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MAGICAL MYSTERIES



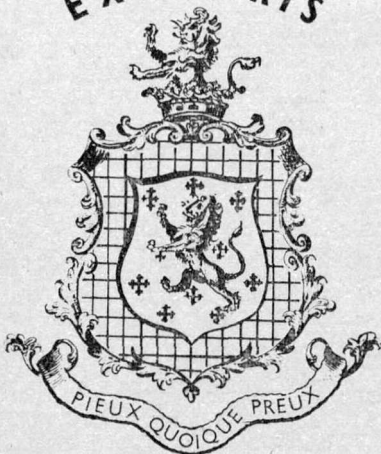
Published by
S. S. Adams Co.,
Asbury Park, N. J.

Made in U. S.
of America.



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Twelve question
are collected on a tray; performer places envelopes in turn against forehead and reads the writing in each.

THE SECRET:—Under edge of tray, attached by means of a pellet of wax, is a duplicate envelope, containing a blank card, which is added to the rest of envelopes on the way back to stage, and one of the genuine envelopes being palmed (secretly held in the hand), by the performer. He now wipes hands and face with handkerchief, and under cover of doing this, he has deftly opened the envelope and palmed the card. Envelope is then placed in pocket along with handkerchief. Assistant now hands him an envelope from tray, performer places it against forehead and reads the writing ON THE CARD PALMED, then opens the envelope, removes the card, and having changed the latter for the one in palm, hands both for inspection. The remaining envelopes are treated in the same manner, the last, of course being the blank—is retained.

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MAGICAL FINDING OF CHOSEN CARDS

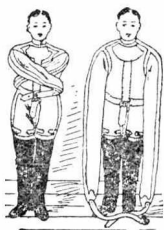


and LAST card of left hand man's pile. This is a very neat trick.

Take sixteen different cards from pack and give four to each of four of your spectators, telling each to select a card from the four and keep that card in mind. Then collect the cards, faces down, from right to left; putting each four taken upon the preceding four. Then on table deal off cards in four piles, faces down; then pick up each pile in succession and ask spectator to right if his card is in that pile. Do this with all spectators, until you have ascertained in which pile each of the spectator's cards are. You will now find the TOP card of the pile in which right hand man's card is, is the card he selected. The SECOND man's card will be the SECOND card in the pile selected; THIRD card of THIRD man's pile

STRAIGHT JACKET ESCAPE

The straight jacket is used by the asylum authorities to put on dangerous lunatics to prevent them from doing harm, as it is impossible for them to move any part of the body. The secret is simplicity itself. When the performer is fastened up in it he expands his body while he is being strapped up the back; also when sleeve straps are being buckled. To escape he draws his shoulders inwardly, which loosens the jacket, forces right hand over his head and brings sleeve buckle to front of body, where it is unbuckled with his teeth. He works his hands up the sleeve and pulls the jacket over his head, and out comes the hands. He can then unfasten the straps at the neck part of jacket to get his head free, and the trick is then done. Strength, nerve and gall is required for this trick. This escape can also be accomplished in mid-air by first getting into jacket and then being hoisted into the air—feet up. Same methods as above are used in escaping from the jacket.



YANK HOE'S NUMBER TRICK

The key to this is that half of whatever sum you request to be added during the working of the sum is the remainder. In the example given 5 is the half of ten, the number requested to be added. Any amount may be added, but the operation is simplified by giving only even numbers, as they will divide without fractions.

EXAMPLE

Think of	7	Which will leave.....	12
Double it	14	Subtract the number thought of	7
Add 10 to it.....	10	The remainder will be.....	5
Half it	2)24		

CARD READING EXTRAORDINARY



After spectator shuffles a pack of cards, performer fans them out; cards being held in a vertical position and spectator is requested to touch a card. Spectator stands before the performer and back of cards facing performer, who immediately names the card selected. THE SECRET:—When the spectator touches the card, the performer sees the back of the card and pushes the thumb of right hand under left bottom corner of card, just enough to see the index. The rest is easy. This is undetectable.

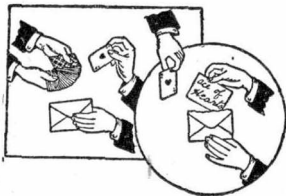
TWISTER CARD TRICK

In this trick the Ace of Diamonds and Ace of Spades, held in separate hands, mysteriously change places. THE SECRET—The two cards used are both Ace of Diamonds, one of these is covered by a fake center of an Ace of Spades. When the fake center is held over either of the Ace of Diamonds, it naturally will look like an Ace of Spades. Begin the trick by showing the Ace of Diamonds in one hand and the Ace of Spades in the other. Turn the backs of the cards towards your audience, and commence to move the cards back and forth towards each other, bringing them closer at each move, and finally when the ends touch, slip the fake center on the other card. Stop the movement gradually, show the cards face out to audience, and the change apparently has taken place. Any magical house will supply these cards if you do not care to make them yourself.

THE SVENGALI WONDER CARD TRICK

This is a bewildering and simple trick. The performer spreads seven cards in a row on the table. He exhibits a small sealed envelope which he places in his pocket. After someone selects one of the seven cards, it is burned to ashes, the ashes rubbed between the hands and thrown into the air. The envelope is now handed to a spectator and upon opening it the name of the card selected will be found written on a slip of paper inside.

THE SECRET.—The magician has seven small envelopes, each one containing the name of a single card. Six of these are in his pocket when he begins, in regular order, so he can instantly find the one he desires. The remaining one is shown as if it were the only one being used, and then tucked away with the six others. The rest of the trick should now be clear.



THE ART OF VENTRILOQUISM

Secure one or two ventriloquial figures and you are prepared for work. Select your dialogue and practice the following:

Stand before a mirror and speak. While speaking, maintain a fixity of countenance and a rigidity of muscles and nerves about the face and lips, so that no visible movement can be noticed.

Begin by saying as distinctly as possible the vowel sounds—A-E-I-O-U.

Next close the mouth and rest the upper teeth on the inner part of the lower lip, but be sure your expression is easy and natural. If it isn't, make it so. Now, practice the vowel sounds again.

Some letters cannot be easily pronounced in ventriloquism. These are p, b, and m. All words containing these letters will be hard to speak. When necessary to utter such a word you should substitute some similar sounds, or turn your mouth away from the audience, so that you can move your lips without being seen. The former method, however, is preferable and should be generally adopted.

For instance: If you wish to pronounce a word with a "p" in it; substitute "f" or "k." For "piano" say "feano" or "keano." For "m" say "n" or "ng." For "molasses" say "nolasses." For "b" substitute "v" or "g." For "being" say "veing" or "geing."

Speak in the natural voice or the voice of some character you wish to impersonate. For instance, if you have an Irish figure, talk in the peculiar brogue known to the Irish people. Your success depends on how well you work your figures. The delusion is carried out by the movable jaw, hence there is no need of the sound of any distant voice. If you place a figure on either side of you, 12 feet distant, and speak without moving the lips, the voice will apparently come from the figure whose jaw moves. However, you must use a little trickery and indicate to the audience by word or gesture, from which figure the voice will come.

By following the above rules, you should be able to use figures in a couple of weeks.

BITING NAILS IN TWO

The men who do this do not use steel nails, but they use cast-iron ones, whose grain makes them break more easily. The nails are not bitten in two, as is commonly supposed, but they are simply broken by the strength of the fingers. To bite a nail in two, put the thumb of right hand under nail in middle, with index finger on top of nail at the right. Then put the other end of nail between your teeth on left side of mouth. Push down sharply and strongly with your index finger, and "crack" goes the nail. Try this with a lead pencil, so you get the "knack" of it before using the cast-iron nail.

THE BALANCED CARD

A card freely shown is balanced on the palm of the hand. This is accomplished by means of a short length of fine black thread attached to the coat sleeve by means of a black pin. The end of thread contains a pellet of wax, attached to front button of coat. Show card, attach end of thread to top by means of the pellet of wax and balance on palm of hand. Pick up card, dislodge wax and throw card to audience, proving it unprepared.

THE RISING CARDS FROM POCKET

A card chosen from the pack by the spectator is returned to the pack. The cards are shuffled. The card is now commanded to pass into the performer's pocket.

The performer throws back his coat on left side, showing the vest, from the pocket of which the chosen card is seen to slowly rise.

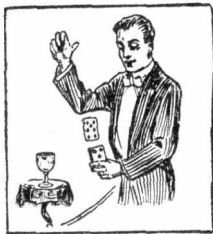
SECRET:—The performer has beforehand placed into his vest pocket on the left side a duplicate of the card he intends to force upon the spectator.

The card has a piece of black silk thread attached to it by means of wax.

This thread runs from the card, up over the left shoulder and down the back of the performer, under the coat, ending at the bottom edge of the vest. To this end a small button should be attached so performer can quickly locate the end of thread.

After the card is forced it is returned to pack and the card is commanded to pass into pocket of performer. The left hand now throws back the coat on left side, thus showing left side of vest. The hand at the same time gets possession of the button with the thread, and the hand is rested in a natural

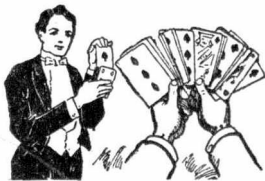
way on the left hip. By now slowly pulling on the thread the card will rise out of the pocket.



WINNING AT CARDS EXPOSED

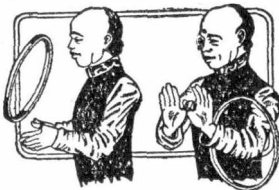
Since the day when games of chance were invented, numbers of men have devoted themselves to the **STUDY** of methods by which they could make their chance of success **GREATER** than that of their opponents. Plans have been adopted which rival in **INGENUITY** the sleight-of-hand of some of the professors in legerdemain. In card games, **TELEGRAPHING** and **MARKED CARDS** are usually used—the gambler often marking the cards with his thumb nail during the game and at the end of a few hands he knows practically every card in the pack through the organ of **TOUCH**.

A large highly polished signet ring is also used, which is swung around into the palm of the hand, and reflecting the index of every card dealt to other players. Many are expert at **SLIPPING THE CARDS** which is performed in various ways, all which put the same cards on top again, which have been cut off and ought to be at the bottom. With the many **FORCING**, **CUTTING** and **MARKED DECKS** now being manufactured for magical purposes, it is practically impossible for the gambler to lose, therefore, beware of playing with strangers.

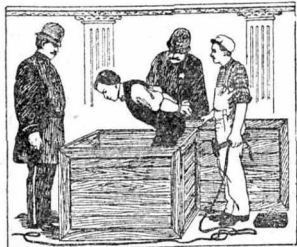


TEN ICHI THUMB TIE

After thumbs are tied by audience, performer instantly passes his hands through hoops, cane, etc., held by one of audience; showing thumbs tied at all times. **SECRET:**—Take a piece of heavy paper twine, about eight inches long; place underneath thumbs and request someone to tie them securely, at the same time closing fingers underneath thumbs, the first finger of right hand going into loop underneath. You have thus obtained plenty of slack, and your thumbs can be instantly released when first finger is removed from the loop. Cord may be examined again by placing thumbs and finger back into the loop as at the beginning.



SENSATIONAL BOX, BASKET AND TRUNK ESCAPE



All trunks and traveling baskets are made with a lock hasp, and these hasps, also the hinges are held on by means of small bolts which go through to the inside. **TO ESCAPE:**—Unscrew the nuts, push bolts out, get out of basket or trunk, pick the lock or open with duplicate key, place hasp and bolts back, lock same up and make your appearance. A special packing case from which you can easily escape may be constructed on above lines, and escape made by simply unscrewing the nuts and pushing off the hasps and locks. Files, small wrench, screw driver and flashlight are necessary.

ENTERTAINING AT A PARTY

You can be a shining star at any party by learning a few tricks, purchasing one or two good "trick" decks of cards and mastering the instructions which accompany them. Anyone wishing a barrel of fun should not overlook the various Joker's articles now being manufactured. The "Palpitator" is one of the latest—a small invisible device which causes the dishes on a table to mysteriously bob up and down. Imitation Jam Jars and imitation Boxes of Nuts, Candies, etc., containing an immense concealed snake cause much amusement. Trick Pencils, Loaded Cigars and Gigarettes, Sneeze Powder, Stink Bombs, Itching Powder, Explosive Matches, etc., are especially recommended. If your talent runs to entertaining at a Social Party with Magic Tricks and real Practical Jokes, send your address to publisher of this book for large, illustrated treatise on this subject.



THE ENCHANTED ROOSTER

Bring a cock into a room, with both your hands close to its wings, and hold them tight; put him on a table, and point his beak down as straight as possible; then let any one draw a line with a piece of chalk directly from its beak, and all the noise you can possibly make will not disturb him for some time, from the seeming lethargy which that position you have lain him in has effected.

YANK HOE'S DICE DIVINATION

This is done by simple arithmetical process.

Ask someone to throw the dice without your seeing them, then tell him to choose one of the numbers and multiply it by two, add five and multiply this number by five and add the number on the remaining dice.

On his telling you the result you subtract mentally twenty-five from the number he has obtained, and the remainder will be two figures representing the two numbers on the dice.

Suppose the numbers thrown to be six, three. Six multiplied by two would be twelve—with five added make seventeen, multiplied by five is eighty-five, with three added make eighty-eight; from this take twenty-five and it gives as a result sixty-three—six, three being the numbers thrown. This can be worked with the same result if the person throwing the dice multiplies the three instead of the six, the result in that case being thirty-six instead of sixty-three.

SOLID THROUGH SOLID

To perform this feat you must have a dime, or counter, sewn in the corner of a handkerchief. Take it out of your pocket and request one of the company to lend you a dime, which you must appear to wrap carefully up in the middle of the handkerchief; instead of doing this, however, you keep it in the palm of your hand, and in its place wrap up the corner in which the other dime or counter is sewn in the midst of the handkerchief and bid the person from whom you borrowed the dime feel that it is there. Then lay it under a hat upon the table, take a glass in the hand in which you have concealed the dime, and hold it under the tables, then give three knocks upon the table, at the same time crying, "Presto! come quickly!" drop the dime into the glass, bring the glass from under the table and exhibit the dime. Lastly take the handkerchief from under the hat and shake it, taking care to hold it by the corner in which the counter or dime is sewn. This is a very good trick if well managed, and the dime may be marked previously.

THE BALL AND COIN MYSTERY

Get a tinman to make a flat tin tube, which will just allow a dime to pass through it. Wind a quantity of worsted around it, so as to make it into a ball. These preliminaries having been accomplished, perform any trick that will get a dime out of sight, such as "Solid Through Solid." Then tell the spectators that you will bring the marked dime into the middle of a ball of worsted. Take down the ball from the place where it is laying, drop the dime into the tube, and withdraw the tube, leaving the dime in the ball. A good squeeze or two will hold it tight and obliterate every mark of the tube. Place the ball in a tumbler, take the end of the worsted and give it to someone to unwind. This being done, the dime will be found in the very center of the ball, with the end of the worsted wrapped tightly around it.

SILENT SECOND-SIGHT ACT

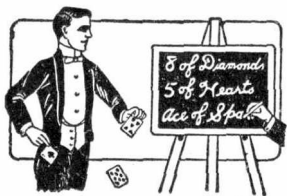
In this act the medium, although blindfolded, tells numbers of cards, etc., without a word being spoken. This is easily done as a small mirror is set in the glove or folds of the handkerchief that the young lady is carrying. Lady is seated in chair on the right of stage and blackboard is placed on left of stage a little back of lady. Blindfold lady so that she can see down under handkerchief, and holding mirror in such position, she can see what is on blackboard. She can describe articles previously collected, add up sums placed on the blackboard, tell the suits and values of cards, call out any name or sentence written on board. Many other tests will suggest themselves as you are rehearsing this act. This will create a sensation if presented as a pure second-sight demonstration.



THE MAGIC BEANS OF WANG FU

Three white beans are placed in mouth, chewed up and swallowed—they are then produced whole. This is the best trick yet. Only three beans are used, which are placed in the mouth. With the tongue one is placed behind the teeth on lower jaw. The cheek will hold it there until you need it. The other two beans are really eaten and mouth is shown empty. Make a motion as if coughing up a bean, and at same time the tongue pushes hidden bean between the front teeth. The lips are parted and bean is shown. The right hand now pretends to take the bean from the mouth and place it in the left hand which is closed. What is really done is: Thumb and first finger catches bean and drops it back into the mouth, then pretends to place it in left hand, which no one will detect. This is done three times, each time showing bean between the teeth and pretending to put it in left hand, but dropping it back in the mouth. When the three beans are produced—someone blows on the closed left hand and the beans have vanished. The beans now held in the mouth may be taken out or swallowed.

THE GAMBLER'S DREAM



After an ordinary deck of cards is shuffled, placed in the performer's pocket; the performer instantly takes out of his pocket any card called for. **THE SECRET:**—For this trick you require two packs of cards with backs to match. Have four pockets made on inside of your coat, close together. In the first pocket you place all the Diamonds, from Ace to King, in second pocket all the Hearts, in third pocket all the Spades and the Clubs in the remaining pocket. After having duplicate deck shuffled, place same in your regular inside coat pocket, and draw the cards as they are called for from the prepared four pockets. With a little practice you will be able to pick out any card, poker hand, etc., called for.

HINDOO INK TO WATER TRICK

Take a piece of black silk and cut it to fit the inside of a small water glass; fill glass with water to top of black lining and it will look like genuine ink. Take a white card and color one-half of one side of it black. You are now ready for the trick. Tell the audience you will change the ink to water and then drink the water to prove no chemicals were used. To prove it is really ink, dip the white card into the glass—keep the black side away from them, dip into the glass and in removing it, turn the half black side to the front; they will now believe the tumbler contains real ink. Now take a handkerchief and cover the glass with it, and after making a few hypnotic passes, catch hold of handkerchief and pull it off; and at the same time, under cover of handkerchief, pull black lining out of the glass. Dispose of the handkerchief and drink the water. By placing a few small goldfish in the "ink," the audience will be surprised to see the goldfish in the water after the change.



PLAYING WITH FIRE

The performer takes an ordinary blue or white head match and lights it. After it has burned about a quarter of its length, holding it in his left hand, he runs the burning match slowly across the fingers and palm of his right hand, with the palm down. This he repeats without burning himself. **THE SECRET:**—You possibly can't burn yourself if you press the match up close against the flesh. The pressure of the match up against the hand keeps that portion of it against the flesh from burning. Try this; no harm will come from it if you press the match close against the flesh.

ANIMAL MAGNETISM

As a display of your extraordinary power, you can remove your canary from its cage, and mesmerize it in full view of your audience. To do this, it is only necessary to lay the bird upon the table and wave a small feather over its eyes, when it will apparently go off into a deep sleep. By removing the feather it will revive and come to life again.

THE MESMERIZED WALKING STICK

Surprise your friends with this mystery:

Attach a bit of fine black silk to a walking stick just a little above the centre, in such manner that the two ends of string may be attached to the leg of your trousers at the inside hem about knee high. This connection must be secretly made. The walking stick is stood on end and mesmeric passes made over it by the right hand while held in place by the left. After a little manipulation and apparent difficulty the stick is induced to stand erect without visible support—by merely spreading the knees apart when making the final passes over it.



CHALLENGE PAPER BAG ESCAPE

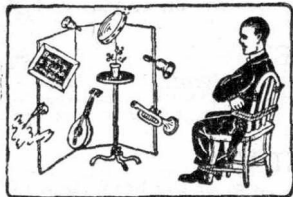
The performer escapes from a large paper bag, which has previously been examined. **THE SECRET:**—The bag is tied a few inches from top, and bag and performer are placed behind a screen. To escape, the performer with a small pair of shears, cut the top off the bag, steps out and reties bag, concealing cut-off portion. The shortness of bag will not be noticed.

MYSTERIOUS TALKING VIOLIN

Secure a **PERFECT TONED** violin and drive a common sewing needle into the bridge between the two middle strings. This will act as a needle to a phonograph reproducer does. Next secure a small phonograph and some records. Turn the violin upside down so needle is pointing downward, coming in contact with revolving record, and, violin will sing, talk, cry, etc., just as on record. The violin should be suspended from above with strings so it will swim freely and follow the grooves of the record. You can make the violin talk on stage without anyone knowing how it's done, by attaching a fine wire to needle in bridge and the other end to another needle that comes in contact with the record. The record and machine being hidden on some other part of stage. You should experiment with this; there are some great possibilities. Any violin, phonograph and records will do. Give this a trial.

INSTRUCTIONS FOR SPIRIT MEDIUMSHIP

Construct a cabinet in the corner of your room by hanging across it a pair of heavy curtains, fastening them to the walls of the room where



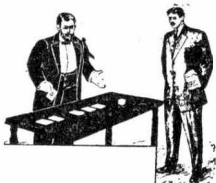
they touch at the sides, but leaving them open in the middle of the front. Put into the cabinet a banjo or guitar, tea-bell, tambourine, pair of slates and tin trumpet. Have four or six persons to sit with you, equally divided between the sexes. They are to sit in a semi-circle about the front of the cabinet, the sexes alternating, clasping each others' hands. You are to sit inside the cabinet alone and remain one hour in as passive a condition as it is possible for you to attain. The sitters sing about four songs during the hour you are sitting. You should sit twice per week, always the same evening and hour, Tuesday and Saturday evenings, 8 until 9 o'clock. These instructions are all that will be necessary until you are able to get further advice through your own "mediumship." There is no such thing as failure if you follow out these instructions, and you will begin to receive spiritual demonstrations within three months.

THE WHISTLING SPIRITS

A toy whistle with a six-inch string attached to it, whistles in a most mysterious manner after being tied to end of performer's wand. **THE SECRET IS SIMPLE.** Two whistles are used having the same tone. A rubber water bag is secured and a spiral spring of stiff wire is placed inside of same so as to keep bag extended about two inches. To the bag a good sized rubber tube is attached and to one end, one of the whistles. The whistle is tied to forearm near the wrist, and bag hung under arm from shoulder, so as to be pressed readily by the arm. After the other whistle is examined and hung on end of wand; pressing the concealed bag causes the hidden whistle to sound a sharp note, appearing to come from the one on the wand. The illusion is perfect, and source of sound cannot be detected. Either hand may hold the wand.

THE EDUCATED DIE MYSTERY

Six different playing cards are shown and are placed face downward on a table. A die is rolled—or a number up to six is called, and in each instance the chosen card is proved to be the Ace of Clubs. The secret lies in the cards themselves. The six cards consist of one genuine Ace of Clubs, and the remaining five cards have an Ace of Clubs on one corner and another card on the opposite corner. Now, if the six cards are fanned out, showing all the upper indexes, you create a perfect illusion of holding six different cards. These are now shuffled (keeping track of the genuine Ace) and lay them face down. When any card is chosen in the maner described, pick up the card, at the same time cover the fake index with your thumb, and it has the appearance of being the Ace. If the real Ace by chance is selected, pass it out for examination. The cards can be reshuffled and repeated as often as desired. These cards may be purchased from publisher of this book.



MYSTRIOUS RING ON CANE

The performer borrows a wedding ring and ties it in a handkerchief. (The ring is really exchanged for one of the performer's and the borrowed one kept.) A spectator is asked to hold it while performer gets the cane. He immediately returns holding the cane by the middle (the borrowed ring is on the cane concealed by the hand) asking a couple of the audience to hold the respective ends of the cane. The handkerchief containing the ring is thrown over the middle of cane, and under cover of a larger handkerchief the ring is removed and slipped on the performer's finger, the handkerchiefs both shaken out and borrowed ring shown on cane. Everything may now be examined.

THE LIVING GAS JET

Take an ordinary gas bracket about twelve inches long. Secretly place a small sponge in your mouth which has been saturated with naphtha. By placing the end of the gas jet in your mouth and blowing, the gas will pass through the same and may be lighted.

MAGICAL FLOATING GLASS

Place a glass of water on a table and apply the palm of the hand squarely over the top, taking care to bend the fingers downward, at a right angle, then suddenly stretch out your fingers so as to give the palm its utmost tension, you will have produced a practical vacuum beneath your hand sufficient to permit the pressure of the air to overcome the force of gravity, and the glass of water will adhere to your hand.



SCIENCE OF CRYSTAL GAZING

To begin, procure a crystal of at least two inches in diameter, place this on top of a small wine glass and against a background of black felt. Place yourself in front of the Crystal, seated in a comfortable chair, and eyes shaded from light—look intently at the Crystal without undue strain or concentration; have the mind fairly blank. Sit any length of time, always the same evening and hour, each day. Crystal visions are merely MENTAL pictures or HALLUCINATIONS. After your power is developed, any questions you may have in mind should be immediately answered in form of a mental picture of the person or event in question. Follow the instructions which accompany each Crystal sold, and you will soon develop this power in an amazing short time.

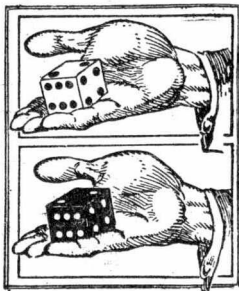
FAMOUS STRANGLE ROPE TIE

Rope ties are always appreciated. In this tie the center of a rope is placed under the right leg a little above the knee, a knot is tied over the leg and the right wrist is tied down. The left wrist is tied over the right, then the head is bent over and the neck is tied over the left wrist. **SECRET OF ESCAPE:**—Only one knot is tied over the right leg at the knee; on all others you can tie as many knots as desired. Sit on the end of a chair and expand the legs as much as possible while being tied. When you straighten out your leg you will find sufficient slack between rope and leg to work the single knot down, and one hand is free. Then untie all other knots. While being tied sit on edge of chair with both feet on rungs; this will extend the muscles sufficiently to push the single knot down over the knee. A large sheet should be thrown over you while making the escape.

VAULT AND SAFE ESCAPE

It is but little known (even to the owners) that on all vault doors or large safes, that on the inside is a steel plate that can be removed by simply taking out the screws that hold the plate. This is known, however, only to people that make a specialty of repairing safes.

Enter any office, bank or newspaper office that has a vault or large safe, get inside and have it locked, **AND HAVE THE COMMITTEE LEAVE THE ROOM**, and to be sure there are no "prowlers" around; have the front of the safe covered with a large sheet. Once you are inside take out your electric lamp and a screwdriver and unscrew the plate, take it off and turn the combination until the tumblers drop into place, draw back the bolts and open the door, screw the plate back on again, shut the door and turn the combination again from the outside and all can be examined.



WINNING WITH DICE

The dice are controlled by rubbing one side of the dice with pure beeswax. Suppose you desire the dice to come Ace, the opposite, or 6 side should be carefully treated with wax, a thin coat of it adheres to the face making it "grip" the table when rolled. But rubbing one dice on Six and the other on Ace a good set of percentage dice are made—strong for **seven**. Many gamblers "load" their dice—by drilling the spots one side on Six and the other on Ace, and filling these small holes with lead, then covering them with lamp black. A set of these "loaded" dice will come up "winner" every throw.

AN EXPERIMENT IN HYPNOTISM

I select a young man requesting him to seat himself on a chair, and give him a button to hold, telling him to look at it fixedly. After four or five minutes his eyelids fall; he tries in vain to open his eyes, which are fast closed; his hand, which until now has grasped the button, drops upon his knee. I assure him it is impossible for him to open his eyes. (He makes vain efforts to open them.) I now say to him. "Your hands are stuck fast to your knees; you cannot possibly raise them." After which I blow upon his eyes, which open at once, and he is in the same state as before the experiment.



After the subject is under your command as above, he will do anything you suggest—bark like a dog; play an imaginary piano, etc.

THE VANISHING MAN ILLUSION

The only requirements are a large screen and a sheet. The screen should have a panel in the center, which moves up and down so as to allow a person to crawl through. This screen should be situated near an open door or a window, or some article in which a person can hide.

The man to vanish stands about 10 or 12 feet in front of the screen and the sheet is held in front of him by the performer, who stands behind the man, so that the sheet touches the floor and also the man's head, making a sort of a bulge. The man slowly sinks down to his knees and withdraws his head and the performer raises his knee so that it will take the place of the man's head against the sheet. Meanwhile the man crawls between the performer's knees—and out through the screen and door and makes his way around to the front of the house. The performer lets the sheet drop suddenly and the man fires a pistol and walks down to the stage.

THE MYSTERY GLASS

Put an invisible hair net on your right hand, insert your hand into a glass to prove it is empty, leave the net in the glass upon withdrawing your hand, allow some to hang over the top. Place an object into glass (in net) then cover all with handkerchief. Lift the handkerchief and net together, drop on shelf back of table. Show handkerchief and glass for inspection.



THE DEAD OR ALIVE MYSTERY

The performer hands a plain sheet of note paper and a ruler to a spectator, asking him to tear the paper into five equal strips. The spectator is then requested to write the names of dead persons on two slips, and on each of the remaining slips, the names of living persons.

The slips are folded and placed in a hat, and well shaken.

Now, to the amazement of the company, the performer at his will, selects a slip from the hat containing a dead person's name, or that of a live person, as may be chosen by the company.

SECRET:—The slips containing the names of dead persons are the top and bottom of the note paper, and are distinguished by the smooth machine-cut edge on one side. After

the strips have been torn, the performer, under the pretense of showing the strips to be unprepared, places the two smooth-edged strips on top of the others, and gives them to the spectator to write upon.



MYSTERIOUS BANK NOTE TEST

Ask any one to take a dollar note and observe whether the number on the face of the bill is odd or even, and then lay it face up on the table, covering each of the numbers which appear on the right and left of the bill, with the right and left thumbs. The performer now touches the person's forehead, and instantly tells whether the number is odd or even.

THE SCERET:—Every dollar bill is plainly marked in the upper left and lower right hand corners, with one of the four letters, A-B-C-D. If A or C, the number on the note ends with an odd figure; while if B or D, it is an even figure.

While the thumbs are covering the numbers you can plainly see the letter, and will therefore know whether the number is odd or even.

MAGNETIC LIGHTING OF CANDLES



The performer, simply by touching the candle with his wand, it becomes lighted. **THE SECRET:**—The wick of the candle is previously dampened with kerosene oil and a piece of Potassium (metal potash) about the size of a whole grain of pepper is placed on top of same. As soon as the wick is touched with the wand or finger which has been dipped in water—the candle will blaze.

THE WATCH DIAL OF MEPHISTO

A very easy "mind reading" trick which mystifies. Ask your victim to think of one of the numbers on a watch dial, and for every time you tap the crystal with a pencil, to add ONE to the chosen number; at the tap that brings the amount in his mind to TWENTY, your pencil will rest over the hour number that he mentally selected. **THE SECRET:**—For the first seven taps strike at random any of the numbers on the dial; but at the eighth tap strike "12," at the ninth "11," at the tenth "10," and so on round backward, until the other person announces that he has reached twenty in his count. If he has followed instructions the pencil will then rest upon the chosen number. This is a positive hit.

MAGIC DIVINATION OF NUMBERS

It is required to name the quotient of five or three lines of figures—each line consisting of five or more figures—only seeing the first line before the other lines are even put down. Any person may write down the first line of figures for you. How do you find the quotient?

EXAMPLE:—When the first line of figures is set down, subtract 2 from the last right hand figure, and place it before the first figure of the line, and that is the quotient for five lines. For example, suppose the figures given are 86,214, the quotient will be 286,212. You may allow any person to put down the two first and the fourth lines, but you must always set down the third and fifth lines, and in doing so, always make up 9 with the line above, as in the following example:

86,214
42,680
57,319
62,854
37,145

Qt. 286,212
67,856
47,218
52,781

Qt. 167,855

Therefore, in the annexed diagram you will see that you have made 9 in the third and fifth lines with the lines above them. If the person desiring to put down the figures should set down a 1 or 0 for the last figure, you must say: "We will have another figure," and another, and so on, until he sets down something above 1 or 2.

In solving the puzzle with three lines, you subtract 1 from the last figure, and place it before the first figure, and make up the third line yourself to 9. For example: 67,856 is given, and the quotient will be 167,855, as shown in the annexed diagram.

MYSTERIOUS VANISHING CARD

Six cards are placed in a row on the floor. You ask any one to mention which card they would like to vanish. A card having been agreed upon, the conjurer turns up his sleeve, and, surrounded by the company, deliberately gathers up the six cards, which he holds for a few moments between his hands; and upon dealing them out upon the floor once more, the indicated card has mysteriously vanished. This trick is accomplished by secretly wetting the thumb of the right hand, and, in the act of picking up the cards, the wet thumb is run along the edge of the selected card that the next card will adhere to it, and in placing the cards once more on the floor, after having given them a good squeeze between the palms, the card will have, to all intents, disappeared.

STARTLING ARITHMETICAL PROBLEM

By multiplying 5,363,222,357 by 2,071,723, the result will be seventeen times the repetition of the figure ONE, as follows: 11,111,111,111,111. Try this on your friends.

MAGNETIC BASIN OF WATER

Throw a coin or ring into a basin of water and tell your spectators that you will recover the object without wetting your hand in the least. In order to do so you sprinkle the surface with Powdered Lycopodium, which has no attraction for the water, and will not adhere to it. Come forward with your basin of water, borrow a coin and throw it into the basin of water, show that your hand is without preparation, plunge your hand in boldly, recover the coin, and show that your hand is as dry as it ever was in your life. Powdered Lycopodium can be had at any drug store.

PRISON CELL ESCAPE

After selecting a cell send the officials for the handcuffs and, while they are away, hide your picks somewhere in the cell. They arrive with the manacles; performer is stripped and manacled and cell door locked, and officials leave him alone. The cuffs are now unlocked by means of the various picks, and the cell lock is next opened by putting the hand through the hole in the cell door and picking the lock. Special cell picks are furnished by the various magical dealers. When cell door locks by means of a spring lock fill up bolt hold with a wedge of hard wood. This prevents the door from locking, and after escape is made from the various handcuffs, the cell door can easily be pushed open, as the plug in frame will prevent the lock from entering the bolt hole.



SATAN'S DINNER

Place some alcohol in your ladle and set fire to it; now take a banana which you have at hand and dip banana in the blazing alcohol and eat it while blazing. As soon as it is placed in the mouth the fire immediately goes out.

THE DEMON BELL

A small bell is examined and found to have no clapper. It is then presumed it can make no sound, save by visible means. However, the performer sets it upon a small examined table, which stands quite close to audience, and at command, bell begins to ring. It obeys every demand made upon it, yet no means of producing sound can be found.

SECRET:—Use a small call bell, such as used on a table. A black thread is carried across the stage, and end is permanently fastened and the other is in the hands of an assistant, who stands in the flies or wing. In the middle of thread is fastened a small shot. Assistant uses this as a clapper and when examination is desired, he drops the thread and shot on the floor where it will not be visible.



SENSATIONAL MAIL BAG ESCAPE

An excellent mail bag may be made from canvas, any required size, with eyelets fastened around the top, through which a small chain or bar is placed and secured at the end with a padlock, previously sealed.

TO ESCAPE:—A lock known as a "spirit lock" is used, this is easily opened by means of a pick which throws back the bolt. In making the canvas bag, a small opening is left in seam, and through this opening the performer pulls the lock and picks it, while secured inside of sack. This is a mystifying escape and is accomplished behind a screen or under cover of a sheet of some sort.

ORIENTAL MYSTERY SAND TRICK

First prepare some sand by heating in a shallow pan, when good and hot drop a piece of paraffine wax into sand and mix well, this will coat every grain of sand and make it water proof, then take sand from stove and allow to cool off. Now for the trick, take a basin of water and ask some of the spectators to throw a handful of your sand into your basin of water, this done, dip down and bring up the sand out of basin, explaining, that the sand will be perfectly dry, which it is.

MYSTIC ERUPTION OF FIRE

Prepare a glass by filling it two-thirds full of water, then pour on water one-half teaspoonful of benzine. To end of wand or finger, by means of wax, attach a small piece of metallic potassium. By inserting wand or finger in glass the benzine bursts into flame and burns until exhausted. Use extreme caution in handling the potassium. Use piece half the size of a pea.

SPIRIT MESSAGE IN LETTERS OF BLOOD

Previous to showing this trick, apply to your arm a strong solution of salt and water, several times; when dry, scratch the name "Ace of Spades" on arm with pointed stick. Now force the Ace of Spades from your deck, on someone in audience, have them return it to the deck and shuffle it. After making a few magical passes over your arm, rub it briskly, and the name of the card will appear in red under the skin.

FORCING A CARD

To force a particular card on a spectator, fan the deck before him, retaining the card to be forced near the center, and as spectator is about to select a card—quickly pass the cards one at a time from left to right hand, and deliberately shove the desired card into his hand. After he returns it to deck and shuffles it, it will be an easy matter for you to name his card or produce same in any spectacular manner desired. It requires much practice to properly force and palm cards, and to those who are not skilled in this art, I recommend the various trick decks now being manufactured and which may be obtained at any reliable magical house. These trick decks enable you to force any desired card—to cut any card—to read them from the back, etc. Many exclusive tricks can be accomplished with these special decks; equal

to any performed by professional magicians. By sending your name and address to the publishers of this book, they will forward same to the manufacturer of these various trick cards, decks and devices, and their catalogues will be mailed to you with full descriptions, without charge.



THE NECROMANTIC NUMBERS

This is a marvelous mental arithmetic problem which will prove interesting. Request anyone to think of the number of the month of their birth. January the first month, February the second, etc. Multiply it by 2; add 5; multiply that by 50; add his age; subtract 365; add 115; now ask the result. The last two numbers will reveal the age, while the number of numbers preceding them will reveal the month. For instance, if the result was 1260—60 being the age, and 12 being the month—December.

MYSTERIOUS VANISHING CIGARETTE

In this trick the performer instantly vanishes a lighted cigarette, with sleeves turned back. This is a mystifying trick and may be done anywhere.

The Secret:—A small piece of apparatus known as a "vanisher" is used, which may be secured from any magical dealer or easily made. This is shaped similar to a cap of a fountain pen to which is attached a length of elastic cord. The cord placed through the belt loops of the trousers, and fastened; leaving the "vanisher" hanging on right side of belt. While cigarette is being held in left hand, reach down and get the "vanisher" with the right hand, and hold it in the closed right hand with the open end near the thumb. With the left hand you now apparently insert the cigarette in the closed palm; you really insert it in the "vanisher," and cigarette flies back under the coat, and both hands are now shown



empty. The publisher of this book will supply you. Ask for catalogue.

THE MAGNETIC JOKER

This feat can be performed only with a "marked" deck of cards, which will enable them being read by glancing at their backs. To begin, place the Joker on table, shuffle the deck and note bottom card, which we will call the Ace of Hearts. Place deck face down in one pile and note the top card by the secret mark, say it is the Jack of Clubs. Turn your back and ask someone to place the Joker on top of deck and cut them once. Without turning around you name the card above and below the Joker—the Ace of Hearts and Jack of Clubs. Exclusive tricks can be performed with these "marked" decks, equal to any performed by professional magicians. Detailed instructions accompanies each deck. Write to publisher of this book for free descriptions.

EATING A MEAL OF FIRE

Pour about a tablespoonful of Alcohol into a saucer and throw about eight or ten good-sized raisins into the saucer and light with candle. Take a fork and eat the blazing raisins as you would quail on toast. Chew and swallow them—they will not harm you. Close the mouth as soon as it contains the raisin.

MAGICAL RELEASE FROM BONDAGE

Two pieces of strong cord. Each about one yard long. Tie on end to each wrist by passing cord around wrist and tying on the palm side. One end of the second cord is attached to one wrist, the right, of another person in the same manner, then the free end is passed over the first cord and between your arms—the other end of second cord is then tied in same manner to the left wrist of your co-worker. The trick is to free yourself from bondage with the other person. It is accomplished by seizing your opponent's cord at the centre, pass it under cord on right wrist, draw this loop over the finger tips, then back and under wrist band on opposite side and if properly done, you will have gained your freedom.

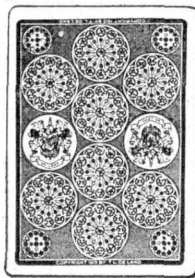


Goods advertised on this and the following pages can be purchased direct from the manufacturers, S. S. Adams Co., Asbury Park, N. J. Transportation charges are prepaid. Goods that are not mailable are shipped via prepaid express only if part of an order amounting to one dollar or more.

MAGIC CARDS

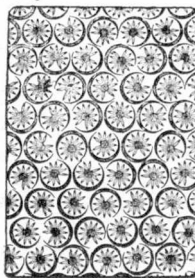
While these cards apparently are the same as any ordinary deck of Playing Cards, they can be used for magical "stunts" without number.

The backs are entirely mechanical--no lengthy study nor practice is necessary.



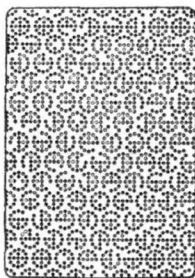
DE LAND'S DOLLAR DECK

This deck contains over 12,000 secret marks. Some seemingly impossible feats in magic can be performed with it.



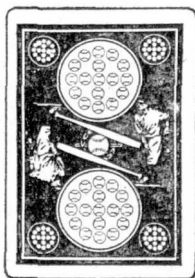
DAISY DECK

The backs of this deck contain a system of marks which can be read at a distance of 15 feet. Wonderful for stage use.



NIFTY DECK

This deck is especially suited for long distance reading. The directions tell you how to accomplish some seemingly impossible feats.



ADAMS' LEAGUE DECK

These cards can be "told" from the back as well as the front. You can perform an entire act in magic with their aid.

Every one of these decks is different. Exclusive tricks can be performed with each. Special directions containing the secret "key" are furnished with every deck.

With these cards YOU can accomplish feats in magic, equal to any performed by professional magicians.

PRICE PER DECK

ONE DOLLAR



PHANTOM CARDS

(No. 351)

From five cards shown, three are mentally selected by anyone in the audience. All cards are then placed under a handkerchief and the two not selected are removed by the performer. Someone else is then requested to remove the other three cards, and these, to the astonishment of all, have entirely disappeared. The trick causes two big surprises and is the simplest card trick ever invented. Each, 10 Cents.

Magic Goods manufactured by S. S. Adams Co., Asbury Park, N. J.
(All transportation charges prepaid)



VANISHER

(No. 303)

With the aid of this Vanisher it is possible to make small articles, such as handkerchiefs, paper money, etc., to apparently disappear into the air. The work looks very effective for the reason that it is done with the sleeves rolled up. The Vanisher is an exact duplicate of the attachment used by professional magicians. We guarantee that anyone can do it the first time it's tried. Each, 25 Cents.

BILLIARD BALLS

(No. 320)

Having magically produced a solid billiard ball, the conjuror by simply moving his hand in the air, causes a second ball of corresponding size to appear beside it. While everyone is watching as closely as possible, a third ball appears with the second and finally a fourth ball appears. These are shown to be solid. They are now caused to vanish, one at a time, until the hands are shown to be empty again. Each, 25 Cents.

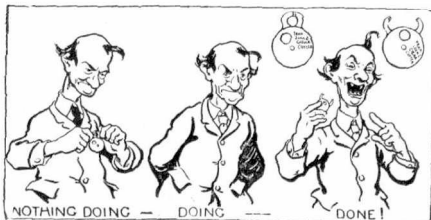


- 297 **DeLand's Card Locator.** An automatic contrivance which enables you to name ANY card ANYWHERE in an ordinary deck after it is shuffled and cut. Each 50 cents.
- 300 **Changing Spots.** Consists of a set of five cards with which you in turn can show four Eights, four Deuces, four red cards and four black cards. Each 10 cents.
- 352 **Ace Trick.** Four Aces are placed singly on the table and each covered with THREE other cards. One pile is selected and instantly all of the Aces comprise that pile. Each 10 c.
- 353 **Disappearing Spots.** By simply breathing on four Kings they change to four Aces; breathing again the spots disappear and the cards appear perfectly plain. Each 10 cents.
- 354 **Papel Blanco Card Trick.** Four cards are dropped into a borrowed hat and shown one at a time. All present are requested to name them. Cards in the hats suddenly turn BLANK. Each 10c.
- 355 **Spotter or Educated Die Card Trick.** One Ace and five other cards are placed faces down on the table. A die is thrown and whatever number comes up names location of the Ace. Each 10 cents.
- 356 **Changing Card.** By a mechanical contrivance the Jack of Spades changes like a moving picture and becomes a perfect Queen of Diamonds. Handy card for magical effects. Each 10 cents.
- 357 **Cinch Card Trick.** Four Queens are shown and dropped into a borrowed hat. Instantly they change to four other cards. Backs and fronts are shown. Each 10 cents.
- 358 **Tip-Top Card Trick.** Five cards are shuffled and placed faces down on the table. Any one names the bottom card and you instantly name the top. Each 10 cents.
- 359 **Two Card Monte.** The Ace and Ten are placed on the table. You cover either card with your hand and let any one cover the other. Astonishing change takes place. Each 10 cents.
- 361 **X-Ray Card Trick.** Performer can instantly name any card selected in audience. This trick is especially suited as a mind reading trick. Each 50 cents.
- 363 **Twister Card Trick.** Black Ace held in right hand, red Ace in left. Cards are switched to opposite hands and yet they remain as first shown. Each 10 cents.

Adams
1912
M275

Jokers' Novelties manufactured by S. S. Adams Co., Asbury Park, N. J.

All transportation charges prepaid. (Orders for unmailable goods accepted only as part of an order for \$1.00 or more.)



TRICK LOCK AND CIGAR CUTTER

(No. 7)

This article combines a Joke Novelty, Puzzle, Cigar Cutter and Safety Lock. While you will find it almost impossible to open this lock while held in front of you, it will immediately come open when held behind your back. This statement seems unbelievable, but nevertheless it's absolutely true. Not only is this a useful novelty, it's one of the best little Fun Makers you ever saw. Each, 25 Cents.

ANARCHIST (stink) BOMB

(No. 50)

Consists of a little glass vial, containing in liquid form, a chemical which will produce a most horrible odor.

One dropped in a room full of people will cause more consternation than a limburger cheese.

The smell will entirely disappear in a short time. These bombs contain nothing unclean nor unhealthy; the fluid really is a disinfectant.

Put up three in a box. (Not mailable) Per box, 10 Cents.



- 1 **Rye** (Imitation Whiskey Bottle). An exact imitation of a Whiskey sample, labeled "PURE OLD RYE". The contents consist of rye grains. A very funny joke. Each 25 cents.
- 3 **Salted Peanuts** (with snake). A small container similar to that in which Salted Peanuts usually are supplied. A snake jumps out when the container is opened. Each 25 cents.
- 5 **Marshmallows** (with snake). A tin can labeled like an ordinary can of Marshmallows, which when opened contains a monster snake three inches in diameter and 36 inches long. Each 50 cents.
- 14 **Snake Jam Jar**. An exact imitation of a jar of Raspberry Jam. When opened a 30-inch snake will jump out and leap ten feet in the air. Each 50 cents.
- 18 **Fatima Shadow Dancer**. A match is all you need and you can have a "movie" show all your own. Fatima's shapely figure is set in a metal scroll which also contains a screen on which she performs her speciality. Each 10 cents.
- 19 **Hula-Hula Dancer**. A dancing figure printed on a stretched rubber sheet. A lively kissing scene is enacted by a movement from the back of the sheet. Each 15 cents.
- 20 **Kissing "Movie"**. Two kissing figures printed on a stretched rubber sheet. A lively kissing scene is enacted by a movement from the back of the sheet. Each 15 cents.
- 24 **Diamond Squirt Ring**. A good imitation of a real Diamond ring. The ring is hollow and is attached to a bulb filled with water. Any one that examines it gets a shower bath. Each 15 cents.
- 30 **Imp Bottle**. A funny bottle which YOU can LAY DOWN. No one else can do it. Small size 10 cents, large size 25 cents.
- 40 **Bingo Shooting Device**. The Bingo is a shooting device which explodes a percussion cap with a loud report when disturbed. (Caps not mailable.) Each Bingo (with ten caps), 10 cents.
- 60 **Imitation Ink Blot**. A shiny composition which has the exact appearance of wet ink. Very funny. Each 10 cents.

Jokers' Novelties manufactured by S. S. Adams Co., Asbury Park, N. J.
(All transportation charges are prepaid.)



CACHOO

(No. 70)

Of all the fun makers ever invented, CACHOO easily leads them all. It creates more fun to the square inch than any other joker.

CACHOO is a fine powder, which when blown into the air will cause everybody to sneeze. It is absolutely harmless. The sensation is exactly the same as that caused by the taking of a pinch of snuff.

CACHOO is also very lasting, a ten cent vial contains enough for at least twenty doses.
(Not mailable). Each, 10 Cents.



LOADED CIGARETTES

(No. 160)

A box containing ten apparently genuine Cigarettes. They contain a cap which explodes when about one-third is smoked.

They appear so real and afford so good a smoke (while they last) that the victim is taken entirely by surprise. A great laugh producer and entirely harmless.

Box of ten, 25 Cents.

- 62 Shooting Book.** A real book which shoots off a cap with a loud report when opened. (Caps not mailable.) Each 50 cents.
- 64 Imitation Bed Bugs.** Six imitations of real bed bugs contained in a transparent envelope. Can be used for jokes without number. Each envelope 10 cents.
- 75 Cigar Butt.** A perfect imitation of a lighted cigar. This looks absolutely real and shows the ashes and spark and even the saliva on the end. Each 10 cents.
- 90 Explosive Matches.** These matches explode with a loud bang when lit. Thirteen matches contained in a wooden tube. (Not mailable.) Each tube 10 cents.
- 100. Fly Pin.** This is so exact an imitation of a fly that it can not be told from a live one. Instructions included for playing tricks without number. Each 10 cents.
- 131 Itching Powder.** Itch powder contained in a small box. This joke novelty is too well known to need description. (Not mailable.) Per box 10 cents.
- 200 Palpitator.** Can be used under a table cloth to make plates and dishes dance or under the vest to imitate palpitation of the heart, also for numerous other jokes. Each 25 cents.
- 220 Raveler.** A small bobbin that is pinned inside the coat. A piece of white thread is left hanging outside. When any one tries to take it off there is no end to the string. Each 10 cents.
- 221 Rooter.** This is a funny article that can be used as a joke or a noise maker. It imitates the blowing of the nose, only much louder. Each 10 cents.
- 230 Shiner.** A small telescope that contains a blackened rim. Any one that looks through it gets a black eye. Each 25 cents.
- 238 Surprise Squirrel.** A medallion that is worn in the button hole and is connected with a rubber ball in pocket containing water. Any one looking at it gets a shower bath. Each 15 cents.
- 241 Shimmie Dancer.** A dancing figure printed on a rubber sheet. Manipulation from the back makes the figure "shimmie". Each 15 cents.