

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

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ORIGINAL LESSONS IN MAGIC.

By Ellis STANYON.

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

Water Changes Successively to Stout, Red Wine and Water, Employing One Jug and One Glass Only.— One of the best chemical colour change tricks, the invention, I believe, of Mr. Cris Van Bern. The full effect is as

Having shown a few tricks the performer ejaculates "talking is a dry job" and thereupon takes up a glass jug containing about a pint of clear water. He continues, this will answer the double purpose of providing us an interesting experiment and affording me the needed refreshment." "The toast for the evening is To the Three Great Powers-The Press, The Pulpit, and the Petticoat.' The Press spreads knowledge, The Pulpit spreads morals, and The Petticoat spreads considerably " (drinks from jug) He now takes up a glass tumbler, which has been resting

all along bottom upwards on the table, and wipes same thoroughly inside and out with a cloth. This done and wishing the audience good health, he pours water from the jug into the glass until the latter is half full-of Stout. Dear me," he cries, "things are looking black." placing the glass and jug side by side, he smilingly remarks forms an interesting study in black and white.

He next pours the contents of the glass back again into the jug, when the whole of the fluid instantly assumes a ruby hue—" real red ruby wine." Then another toast:—

Live while you may And live in clover,

For when you're dead—you're dead all over."
The wine is now poured back and forth from jug to glass several times (any number of times) which, apparently, makes any further change impossible. But all things are possible to the conjurer-he must not admit otherwise any way-and the performer continues "but many people

prefer water, especially to wash with and take with their pills, and I really believe, after all, it is the best drink for everybody." Saying which he fills the glass from the jug, the "wine" instantly changing to water. The glass and jug are again placed side by side, forming this time "a study in red and white." Finally, the contents of the glass are returned to the jug, when the whole of the fluid becomes instantly clear as at first.

Explanation.—The trick depends mainly upon the jug which is specially made for the purpose, having an extra and separate cavity blown in the bottom in the process of manufacture. This extra cavity is provided with two air holes, one in front and one to the rear, i.e., one in line with the spout and one under the handle. To prepare for the trick, the secret cavity is loaded, via one of the holes, with a dessert spoonful of a highly concentrated solution of oxalic acid (deadly poison); the operation is readily performed with the aid of a fountain pen filler, after which the hole in front is stopped with the head portion of an escutcheon pin covered with plasticine—this is much better than wax as it may be instantly removed, and may be relied upon to leave the hole quite clear.

The jug has a capacity of I to I pints, and is three parts filled with water to which is added a pinch of Soda Salicylate—the exact quantity must be found by experiment as much depends upon the water of different districts. The performer may therefore drink from the jug, before the first change, with impunity; but not afterwards, and he must be extremely careful owing to the presence in the trick of the dangerous oxalic acid.

The glass is prepared by first heating it and then coating the bottom, inside of course, (using a camel-hair brush) with a thick layer of perchloride of iron (double steel drops) which dries as the glass cools. Thus the glass may be kept upside down and wiped with a cloth, when it will appear unquestionably empty.

If the glass be now about half filled with the Soda Sal. solution from the jug, the resulting fluid will be dense like stout, but, when poured back into the jug, being more diluted, it will pass muster for red wine. The "wine" is

then poured back and forth from jug to glass as explained, no change occurring. The next change is obtained by secretly removing the pin from the hole (with the thumb nail of the hand holding the glass), and tilting the jug to allow a few drops of the acid solution to fall into the now empty glass. Then, when the "wine" is next poured into the glass, it instantly becomes clear, and when this acid solution is returned to the jug, the whole of the fluid becomes clear as at first.

Still another change may, possibly, be made, by having the handle of the jug made hollow and with air holes to discharge another solution into its interior. This latter effect was suggested to me by Mr. Tunstill, of Birkenshaw,

Bradford.

N.B.—The glass jug, nicely made as described with solid handle, may be obtained from the "Office of Magic," post free for 9s. 6d.

Ink to Water and Back to Ink.—Attention is called to a glass tumbler about three parts full of ink, some of which is removed with a spoon and poured into a glass custard cup that it may be conveniently handed for inspection. A handkerchief is now thrown over the glass and, when this is removed a little later, the ink is seen to have changed to water, some of which may be drunk.

The performer now takes up a second glass, which has been resting bottom upwards on the table all along, and after thoroughly polishing same inside and out with a cloth, pours into it the water from the first glass, which instantly changes back to ink, which may be handed for inspection. The advantages of the trick are that the whole of the properties employed are of the most ordinary description.

Explanation.—The "ink" in the first glass is really water containing a pinch of soda salicylate; this is made to look like ink by lining the glass with a piece of black silk having a wire ring round the top to support it and that it may be readily removed under the handkerchief. Stiff black waterproof cloth is better than silk as it does not need the supporting ring, neither does it hold so much water to drip about when removed. But the best of all ink imitations is that obtained by means of a piece of black celluloid or vulcanite, about one-sixteenth of an inch thick, and shaped so as to divide the glass vertically into two equal portions; this black division should reach from the bottom to within about half an inch of the top of the tumbler, i.e., on a level with the surface of the water.

The small glass cup, also the second glass tumbler are prepared by first warming them and then coating the bottoms, inside of course, with a thick layer of perchloride of iron, using a camel-hair brush. The iron solution dries as the glass cools, hence it may be stood upside down and wiped with a cloth, all as explained in the previous trick.

Further, the ink in the second glass may be changed back to water again, by pouring it into a third glass prepared with a small quantity of a concentrated solution of oxalic acid (poison). The exact quantities of chemicals must be found by experiment as already stated.

Ink in Glass and Water in Decanter Change Places—with an Amusing Addition.—Both vessels are covered with a handkerchief, and when uncovered a moment later the fluids have changed places.

The "ink" in the glass at the outset, is really plain water, made to look like ink by the addition of a black silk or cloth lining, or vulcanite division as explained in the previous trick. This may be proved ink by removing a spoonful and placing same in a glass cup containing a

little powder composed of equal parts (bulk) of pyrogallic acid and sulphate of iron.

The water in the decanter, acidulated by the addition of a dessert spoonful of tartaric acid to every pint of water, is instantly changed to black by dropping into it an ink tablet, which is secretly done in the act of covering it with the handkerchief.

An amusing addition to the trick is as follows:—The performer requests the loan of a lady's handkerchief and. having secured same, rolls it up into a "ball" which he fastens with a pin, that it may answer the purpose, so he explains, of a stopper for the decanter, he having mislaid the proper one. On his way back to the stage he changes the rolled up handkerchief for one of his own, previously dampened and rolled up so as to form an exact duplicate; this he now absent-mindedly (?) drops into the glass of ink, instead of into the neck of the decanter. Profuse apologies follow, of course, but as nothing can be done he proposes to proceed with the trick, that is, to cause the fluids to change places, which will leave the handkerchief in clean water any way. This is done, when the handkerchief is removed and found wet, but not otherwise stained; or it might be stained, thus further proving that the glass did contain ink at the outset. It is now restored in a magical manner, that is to say, it is changed for the original " ball" under cover of wrapping it in a piece of paper—or otherwise as the performer may desire. For suitable. sleights see MAGIC for May, 1911; also my No. 4 Serial New Handkerchief Tricks.

The duplicate handkerchief is wetted that it may sink, otherwise it would bob about on the surface of the water.

Ink tablets, which instantly change water to ink, but which cannot be made at home, may be obtained from Stanyon & Co., per box of nine, post free, 7d.; or per one hundred in stoppered bottle, post free 5s., as supplied by them to Chung Ling Soo, Amasis, Hilton and other noted performers.

N.B.—For a great variety of other chemical tricks, with which many bewildering combinations may be made with the above, see my Serial Lessons Nos. 11, 17 and 18, "New Fire Tricks and Chemical Magic;" particulars on last page of this issue.

MAGISCHER ZIRKEL HAMBURG.

It will be of interest to all magicians to learn that, here in Hamburg, we have laid the foundation of a Magicians' Club, to be known by the above name. Meetings have been held regularly for the past few months, and it has given me much pleasure to observe that each and every member has done his best to make such meetings a success. The club possesses a library containing many of the best German, English and American books, also magazines devoted to the art. There is also a collection of magical apparatus at the disposal of the members for rehearsals. Guests are always welcomed at our meetings, and we should be delighted if any of our English or American confreres could make it convenient to pay us a visit—at any time.

The club is the only one of its kind in Germany. Its President is Mr. Karl Schröder, 138, Eilbeckerweg, Hamburg.

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"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—all fully explained; &c., &c.

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 effec-

tive 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, II special tricks with cards by calculation.

April, 1913.—Chinese Rice Bowls continued, improved method with II 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; List of cheap

tricks and books; Advts., &c.

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—

arrangement and confederacy; Lists of cheap tricks and books, &c.

For contents of every issue of MAGIC, prior to the above, see our
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This issue of Magic marks the close of Vol. XIII, and once again I tender sincere thanks to my numerous readers for their generous support in the past, coupled with anticipatory thanks for a continuance of the same in the future. Many have stood by me from start to date, and these are the fortunate possessors of a complete file of the paper; others, who would secure a complete set, must do so in the near future, as the coming season will certainly see the

end of the first five or six volumes.

Since Magrc has lived 13 years, longer than any other magical journal, it may very naturally, and does, claim to have a paid circulation greater than that of any other paper of its kind. Moreover, it numbers amongst its subscribers, men of standing and wealth, including Doctors, Lawyers, Scientists, Statesmen, Princes, and others who find amusement in its keenly interesting and correct explanations of the very latest tricks. Further, the circulation is world-wide-the present list includes subscribers in the following places:—ALGERIA, Algiers, Tunis. ANTIGUA, St. John's. ARGENTINE, Entre Rios, Buenos Aires. AUSTRALIA, Adelaide, ARGENTINE, Entre Rios, Buenos Aires. AUSTRALIA; Adelaide, Albury, Ballarat, Brighton, Brisbane, Broken Hill, Fitzroy, Ipswich, Lismore, Malvern, Melbourne, Perth, Richmond, Sydney, Stoney Point, Toowoomba, Wellington, Woollahra. AUSTRIA; Bohemia, Prague, Vienna. BRITISH GUIANA, New Amsterdam. BELGIUM, Antwerp, Ghent. BRAZIL, St. Paulo. BORNEO, Sarawak. BULGARIA, Sofia. BURMA, Rangoon. CANADA, Alberta, Brandon, Brucefield, Elbow, Halifax, Manitoba, Montreal, New Brunswick, Nova Scotia. Ottawa. Port Arthur. Ouebec. Regina. Alberta, Brandon, Brucefield, Elbow, Halifax, Manitoba, Montreal, New Brunswick, Nova Scotie, Ottawa, Port Arthur, Quebec, Regina, St. Thomas, Toronto, Vancouver, Verdun, Victoria Windsor, Yorkton. CEYLON, Batagedara, Havelock, Colombo. CHINA, Canton, Hong Kong, Pekin, Shanghai. CUBA, Havana. DENMARK, Aarhus, Copenhagen. FINLAND, Helsingfors: FRANCE, Avignon, Aubagne, Boulogne, Calais, Cambrai, Lyons, Marseilles, Neuilly, Olivet, Orleans, Paris, Rouen. GERMANY, Altona, Berlin, Dresden, Frankfurt, Hamburg, Halensee, Leipzig, Zwickau. HOLLAND, The Hague, Rotterdam. INDIA, Akaltura, Allalabad Bannu, Baroda, Benares. Beneal. Bombay. Calcutta. Delhi. Erna-Berlin, Dresden, Frankfurt, Hamburg, Halensee, Leipzig, Zwickau. HOLLAND, The Hague, Rotterdam. INDIA, Akaltura, Allalabad Baunu, Baroda, Benares, Bengal, Bombay, Calcutta, Delhi, Ernakulum, Jubbalpore, Kanbalu, Khandiva, Kurrachai, Lahore, Madras, Madhupur, Multan, Narsingpur, Nowshera, Peshawar, Poona, Simla, Wooltan. ITALY, Ancona, Milan, Naples, Rome, JAPAN, Kioto, Nagasaki, Yokohama. MALTA, St. Elmo, Valetta, MAURITIUS, Port Louis. MEDITERRANEAN, Gibraltar. MEXICO, Albuquerque, Mexico. MOROCCO, Tangier. NEW ZEALAND, Auckland, Christchurch, Dunedin, Hastings, Napier, Otago, Palmerston, Timaru, Waikato, Wanganui, Wellington. NORWAY, Christiana. PANAMA, Colon, Crystobal, Empire, Gorgona. PHILLIPINES, Manila. PORTO RICO, Caguas. PORTUGAL, Lisbon, Oporto. ROUMANIA, Bucharest. RUSSIA, Libau, Moscow, Odessa, Riga, St. Petersburg. SERVIA, Belgrade, SIAM, Bankok. SOUTH AFRICA, Bloemfontein, Cape Town, Durban, East Rand, Fordsbury, Johannesburg, Krugersdorp, Ladybrand, Middleburg, Natal, Port Elizabeth, Premier Diamond Mine, Pretoria, Wellington, Wynburg (C.C. and O.R.C.), Zeppestown. SPAIN, Barcelona. STS. SETTLEMENTS, Malacca, Penang, Selangor, Singapore. SWEDEN, Helsingborg, Stockholm, SWITZERLAND, Geneva. TASMANIA, Hobart, Launceston, Ulverstone. TURKEY, Constantinople, Smyrna. UNITED STATES, all towns, large or small, practically without exception. WEST AFRICA, Cape Coast Castle, Freetown, Lagos, Obuassi, Salt Pond. WEST INDIES, Barbadoes, Jamaica, Kingston, Port of Spain, St. Joseph, &c., &c. MAGIC will also be found. each month. on the table of The Magic

of Spain, St. Joseph, &c., &c.

Magic will also be found, each month, on the table of The Magic
Circle, The Magicians' Club and other Magical Societies.

Again, the Dictionary of Magical Effects, now running in these pages, claims the attention of all in the least way interested in Conjuring—further particulars will be found on page 87. On the same page also will be found a brief explanation of the way I worked up a mail order business that I would not now sell for £2,000.

Since every word of the above is true—I shall be glad of an opportunity to prove it—Editors of new magical magazines, Secretaries of Magical Societies and Conjurers generally, should not hesitate to advertise in Magic at the present low rates

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A DICTIONARY OF MAGICAL EFFECTS.

WITH EXPLANATIONS IN THE VERNACULAR.

BY ELLIS STANYON.

SECTION XL.

CARD READING.

This is understood to mean the naming of one or more, in some cases all, of the cards in a pack just shuffled by the audience. While the majority of the methods employed are quite simple, many will be greatly improved by the introduction of one or other of the following principles-simple methods already explained;

principles—simple methods already explained;—
The False Shuffle, Sections 33, No. 34; Section 36, Nos. 6 and 47; and Section 37, No. 9. Forcing a Card, Section 33, Nos. 4 and 32; and Section 36, Nos. 8 and 9. Changing the Pack, Section 37, No. 10. To Slip a Card, Section 35, No. 31.

1.—Arrangel Pack.—Shuffle, then place the pack behind your back and name every card before bringing it forward. Cards are in a known order, employing one or other of the formulas given in Section 27, Nos. 1 to 8 and 20. False shuffle or change the arranged Section 37, Nos. 1 to 8 and 29. False shuffle or change the arranged pack for one shuffled by audience. See also excellent ruse with bottom card, Section 37, No. 18.

2.—Bottom Card—Simple.—Genuine shuffle and place pack

2.—Bottom Card—Simple.—Genuine shuffle and place pack behind your back, having first noted the bottom card. With the pack behind your back, turn the top card face outwards, then name the bottom one. Bring forward the whole, showing the bottom one and secretly note the one now tacing you. Replace the pack behind your back transfer the learner top card to the talk. the pack behind your back, transfer the known top card to bottom now top card and sight it when bringing forward the pack a second time. Repeat. and, after some apparent mental exertion, name it-reverse the

Should anyone know the trick and challenge you, deny it. Then do it again, but without reversing the top card for a further demonstration-then hand all for examination. If further challenged (or not) hand the pack to be shuffled and continue by the next

3.—Bottom Card and Palmirg.—Place pack, shuffled by audience, behind your back, having noted the bottom card. While cards are behind your back, "palm" the top one in the right hand, then name the bottom one and bring it forward at the finger tips of the same hand. When all are satisfied, drop the visible card on the table, and, having noted the one in the palm, replace the hand behind your back and repeat. Proceed slowly, occasionally bringing forward the right hand (manifestly empty) to emphasize some remark, thus negativing the idea that cards are palmed.

Another way is to bring the card forward, between the tips of the first and second fingers, and throw it for examination, the action enabling you to read the card in the palm without fear of exciting

For how to "palm" a card see my "Conjuring with Cards."

4.—Naming Top Card of Several Heaps.—Section 35, No. 29.

The sleight of hand method is to palm off the top card and observe it while the pack is being shuffled. Then to replace palmed card and proceed as explained.

and proceed as explained.

5.—Round Convex Mirror.—Mirror or silvered disc, about the size of a penny, is palmed in the left hand. Pack genuinely shuffled is held in the left hand in such a manner that the index of the bottom card is reflected in the mirror; this card is then named and drawn away, followed by the next in order—and so on.

Variations .- Mirror is palmed in the right hand, the pack being held face outwards against the forehead with the left hand. The performer then takes down the face card and, in doing so, gets sight of the index in the mirror. My own improvement of this latter method is to sight the index of the second card when taking down the first—done by moving the face card a little to your left in the act of taking it down. The next card is then read, before the hand is raised—and so on ad lib.

Instead of "palming" the mirror, it may be waxed to the larger end of a shirt stud, the smaller end being then gripped between

the two middle fingers.

The pack may be held against the forehead with the hand con-

The pack may be held against the forenead with the hand containing the mirror, when the face card, having been named, will be removed with the opposite hand.

6.—Sebacroscopic Effects.—The "sebacroscope" is a small toy made on the lines of a jeweller's magnifying glass and containing a small piece of mirror fixed at an angle of 45 degrees; this, when held in the eye in the usual way, enables one to see to the rear, or more correctly speaking in a slanting direction over the shoulder nearest the glass. The toy would be too obvious for use in a conjuring trick, but the performer requiring to read cards in such a position may do so equally well by hanging a tiny disc

of silvered glass on one or other of the sights of his spectacles. The magician will find no difficulty in concealing the sebacroscope in this form. For the idea, as applied to conjuring, I am indebted to Mr. Fred J. Peters, U.S.A.

Another adaptation of the idea, suggested by Mr. Nelson Thorn, is to fix a mirror, about the size of a halfpenny, to the hook end of a rubber sucker, such as used for vanishing billiard balls, etc. The mirror must be arranged so that it may be tiled to the required angle. This appliance may be readily and secretly fixed above the eye in the act of passing the hand over the forehead-thought concentration. The best position for the performer is in one corner of the room or stage, the party with the cards being placed

7.—Reflection in the Eye (?).—Request a person to take a card, look at it intently for a few seconds and then return it to the pack "Slip" the card to the botcom and glance at it as you hand the any card and look at it until you tell him to stop. Now "force" a card upon a third person, whom you also leave with eyes fixed upon it. Next ask the second person to return his card, which you "slip" to the bottom and sight in the act of handing the pack to the third person with a request to return and shuffle his card with the rest. You now know the three cards, but pretend to read each by seeing its reflection in the eye of the person choosing

it. Usual business for effect.

8.—Tinfoll on Back of Card.—A piece of tinfoil, about one inch square, is glued on the back of a card at one end, in position to reflect the index of the card immediately above it. With this prepared card at the bottom and pulled slightly back, the whole of the cards in a shuffled pack, may be named in the act of drawing them off the top. See Section 33, Nos. 21 and 28.

9.—Subtle Reading of Index.—The shuffled pack is received in the left hand, which then pulls up the right sleeve; in doing this the pack is turned over, the thumb of the left hand pushing the top early slightly off the pack as that its index may be read.

top card slightly off the pack, so that its index may be read, the operation being hidden behind the arm.

Name the known top card and, when raising it by the left corner of the inner end, raise two cards together and note the index of the second; let the second card fall back on the pack and throw off the top one only. Then name the second card, and so on as

long as desired.

10.—Two Halves of Pack Face to Face.—Secretly divide the pack into two portions, so nearly equal, which place face to face. Get sight of the "top" card which name, and when withdrawing same with the right hand, pull out the bottom card a little with the thumb of the same hand, thereby reading its index. Hand or throw the named card for inspection and, while all eyes are upon it, turn over the pack. Continue as long as desired.

11.—Nickelled Head of Drawing Pin.—Waxed to inside tip of forefinger of right hand. Procedure similar to that given under

variation, No. 5.

The head of the pin may be waxed to the upper right hand corner of the bottom card of the pack, which is then held upright, facing the audience, in the left hand. The right hand now draws down the whole of the cards, with the exception of the front one, under cover of seeming to square up the whole. Thumb of right hand then pushes up the rearmost card, the index of which is seen in the reflector. Any number of cards may be read in this way.

This card may be employed in place of the one prepared with tinfoil (No. 8) with the advantage that the reflector may be removed at any time and the whole handed for examination.

The procedure is to first hand the pack to be shuffled, then to

palm on the prepared card.

12.—Finger Ring Reflector.—A tiny mirror, about the size of a drawing pin, is sometimes concealed in the "head" of a finger ring—under a pivoted or hinged cover. Procedure similar to No. 11

13.—Sighting Index Under Cover of Pack.—Pack, held upright, is "fanned" out in front of a person who is asked to touch the top end of any one card, which the performer forthwith names. By turning up the lower left hand corner of the card with the thumb of the left hand, thereby getting sight of the index. A too constant repetition of the trick in this form is not advisable.

14.—Reading the Fifty-two Cards After a Genuine Shuffle.-That the whole of the fifty-two cards may be named, in the order in which they may be placed by a genuine shuffle, is most extra-ordinary; it is none the less true. The trick is the invention of Mr. Chas. O. Williams, of Cardiff, by whom it was shown to me about 18 months ago.

The effect will be no more than usual unless the performer makes it clearly understood that the reading is done after a genuine

shuffle and that the cards are not marked in any way.

The secret lies in a pre-arrangement of a novel kind. The pack employed must be backed with a design by which the performer can tell at a glance whether a card be the "right" or the "wrong" way up. What are known as "Angel Backs" are favourites in this direction, for the reason that both ends are, apparently, absolutely alike, a slight variation in the scroll work only existing.

The pack is first divided into two portions—series.

Diamonds and Clubs, which we will call "A."

Hearts and Spades which we will call "B."

The 26 cards in "A" series are now arranged "right way" up, after which the king of diamonds is laid face upwards on the table followed by the ten of clubs series are diamonds four of table, followed by the ten of clubs, seven of diamonds, four of clubs, ace of diamonds, knave of clubs, eight of diamonds, and so on with the remaining cards of the series, i.e., the suits alternating and the value of each succeeding card being three lower than the

one immediately preceding it.

The 26 cards in "B" series are next arranged "wrong way" up, i.e., with the design at back in the opposite direction, after which the king of hearts is placed face upwards on the table, followed by the ten of spades, and so on as already explained in respect to "A" series. "B" series is then placed under "A" series and the

pack so placed in a convenient pocket ready for use.

The prepared pack is secretly substituted in place of one used for previous tricks, the performer casually remarking that the cards must be well mixed by this time, but that he will give them another shuffle to make sure. He thereupon executes what is known as the "waterfall" shuffle, which actually interweaves the cards of the two series. But he must do this once only as a second shuffle, unless it be a false one, would render the trick impossible. The pack, however, may be "cut" as often as desired.

After the shuffle, the arrangement of both series remains un-

changed, though interrupted at unknown intervals by one or more cards of the opposite series.

The performer is now ready to name each card before turning it up. He has secretly noted the bottom card, which is, we will say, the knave of clubs ("A" series.) He therefore knows that the top card, if of the same series, is the eight of diamonds—and so on. But the top card, or one near it, may be one of "B" series, which will be known by the fact that it is reversed. In any event, when the first card of the opposite series turns up the performer gets a start on this by observing the card in the act of handing it for inspection—to note the absence of marks of any kind.

As the cards are named they should be dealt face upwards into one heap, care being taken to leave the index of the last card of each series exposed, for ready reference as required—this is readily done without raising suspicion.

Having named a card, the series of the next should be noted as the first is removed, after which the eyes should be directed away from the pack. One of the two last cards dealt tell the tale and an occasional glance in their direction will not call for comment.

15.-Index Removed from One End of Pack.-Known as "X Ray" cards. Employing two packs, one ordinary and one prepared by cutting out the index at one corner of every card with the exception of the top and bottom ones. Half a dozen cards are freely selected from the ordinary pack, which is then changed

(while the cards are being marked) for the prepared one.

Then, gripping the pack by the prepared end, the performer "ruffles" the opposite end, inviting the several persons to place their cards in different positions. He then "slips" the bottom card to the top places the peak against his formal and in the card to the top, places the pack against his forehead and, in the approved clairvoyant manner, reads the "first" card by sighting its index through the hole. He then removes this card—asking the drawer to identify the mark. In like manner he then names the next card, and so on with the remainder.

The face of the pack may be shown at any time by covering the missing index with the ball of the thumb. To be satisfactory the pack must be neatly prepared, special tools being required for

the purpose.

N.B.—The expert performer will, of course, understand that the effect of any one of the above tricks may be greatly improved by the introduction of one or more of the principles of sleight of hand—The Pass, Palm, Force, False Shuffle, etc., for a full explanation of which, pro tem, I must refer the inexperienced reader to my "Conjuring with Cards."

SECTION XLI.

CARD TRICKS .- SPECIAL PRINTED CARDS. The tricks under this heading necessitate cards specially printed for the purpose, such as double-faced cards (showing a card back and front), faked indexes, several cards printed on one in imitation of three or four "fanned" out for inspection, etc.

Such tricks possess the advantage of enabling the unskilled devotee to produce the most extraordinary effects, surpassing, if anything, the effects obtainable by sleight of hand. The cards are machine made, the finish being equal to that of the average fcck. A tref explanation will suffice, for the reason that a lengthy one will not help the reader in the absence of the cards, and with which full instructions are supplied.

1.—Two Cards, One in Each Hand, Change Places. Known as "Obedient Cards." Requires two double face cards, each showing, say the ace of diamonds on one side and the nine of clubs. on the other. The cards are held one in each hand between the thumb and second finger, at the sides. The forefinger (at the rear) and thumb now grip the card at that side, while the opposite side is allowed to spring from the second finger, the result being that it is rapidly reversed. The cards thus appear to change places. Similarly, the cards will seem to change places when placed in

or covered by two hats or handkerchiefs.

2.—Four Red Cards Change Places with Four Black Ones.—
The red cards placed in one hat, change places with the black ones placed in another. Duplicates of the red cards are printed on the "backs" of the black, and vice versa.

In its original form the trick was known as "The Obedient Tens

and Kings," the four tens being backed with the kings, and vice versa. Hats, handkerchiefs or envelopes may be used.

Many are the uses to which the double-faced cards may be put in conjuring. (See No. 5.) They also possess the advantage of

matching, practically any pack.

3.—New Precipitation.—Two cards chosen from one half of the pack are found in the other half. The fifty-two cards are spread out on ledges, on a sloping board, in four rows of thirteen, when the state of the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the state of the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the state of the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the state of the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the state of the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the state of the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, on a sloping board, in four rows of thirteen, the pack are spread out on ledges, and the pack are spread out on the every card being visible, but slightly overlapping each other, so that the rows may be picked up quickly.

The performer now hands the two top rows to a member of the

audience, assisting him on the stage, requesting him to mix them thoroughly, to divide them in half and place the two portions face to face, then to tie the centre of a long piece of ribbon round them. The ends of the ribbon are then carried down and given to be held by two members of the audience.

The performer now takes the remaining two rows of cards and, spreading them face upwards on a tray, asks each person holding the ribbon to make a mental note of any one card but not to name it. He then gathers up the cards and asks each person to blow the one he selected along the ribbon into that half of the pack held by the man on the stage. This is done and everything examined.

The first two rows, handed to the man on the stage, are ordinary cards. But the second two rows are backed with duplicates of the first two rows; these are spread on the tray duplicate side up, so that no matter what two cards are chosen they must eventually be found in that half tied up with the ribbon. In the act of picking up the cards from the tray, the performer reverses them, when he may show each and every one of them to prove that the chosen cards have disappeared.

N.B.—In the absence of the double-faced cards, the trick may be done by first changing the second half for another, duplicate of the first, and finally changing it back again before handing it for examination. Both methods have their advantages. A detailed explanation of the trick will be found in "Magic" for February,

1907. There are several variations of the trick (see No. 4.).
4.—The "Caglicstro" or "Balsamo" Card Trick.—Envelope handed for examination and a pack of cards shown to be all different, Several cards are now placed in envelope which is sealed and retained by any person. A few more cards are now shown, with a request that three persons each notice one and write its name on he enve'ope. The chosen cards disappear, and are found amongst those in the envelope. In conclusion all cards handed for inspection and counted.

The trick is done with the aid of seven double-faced cards, placed on an ordinary pack and surmounted with seven ordinary cards, duplicates of those represented by one side of the double faced set. Without calling particular attention to their number or kind, the seven ordinary cards are placed in the envelope. That side of the double faced set, which corresponds to the cards placed in the envelope, is next shown and three cards selected. The seven cards are then closed up and reversed, when, of course, those just chosen will have disappeared, and will be found in the envelope. The examination of the contents of the envelope affords ample opportunity for disposing of the prepared cards, when everything else may be examined.

Instead of being double-faced, the trick set might be prepared as follows: A line to be drawn across the face of each card, diagonally from the upper right to the lower left hand corner, and a different card depicted on each side of the line. The cards to be "fanned," with the Joker in front to hide that half of the next card which must not be shown during selection (but this "half" may show but little more than the index, in which case it may be covered with the thumb). "The Joker must not be chosen as he is merely present to see that everything is carried out properly." Turning the cards and for and again expressions there are the cards and for and again expressions there are the cards and the cards are cards. end for end, and again spreading them out, will bring into view those on the opposite side of the line.

The trick appears to be an offset of No. 3.

5.—Disappearance of a Card.—Credited to Mr. Adrian Plate, of New York. With the pack in the left, and the chosen card in the right hand, all held perpendicularly, the performer counts nine cards on to the back of the chosen one, which faces the audience the whole time. He then openly moves the chosen card to the centre of the packet thus made, and from which position it disappears.

The ordinary ace of diamonds is "forced" and "changed" for a

duplicate, backed with, say the nine of clubs, and which had been resting at the bottom of the pack. Nine cards are then, presumably, counted on to the back of the double faced one—in reality eight only, one being a miscount. The pack is then "cut," with the left hand, and placed aside. The double faced card is then moved to the centre of the packet, it or the packet being first reversed, so that when, a moment later, the cards are counted face upwards on the table, the nine of clubs will turn up in place of the ace of diamonds which will thus appear to have vanished, especially as there are now only nine cards. The ace is then discovered in the centre

6.—Any Card from Pocket, &c.—Performer places a piquet pack of cards, first shuffled by audience, in his pocket, then produces any desired card; say the ace of diamonds, which he stands on end against a glass goblet, facing the company. He then removes the pack from his pocket, and allows a lady to remove one card, say the seven of clubs, which card is first shown to the company, then stood, back outwards, against a second glass goblet. The ace of diamonds, wrapped in a handkerchief now changes places with the diamonds, wrapped in a handkerchief, now changes places with the

seven of clubs standing against the goblet.

Explanation.—Sixteen double-faced cards are required, in addition to the ordinary pack of 32 cards. The red cards are backed with the black ones; diamonds backed with clubs and hearts with spades, the highest diamond being backed with the lowest club, and so on throughout that the order may be easily remembered. The backed cards are divided into two groups, diamonds, and clubs (eight cards), and hearts and spades (eight cards), and these are kept separate in a special holder in the pocket, so that any card

may be quickly found.

The ace of diamonds (backed with the seven of clubs) removed from the pocket is one of the double faced cards, and it is placed "right" side outwards against the first goblet. The performer then takes the ordinary pack from his pocket and, running it over quickly, finds the seven of clubs which he "forces" on the lady. And while this card is being examined, and, under cover of showing that all the cards are different. he quickly finds the ordinary ace of diamonds, and moves it to the top of the pack. He then takes the seven of clubs, and "changes" it for the ace which he places, back outwards, against the second goblet. And the trick is done. A detailed explanation will be found in "Magicians' Tricks" (Hatton and Plate), pp. 121-124.

7.—A Lightning Change.—A card, thrown face downwards on

table, changes places with another held in the hand.

A double faced card, representing, say, the ace of diamonds and the nine of clubs, is placed ace side downwards on top of pack, surmounted by the ordinary nine of clubs. After a false shuffle, the two cards are displayed at the finger tipes of the right hand, as in the three card trick, ace in front with the nine behind it. The ace is then, presumably, thrown face downwards on table; in reality, however, the nine is thrown on the table, the ace being instantly and at the same time reversed, as explained in No. 1 of this Section. The two cards are now commanded to change places; the one on table is changed already, while that in the hand is changed as explained in No. 1.

changed as explained in No. 1.

8.—The Phantom Card Trick.—Five cards are shown "fanned," with a request that any three be noted; the whole five are then thrown under a handkerchief. The performer now removes two cards, throwing them face upwards on table—they are not the chosen ones, and he remarks "which proves I have discovered the three you did select—will you raise the handkerchief and see for yourself?" This is done, and the three cards have vanished absolutely,

proving that two from five leaves nothing.

There are but two cards, but one side of one of these is printed to represent four "fanned" out for inspection, say:

"Hearts 8 Clubs 10 Hearts 8 Spades. 7 Hearts 8 Clubs 10 Hearts 8 Spades.
The other card, say the six of spades, is placed to the right of this one to represent the fifth card of the "fan."

On the reverse, the two cards represent the seven of clubs and the eight of hearts respectively, differing from any of the set of five, but bearing that misleading similarity to the seven of hearts and the eight of clubs, which are amongst the five.

Since there are no more than two cards, and these same two are removed the other way up, the disppearance of the other three

becomes a simple matter.

9.- Improved Phantom Cards.- Similar to No. 8, but so arranged that the backs of the cards may be shown before and after.

The one card represents JS, QH, JC and KD "fanned," while the

The one card represents JS, QH, JC and KD "fanned," while the lower right hand corner of the same card represents KC, but this corner is covered by the second card, the upper end of which shows JH, and the lower right hand end JD (hidden with the thumb), while the back of this card is printed to represent four cards fanned.

Turning the two cards end for end and again "fanning" them out, brings the KC and JD only into view, while the backs may still

be shown and will now appears as two cards only.

10.—Phantom with Ordinary Cards.—The seven of diamonds, eight of clubs and three indifferent cards are "fanned" for inspection. Hidden behind the "fan" are the seven of clubs and the eight of diamonds. Three cards are now noted, after which all are closed up, the five being palmed off and the extra two only covered by the handkerchief, and the trick is done.

11 .- Two Cards Pass from One Plate to Another .- Four cards removed from pack are thrown on to an ordinary dinner plate and Another plate, empty, is covered in covered with a handkerchief. like manner. A little later, both plates are uncovered by a

spectator and two cards found on each.

The four cards first shown are, in reality, two only, the one representing three when the two are "fanned" for inspection, a la the Phantom Card Trick, No. 8. On the back of each of these two cards is printed one of the four, i.e., if the supposed four be the 6D, 8C, 3H and JC, the rack of one may represent the 3H and that of the other the JC. Thus the disappearance of the two is brought about by reversing the surposed four when placing them under the

Duplicates of the 6D and the 8C, backed with newspaper, are of course invisible when placed face downwards on such paper; they are thus secretly conveyed to the second plate, into which they fall

face upwards under the paper-and the trick is done.

The trick may be done equally well with the Phantom Card set, the only difference being that three cards must pass from the one plate to the other.

(To be continued.)

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tions	- /-
I wenty-six Cards backed with different cards, representing	I/I
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