuffling them nimbly, and yet keeping always one certain Card, either in the Bottom: or in some known Place of the Pack, four or five Cards from the Bottom, For hereby you may seem to work Wonders, since it is easy for you to see (or take notice of) a Card: Which, tho' you be perceived to do, yet 'twill not be suspected, if you shuffle them well afterward, by the Method here to be taught, which is thus, —

In Shuffling, let the bottom Card be always kept a little *before*, or (which is best) a little *behind*: all the rest of the Cards: Bestow him (I say) either a little beyond his Fellows *before*, right o-

E. 4.

ver.

ver his Fore-Finger: Or else (which is the easiest and readiest Way) a little behind the rest, so as the Little-Finger of the Left-Hand may slip up and meet with it. In the Beginning of your Shuffling, shuffle as thick as you can, and in the end throw upon the Stock the Bottom Card (with so many more at least as you would have preserved for any Purpose) a little before, or a little behind the rest; and besure let your Forefinger, if the Pack be laid before, or your Little-Finger, if the Pack be laid behind, always creep up to meet with the Bottom-Card; and when you feel it, you may there hold it till you have shuff'd it over again; which being done, the Card which was first at the Bottom, will come there again. Thus you may shuffle them over before their Faces, as often you please; and still retain the Noted Card at the Bottom.

You must endeavour to be very perfect in this Method of Shuffling the Cards; for having once attained to a Perfection in this Method of Shuffling, you may do almost what you please with the Cards: For by this Means, what Pack soever you make, tho' it consist

consist of 10, 12 or 20 Cards, you may still keep them together (unsevered) next to the Bottom-Card; and yet shuffle them often to satisfy the curious Beholders.

II.

How to deliver out four Aces, and to convert them into four Knaves.

To do this, Make a pack of eight Cards *viz.* Four Knaves and four Aces; and let them be laid in this Order, *namely*, an Ace and a Knave, and so alternately thro' all the eight Cards; which must lie together at the Bottom of the Bunch.

Then shuffle them (by the Directions in Number 1) so, as always at the second Shuffling, or at least, at the end of your Shuffling, the said Pack, and of the said pack one of the Aces may always lie neithermost. Then (using some Words, or other Device, and putting your Hand with the Cards to the edge of the Table, to hide the Account) let out privately a piece of the second Card, which is one of the Knaves; then hold forth the Stöck with both your

Hands, shewing to the Stánders by the neither Card, which is one of the Aces ; but besure to cover the Head or Piece of the Knave (which is the next Card) with your four Fingers : Then draw out the same Knave, laying it down upon the Table : Then shuffle the Cards, again as before ; so now you will have two Aces lying together at the Bottom ; and therefore to reform that disorder'd Card, (as also, for a Grace and Countenance to that Action) take off the uppermost Card of the Bunch, and thrust it into the middle of the Pack, do the same with the neithermost Card, which is one of your Aces. Then may you begin again as before, shewing another Ace, and instead thereof laying down another Knave. Proceed in the same Method, till instead of the four Aces, you have laid down the four Knaves : The Beholders all this while thinking that there lies four Aces on the Table, are greatly deceived, and will wonder at the Transformation.

III.

To tell any one what Card he noted, and yet never see the Card till you find him out.

As you hold the Cards in your Hand, let any one take a Card out of the Pack and note him; then take the Card, with your Eyes shut, and put him at the Bottom of the Pack; then shuffle the Cards, by the Directions in Numb. I. till you know he is come to the Bottom again. Then, putting your Hands behind you, make as tho' you shuffled the Cards behind you, but let your Shuffling be only this: Take off the uppermost Card, and put him at the Bottom, reckon on him two; then take off another Card from the Top, and put him at the Bottom, reckoning him three; thus take off as many as you please from the top, and put them at the Bottom, still counting how many you take off. Then take the Cards forth, and holding them with their Faces towards you, take them off one by one, privately counting their Number, and smell to them, as tho' you found him by the Sagacity of your Nose, till you come to the noted Card.

Card; then produce him, saying, This is he; and they will wonder how you found him out.

IV.

Another Way to tell one what Card he noted.

When one has noted a Card, take him and put him at the bottom of the Pack; then shuffle the Cards by the Directions in Number 1. till he come again to the bottom; then see what is the bottom Card, for he is the noted Card, which you may do without being taken Notice of, thus: When you have shuffled the Cards; turn them with their Faces towards you, and knock their Ends upon the Table, as tho' 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 the Cards again; and then 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.

V.

To make the Card which any one has noted, stick upon the Cieling of the Room.

To do this, you must first have in Readiness, *in private*, a little Soap, or the like. Then let any one note a Card. Take this noted Card and put him at the Bottom of the Pack: Then shuffle the Cards by the Rules in Num. 1, till he comes to the Bottom again; then fling him upon the Top; then *privately* put a little Soap upon the Back of him, and then toss up the Cards to the Cieling of the Room, and the noted Card will there stick, with his Face downwards. Then take him down pretty quickly, and wipe him, least another Body do it, and so discover the Trick.

VI.

Another Way to tell one what Card he noted.

Take the noted Card, and put him at the

the Bottom of the Pack ; then put your Hands behind you, and shuffle the Cards ; but first take the noted Card, and put him under you, as you sit : Then give the Cards to any of the *Company*, and let them shuffle them ; then take them again, and seeming to shuffle them behind you, take the noted Card from under you, and bestow him in the Pack, and find him out, as in Numb. 4.

VII.

Another way to tell one what Card he noted ; by laying the Cards in three Heaps.

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 one the Right-hand, and then begin at the Left-hand again, and so go on to the Right ; do thus till you have laid out the 21 Cards in three Heaps ; but as you are laying them out, bid any one note a Card ; and when you have laid them all out, ask him in which Heap his noted Card is ? Then lay that Heap in the Middle betwixt the

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 when you have laid them all out, ask him in which Heap he is now? Put that Heap in the Middle as before and lay out the Cards a third Time, bidding 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 and smelling to him, reckon him 1; then take off another and smelling to him also, reckon him 2: Thus do till you come to the eleventh Card, for that will always be the noted Card, after the third Time of laying them out, tho' you should lay them out in this manner never so often.

Note 1. That you must never lay out the Cards less than three Times; but as often above as you please.

2. That this Trick may be done with any odd Number of Cards that may be divided by 3.

3. That

3. That if this Trick be performed

With	9	Cards, then the	5th	} Card' is the no- ted Card.
	15		8th	
	21		11th	
	27		14th	
	33		17th	
	39		20th	
	45		23d	
	51		26th	

VIII.

Another Way to tell one what Card be noted.

Having privately seen a Card, and laid him at the Bottom, take the noted Card, and lay him next him; then seem to shuffle the Cards, but let your Shuffling be only a Chopping or Cutting them a-funder: This you may do 3 or 4 times, but not too often, lest you chance to cut those two Cards a-funder; then find your known Card, and the next to him is the noted Card, if he be not cut from which will very seldom happen.

XII.

Another way to call for a Card.

Having privately seen the uppermost Card ; lay the Cards down in three or four Heaps, but not above ; then begin at the Heap farthest from him, that has the known Card on the Top, and say *Here I call for the ———* naming the known Card ; then go to the next Heap, saying, *Here I call for the —* naming the Card you took up last ; proceed in the same Method, viz. Still naming the Card you last took up, till you come to the least Heap ; so the Card you call for first will come last. But here note, You must keep the Card up close, that they mayn't be seen till you have done calling, and then you must lay them down one by one, in the same order as you call'd them.

XIII.

Another Way to call for a Card.

Take the Cards and shuffle them, or let any one shuffle them ; or let them
down

down the whole Pack on the Table before you, with their Faces downwards; then drawing off the upper Card, say; Here I call for the Card of Good-Luck, and when you have seen what that Card is, which you must do as privately as you can, and be sure nor to let the Company see him: Then say, *Here I call for the* — — ; naming your Card of Good-Luck, and so take off the next uppermost Card; and then having seen him, say, *Here I call for the* — — — ; naming the Card you took up last; and so take off the next upper Card: And thus, still calling for the Card you last took up, you may call for as many as you please: Or, if you will you may, thus go round the Pack; and in the mean time cause one to write down the Names of the Cards, in the same Order as you call for them, which they may do in brief, thus; By writing a Figure for the Number of the Spots, as 1 for the Ace, 2, 3, 4, 5, &c. to 10 and then Kn. for Knave, Q. for Queen, and Ki. for King; adding a Letter for the Suit, *viz.* C. for Clubs; S. for Spades; H. for Hearts, and D. for Diamonds: *e. g.* In three or four Cards, suppose the three first.

first Cards call'd for, were the Ace of Clubs, the 3 of Spades, and the 5 of Diamonds: They may be set down thus,

$$\left. \begin{array}{l} 1 \text{ C.} \\ 3 \text{ S.} \\ 5 \text{ D.} \end{array} \right\}$$

and so of any others.

Having thus gone round the Pack, take them from the Table saying, Look now in your Paper, see which Card I call'd for first, which second, which third, &c. and whilst he is looking, do you slip the Card of Good-Luck under the Bottom of the Pack. Then holding the Cards with their Faces upwards, take them off one by one, and they will come in the same Order as you call'd them; only the last Card will not be set down in the Paper, and it must be pretended he was the Card of Good-Luck.

II.

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

To do this, 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 Cards in the Pack, except one, before I see them.

Then, drawing off the uppermost Card, 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 the Mouth (as tho' you charm'd him) and repeat some quaint Words, as *hic veribus non indejus sipro visco.*

Then taking off the next Card from the Pack, say; Here is the—; (naming your *Hocus Pocus*) and having seen him, lay him down on the Table, with his Face downwards. Then take off the next Card from the Pack, saying, (still before you see him, here is the—; naming the Card you took last, and having seen him, lay
him

him down upon the other; and in the same manner you may, take another and another Card from the Pack, till you have taken away the whole Pack; still observing, that when you take up a Card, (saying, Here is such a one) that you name the Card last drawn, and having seen him lay him down upon the Card last drawn; and so at length the whole Pack will be remov'd to another Place. Also let one write down the Names of the Cards as you draw them; as in *Number 17*; and so finish the Trick as in that *Number*.

Note, That to make the Beholders believe, that you do all by the Help of your *Hocus Pocus*, you should still look upon him just before you take up a Card from the Pack.

Note, also, That you must be sure not to let any one look into the Pack, as they lie; nor to see your *Hocus Pocus*; nor the Cards you draw; till you have quite done.

II.

To tell one what Card he noted.

Take any Number of Cards, as 10, 12, &c. then (holding them with their Packs toward you) open four or five of the uppermost, and (as you hold them
out

cut to their View) let any one note a Card, and tell you whether it be the first, second, or third, &c. 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,———

Subtract the Number of the Cards you held in your Hand from (52) the whole Number of the Cards in the Pack, and to the Remainder add the Number of the noted Card, so the Sum 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, as in Number 5, only there you held the Cards with their Faces towards you, but here you must hold them with their Backs towards you.

XII.

Another Way to tell one what Card be noted.

Take any known Number of Cards (as in Number 21) out of which, let any one take a Card and note him. Then take the noted Card and lay him at the Bottom, and under him lay all the remaining Part of the Pack: Then (having knocked the Cards level, on the Table, as in Number 21) hold the Cards with their Backs towards you, and take of one by one, smelling to them, so many as you at first took, and the last of them is the noted Card.

XIII.

To make any one blow a Card in between two Cards.

Take a Pack of Cards, and shift them in two Parts about the Middle, turning their Faces one towards another, and holding one Half in one
Hand,

Hand, and the other half in the other, thus ———

Hold one half in the Left Hand with their Faces towards the Right-hand. and let their Backs lie close to the Palm of your Hand, with your Thumb over one End, and your four Fingers over the other End of them. Then hold the other Half in your Right hand, with your Thumb over one Side, and your four Fingers under the other Side of 'em, in such Sort, that the four Fingers of your Right hand may come up behind the Cards in your Left-hand; so the Cards will lie close together below, but open at the Top. Then bid any one note what those two Cards are that lie in Sight. Then say, Now if you are a pure Virgin, you shall blow a Card in betwixt these two. Then bid her blow upon the Cards, and suddenly snatch your Hands asunder, holding a little (the Back of your Cards in your Left-Hand) with the Fingers of your Right-Hand, and so you will slip a Card from the Back of those in your Left-Hand; then clap your hands together again as they were, and so there shall be one Card betwixt the former two. But if you chance to miss, (as
you

you may sometimes, especially if the Cards be old and dull; for they must slip well for this Trick;) then say, Ah, I fear you are not a true Virgin; or else you did not blow hard enough.

Note, If at the stretching forth of your Hands, you repeat some quaint Words, it will be a Grace to the Action.

XIV.

Three or four Cards being laid down, to tell any one which of those Cards he touched.

This Trick is done by Confederacy in this manner: Take and lay down (with their Faces upwards) 3 Cards; which may be an Ace, a 4, and a 5, Then go out of the Room; but let your Confederate stay and see which Card was touched; then, when any one has touch'd a Card, let them call you into the Room again; and if he touched

the { Ace }
 { 4 } let your Confederate say,
 { 5 }
 I will lay a { Penny } that you
 { Groat }
 { Crown }
 can't tell which Card he touch'd; so, by
 F your

your Confederate's Discourse, you will know which Card he touch'd; nevertheless, you must pretend to find him out, by smelling to them, as tho' the Touch of his Finger had left a Scent on the Card.

XV.

To seem to turn a Card into a live Bird.

Take a Card in your Hand, and shew it fairly to the Company, bidding them seriously observe it. Then having a live Bird in your Sleeve, turn your Hand on a sudden, drawing the Card into your Sleeve dexterously, with your Thumb and Little-finger; and giving a hard Shake, the Bird will come out of your Sleeve into your Hand, which you may produce, and then let fly, as you think convenient; and it will cause Wonder in the Spectators.

XVI.

To seem to change a Card into a Ring or Queen's Picture.

To do this, you must have the Picture in your Sleeve, and by a swift Slight re-
turn

turn the Card and fetch out the Picture with a back bending. The manner of doing this, is better learn'd by frequent Trials, than can be taught by many Words.

But if you would do this Trick, 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 shew'd the Spots or Figure of the Card, you may draw it off, and rowl it up with your Thumb into a very narrow Compass; holding it undiscover'd, between the Inside of the Thumb, and the Ball of your Fore-Finger, and so produce the Picture, to the Admiration of the Beholders.

XVII.

To make the Constables catch the Knaves.

Take the Cards, and looking out the four Knaves, lay one of 'em privily on the Top of the Pack, and lay 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 'em together; O! says he, have I caught you together; well, the next Time I catch you together; I'll punish you severely for all your old Rogueries: O, but say they, you shan't catch us together again in haste; for they conclude 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 the other; so put him in the Middle; nay says, the Constable, if you run, I'll make sure of one; so he follows the first; so take the King and put him at the Top. Then let any one cut the Cards asunder two or three Times; then deal out the Cards one by one, and you shall find three Knaves together again, and the Constable with 'em.

Note, This Trick would be best done with a Pack of Cards that has 2 Knaves of that Sort, of which you put one in the Middle.

XVIII.

To make any Number of Cards come together.

This Trick is perform'd like the 25th, all the Difficulty lies in finding how far to lay the Cards asunder at first, and in how many Heaps to lay them at last; which is done thus: For the former, subtract the Number of Cards you would bring together, from the whole Number of Cards in the Pack, and divide the Remainder by the Number of Cards you would bring together, if any remain, cast away so many Cards as useless, the Quotient is the Number they must lye asunder; I mean, first lay down 1 of the Cards that is to be brought together, and then lay down so many other Cards as your Quotient was; and then another Card, and so many others before, &c. And then for the number of Heaps to lay them in at last, let it be one more than your Quotient or distance they lay asunder.

XIX.

To make any two Cards come together, which another shall name.

When any one has named what two Cards he would have brought together, take the Cards and say, Let us see whether they are here or not, and if they are, I'll lay them as far asunder as I can. Then having found the two Cards propos'd, dispose them in the Pack, and cause them to come together by the Rules of the 26th Trick.

Note, That this, the 25th, and 26th, Trick, would seem much more strange, if, when you have brought the propos'd Cards together, (by laying them in Heaps) you lay the Heap wherein the propos'd Cards are at the Bottom of the Pack, and then shuffle the Cards by the Rules in Number 1. Then cut them asunder somewhere in the Middle; so the propos'd Cards will be found together in the Middle of the Pack; which will seem very strange to the Beholders.

XX.

*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 Board, with his Face downwards, and upon it let him lay so many more Cards as will make up the Number of the Spots (on the noted Card) 12, e, g. If the Card which the Party first took notice of were a King, Queen, Knave, or a single Ten, bid him lay down that Card, with his Face downwards, calling him 10; upon that Card let him lay another, calling him 11; and upon him another, calling him 12. Then bid him take off the next uppermost Card, seeing what it is, suppose it were a 9, and laying it down, one another Part of the Board, calling him 9; upon it let him lay another Card, calling him 10; upon him another, calling him 11; and upon him another, calling him 12. Then let him look on the next upper-

most Card, and so let him proceed to lay them out in Heaps, in all respects as before, till he has laid out the whole Pack: But if there be any odd Cards at the last, I mean, if there is 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 contain'd in all the bottom Cards of the Heaps, do thus, —

From the Number of Heaps, subtract 4, and multiply the Remainder by 13, and to the 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, 1. That 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 only the Number of Heaps, and the Number of the remaining Cards; If any such there be: And therefore you may perform this Trick as well standing in another Room, as if you were present.

Note, 2. That to shew this Trick, you must

must have a compleat Pack of Cards, neither more nor less.

XXI.

To tell the Number of all the Spots of the Cards, laid out in Heaps as in the 29th Trick.

Bid any one lay out the Cards in Heaps, as in the 29th Trick. Then take the remaining Cards, and privately count the Number of their Spots, which subtract from 340, and the Remainder shall be the Number of all the Spots in Heaps.

XXII.

The Cards being laid out in Heaps, as in the 29th Trick; to find what the bottom Cards are.

Bid any one take four Cards of the same Number; viz. 4 Aces, 4 2's, 4 3's or 4 4's; or any other Number not exceeding 10; (for he must not take Court-Cards) and lay them out as was directed in the 29th Trick. Then take the remaining Cards, if any such

F 5

there

there be, and divide their Number by 4, and the Quotient shall be the Number of Spots on each Card. e, g. If 12 Cards remain, then the 4 bottom Cards were 3's.

Note, If there be no remaining Cards, then the four bottom Cards are four Aces.

XXIII.

Another Way to find out what the bottom Cards are: the Cards being laid out in Heaps, as in the 29th Trick.

Bid any one take five Cards, the number of whose Spots exceed one another by an Unit; as 1, 2, 3, 4, 5; or 2, 3, 4, 5, 6; or 3, 4, 5, 6, 7; &c. and let them be the bottom Cards of five Heaps, laid out as was directed in the 29th Trick. This being done; to find what those five Cards are, always add 13 to the Number of the remaining Cards, double the Sum, and divide the Product by 10, and from the Quotient subtract 2: So the Remainder shall be the least of the five, which being known, the rest are also known.

XXIV.

Any one having taken three Cards: To find how many Spots they contain.

Let any one chuse three cards at Pleasure, privately from your Sight; and bid him privately count the Number of Spots on each Card; then bid him privately take as many Cards from the Pack, as will make up the Spots on each Card 15. Then do you take the remaining Cards, and seem to look them over, and privately count their Number, from which subtract 4, the Remainder shews the Number of Spots contain'd in the three cards.

Example.

If the three Cards were 7, 10, and 4, now 7 wants 8 of 15; 10 wants 5, and 4, 11: Therefore he must take 8, 5, and 11 Cards, to make up the Spots on each Card 15, in all 24 Cards, which with the three Cards taken at first, makes 27: So there will remain 25; from which if you subtract 4, there remains 21, the number of Spots on the three Cards, for 7, 10, and 4, make 21.

XXV.

To seem to change the top Card of the Pack into another.

To do this, Take off the two uppermost Cards very artificially, keeping them level at the Sides and Ends, and as close together as may be, so as they may seem but one Card; do this in view of the Beholders, asking them, If they know him? Then clap him down upon the Pack, repeating a few cramp Words, to amuze the beholders: Then ask them, what is the uppermost Card? They will assuredly name the Card that you shew'd them; (thinking that you had taken up but one :) But you may lay a Wager that that Card is not uppermost; and if you lay, you will assuredly win.

But this Trick will be more artificially shew'd, if you first privately note a Card, and then shuffle them, by the Rules in the first Trick) till he come to the bottom, and then fling him upon the top: For then, when they affirm such a Card to be uppermost in the Pack; you may lay a Wager that it is

not ; but that it is such a one ; naming him that you had before privately seen.

XXVI.

To shew one what Card he noted.

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 upoh the Board, bidding him lay his noted Card upon them. Then turning your Back towards the Company, make as tho' you were looking over the Cards in your Hand, and put any Card at the Fore-side ; and whilst you are doing this, privately wet the Back of your Hand with Spittle : Then laying the baek of your Hand upon the Cards on the Board, stare them in the Face, and shew them the foremost Card in your Hand, saying, Is this he ? They will say, No. Then taking away your Hand again, you will carry away the noted Card sticking to the back of your Hand: Then (turning your Pack to the Board) put him amongst the rest of the Cards in your Hand ; and then shew him to the Company, who will wonder how he came there.

XXVII.

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

To do this, you must first privately drop a Drop of Water or Beer (about the Bigness of a Two-peace) 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 Brim 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, up close 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 draw them. Then draw the Fingers of your Right-Hand along upon the Card, as tho' you felt out the Spots, name the Card, and then lay

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 felt them out.

XXVIII.

An excellent Trick, to hold four Kings in the Hand, and, by Words, to seem to transform them into four Aces; and afterwards to make them all blank Cards.

You shall see a Jugler take four Kings in his Hand, and apparently shew you them; 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 transform'd into blank Cards, white on both Sides: Then throwing them down as before, with their Faces downward, will take them up again, and blowing upon them will shew you four Aces. This Trick, in my Mind, is nothing inferiour to any of the rest; and being not known, will seem very strange to the Beholders; and yet af-

ter you know it, you cannot but say the Trick is pretty. Now, to do this Trick, you must have Cards made for the Purpose, half Cards we may call them, that is, one half Kings, the other half Aces: So laying the Aces one over the other, nothing but the Kings 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 perceiv'd; 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 other Cards.



Part II.

The Artificial Jester.

CHAP. VI.

1.
ONE speaking of one he was minded to jeer, says; He shall have the Honour to be dubb'd a Knight of the Forked Order, and have his Name enroll'd in the Colony of Cuckoldom.

2.
 Says one; My Shoes want Darning, and my Stockins are out at the Eibows.

3.
 Says one; Doleful Ditties of *Philander* and *Phillis* uses to be the general Work of all those that are Apprentices to a Verse-Wright.

4.
 One helping to carry a Piece of Timber;

ber ; says the other, 'Twas pritty weighty : Yes, says he, so it was ; but I did'nt value the Weight of it, only it was so heavy.

57

A Gentleman (once) had a Knife, which he kept for Antiquity's sake ; For, said he, 'twas my Great-Grand-Father's ; and is very old indeed ; for it has had five new hafts, and seven new Blades.

6.

Says a Boy ; I want a Pennyworth of white Thread, of a blue Colour.

7.

Says one Boy to another ; Did you see the white Blackamoer that was at our Town ?

8.

Says one ; I have a square Trencher of a round Form at Home. We would have said a Wooden Trencher.

9.

Four Men being to go a Journey together : Says one of'em ; Go you three, both together, and I'll run before, and overtake you presently.

10.

A Fellow being well fill'd with Drink, says he, I can drink no more than an

- Apple's like an Oyfter; but I can flee^d
like an Arrow out of a Bow.

11.

Says the Poet : Or like a Moon-Calf
in a Slip-Shoe-Hat.

12.

Says one : When you present an Ap-
ple to my Lord's Ape, or my Lady's
Monkey, you must kiss your Leg, and
make a Hand finely.

13.

- Says a Girl : Such a Maid liv'd with
us last Year : Oh no, says she, 'twa'n't
last Year, 'twas last Year come Twelve-
Month.

14.

A Man happening to run his Head
against a Post: Says he, Good Wits
jump.

15.

Says one to another, Can you make
a Square Circle? Yes,

16.

Says he as easily as you can make a
Round-Triangle.

17.

Says a Man; If there were a thou-
sand Load of Gravel brought and laid
in this dirty Hole, it would make the
Way

Way good: Yes, says, another, if it were but eleven hundred.

18.

Says a Man to his Child; Don't you leave any of your Victuals; but what youc n't eat, put in your Belly.

19.

A Young Man pinching a Maid upon the Arm; says she, He has pinch'd me to the Skull-Bone of the Arm; but I'll pinch you to the Skull-Bone of the Heart.

20.

Pepper, said a Man, is hot in Operation, but cold in Working.

21.

One being in a Rage; says he, I could pull up the whole Earth by the Roots.

22.

A Woman and her Husband being a going from Home; says she, Husband, Husband, lock up the Key and put the Door in your Pocket. Meaning, he should lock up the Door and put the Key in his Pocket.

23.

Says one; Now I shall be kill'd alive.

24.

Says a Girl to a Boy; *Thou wilt lye as fast as a Dog*—before she could add,

can bark, he puts, in pretending to help her out, *can run backward*.

25.

Says a Fellow ; I have seen a Hog so high, that I cou'dn't touch his Back with my Hand, when I reach'd as high as I cou'd. Meaning his Hand was then far above the Hog.

26.

Says one, speaking of Omens ; a Raven is much such a Prophet as our Astrologers ; foretelling Things after they are come to pass.

27.

Says a Man, to one calling him Fool : If I am a Fool, 'tis for want of Money ; but your are a Fool, for want of Wit.

28.

Says a *Merry-Andrew* ; Hollow Boys, hollow, all together, one after another.

29.

{ To Morrow-
{ Yesterday — } Morning, about
this Time at Night.

30.

{ To Morrow-
{ Last — — } Night, about this
Time of Day.

31.

Says one ; Did you see an empty
Cart

Cart come by, wsth two great Mill-Stones in it?

32.

Another answer'd No: But I saw a naked Boy come by, with a White-loaf in his Bosom, and a Straw in his A—— to pick your Teeth with.

33.

One being asked, when something was done? answer'd; To Morrow come Fortnight 'twas a Week ago.

34.

Says one: I'll fight with you to Morrow Morning presently.

35.

One being ask'd, how old he was? answer'd: I am as old as forty Shillings.

36.

Says a Fellow, having been from Home longer than his Master had given him leave, Well, I shall be hang'd for staying so long: but I don't care, I know whither to go.

37.

Says the same Fellow: I have seen a Thousand and a Thousand *Holy-Thursdays*, but I never saw such a wet one as this.

38.

A Soldier asking, how many Miles they

they couted it to such a Place? was answer'd, Two Miles: But two Miles, says he, I think the Miles in your Country are but narrow, but they are very long.

39.

Says one, I would willingly give a Half-penny for a Pennyworth of Stong-Beer: but if I'd give Six pence, I can't have it without Money.

40.

Says an old Man, to some Boys playing the Wag with him, You Raschals, if I go to the Wand and gather a hedge, I'll make your Skin rattle in your Bones.

41.

Says a Man to a Maid: I am Vengeance in Love with thee.

42.

Says one, Such a one is a Pestilence Woman.

43.

Says one, Such a one is Damnation Covetous.

44.

One sneezing, said: I am taken so alone, when I have no Company.

45.

One speaking of a Maid that had two Fellow-Servants; say he, She is worth ten of the other two.

46.

One being about a Piece of Work that he was weary of: says he: I might have begun to Morrow Morning, if I mean to finish to Night.

47.

One affirming a Thing to be true; says he: If it be not so, I wish I may never die.

48.

The same Person speaking of a dirty Lane; says he: This Lane will never be dry till the Sun comes to shine a Nights.

49.

One going to an Ale-House; says he; Bring me an empty Pot full of Beer.

50.

A Gentleman being to go a small Journey of a Mile or two; says his Mother to him: Son, Son, do you walk it, or go afoot? I ride, Madam: says he. But, says she again, do you Walk it, or go afoot?

51.

Says a Boy: Father! Father! Let us make a Feast, and invite no body to it; and then we shall have a Power of good Cheer.

52.

One speaking of getting something for his

his use; says he: I'll get enough: For
 one were better want than jack. Says
 another: You mean, One were better
 jack than want.

53

Says a Man: My Son is pretty strong,
 tho' he be but weak.

54

Says one: I am pretty tall, tho' I be
 but short.

55

Says one: I am pretty big, tho' I be
 but small.

56

Says one: I be'n't very small, tho' I
 be little.

57

One being envy'd: says he: I don't
 care; let them say what they will, and
 do what they will, I shall live till I die.

58

Says one, (hearing of something that
 he cou'dn't believe :) Yes, so *Tom* told
 me, but the Boy lied.

59

One being discoursing of the Ingenuity
 of the People of *China*; says he: They are
 the clever'st Fellows in all this Country.

60

One being ask'd, if he'd do a Thing?
 G answer'd,

answer'd, No ; if I do I'll give you my Knife for a Shilling.

61

One offer'd to give something to a Fellow, which he refusing; says another: Why, take it; 'twill do the good if thou liv'st; and 'twill do thee no hurt, if thou dy'st.

62.

A Fellow being a going to see his Uncle; says his Brother to him: Tell my Uncle, I'd pray him to give his Service to me.

63

A Fellow complaining very much of Cold; says he: I declare't my Fingers ache in my Shoes.

64

A Man having lent out a Sack and Wanty, sends his Boy for it: Who being come says, Where is our Sack and Wanty? What Sack and Wanty? says the Man: Why, says the Boy, a Sack and Wanty that we have here of yours. He would have said, That you have here of ours.

65

One speaking of a very old Man; says he: He looks to be so old, that one wou'd take him to be one of *Adam's* elder Brothers.

66.

66.

Says a Maid : I am sorry that ever I was my Father's Daughter ; for I am sure it wou'd have been much happier for me to have been his Great-Grand-Mother.

67.

Says one : If I should be press'd to the Wars, I should no more hope to live than a Fish in a Bird-Cage.

68.

Says one : I can no more forbear Playing with such a Maid, than a Squirrel can forbear running into the Mouth of a Rattle-Snake.

69.

One having been in rude Company, says he : There was galloping Doings.

70.

Another, upon a like Occasion, said : There was Whoredom, and Roguedom, and Horndom, and Cuckoldom.

71.

One being ask'd, how long it wou'd be before he was done, what he was about ? Oh, says he, I shall have done in the turning of a Pancake.

72.

Another speaking of something that was to be done ; says he : 'Twill be done.

done in the Twinkling of a Broom-
staff.

73.

Says one, speaking of another: Call
a Judge, and carry him before a Con-
stable.

74.

A Fellow speaking of his Mother;
says he: If she had been hang'd seven
Years before I was born, it had been
the happiest Day I had ever seen in my
Life.

75.

A Cat, by laying by the Fire, had
burnt herself very much; a Fellow
seeing it, said: This Cat hath burnt her
self so, that she looks like no Christian.

76.

A Dog laying by the Fire, one try'd
to drive him away, but cou'dn't, says
he: If one should kill this Dog upon the
Spot, I believe he wou'dn't stir out of
his Place.

77.

One seeing a Parcel of Hogs lay wal-
lowing in a dirty Hole; says he: These
Hogs lie wallowing in the Dirt, till
they look like Swine.

78.

Says one: I am a rank Conjuror, for
I

I can find Things before they are lost.
 Yes, (says another), I suppose you can ;
 and lose them after they are found too.

79.

Says one : Such a Maid never spake
 to me but once before, and then she
 said nothing.

80.

Says one : I can see to go by dark, as
 well as with my Eyes shut.

81.

One speaking of a difficult Thing ;
 says he : I can do it as easily as to eat
 a Faggot. I believe so : says another.
 Why (says he) I make no more ado to
 eat a Faggot than some wou'd do to
 eat a Horse-Shoe.

82.

One speaking of one that fained him-
 self dead ; says he : He's as dead as
 any Man alive.

83.

One telling a Story of some Women,
 that fell out and fought, was asked,
 What they fell out about? Why, says
 he, about Quarrelling.

84.

Says one : Bring the Candle to snuff
 the Scissars.

85.

Says one: This high Rain will drive away the Wind.

86.

One wondering at something, says, Never a dead Man alive can think how this can be.

87.

One blowing out a Pipe of Tobacco, says another to him: Oh! take care of your Fire. O, replies he, there's no more Danger of the Fire's doing any hurt here, than if it had fell amongst Gun-Powder.

88.

Says one: With this Sword I could kill all the *French men* (and after some Pause, adds, that died last Winter.

89.

Says a Fellow; Well I'll bid you Good-Night: And I wish you may live till you die.

90.

A Mountebank upon a Stage, telling the People, that if any were poor, and not able to pay him, he would cure them for nothing: And truly, Neighbours, says *Merry-Andrew*, go where you will you can't have it done much cheaper.

91.

A Tumbler shewing Tricks upon a Mountebank's Stage, says *Merry-Andrew*: Neighbours! pray mark this Trick that our *Tom* is going to shew you; 'tis a very hard Trick; for I'll assure you, there's never a one alive can do it, but our *Tom*, and I, nor I neither.

92.

One coming to a Neighbour's House, and finding no Body at Home, says he: Here's no Body at Home, at this House, but the Maid; and she's gone to Church to see a Cock-Fight.

93.

Says one, speaking of another: He isn't honest enough to be a Thief.

94.

Says one, (speaking of a Woman :) She isn't honest enough to be a Whore.

95.

One having cut his Finger, and wanting a Rag to wrap round it; was ask'd, What kind of Rag he would have? Why, says he, any kind of white Rag, I don't care what Colour 'tis.

96.

One found fault with a Chandler, and told him, his Candles gave but little Light; he believ'd he hadn't put a whole

whole Week in 'em: No, says another, I believe he hasn't put in above two or three Days; and that isn't half a Week. Why, (says the Chandler) if you light one of these Candles on *Monday Morning*, he'll burn out all the Week: What, says another, 'till the Week's done? Yes, says the Chandler, till the Week's done. He meant the Wick of his Candle.

97.
One being to go home in a dark Night; another ask'd him, How he would find his Way? Oh, says he, if I can't see to find my Way, I'll go Home and fetch a Lanthorn.

98.
One hearing a strange Thing told: Well, says he, I never heard the like before (and after some pausing, adds) I was born.

99.
A Fellow being had before a Justice; the Justice call'd him Rogue! Rogue! Rogue! says he, *I'd have you to know, I ben't so much a Rogue as your Worship*, and after a considerable Pause, adds) *takes me to be.* Sirrah! (says the Justice) what Trade are you? I am a Joyner, an't please your Worship, says he. A Joiner, says the Justice, if you don't join

join your Words closer together another Time, I'll join you to *Bridewell*.

100.

One having told a Story, said, 'Twas very true : Which the Company questioning; he swore 'twas as true as that Candle eat the Cat.

101.

Another, upon a like Occasion, said, 'Twas as true as the Hog run thro' his A——, Yoke and all.

102.

Another, upon a like Occasion, said : 'Twas as true as his A——, was a Sugar-Loaf.

103.

One affirming, that something wou'd be so and so, which others doubting of : Nay, says he, 'twill be so, as sure as a Drum's a Gun.

104.

One that had travell'd a long Time for a Dumb Man, met with a Gentleman that knew him, who ask'd him, How long he had been dumb ? He answer'd, Four Years and a half Sir.

105.

One being ask'd, if he lov'd Mustard ? Yes, says he, I believe there's never a dead Man alive can love it better than

I: For I am sure (says he) he that loves it better than I, must eat it.

106.

Says one, speaking of a Maid: She can't drink, if her Throat was cut.

107.

Says one, speaking of a Maid that wa'n't very well: Poor Girl! She has got a Pain in her great Toe, and that's fell up in her Knee.

108.

Says one: With this old rusty Sword, I could kill any dead Man alive. What, says another, can you kill dead Men? Why, says he, wou'd you have me kill Men while they are live.

109

A *Welch*-Man having been in the Wars, bragg'd, he had kill'd a Man, and being ask'd, how he did it? Answer'd, Spluts, her cut off her Foot. But they told him, he should have cut off his Head: Spluts, says he, her Head was, off before.

110.

A Maid going to a Neighbours house, went in without knocking at the Door; and when she was come in, says she; I made bold to knock and not come in.

111.

Says one to another : What was the Reason you wa'n't at Church last *Sunday*? Why, says he, I cou'dn't go ; for I wa'n't very ill.

112.

A Man dressing of his Horse, he kickt at him : Nay, says he, I ben't afraid of a Horse and a half.

113.

One speaking of a *German*; says he ; I have forgot his Name; for the Devil can never remember their *Hogan-Mogan* Titles.

114.

Says one, What a sad blustering Night Yesterday Morning was, about 3 a-Clock in the Afternoon.

115.

One being speaking of a Man, said : He was much of the Height of such a one : Oh, says another, he is higher : Yes, says he, somewhat higher, but just of his Pitch.

116.

Says one to another, what ma'e you here at this unrighteous Time of the Night.

117

One having a mind to do something, says

says he : I'll do it now presently before I think on't : (Meaning to say, before I forget it.) Says another, You mean you'll do it whilst you forget it.

118.

Says one : I mustn't drink Cyder, but only a Mornings, nor then neither.

119.

A Woman having two Apples given her ; says her Son ; Mother, give me one of 'em : Yes, says she, I mean to eat one of 'em, and t'other I'll keep for myself.

120.

Says one : A blind Man can't see to read in this (small printed) Book, without a Candle : No says another, unless he puts on his Spectacles.

121.

Says a Boy that went of an Errand : I should have told you of it to Morrow, but that I forgot it.

122.

A Maid going of an Errand, mistook the House : Where coming in, and seeing them all at Dinner, she found her Mistave : Oh, says she, I shou'd have gone to Good-Man *What-d'ye-call-'ems*, and I am got to Good-Man *Thingaments*.

123.

One beginning to sing a Song, made a Stop, and said, What's next? I can't tell, says another: Then (replies he) be sure don't tell no Body.

124.

Says one to another: You lye: Why don't you tell me so then? says the other: So I will, says he, the next time.

125.

One drinking of petty good Beer, which they (that gave it him) disparaged: Nay, says he, the Beer's good Beer; for my Part, if I never drink no better, I shou'd never desire to drink no worse. Meaning to have said the quite contrary.

126.

One drinking, says he, Here's to you all; wishing you may never stir out of your Places. Meaning his Teeth.

127.

A Fellow, his Brother being gone from Home; says he, one *Sunday*, Well, if he don't come Home to Night, I won't look for him till *Monday*.

128.

A Fellow speaking of something he was to do? says he: I'll certainly do it to *Morrow Morning* in the *Afternoon*.

129.

One being vext about something, says he, I am so mad, I cou'd eat a Pasty.

130.

One asking a Joyner, what Trade he was; he answer'd, I am a Wooden Goldsmith.

131.

One ask'd another, what Trade he was? says he, I am a Butter-Milk-Weaver.

132.

Says one: As I and some others were Walking together, and Playing the Wag one with another, there came a blind Man behind us, and saw us, who went and told it to a Deaf Man, and he to a dumb Man, who told it all about the Country: At which I was so mad, that I cut out his Tongue that had been out seven Years before.

133.

Another asking a Woman for News, she told him, That *Paul's* was to be pull'd down again, and new built; and that it was to be made as long more, as broad more, and as high more, as ever it was. At which he wonder'd, and knowing there wou'dn't be room for it without pulling down the Houses: He ask'd

ask'd her, Where it was to stand? Why
(says she) in my A——

134

Another enquiring after News, was
told: That *Paul's* was to be made a
Man of War, and the Monument was
to be the Main-Mast-Pole.

135

One going from *London* into the
Country, was ask'd, What News in the
City? News! (says he) News enough: I
came away from the Tumult; for the
City was all up when I came out of it.
What up in Arms? said they. Up in
Arms! (says he) no: I mean the Houses
were all standing; except some one that
might be burnt down by Accident.

136

A Fellow challenged another to sell
him a Bargin, as they call it, saying
he cou'dn't do it: It may be so, says
he, but yet I fancy I can. How far,
says he, do'st thou think thou can'st
go, before I could sell thee a Bargin?
How far! says he, I cou'd go to such a
Place; (naming a small Distance) that
is n't far: says he, So far you may make
a shift to carry a T—d in your Mouth,
without Chewing it.

137

A Young Man and a Maid looking upon the Stars: says the Maid: What a vast Number of Stars there is! Yes, says the Man, I wish, I had so many little Dogs: Laud! says the Maid, what wou'd you do with them all? O, says he, I'd hold up their Tails, for you to kiss their A—s.

139

Says, one, in hot Weather: 'Tis so hot, one might lie a Bed without any Cloaths upon one, if one had but good Covering.

140

Says one to another: Don't one good Turn deserve another? Yes, says the other: Then, says he, lend me your Teeth to hitchel a T—d, and you shall have the Tow for your Pains.

141

Says a Young Man to a Maid that was a Singing: What shall I give you a Yard for that Tune? Says she, you have never such a Tune to your A—: No, says he, but I have a better in my Pocket.

142

Something being like to fall upon one's Head; says another to him; Stand a-way

way

way and have a Care; or else it will knock you on the Head, and hit you on the Pate too.

143

One desiring another to do something; he said he wou'd, if he wou'd do him a small Kindness: What is that? says the other: Only, says he, to lend me your Nose for a Stopper for my A——.

144

Says one: I had eight sorts of Dishes for my Dinner to Day. What were they? says another: Why, says he, I had the Bread and the Loaf; the Crust and the Crumb; the Top and the Bottom; the Out-side and the In-side.

145

A Miller's Wife bid her Maid make the House very clean; for, says she, there is nine sorts of Persons to come to our House to Night. The Maid was very importunate with her Dame to know who they were; and so at length she told her. There is, says she, a Man, a Thief, a Miller, and my Husband, a Wittal, and a Cuckold, thy Master and my Master, and a Whore-master. And all these were only her Husband.

CHAPTER VII.

Containing Rules for the making
of Jest.

IN this Chapter I shall lay down
Rules for making of Jest, and refer
the Reader for Examples to the Jest in
the foregoing Chapter.

Rule 1.

By changing the Application of a
Word. As when a Word usually ap-
ply'd to one Thing, is apply'd to ano-
ther Thing that is not usual. An Ex-
ample of this kind you may see in
Numb. 2. of Chap. 1. where *Darning*,
which commonly apply'd to Stock-
ins, is apply'd to Shoes, which is not
usual.

Rule 2.

By applying a Word that is the name
of a Part, to a Thing that has no such
Parts. Thus *Elbows* are apply'd to
Stockins, Number 2.

Rule.

Rule 3.

By using two Words of the same Signification, in a different Sense. Thus *Want* and *Jack*, Number 52.

Rule 4.

By making unapt Comparisons. As in Number 10.

Rule 5.

By changing Places with the Principal Words in two Phrases. Thus it is, in *Leg* and *Hand*. Number 12.

Rule 6.

By joyning the Preter-Tense and the Future-Tense in one Phrase; that is, speaking of the Time past and the Time to come, as one Time. As is done, Num. 13.

Rule 7.

By affirming Contradictories.

Rule 8.

By speaking of Things by Measure, that cannot be measur'd. As a Basket full of Lies, &c.

Rule 9.

By speaking of a bigger Number, as if it were a lesser Number. As is done Number 17.

Rule 10.

By speaking of the Colour of that which has no Colour.

Rule 11.

By speaking of the present and future Time, as one Time. As is done Number 28.

Rule 12.

By speaking of a Thing's *Waxing*, and yet *abounding*.

Rule 13.

By speaking of Day and Night as one Time.

Rule 14.

By speaking of a Thing as *empty*, and yet affirming it not to be *empty*.

Rule 15.

By speaking of the future Time, as if it were past.

Rule 16.

By speaking of that as done, which cannot be done.

Rule 17.

By speaking of a greater distance, as if it were a lesser.

Rule 18.

By affirming *Impossibilities*.

Rule 19.

By speaking of the Breadth of that which has none.

Rule 20.

By making of Balls; that is, changing the natural Position of Words in the

same

Same Phrase. As in one of the foregoing Examples, where *Wand* and *Hedge* change their Places in the same Phrase: As also *Skin* and *Bones* in another Phrase.

Rule 21.

By affirming to make one Thing out of another, which cannot be done.

Rule 22.

By using a Substantive instead of an Adjective.

Rule 23.

By seeming to make an Exception, and yet make none.

Rule 24.

By seeming to explain a Thing, and yet not do it.

Rule 25.

By seeming to give two Reasons, and yet give but one.

Rule 26.

By asking a Question, and answering it at the same Time.

Rule 27.

By seeming to ask two different Questions, and yet ask but one.

Rule 28.

By affirming a Thing to be so and
of

So; and yet at the same Time affirming the contrary.

Rule 29.

By affirming that as a Rarity, which every one knows must be.

Rule 30

By giving one the Lie, but in another Bodies Name.

Rule 31.

By speaking of other Country-Men as if they were our own.

Rule 32.

By seeming to refuse a Thing, with an *If I do*, and yet making out that which makes no Denial.

Rule 33.

By speaking of Things as if they were where they are not.

Rule 34.

By changing a whole Phrase into a contrary Sense.

Rule 35.

By making a Comparison of a thing with it self, by another Name.

Rule 36.

By seeming to add something else to a Discourse, and yet add no more, but the same Sense in other Words.

Rule 37.

By wishing for that which you know must necessarily happen.

Rule

Rule 38.

By *denying* a Thing, and yet at the same Time affirming it.

Rule 39.

By making a Pause in the midst of a Discourse, and then adding a Clause that shall invert the Sense of the former Part of the Discourse.

Rule 40.

By speaking of a Thing as the same Thing, when it has been all new, one Part after another.

Rule 41.

By speaking of two Coulours, as if it were but one.

Rule 42.

By speaking of two different Forms of a Thing as if it were but one.

Rule 43.

By seeming to give a Reason, and yet give none.

F I N I S.



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