

The Oldest paper in the World devoted solely to the interests of Magicians, Jugglers, Hand Shadowists, Ventriloquists, Lightning Cartoonists and Speciality Entertainers.

VOL. XIV. No. 6. Entered at Stationers' Hall.

MARCH, 1914.

Annual Subscription, by post, 5s. 6d. (\$1.50).
Single Copy, by post 6d. (15 cents).

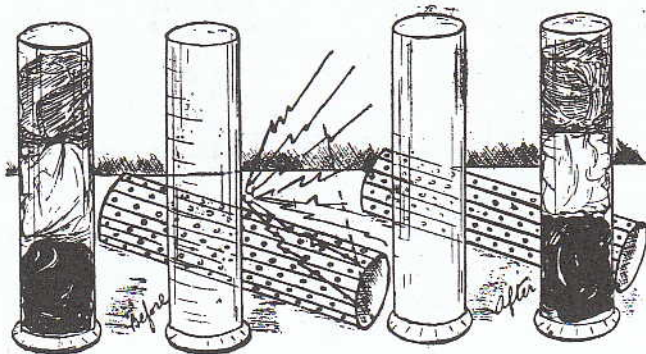


ORIGINAL LESSONS IN MAGIC.

BY ELLIS STANYON.

In every issue from No. 1, Vol. I., to present date.

"Passee Passee" Handkerchiefs and Crystal Glass Vases.—A pair of cylindrical glass vases are used in this effect, both of which may be examined by the spectators.



The performer proceeds to place into the one glass, one at a time, three different coloured silk handkerchiefs (see to the left of Fig.), and this done, covers the same with a paper tube. The second, and empty glass, is also covered with a similar paper tube previously examined. He now fires a pistol; then removes the cover from the first glass (in which the handkerchiefs were placed) only to find it empty. He then removes the cover from the second glass and which, to the surprise of everybody, is now found to contain the three handkerchiefs. (See to the right of Fig.).

Explanation.—The secret depends mainly upon two tubes of clear celluloid one of which, at the outset, is contained within one of the paper covers; the other one, loaded with three duplicate handkerchiefs, is standing on a shelf at the rear of the table.

The performer first calls attention to the unpreparedness of the glass tubes, passing the same for examination. He next shows that the paper covers are quite without preparation and empty and, suiting the action to the word, drops the one containing the celluloid tube over the glass on the left hand side of the table. Removing the cover he leaves the celluloid tube behind in the glass, where, by reason of its transparency, it remains unobserved. This leaves him in a position to pass both paper covers for examination, the while he proceeds to insert into the one glass *i.e.*, into the celluloid tube, the three silk handkerchiefs, one on top of the other as seen to the left in the Fig.

Receiving back the covers, one in each hand, he steps to the rear of the table and places the one in the left hand over the glass containing the handkerchiefs, at the same time lowering the one in the right hand over the tube with the handkerchiefs on the shelf at the rear of the table; then instantly raising same and dropping it over the empty glass on the right.

The trick is now practically done, all that remains being to fire a pistol, or produce the explosion at the finger tips (see my No. 18 Serial "New Fire and Chemical Magic," Third Series) by way of accounting for the effect produced; then remove the cover placed over the glass to the left, and with it the celluloid tube containing the handkerchiefs, immediately dropping the latter into the *servante*, and throwing out the cover for examination; finally removing the paper cover from the glass on the right and revealing the handkerchiefs, and which appear to have been precipitated thence from the glass on the left. This last paper cover may be thrown for examination the moment it leaves the glass, and which suggests that the other one was equally guileless.

In conclusion and, if desired, the handkerchiefs may be "fished" up out of the celluloid tube within the glass, and one of the paper covers casually dropped over the latter, suggesting the end of the trick. Then, on second thoughts, the performer may remove the cover, and with it the celluloid tube, forthwith dropping out the latter into the *servante*, after which the whole of the visible properties may be once more examined.

IMPROVED 20TH CENTURY HANDKERCHIEFS.

BY L. SEWELL.

The effect is similar to the well-known 20th century Handkerchief trick, wherein a red and a blue handkerchief are knotted together and a white handkerchief is vanished and found knotted between the two. The trick, as described, is generally done with trick handkerchiefs, and, as far as I can judge, this fact seems pretty well known to the public. In the trick which I am submitting, however, all apparatus used (visibly) may be given for examination. The new effect is as follows:—A small glass tube closed with a metal cap, three handkerchiefs (red, white and blue) and a matchbox, are given for examination. When the articles are returned, the tube is placed on the table while the red and blue handkerchiefs are knotted together. This done, they are pushed into the tube which is closed and placed on the table. The white handkerchief is now pushed into the matchbox, which is given to someone to hold. The glass tube is next wrapped in a piece of newspaper and given to someone else to hold. The white handkerchief is now commanded to leave the matchbox and join the red and blue handkerchiefs in the tube; when the two articles are opened this is found to have taken place. All the articles can again be given for examination if necessary. The requirements are:—

- 2 Glass Tubes with metal caps (duplicates).
- 6 Silk Handkerchiefs, 2 Red, 2 White and 2 Blue.
- 2 Sheets of Newspaper.
- 2 Matchboxes.

Explanation.—On the table are the 2 sheets of newspaper; under these, at the rear, is placed the duplicate glass tube into which has been placed the red, white and blue handkerchiefs knotted together. The white handkerchief must be folded up inside the blue one, so that when all three are placed in the tube they have the appearance of the red and blue ones only. One of the matchboxes is placed in the left hand coat pocket. The other box, with the three handkerchiefs and tube are placed on the table on top of the paper. Having pushed the red and blue knotted handkerchiefs into the tube, place it on top of papers on the table. Now take up the matchbox and secretly get the one from the pocket and place the two, one on top of the other, in the left hand, push open the top box and push the white handkerchief into it. When closing the box palm off the top box containing the handkerchief, leaving the empty box in the left hand; this is the box which is given to someone to hold. The box which has been palmed in the right hand can be disposed of by having your wand in the right hand coat pocket and in the act of taking it out the box can be dropped in the pocket. The next move is as follows:—With the left hand grasp the tube on top of the paper and with the right hand grasp the paper hanging over the rear edge of table. Begin to draw the paper off the table with an upward motion and at the moment when the right hand just gets two or three inches above the table top, twist the tube in the left hand round until the top of it comes into the fingers holding the end of the paper in the right hand. The paper can now be drawn quite off the table, which will expose to view the duplicate tube, which will be taken to be the original one. It will add to the effect greatly if the left hand is seen to be holding this tube when the paper is pulled away. You now have the first tube behind the paper in your right hand; to get rid of this, tear a small piece of paper off the bottom of the top sheet and

place the rest of the paper, with the tube underneath it, on a side table. Take the small piece of paper and wrap the tube with the three handkerchiefs in it, give it to someone to hold, and proceed with the trick as already described.



ST. CLAIR, I.S.C.

The first magical appearance in which the subject of our sketch was chief actor, took place at Richmond, Surrey, on the 9th of April, 1892 (his Natal day), and his first disappearing trick consisted of swallowing a marble. He has been connected with Magic from birth, his grandfather being an amateur conjurer of no mean order and a personal friend and companion of the late Herr Dobler.

He has youth on his side, being but 22 years of age, and having had tuition in engineering, mechanics, electricity, chemistry and woodwork, is able, with the assistance of his father, who is in the trade, to produce some first-class magical apparatus for his entertainments. Most of his tricks are either original or improvements on standard tricks. He does not specialise in any particular branch, but presents an all-round programme introducing topical events.

He gave his first public performance at the age of eleven, and a year later performed before an audience of over three hundred adults, giving an hour's show. This season he has performed with an assistant in the person of Miss Maie Oswald, who, at the piano, provides appropriate music for each trick. The lady is also learning card palming and manipulation so, between them, they should put on quite an attractive turn for next season.

Mr. St. Clair will be pleased to meet any fellow members of the I.S.C. visiting the ancient city of Bristol at any time, and wishes all fellow magicians the best of health and luck. His address, as per card on the back page of this issue.

Someone in America, according to the stamp on the envelope, writes us for a sample copy of MAGIC, enclosing 15 cents for same; but, as he fails to enclose his address, he does not get the paper.

Will advise our friends in America that the 5 cent nickel coins are quite valueless in this country. American silver coins may be sent, but must be enclosed in a properly registered packet, otherwise we have to pay eight cents on arrival. But it is much easier to send U.S. stamps, which we can accept up to 75 cents; or dollar bills up to three dollars. For larger amounts money order or draft preferred.

"The Magic Shop," 148 to 152 N. 8th Street, Philadelphia, sends us the following card tricks:—Marvellous Memory; Two Card Monte; Four Ace Trick; Disappearing Spots; Three Card Monte; Papel Blanco; and Tokio. These are amongst the most interesting pocket tricks we have yet received. Each is put up in a neat envelope with full and very clear instructions.

The Oaks Magical Co., of Oshkosh, Wis., U.S.A., send us their latest catalogue. The cover bears an original design lithographed in colours, and amongst the contents we notice many novelties.

"MAGIC"—Features in Volume XIII.

October, 1912.—Phantom Lemons—twenty passed from one hat to another from which they vanish—no apparatus; handkerchief appears in, vanishes from and returns to glass tumbler; red, white and blue handkerchiefs, in pile of glass tumblers, change places repeatedly; Dictionary of Magic, 23 startling methods of revealing a chosen card and 14 effective non-sleight of hand tricks.

November, 1912.—The "Spelling B" Card Trick, the first and only explanation ever offered, enabling a performer to work the trick in an interesting and highly effective manner; magicians' whist, a highly dramatic card trick; Dictionary of Magic, 28 effective card tricks of the non-sleight of hand order; &c.

December, 1912.—Alternate heads and tails coin trick; magicians' whist, continued; the four ace trick, 11th, 12th and 13th methods; Dictionary of Magic, 23 card tricks without sleight of hand, calculation card tricks, thread magic, &c.

January, 1913.—The Chinese rings, first explanation of the up-to-date professional method; Dictionary of Magic, 25 card tricks by calculation, &c.

February, 1913.—The Chinese rings, continued, including 23 special effects with 15 illustrations; Dictionary of Magic, 6 highly interesting card tricks by calculation, &c.

March, 1913.—Chinese rice bowls, original method, illustrated; Dictionary of Magic, 11 special tricks with cards by calculation.

April, 1913.—Chinese Rice Bowls continued, improved method with 11 additional effects for combination work; Dictionary of Magic; 20 special effects with cards by calculation, including the first and only mathematical explanation of the "Thirty-One" trick ever written. *The man who thinks he can win by making 24, as explained by all other writers, is the man the sharper delights to meet.*

May, 1913.—Rice Bowls, three latest methods; Dictionary of Magic, card tricks—arrangement, 8 methods, the best false shuffle and change and 20 tricks.

June, 1913.—Handcuffs, secrets of an "Escape King," 13 subtle methods now explained for the first time; Dictionary of Magic, 13 special tricks with an arranged pack of cards, majority original.

July, 1913.—Match broken and pieces multiply; Elongated Match; Vanishing Matches; Suspended Matches; Dictionary of Magic, 24 tricks with an arranged pack of cards.

August, 1913.—Vanished silk found tied round candle; Vanishing knot; Three silks mysteriously tied together; Handkerchief with seven corners; New stretched handkerchief; 15 card tricks.

September, 1913.—Cris Van Bern Colour Change with "patter"; Ink to Water and back to Ink; Ink and Water Change places with Amusing addition; Card Reading—15 tricks; Special Printed Cards—11 tricks; List of Cheap Tricks, Books, Advs., etc.

For contents of every issue of MAGIC, prior to the above, see our 24 page Table of Contents, sent post free to any address in the world.

Any Single Copy, post free, 6¹/₂d. (U.S. and Canada 15 cents). Any complete volume (unbound), post free 5s. 6d. (\$1.50).

Agents for "Magic." Dictionary and Serial Lessons.

Martinka & Co., 493, Sixth Avenue, New York, U.S.A.
Mysto Mfg. Co., 231, W. 42nd Street, New York, U.S.A.
W. D. LeRoy, 103, Court Street, Boston, Mass., U.S.A.
A. Roterberg, 151, West Ontario Street, Chicago, U.S.A.
Laufer Jac, 238, Royal Street, New Orleans, La., U.S.A.
Hutchinson, 710, George Street, Haymarket, Sydney, Australia.
Will Andrade, 201, Bourke Street, Melbourne, Australia.
Moran & Son, 60, Willis Street, Wellington, New Zealand.
Totman, G., 45, Lower Queen Street, Auckland, New Zealand.
Ganguly, P. N., 22, Hazra Road, Calcutta, India.
Liskarew, A. J., 3, East Brook Lane, Freetown, Sierra Leone.
Hamley Bros., Ltd., 35, New Oxford Street, London, W.C.
Hamley Bros., 29, Ludgate Hill, London, E.C.
Munro's, 9, Duke Street, Adelphi, London, W.C.
A. Margery, 52, Henry Street, Kennington, London, S.E.
L. Davenport, 13, New Oxford St., W.C.
Gordon & Gotch, 15, St. Bride Street, London, E.C.
Hutchinson & Co., 34, Paternoster Row, London, E.C.
Wile's Bazaar, 124, Market Street, Manchester.
W. S. Sime, 120, Sauchiehall Street, Glasgow.
Ross, W. & Co., 30, West Nile Street, Glasgow.

AGENTS WANTED IN ALL CITIES OF THE WORLD.

Should any difficulty be experienced in obtaining Copies of MAGIC, Dictionary, or the Serial Lessons, from any of the above, or from any of the well-known dealers in Magical Supplies, write direct to
STANYON & CO., 76, Solent Rd., West Hampstead, London, N.W.

Stanyon's Dictionary of Magical Effects.

To include an explanation of every Known Sleight, Trick, Illusion &c., advertised or given in any book on conjuring. The most Interesting, Important and Biggest Thing ever attempted in Magical Literature. Published in monthly parts, each containing, on an average, Five Thousand Words. Commencing June, 1911. A TRICK IN EVERY LINE. To secure a complete set it is necessary to order at the earliest possible date; no reprints. ANY PART Post Free 6¹/₂d.

List of Completed Sections with Contents.**BALLS, BILLIARD.**

- 1.—SLEIGHT OF HAND PROCESSES. All known methods. Eleven Illustrations. June, 1911.
- 2.—MAGICAL PRODUCTIONS. Fourteen methods with thirteen illustrations. June, 1911.
- 3.—MAGICAL DISAPPEARANCES. Twenty methods with ten illustrations. July, 1911.
- 4.—SPECIAL SLEIGHTS. Thirty-two. With seventeen illustrations. July and August, 1911.
- 5.—SLEIGHTS WITH LOOPED BALL. Nine. With twelve illustrations. August and September, 1911.
- 6.—COLOUR CHANGING EFFECTS. Twenty-nine. With numerous variations. September and October, 1911.
- 7.—MULTIPLYING AND VANISHING BALLS. With numerous variations and suggestions. October, 1911.
- 8.—MULTIPLYING BALLS AT FINGER TIPS. Twenty-five methods with variations. October and November, 1911.
- 9.—TRICKS WITH THE HALF SHELL. Fourteen with variations. Illustrated. November, 1911.
- 10.—SPECIAL BALLS. Seventeen tricks, with special balls, illustrated. December, 1911.
- 11.—SIMPLE TRICKS, THREAD MAGIC, &c. Twelve tricks without sleight of hand. December, 1911.
- 12.—COMBINATION TRICKS. Twenty-three with variations and suggestions. January and February, 1912.
- 13.—TRICKS WITH APPARATUS. Thirty-two. Many variations. Illustrated. February and March, 1912.

BALLS, CANNON.

- 14.—MAGICAL PRODUCTIONS. Many original. March, 1912.
- 15.—MAGICAL DISAPPEARANCES. Original. April, 1912.
- 16.—TRICKS WITH APPARATUS. Various. April, 1912.

BALLS, CRYSTAL.

- 17.—DECANTER AND CRYSTAL BALLS. All known methods April and May, 1912.

BALLS AND CUP.

- 18.—PROPERTIES, GENERAL EFFECT, &c. February, 1912.
- 19.—SLEIGHT OF HAND, &c. February, March and April, 1912.
- 20.—PASSES WITH ONE BALL (Ten). April, 1912.
- 21.—PASSES WITH TWO BALLS ONLY. May, 1912.
- 22.—PASSES WITH THREE BALLS ONLY. May, 1912.
- 23.—PASSES WITH FOUR BALLS. May and June, 1912.
- 24.—LARGE BALLS APPARATUS, &c. June and July, 1912.
- 24A.—PASSES WITH SIX BALLS, &c., &c. July, 1912.

- 25.—BALLS, VARIOUS. Various Simple Tricks. May, 1912.

- 26.—BALLS, VARIOUS. Apparatus Tricks. May, 1912.

- 27.—BILLIARD TABLE TRICKS. Various. June, 1912.

- 28.—BLACK ART or BLACK MAGIC. June, 1912.

- 29.—BOTTLES. Various tricks with. June, 1912.

- 30.—BRICKS, BLOCKS, LARGE DICE, &c. July, 1912.

- 31.—BUNKUM ENTERTAINMENTS. August, 1912.

- 32.—CANDLES. Various Tricks with. August, 1912.

CARDS.

- 33.—DISCOVERING. 34 methods. August and September, 1912.

- 34.—REVEALING. 29 methods. September and October, 1912.

- 35.—SIMPLE TRICKS. Sixty-five. October, November and December, 1912.

- 36.—CALCULATION. 64 Tricks. December, 1912, to April, 1913.

- 37.—ARRANGEMENT. 42 Tricks. May and June, 1913.

- 38.—VARIOUS ARRANGEMENTS. 16. July and August, 1913.

- 39.—CONFEDERACY. 11 Tricks. August, 1913.

- 40.—CARD READING. 15 methods. September, 1913.

- 41.—SPECIAL CARDS. 45 Tricks. Sept., Oct., and Nov., 1913.

- 42.—PREPARED CARDS, 73 Tricks. Dec., 1913, to Feb., 1914.

SINGLE MONTHLY PARTS, post free, 6¹/₂d. (15 cents).

YEARLY SUBSCRIPTION, 12 Parts, 5/6 (\$1.50).

STANYON & CO., 76, Solent Rd., West Hampstead, London, N.W.

A DICTIONARY OF MAGICAL EFFECTS. WITH EXPLANATIONS IN THE VERNACULAR.

BY ELLIS STANYON.

SECTION XLII.

MECHANICAL AND OTHER PREPARED CARDS.

72.—Changing, Diminishing, Multiplying and Vanishing Card.—The flap card (No. 42) produces the change. The upper half of the second card is also made to turn down, showing a smaller card on its rear—thus the diminishing effect is obtained. At the rear of the card as now folded there are several still smaller cards pivotted together that they may be shown fanwise—multiplication. The whole thing is then vanished by sleight of hand.

73.—Ten of Spades Changes to Ten of Clubs.—Known as "Perfection Changing Card," "Magic Moving Picture Card," etc. Produced by DeLand. May be changed from spades to clubs and back again as often as desired. Placed on the bottom of the pack and the whole secured with a rubber band, it will still change. With two of these cards, one in each hand, one showing clubs and the other spades, they may be caused to change places as often as desired; and similarly, when placed one in each of two glass tumblers, they will still change places.

The trick depends upon the fact that the half of a spade spot, the pointed end, is completely covered by the pointed end of a club spot; and that the same half of the spade, when placed slightly overhanging the point of the club, will turn the latter into a spade. Ergo, a special printed ten spot, showing five ordinary clubs at the "upper" end, and five half spades at the "lower" end, is covered with a celluloid card (transparent) printed in like manner but with ends reversed. By now sliding the celluloid card up or down on the other, to the extent of about an eighth of an inch, the change is produced. The celluloid card is kept in position by points, cut on opposite corners diagonally, moving in slots cut in the corners of the other card.

To produce the change in glasses, show each card, then place it in the glass with its back towards the spectators, at the same time move the celluloid up or down as required; then reverse the glasses.

N.B.—The trick is not, of course, confined to the "ten" spot.

74.—Chosen Card Found Printed on Plain Card Placed in a Glass Tumbler.—Known as "Spirit Print Card Trick," invented by Evans Brown. Depends upon a duplicate card, say, the nine of clubs, printed on transparent celluloid, and which is invisible when placed in the glass with its edge towards the audience. The glass and a plain card are first handed for inspection and the nine of clubs is "forced" from an ordinary pack, the drawer retaining or making a note of the card. The celluloid card is secretly placed in the tumbler on the way back to the stage. The plain card is now placed in the glass, with its back towards the audience and in front of the celluloid card; thus, when both are removed together a moment later, a spirit print of the chosen card appears to have been made on the plain one. If the trick card be now changed for another ordinary nine, which may be in readiness on the table, the card and the glass may be once more handed for inspection.

75.—The Four Ace Trick.—Another version with prepared cards. The four ordinary aces of the pack are cut "short." Three duplicate aces (omitting the spade) are also employed, on the back of each of which is evenly glued, across one end only, an indifferent "short" card.

At the outset, the four ordinary "short" aces are mixed amongst the cards near the bottom of the pack, while the three double aces are arranged near the top, to be dealt *third, seventh and eleventh*, their precise order being immaterial.

The four ordinary "short" aces are first picked out and given for inspection, after which they are dealt face downwards in a row, care being taken to place the ace of spades *third* in the row. Cards are now dealt one by one from the top of the pack on to the four aces, with the result that the first double ace falls on the ace of spades, as also does the second and third double ace.

The ace of spades (third) packet is now "forced" (see Section 34, No. 7, and Section 41, No. 40), after which the other three packets, showing the ace at the bottom of each, are inserted in the pack, which is then squared up by knocking one end on the table, which settles the three "short" aces into the lower end; thus, when the pack is "ruffled" at the opposite end, at a later stage in the trick, the aces will appear to have vanished.

The packet on the table is now "ruffled," from the top downwards,

to show three indifferent cards and one ace, after which it is replaced on the table. The aces are then commanded to leave the pack, which they will appear to do as already explained, after which the four cards on the table are separated and shown to be aces.

See also Section 35, No. 18; Section 41, Nos. 17, 18, 20 and 40; and MAGIC for December, 1912.

76.—New Precipitation.—Several cards, mentally chosen from one half of the pack, leave the same and are found in the other half. That half of the pack from which the cards are chosen is composed of double-faced cards, the reverse corresponding to the cards in the other half. A detailed explanation will be found in Section 41, No. 3 (two methods).

Third Method.—The trick proceeds as already explained, the first half of the pack being ordinary unprepared cards. The second half, from which the cards are chosen, is composed of the other 26 cards of the pack, each having a "short" card evenly glued to its back across one end—the "short" cards are duplicates of those in the first half. The second half is "ruffled," from the bottom upwards, to show all different. Then, when a lady is invited to fix her mind on one of the cards, the packet is "ruffled" from the top downwards, when she must, of course, select a duplicate of one of the cards in the other half. Thus, when the packet is dealt face upwards a moment later, the chosen cards (one or more) will appear to have vanished. This prepared half is finally changed for 26 ordinary cards to complete the pack, and which is readily done whilst the person is searching for the chosen cards in the first half.

N.B.—This double card, I understand, is the invention of Dr. Ford B. Rogers of Kansas City, U.S.A., who also applies it to the Fin-de-Siecle Magic Forcing Packs as explained in my No. 21 Serial, which admits of such packs being subjected to a genuine shuffle at any time, thus producing the most wonderful effect possible in connection with such tricks as the Spirit Slates, Spirit Hand, Skull, etc.

77.—"Tokio" Card Trick.—Four kings pass through bowler hat into the pack. The four kings and any indifferent card are thrown into the hat which is then placed crown down on the pack. Performer removes the odd card and fans the hat with it, after which the hat is shown empty, and the four kings are found in the pack.

A portion of one end of each king, including the spot, is printed crosswise on one card which is then "footed" with the indifferent card; thus the performer appears to hold five cards "staired" one above the other. He then throws them into the hat, and reaching into the same for the odd card, tucks the trick one under the band. The back of the trick card is black, like the inside of the hat, hence the latter may now be shown empty.

If the hat be a borrowed one, the trick card may be removed under cover of cleaning up the hat with a handkerchief.

78.—Two Card Monte—De Land's.—This is a variation of Three Card Monte, better known in this country as "The Three Card Trick," the simple form of which I have already explained in Section 41, No. 29. As the name implies, two card monte is played with two cards only; it is more of a joke than a trick, but is none the less interesting on that account. One of the cards is double backed, i.e., it has a back on both sides. The other is double faced, showing an ace on the one side and a two spot on the other.

The performer shows the two cards, the back of the one and the face (ace) of the other, and states, "I have here two cards, the ace and the two of spades," or whatever the cards happen to be. The two spot is not seen, but it is supposed to be the one with its back towards the spectators. He now closes up the two cards, and throws them "face" downwards on the table; thus the back of one (presumably the ace) and the two spot of the other are now visible. He next covers the "two" with one hand and invites someone to cover the ace in like manner. He then picks up the "two" and puts it in his pocket, then asks the person to name the card on the table. He would probably wager his life it is the ace. Imagine his surprise therefore when, upon turning it up, he discovers it to be nothing but a double-backed card.

If desired, an ordinary ace and deuce may be ready in the said pocket to be produced in conclusion.

79.—A New Protean or Chameleon Pack.—This consists of 34 cards divided into two sections. The first section contains ten ordinary red spot cards and six picture cards with a black spot at the "upper" and a red spot at the "lower" end, i.e., each represents a black also a red picture card divided by a diagonal line running from a point about half an inch from the lower left to the same point at the upper right hand corner. These six prepared cards

are mixed with the ten ordinary red spot cards and the section is completed by placing the ten of hearts (red) at the bottom.

The other section contains ten ordinary black spot cards mixed with six picture cards prepared as before, but having a red spot at the "upper" and a black spot at the "lower" end. The ace of clubs (black) is on the bottom of this section.

The performer "fans" the entire pack and the cards, red and black, appear to be well mixed. He then divides the pack in half (separates the two sections) placing the first half, with the ten of hearts outwards, against a goblet on the table, but in doing this he turns it end for end. And similarly he places the other half against another goblet.

He now commands the red and black cards to separate, and upon taking up each section and "fanning" it out, the one will be seen to contain nothing but red and the other nothing but black cards.

Finally, by placing the two portions together and "fanning" them out at the opposite end, the cards will appear to be well mixed as at the start.

N.B.—The twelve picture cards of an ordinary pack should be cut in half and rearranged as described, by gluing the portions on to twelve other cards of the pack not otherwise employed. By not thinning the half cards before gluing them on to the others, the correct thickness of the pack will be maintained. See also No. 62.

80.—Face Card of Pack Placed Under Goblet Changes to Chosen Card.—Chosen card is returned and shuffled into the pack. The pack is then placed in a straight sided glass which is inverted on the table. The bottom card, facing the audience, now changes into the chosen card.

Having shuffled the chosen card into the pack, the performer places the latter face downwards on a Mechanical Changing Card (See Nos. 40 and 41), while he shows the glass for examination. Pack is then placed in the glass which is inverted over it. The change is made by a pull on a thread attached to the stud on the back of the mechanical card, the thread leading off to an assistant.

The chosen card is of course "forced" to correspond with the mechanical card after the change. In conclusion an ordinary card should be substituted for the trick one and handed for examination.

Makes a good finale to the "Rising Card" trick—forgetting (?) to produce the last card, then causing the face card to change into it under the conditions described. The one thread may be readily arranged to answer the double purpose of causing the cards to rise and the front one to change.

81.—Five of Diamonds Changes to Five of Spades.—Known as "De Land's Colour Changing Card." Worked with an invisible slide on the face of the card, the indexes also changing colour. Many effects are possible with this card, for instance: Place it, as the five of diamonds, on the bottom of the pack; also place the ordinary five of diamonds on the top of the pack; place a rubber band around the whole, then seem to pass the "five" completely through the pack. Remove the five from the top and give it for examination.

Variation.—Known as "The Irish Card."—Showing the five of diamonds, the performer recites the following verse:—

"I've travelled o'er this mighty world
And often heard it said,
That diamonds in a pack of cards
Invariably are red.
When in the "dear old Emerald Isle"
The strangest things are seen,
The diamonds in a pack of cards
Appear to you as green."

The spots on the card turn green as the last line is spoken.

82.—"Tip Top" Card Trick—De Land's.—Two hats are used; into one is dropped a 5, also a 6 spot card—into the other a 7 spot. The crown of one hat is placed inside the other. The cards change places. I have not the explanation at hand at the time of writing, but include the effect for completeness.

83.—"Eureka" Card Trick—De Land's.—Four kings and one ace are shown and dropped into a borrowed hat; the ace is removed and the hat fanned with it, when the kings change to four aces which are removed by a spectator.

A portion of each king is printed crosswise on one card which is then "footed" with say the ace of diamonds, all as explained in No. 77. The other three genuine aces are concealed at the rear of the special card, on the back of which is printed an ace of diamonds. The special card, showing the ace, is of course the one removed from the hat. The rest explains itself.

84.—Four Kings and a Three Change to Four Tens and an Ace.—A new version of "The Wizard of the North's Changing Cards." The tens are printed on the other half (diagonally) of the kings, as explained in No. 79. The "bottom" spot of the three is missing, but as the vacant space is covered by the thumb when showing the kings and "3" (in front) fanwise, the fact escapes notice. By turning the cards end for end and again showing them fanwise, they will appear as the four tens and an ace, the now bottom spot of the "3" being covered by the thumb. See Section 41. No. 42.

SECTION XLIII.

"FORCING" PACKS AND TRICKS WITH SAME.

To "Force" a card means the compelling a person to take just which card you desire, though he believes he has had a perfectly free choice. The present Section will explain various methods of doing this, employing an ordinary pack of cards; also various packs specially arranged for the purpose—and tricks in connection with the same. The skilful method of forcing a card DIRECT from an ordinary pack will be explained in a later Section devoted to Principles of Sleight of Hand; in the meantime the beginner need not be discouraged by his inability to do this, as the expert is quite capable of stooping to the use of a forcing pack; this for the reason that some of the latest and most wonderful effects, explained hereunder, are next to impossible in its absence.

1.—Drawing Card from Bottom.—Section 33, No. 4.

2.—At any Number from Top.—Section 33, No. 32.

3.—Forcing a Card with a Dice.—Section 34, Nos. 7 and 8.

4.—Pack to Force One Card.—May consist of 32 or 52 cards, all alike, say the ace of diamonds, when no matter how careful a drawer may be, he will certainly draw that card and no other. The drawback to such a pack is that it cannot be used a second time on the same occasion. It can, however, be subjected to a genuine shuffle.

5.—Pack to Force One or Three Cards Singly.—Consists of three groups of, say twelve cards each, each group all alike, thus one group may be kings of diamonds, another sevens of spades, and another aces of hearts. To force one or three cards from such a pack, one from each group, cannot be said to be a difficult matter. The first card of each group should bear a private mark. The pack is very useful in connection with "The Rising Cards," and other tricks that necessitate the drawing of three particular cards. See also "Modern Magic," pp. 21-23. The pack should be subjected to a False Shuffle (Section 37, No. 9), at the outset.

6.—Pack to Force Three Cards Together.—This pack may be "ruffled," and will appear to consist of mixed cards. It consists of thirty-six cards, but only three different ones, arranged as follows:—Three of diamonds, five of clubs and eight of hearts, followed by another three like cards in the same order—and so on throughout. It follows that no matter where such pack be "cut," the three cards immediately above or below the "cut" will be the three in question, though not necessarily in the same order.

N.B.—Having forced a card or cards from a prepared pack, the latter is, of course, "changed" (Section 37, No. 10), at the earliest opportunity, for an ordinary pack minus the card or cards in question.

7.—"Ruffle" Force with Ordinary Pack.—Person is requested to place his finger (or a knife) in the front end of the pack as the cards are ruffled for the purpose, then to take the one under his finger. The card to be forced is on the top of the lower half of the pack. The front end of the upper half projects about $\frac{1}{4}$ in. over that of the lower half. Thus the ruffle is automatically checked at the "break," and the finger goes in on top of the known card.

A similar advantage is obtained with the aid of a thick card, made by gluing two cards evenly together. This is placed about the centre of the pack with the card to be forced immediately above it. In this case, the ruffle is checked as the thick card falls, and the person is asked to take the card at the bottom of the upper half of pack.

8.—Discovering Chosen Card by a Throw of Dice.—Card freely chosen and replaced anywhere in pack, which is then shuffled and, finally, "cut" by drawer. The cards are then dealt into six rows of six each. A dice box and a pair of dice are next examined, after

which one dice is thrown to indicate the row and another the number in the row. Card at such number is turned up and found to be the chosen one.

The mystery depends upon a forcing pack of not less than thirty-six cards all alike. Before turning up the card indicated by the dice, the others should be picked up. The person should then name his card and turn it up. This gives the opportunity of exchanging the trick pack for an ordinary one minus the card in question. A teetotum may be used in place of the dice. Or a person may be supposed to write down the number of the row and card in row whilst under mesmeric influence.

Variation.—Instead of placing the cards in rows, they may be left in one heap and the two dice thrown together, the smaller number to represent the tens and the higher the digits; thus if two and six be thrown, the card will be the twenty-sixth. This method may be done with an ordinary pack, employing the "force" and production at any number from top (Section 36, No. 9).

N.B.—Before introducing any trick with a forcing pack, an ordinary pack should be handed to be shuffled—it will naturally be inspected—and afterwards "changed" for the prepared one. If desired, the card may be forced from an ordinary pack to be returned and shuffled into same by the drawer, the pack to be then exchanged for the prepared one. See also "Kunard's Book of Card Tricks," pp. 96-99.

9.—The "Slip" Force.—With the pack across the left hand, press the fingers (moistened) of the same hand on the back of the top card, the one to be forced. Ask a person to insert the blade of a knife in the front end of the pack, then, with the right hand, raise the cards above the knife, and the moistened fingers will carry the known card down to the top of the lower half. The hands must be withdrawn so that the falling card clears the knife. See also Section 33, Nos. 30—34.

10.—To Produce Three Cards at any Number.—Employing a pack (No. 6) to force the three cards together. The three cards are returned, passed to the top, palmed off and dropped into a pocket. Someone is then asked to think of a number, say from one to thirty, the performer undertaking to read such persons' thoughts and place the cards at that number. He next shuffles (false) the cards, the number thought of is named, and the three cards are found placed accordingly.

N.B.—If the cards be returned to the exact position from which they were originally taken, they need not, of course, be palmed away, which is only done that their presence in any other position may not destroy the pre-arranged order of the pack. See detailed explanation with "patter" in "More Magic" (Hoffmann), pp. 38-40.

11.—Chosen Cards Change to Portraits.—Employing a forcing pack of thirty-six cards all alike. Section 42, No. 21. See also "Modern Magic," page 115.

12.—Four Cards Changed to Same Value as a Fifth Drawn from Another Pack.—Necessitating a pack of thirty-six cards all alike, queens of clubs. The ordinary pack is arranged with an indifferent card at the bottom, queen next above it followed by another indifferent card, the second queen, indifferent card, third queen, indifferent card, fourth and last queen. The suit of each indifferent card should correspond with that of the queen next above it. Shuffle without disturbing the eight cards at the bottom. Then seem to draw out the four bottom cards, one after the other, placing them in line on the table. In reality the bottom card is drawn back, the queen next above it being placed on the table. Shuffle, leaving the now bottom card on the top, and repeat until all four queens are on the table, the audience of course believing them to be the four ordinary cards. To impress this upon them ask them to repeat the names of the four cards, and while their attention is thus occupied, change the ordinary for the forcing pack and the trick is done.

In the absence of a forcing pack, the four queens may be in readiness on the top of a second ordinary pack, to be passed to the centre, when it should not be a difficult matter to get one of them drawn. A detailed explanation with "patter" in "Modern Magic," pp. 102-103. See also "Kunard's Book of Card Tricks," p. 111.

13.—The "Fin de Siecle" Forcing Pack of Cards.—This consists of 26 long and 26 short cards arranged alternately throughout the pack. The bottom card is long, the next above it short, the next long, and so on, leaving a short card on the top. Various names have been given to various packs of cards of this kind,

all of which are practically one and the same, the only difference (and not always that) being a variation in the arrangement of the "trick" or "short" cards for the production of a particular effect as hereafter explained. The "short" cards are prepared by cutting a narrow strip from one end of each; or a minute portion may be cut obliquely from one corner; in the latter case the two corners diagonally opposed to each other should be so prepared so that any card may be turned end for end. If short cards be inserted alternately with the rest it follows that only the bottom, third, fifth, and other odd numbers up to and including the 51st card (second from the top) will be visible when the pack is "ruffled" from either end; and similarly when the pack is arranged with "cornered" cards, but in this case the ruffling must be done at the prepared corner.

First Arrangement and Tricks with Same.—The pack is composed entirely of pairs of cards, each pair different, as follows:—The bottom card, is, say, the seven of clubs, the next one above it being also of the same suit and denomination, *i.e.*, an exact duplicate with the exception that it is a short or a cornered card. Thus there are only 26 different cards, but ruffling the pack will not disclose this fact.

a.—The performer commences by ruffling the pack to give the impression that all the cards are different, or he may spread the cards fanwise, to the left that the index may not show. He then asks a spectator to choose a card by inserting his finger, or the blade of a knife, into the end of the pack as the cards are ruffled. This done, he raises the upper part of the pack and pushes off the uppermost card of the lower portion (with the left thumb) into the hands of the spectator. He now and unconcernedly replaces the cards in the left hand on the top of those in the right hand, thus secretly "cutting" the pack and bringing the duplicate card to the top. The person choosing the card, having taken careful note of the same, is now requested to replace it in any position, then to square up the pack, blow lightly on the same, and finally to raise and examine the top card which he finds, to his great surprise, to be the one chosen.

If it be desired to repeat the trick the performer must run through the cards, find the odd one and shuffle it to the top. The cards may then be "cut" as often as desired, care being taken that the final "cut" leaves a short card on the top but this will happen practically every time, it being difficult, if not impossible to "cut" at a short card, and this applies equally well whether the prepared cards be cut short or only cornered.

b.—The card (duplicate on the top) may be revealed by means of the old "revolution," *i.e.*, the side of the card, overhanging the pack, causes it to turn over when the pack is dropped from a suitable height on to the table.

c.—The card (duplicate) may be forced right out of the pack and through the table. Done by pressure of the back of the right hand (moistened) assisted by the left hand, on the top card of the pack, and which is thereby removed and secretly carried under the table. One of the company is really supposed to apply the pressure, but the performer always secures the card under cover of explaining what he requires done.

d.—The card duly selected and the lower portion brought to the top, as described above, the performer may, by simply glancing at the top card, effect to read the mind of the person assisting him. If the card be then returned to the top of the pack, all will be ready for the next trick.

e.—A card is selected, and the "cut" made all as described, after which the performer places the pack in his left hand coat pocket. He then removes the pack (having left the duplicate card in the pocket) under the pretence of having forgotten to have the drawn card replaced. This is now done, and the pack placed in the opposite right hand pocket. The chosen card is now caused to pass from the pack in the right hand pocket into the left hand pocket from which it may then be removed by any person.

f.—The chosen card, returned as in the first method, may be made to rise, apparently from the centre of the pack held end upwards between the fingers and thumb of the right hand. Top duplicate card pushed up with the forefinger as in the older form of the rising card trick; or in glass tumbler with thread—See Carl's "Card rising" in my No. 16 Serial "Explanatory Programmes," p. 7.

A pack of "Steamboat" Cards, arranged as above, may be obtained from the "Office of Magic." The cards are machine cut, and all have rounded corners that the preparation may be undetectable. Price 2/6, post free, 2/9.

(To be continued.)

Miscellaneous Advertisements

Private Advs.—Twelve words, 6d. (15 cts.). Every additional Two words 1d.

Trade Advs.—Minimum, 24 words, 1s. (25 cts.). Displayed Advs., 2/6 (60 cts.) per inch.

THREE Insertions of any at price of TWO.

AERIAL FISHING. Rod and all Accessories. Condition Perfect. 12/6.—Cosway, 36, Frederick Street, Sunderland.

LESLIE'S MAGICAL BUREAU.

6, Field Road, Forest Gate, London.

Actual Makers of

Reliable and Practical Magical Apparatus, etc. Every requisite for Magicians designed and made up at our own works. Send stamp for our latest illustrated catalogue.

Mention MAGIC when writing.

QUANTITY STANYON'S "MAGIC" slightly soiled at 3d. each. Lists free. Wellington, 1, Violet Hill, St. John's Wood, London.

CONJURING TRICKS AND VENT HEAD FOR EXCHANGE.—Thompson, 74, Poulton Road, Seacombe.

HAMLEY'S SUPERB BILLIARD SET IN IVORINE. Multiply to two White and one Red, handkerchief and solid ball, and diminishing set complete. Catalogued 25s. Absolutely new and unused, accept 15s. **MULTIPLYING BILLIARD BALLS AT FINGER TIPS.** Red Ivorine. Complete and unused. Cost 8s. 6d. Take 5s.—Magician, care "Office of Magic."

ATTENTION. FOR SALE.

Mag.; Articles 1/1 each, post free.

New and Second-hand Books, Magazines, Play-bills, Programmes, etc., on Conjuring and Kindred Arts, Apparatus, Sundries, etc.

Send Stamp for List of 1,001 Bargains. Second-hand Books and Apparatus Wanted, must be in good condition.

A. MARGERY,

52, Henry Street, Kennington, London, S.E.

MAGICAL APPARATUS, Tables, Escapes, Vent Figs, &c; new or second hand. Hundreds of bargains. Write for lists. Apparatus of standard make bought or sold on commission.—Leon Sylvian, 64, Sabin Street, Providence, R.I., U.S.A.

MARTINKA & CO.,

New York Agents For "MAGIC."

Makers of Fine

MAGICAL APPARATUS.

Mammoth Catalogue Post Free 1/- (25 cents).

493, SIXTH AVENUE,
NEW YORK, U.S.A.

MAGIC ON THE DECLINE—BOSH. Neither the art nor the paper bearing the name are on the decline so far as we are concerned. "Magic" is more widely read to-day than ever before—there is no apathy shown towards it. But then it is not a newspaper and contains no gossip. And apathy cannot be gauged by the fact that one or more magical journals, after a brief period of existence, suddenly cease to exist; there is, and always will be, such a thing as "the survival of the fittest." Only recently we sent nine complete sets of "Magic," containing our Dictionary of Magical Effects, i.e., 243 copies, to Two Only of our American agents (ask them). This is a frequent occurrence and you have not yet decided to advertise in or even read the paper regularly. It is quite possible you tried the wrong one first, but we are still alive and waiting to assist you. We go all over the world every month; when you decide in our favour you will find a list of the places and our address on page 99. Vol. 18.

— THE — "MAGIC CIRCLE"

PRESIDENT—

Nevil Maskelyne, Esq., M.I.M.C.

A Society for Professionals, and all interested in the Art of Magic.

Head Quarters—ANDERTON'S HOTEL,
FLEET STREET, LONDON, E.C., where
LECTURES and SOCIALS
are held twice monthly.

For Particulars Address—

H. DONN, 17, SANGORA ROAD,
CLAPHAM JUNCTION, S.W.

IF you like this issue of MAGIC, I can supply you with any volume, 1 to 13, complete and post free anywhere for 5/6. Everything supplied for Magical Entertainers. Always the latest on hand. Catalogue of tricks, books and magazines, 3d., post free. Margery, 52, Henry Street, Kennington, S.E.

W. D. LE ROY,

BOSTON Agent for "MAGIC."

Latest Novelties in all Branches of the
Magical Art.

Large Illustrated Catalogue Post Free 2/- (50 cents)

103, Court St., Boston, Mass., U.S.A.

"CASSEL'S POPULAR RECREATOR," Vols. 1 and 2. Complete with Articles on Conjuring and valuable full page illustrations. Very rare. A bargain at 15/6, post free.—Ellis Stanyon, "Office of Magic."

Why pay a Lump Sum for incorrect or impracticable secrets when you can possess a compilation like Stanyon's "Dictionary of Magical Effects," every trick correctly explained and in a manner easily read and as pleasurable understood, for the small outlay of 6d. per month. The biggest book ever published would not hold half the secrets already given in Sections 1 to 40, or a hundredth part of what is on hand to appear in this Dictionary, as demonstrated in each issue of this paper, from and including June, 1911.

The Dictionary will contain the CORRECT secret of every known trick, including those worked by prominent magicians, and the Best and Latest subtleties of the best known amateur and Club Performers. No repetition. See Page 19.

SPECIAL!

I WILL SEND POST FREE!—

SPECIAL VENT. ACT (Single Figure)
"IT MAKES THE BAND LAUGH" 2/-
200 FUNNY GAGS AND JOKES - - 1/-
16 SPECIAL ENCORE BITS - - 1/-
2 TERRIFIC CROSSTALK ACTS - - 1/-
4 SCREAMING MONOLOGUES - - 1/-

As an Advert. the 5 lots complete
for 2/6 (60c.)

NUMBER STRICTLY LIMITED.

HAROLD M. FOSTER (The Author with nearly
7,600 Testimonials),

Ashville Mount, Halifax, Eng.

IMPORTANT NOTICE.

Every new journal has to pass through a certain crisis—a crisis determining its life or death.

We are glad to announce that THE CONJURING RECORD, the new American magical paper, has passed the crisis—and lives!

Rates: Per copy, 5 cents (2½d.) Per year, 50 cents (2/-).

THE CONJURING RECORD.

Issued monthly, for Magicians, Illusionists, and others of the allied arts.

Address: V. K. ALLISON,
Studio Lane, Bronxville, N.Y., U.S.A.

A. ROTERBERG,

Inventor & Maker of Conjuring Specialities,
CHICAGO AGENT FOR "MAGIC."

Illustrated Catalogue Post Free 1/- (25 cents).

151, West Ontario Street,
CHICAGO, U.S.A.

AUTOGRAPHS of the famous Conjurers of all nations wanted.—Editor, "Magical World," 34, Cranbourn Street, London, W.C.

MYSTO MFG. CO., NEW YORK AGENTS FOR "MAGIC."

Finest retail location in New York City,
which means the Finest Magic Store in
the World.

REDUCED PRICE LIST FREE.

231, W. 42ND. ST., NEW YORK, U.S.A.

PAPER FOLDING, as made and used by Mr. Ellis Stanyon and explained by him, with 46 photographs, in "The Modern Conjurer" (Pearson's, Ltd.), and in his "Conjuring for Amateurs."

Stage Size, with "Stanyon" Corners, 5/9.

do. with plain corners, 3/9.

Small Size, with "Stanyon" Corners, 2/9.

do. with plain corners, 1/3.

"The Modern Conjurer," 4/11.

"Conjuring for Amateurs," 1/3. All Post Free.

Don't be mis-led, "Stanyon" Paper-Folders can only be obtained direct from:—

STANYON & Co., 76, Solent Road, West Hampstead

London, N.W.

Wanted Magicians (Professional & Amateur)
TO SEND FOR

The SPHINX,

The American MAGICAL PAPER

Now in its Twelfth Year.

Every number contains explanations of latest Tricks, Sleights, and Illusions, fully illustrated. Also current news of Magicians, giving their Routes and doings, and a column or more of English Notes every month.

Published the 15th of every month by A. M. WILSON, 708, Waldheim Building, Kansas City, Mo., U.S.A., at 5/- per year, 2/6 for 6 months, 1/6 for 3 months. Single copies 6d.

COME OUT. Your new ideas and improvements on old tricks are valuable and wanted by many. Then advertise them in these columns. The results will surprise you. If you are not good at wording, we will arrange the advt. for you on receipt of particulars—without extra charge.

CHEMICAL, Electrical, Magical and Mechanical Tricks a speciality. Automatic Machines, Locks, and all kinds of Mechanisms Repaired.—James & Co., Electro-Mechanicians, 6, Annesley Road, Highgate, London, N.

THE MAGIC WAND AN ILLUSTRATED MONTHLY JOURNAL

for Conjurers, Concert Artists, and all
Entertainers.

Conducted by George Johnson.

ANNUAL SUBSCRIPTION 5/6 POST FREE.
SAMPLE COPY 6d. POST FREE.

Publishing Office, 9, Duke Street,
ADELPHI, LONDON, W.C.

STANYON'S SERIAL LESSONS IN CONJURING.

1. NEW COIN TRICKS (First Series).—Modern Coin Tricks and "The Miser's Dream," as performed at the Palace Theatre. Illustrated. Price 3/- (75 cents.)
2. A BIBLIOGRAPHY OF CONJURING.—Particulars of 300 works on Magic. London, 1899. Illustrated wrapper; 24 pp. This is now entirely out of print, but on account of its popularity, was reprinted with particulars of some 800 additional books, in Vols. 1, 2, 3 and 4 of "Magic," q. v. An Appendix to this will also be found in Vols. X. and XI. of "Magic," q. v. For particulars of "Magic" see separate lists. Free.
3. NEW COIN TRICKS (Second Series).—Original Sleights, up-to-date coin tricks, new coin wand, and the "Spider," etc., etc. Illustrated. Price 3/- (75 cents.)
4. NEW HANDKERCHIEF TRICKS.—Original Sleights, including a practical continuous back and front palm with a handkerchief; also a chapter entitled "Some New Knots" (originated by the author); a double instantaneous knot, a double vanishing knot a quadruple vanishing knot, etc. Illustrated. Price 3/- (75 cents.)
5. NEW CARD TRICKS (First Series).—Original sleights, including the new reverse and continuous back and front palm, as performed at the Palace Theatre, 1901; new tricks, combinations, etc., tricks with the new reverse and continuous palm. Illustrated. Price 3/- (75 cents.)
6. NEW MISCELLANEOUS TRICKS.—(First Series).—The very latest tricks, including the great memory tax, the instantaneous memorization of 30 to 100 objects, and various other feats by the same code; the best extant. Illustrated. Price 3/- (75 cents.)
7. JUGGLING TRICKS.—A unique and novel collection. Illustrated. Price 3/- (75 cents.)
8. NEW CARD TRICKS (Second Series).—Six methods of making the "pass" in a manner that cannot be detected; correct production of cards from front palm; new trick shuffle and trick nap game; long distance second sight; improved methods; a new "numbered" pack of cards; new "rising" card in a variety of forms—hoop passed over card, etc. New business for back hand palm, etc., etc. Illustrated. Price 3/- (75 cents.)
9. ORIGINAL TRICKS.—New Card tricks, a new card trick for table, new ideas for reverse palm with cards, novel production of cards, entirely new hat productions, miscellaneous and combination tricks, extraordinary sleight of hand tricks with lighted cigar, new productions on ordinary bare table, novel vanishing lamp (different and better than any yet explained anywhere), new combination trick with watch with patter, a conjuring pantomime (2 persons), etc., etc. Price 3/- (75 cents.)
10. NEW MISCELLANEOUS TRICKS (Second Series).—The wonderful floating card, in combination with an anti-spiritualistic trick, subtle tying together of four handkerchiefs (genuine knots), also untying; subtle vanish for two, three, or more solid balls, new sleights for showing both hands empty, back and front, while containing a billiard ball, handkerchief ball, soup plate vanisher, etc.; Stanyon's great book act for single-handed performer, or performer with medium; Mr. Stanyon's explanation of the magical sketch, entitled "Will the Witch and the Watchman," and the great box trick, etc. Illustrated throughout with specially prepared blocks. Price 3/- (75 cents.)
11. NEW FIRE TRICKS AND CHEMICAL MAGIC.—Chung Ling Soo Fire Eating—how to prepare the candle and "punk" used in the act; new colour changing effects; human gasometer; to fire paper with the breath; sparks from finger tips; exploding soap bubbles, and numerous other tricks. Post free 3/- (75 cents.)
12. GREAT PAPER TRICKS.—An exhaustive explanation of paper-tearing and novel tricks in connection with same; correct

sleight of hand for tearing and restoring strip of paper; new thumb tie, Kellar's wrist tie, etc. Illustrated. Post free 3/- (75 cents.)

13. GREAT HANDCUFF TRICKS.—An exhaustive explanation of the great handcuff and prison cell release mystery, showing how to escape from any manacle under test conditions. Dramatic procedure in presenting the act. Numerous ruses, subtleties, experiences, etc. Illustrated. Post free, 3/- (75 cents)

14. GREAT SILENT THOUGHT TRANSMISSION.—The very best known methods for drawing-room and stage, with an appendix on trick blindfolding for which professionals charge five guineas. Post free, 3/- (75 cents)

15. NEW BILLIARD BALL SLEIGHTS.—Forms the finest study for sleight of hand artistes yet published. Includes all the very latest sleights now being presented by the most noted billiard ball performers, with a combination of some twenty or more beautifully deceptive movements, arranged in a series for presentation by the author. Fully illustrated with original drawings. Howard Thurston writes: "Received the book on billiard balls—it is the most up-to-date book I have ever seen on the market. It is worth twenty times the price to any magician doing billiard ball tricks." Post free, 3/- (75 cents)

16. ORIGINAL EXPLANATORY PROGRAMMES.—Latest tricks and illusions as produced by eminent conjurers, the order of tricks in each programme with an explanation of each. Shows the professional what his competitors are doing and the amateur what to do and how to do it to earn a big salary. Post free, 3/- (75 cents)

17. NEW FIRE TRICKS (SECOND SERIES).—New effects for the Rice Bowls, Fire Bowls, etc.; balloons from hat (two methods wine kettle; magic kettle act, simple); spirit pictures; new ink and water; fire eating for drawing-room; instantaneous flame (seven methods), etc., etc. Post free, 3/- (75 cents)

18. FIRE AND CHEMICAL MAGIC (THIRD SERIES).—Visible transposition of water and ink—without covering; "visible" "Time," changes for beer, tea, wine, and whiskey; explosion at finger tips; visible change for wine; all new colour change tricks, etc., etc. Post free, 3/- (75 cents)

19. NEW HANDKERCHIEF TRICKS.—Three white handkerchiefs change to coloured one—or three coloured ones—at finger tips, and all similar tricks, including "Blendo," "Superbo," etc., etc. Change of colour of two (or three) silks tied together all the new and "self contained" handkerchief and flag tricks, etc. Illustrated. Price 3/- (75 cents)

20. NEW CARD TRICKS. (Third Series).—Leipzig Four Ace; colour change with fingers open; the Four Ace trick, all new forms, including dealing aces face upwards; revelation of heap with ordinary dice, &c.; extraordinary card reading in sack; new precipitation; chameleon cards; latest, card-rising from houlette on hand under eyes of audience, and many other new tricks. Price, 3/- (75 cents)

21. NEW CARD TRICKS (Fourth Series).—Stanyon's trick Whist Shuffle; double-handed "pass" invisible (three methods); the "Fin de Siecle" Magic Pack of cards and a host of novel tricks made possible by the same; the "Self-Rising" Cards out of glass, nobody pulls a thread; three selected cards rise at any numbers chosen by audience; the "Most Perfect" Rising Cards; "Spirit Photography"; Bleaching Pips by magic; card cremation and confetti; card on arrow, etc. Price, 3/- (75 cents)

OTHERS IN ACTIVE PREPARATION.

All Dealers Stock, or can Supply, Stanyon's Serials.

These serial Lessons "cover the ground" and offer the information in THE CHEAPEST FORM obtainable. Order direct from

STANYON & CO., 76, Solent Road, West Hampstead, London, N.W.

ADA SCHORSCH, I.S.C.,
8, State Street, Newtown,
Pa., U.S.A.

WM. MILLIGAN, I.S.C., A.S.M.,
Way & Works Workshops,
West Midland, W. Australia.

OTTO BROWNRIDGE, I.S.C.,
36 Conduit Street, Toronto,
Ont., Canada.

ARTHUR EDDY, I.S.C.
301, Pyson Street,
Jackson, Mich., U.S.A.

ARTHUR MARGERY, I.S.C.,
Expert Magical Book Finder,
52, Henry Street, Kennington, S.E.

W. J. ATKINSON,
Magician, Juggler, Chapeaugraphist, &c.,
2, Chapel Street, Dalton-in-Furness.

W. H. TITTENSOR, I.S.C.,
151, Orange Street, Kingston,
Jamaica, B.W.I.

DHARAM SINGH, I.S.C.,
Village Nirmani, Post Baghra,
Distt Muzaffarnagar, India.

REGINALD R. OAKLEY, I.S.C.,
39, Church Street, Palmerston, N.,
New Zealand.

E. C. HARMAN, I.S.C.,
Castra Road, Ulverstone,
Tasmania.

ST. CLAIR, I.S.C.
Magical Entertainer,
25, Easton Road, Bristol.

NORMAN CHATELIER, I.S.C.,
President's Office, Manila Railway Co.,
Manila, Philippines.