

HOCUS POCUS;

OR THE
WHOLE ART

OF

LEGERDEMAIN

IN PERFECTION:

which any one may Perform the most strange
and curious tricks of Sleight of Hand, with
Cards, Rings, Fire, Ribbons, Money, &c.
without a Teacher.

TO WHICH ARE NOW ADDED,

numerous New and Rare Inventions, such as
were never before seen in Print.

BY HENRY DEAN.

THE SIXTEENTH EDITION,

With large Additions and Amendments.

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THE WHOLE ART
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LEGERDEMAIN.
OR,
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IN PERFECTION.

L EGERDEMAIN is an operation when one may seem to work wonderful, impossible, and incredible things, by agility, nimbleness, and sleight of hand.

A Description of the Operator.

1. He must be one of a bold and undaunted resolution, so as to set a good face upon the matter.
2. He must have strange terms, and emphatic words to grace and adorn his actions; and more to amaze and astonish the beholders.
3. And lastly, He must use such gestures of his body, as may take off the spectators' eyes from strict and diligent beholding his manner of performance.

To seem to eat Knives and Forks.

Desire any one of the spectators to lend you a knife, which when you get hold of, so that

* * *

may cover the whole with both hands, the end of the haft excepted, and setting the point to your eye, saying, 'Somebody strike it with your fist,' but nobody will, because it is so dangerous a thing; then setting your hand on the side of the table and looking about you, ask, 'What, will nobody strike it in?' in which time let the knife slip into your lap, then make as if you chop it hastily into your mouth, or to hold it with one hand, and to strike it in with the other nimbly, making three or four wry faces, saying, 'Some drink, some drink,' or else, 'Now let somebody put his finger into my mouth, and pull it out again.' Some will cry, 'You will bite me,' say, I will assure you I will not. Then when he hath put his finger in, he will pull it out, and cry, 'There is nothing.' This is time sufficient to convey the knife into your pocket: then say, 'Why, you have your finger again.' So by this means you may swallow knives and forks.

How to put a Ring through one's Cheek.

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

then while you perceive them fasten their eyes upon that ring, upon a sudden whip it out, and smite upon the stick therewith, instantly concealing it, and whirling the other ring, you hold your hand over, round about the stick, and it will be thought that you have brought that ring upon the stick which was upon your cheek.

How to show the Hen and Egg-bag, and out of an empty Bag to bring out above an hundred Eggs, and afterwards to bring out a living Hen.

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

bag, and take up your hen-bag, and so shake your hen, pigeon, or any other fowl. This is a noble fancy if well handled.

To shew the Trick with the Funnel.

You must get a double funnel, that is, two funnels soldered one within the other, so that you may at the little end pour in a quantity of wine or water. This funnel you have ready filled beforehand, with whatsoever liquor you please, and call for some of the same kind; then draw your funnel, and setting your middle finger into the bottom of it, bid some body, or else do it yourself, pour it full, and drink it up before them, and turn the broad end of the funnel downwards, saying, "Gentlemen, all is gone;" and in a trice turn yourself about, and in turning, pronounce some terms of art: withdraw your finger from the narrow end, and let the liquor out between the funnels, and it will be thought to be that which you drank out of the funnel, and so you may persuade them it is the same.

How to make three little children dance in a Glass upon a Table.

Take little figures of glass that are made hollow of an inch and a half high representing little boys, which may be had at the glass-blowers.— These little images have a small hole in one of their legs, and are lighter than water. Immerse them into the water contained in the glass A B. This glass is about a foot or 15 inches high, and covered with a bladder which is tied fast over the top: a small quantity of air is to be left be-

tween the bladder and surface of the water: so when you command them to walk down, press your hand hard upon the top, and they will immediately come down, and so you may make them dance in the middle of the glass, at your pleasure; and when you would have them go up to the top, take your hand away, and they will walk up.

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

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

An excellent Feat to make a Two-penny piece be plain in the palm of your hand, and be passed from thence where you list.

Put a little red wax, not too much, upon the nail of your longest finger, then let a stranger put a two-penny piece into the palm of your hand and shut your fist suddenly, and convey the two-

penny piece upon the wax, which with use you may so accomplish as no man shall perceive it; then, and in the meantime, use words of course, and suddenly open your hand, hold the tips of your fingers rather lower than higher than the palm of your hand, and the beholders will wonder where it is gone; then shut your hand suddenly again, and lay a wager whether it be there or not, and you may either leave it there, or take it away at pleasure. This, if it be well handled, hath more admiration than any other feat of the hand. Note, This may be best done by putting the wax upon the two-penny piece, but then you must put it into your hand yourself.

To convey a Tester out of one's hand that holds it fast.

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

Of Cards, with good caution how to avoid cozenage therein, especially Rules to convey and handle the Cards, and the manner and order how to accomplish all difficulties and strange things wrought with Cards.

I having now bestowed some waste money among you, I will set you to cards, by which kind of witchcraft a great number of people have juggled away not only their money, but also, their lands, their health, their time, and their honesty. I dare not as I could, show the lewd juggling that cheats practice, lest it minister some offence to the well-disposed, to the simple, hurt and losses, and to the wicked, occasion of evil-doing: but I could wish all gamesters to beware, not only of cards, but also of what dice they play withal; but especially with whom, and where they exercise gaming, and to let dice pass as a thing whereby a man must be inevitably cozened. One that is skilful in making bum-cards, may undo hundreds of wealthy men, that are given to gaming: if he hath a confederate present, either of the players or standers by, the mischief cannot be avoided. If you play among strangers beware of him that seems simple or drunken, for under their habit the most spacious cozeners are presented, and while you think by their simplicity and imperfections to beguile them, and thereby perchance are persuaded by their confederates, which you take to be your friends, you will then be most of all deceived. Beware also of the betters and lookers on, and particularly of them that bet on your side, whilst they look on your game, without suspicion, they discover it by sings to

your adversaries, with whom they bet, and yet are their confederates.

But in showing feats and juggling with cards, the principal point consisteth in the shuffling them nimbly, and always keeping one card either at the bottom or in some known place of the stock, four or five cards from it; hereby you shall seem to work wonders, for it will be easy for you to see one card, which though you be perceived to do, it will not be suspected, if you shuffle them well afterwards: and this note I must give you, that in reserving the bottom card, you must always, whilst you shuffle, keep him a little before or a little behind all the cards lying underneath him, bestowing him, I say, either a little beyond his fellows before, right over the fore-finger, or else behind the rest, so as the little finger of the left hand may meet with it, which is the easier, the readier, and better way in the beginning of your shuffling. Shuffle as thick as you can, and in the end throw upon the stock the neither card, with so many more at the least as you would have preserved for any purpose, a little before or a little behind the rest, provided always that your fore-finger (if the pack lay behind,) creep up to meet with the bottom card, and when you feel it, you may then hold it until you have shuffled over the cards again, still leaving your kept card below. Being perfect herein, you may do almost what you list with cards by this means, what pack soever you use, though it consisteth of eight, twelve, or twenty cards, you may keep them still together unserved next to the card, and yet shuffle them often to satisfy the curious beholder. As for example, and for brevity sake, to show divers feats under one,

To tell without confederacy what Card he thinketh on.

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

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

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

Take a pack of cards and let any one draw any card that they fancy best, and afterwards take and put it into the pack, but so as you know where to find it at pleasure: for by this time, I suppose you know how to shuffle the cards, and where to find any card when it is put into the pack; then take a piece of wax and put it under the thumb-nail of your hand, and there fasten a hair to your thumb, and the other end of the hair to the card, then spread the pack of cards open on the table, then say, "If you are a pure virgin that card will jump out of the pack," then by your words or charms seem to make it jump on the table.

How to tell what Card any man thinketh on, and how to convey the same into a kernel of a nut, or cherry stone, and the same again into one's pocket; and how to make him draw the same, or any card you please, and all under one device.

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

How to let twenty gentlemen draw twenty Cards, and to make one Card every man's Card.

Take a pack of cards, let any gentleman draw a card, and let him put it into the pack again, but be sure that you know where to find it again, at pleasure; then shuffle the cards as before

taught, and then let another gentleman draw a card, but be sure that you let him draw no other card but the same card as the other did draw, and so do till ten or twelve, or as many cards as you think fit, when you have so done, let another gentleman draw another card, but not the same, and put that card into the pack where you have kept the other card, and shuffle them till you have brought both cards together; then shewing the last card to the company, the other will shew the trick. By this means many other feats may be done.

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

Make one plain loose knot with the two corner ends of a handkerchief, and seeming to draw the same very hard, hold fast the body of the said handkerchief near to the knot with your right hand, pulling the contrary end with your left hand, which is the corner of that which you held; then close up handsomely the knot, which will be somewhat loose, and pull the handkerchief so with your right hand as the left hand end may be near to the knot, then will it seem to be a true and firm knot; and to make it appear more assuredly to be so, let a stranger pull at the end which you have in your left hand, while you hold fast the other in your right hand, and then holding the knot with your fore-finger and thumb, and the lower part of your handkerchief with your other finger as you hold a bridle, when you would with one hand slip up the knot and lengthen the reins; this done, turn your handkerchief over the knot with the left hand, in doing whereof you

must suddenly slip out the end or corner, patting
 by the knot of your handkerchief with your fore-
 finger and thumb, as you would put up the afore-
 said knot of your bridle: then deliver the same
 covered and wrapt within the midst of the hand-
 kerchief to one to hold fast, and after pronounc-
 ing some words of art, take the handkerchief and
 shake it, and it will be loose.

How to take three Button Moulds off two Strings.

Take two little whipcords of two feet long
 piece, double them equally so as there may ap-
 pear four ends; then take three button moulds,
 the hole of one of them must be bigger than the
 rest, and put one button mould upon the eye or
 bout of the one cord, and another on the other
 cord; then take the button mould with the great-
 est hole, and let both the bouts be hidden therein;
 which may be the better done if you put the eye
 or bout of the one into the eye or bout of the
 other; then pull the middle button upon the same
 being doubled over his fellow, so will the heads
 seem to be put over the two cords, you may loose
 them as you list, and make it seem manifest to
 the beholders, which may not see how they are
 done, but that the buttons are put upon the two
 cords without any fraud, then must you seem to
 add a more effectual binding of those buttons to
 the strings, and make one half of a knot, with
 one of the ends of each side, which is for no
 other purpose, but that when the buttons be tak-
 en away, the cords may be seen in the case,
 which the beholders supposes them to be in be-
 fore, for when you have made your half knots,
 which in any wise you may not double to make

a perfect knot, you must deliver into the hands of some stander-by these two cords, namely two cords evenly set to one hand, and two in the other, and then with a wager being to pull of the buttons, which if you handle nimbly, and in the end cause him to pull his two ends, the two cords will shew to be placed plainly, and the buttons to have come through the cords; but those things are so hard, and long to be described, that I will leave them, whereas I could shew great variety.

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

To do this you must have a piece of the same ready in your hand, the sample of that you intend to cut; then amongst other tricks by you, clap your hand upon the place you intend to cut, then drawing hollow by the false piece, cause it to be cut off, and griping your hand, show the hole from whence the piece came away. which is in your hand, which is done by pretending to feel in your pocket for a needle and thread to sew it up again; but drawing your hand out from your pocket, saying, 'I have no needle, but I have a charm will do as well,' so muttering some words, bid them blow upon it, and pulling your hand from the place does not a little satisfy the curiosity of the persons who thought they had been damnified.

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

Take sal armoniack half an ounce, camphire one ounce, aquavita two ounces, put them into

an earthen pot, in the fashion of a chamber-pot, put something narrow upon the top, then set fire to it, and the room will seem to them that are in it to be all on fire; nay, themselves will flap their hair and clothes, thinking they are all on fire, when there is nobody hurt, unless it be with a light. Have a care of shewing it to women with child in the room, for yourself would be frighted if you did not know the trick.

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

Anoint your tongue with liquid storax, and you may put a pair of tongs into your mouth red hot, without hurting yourself, and lick them till they be cold, by the help of this ointment, and by preparing your mouth thus, you may take wood-coal out of the fire, and eat them as you would bread, dip them into brimstone powder, and the people will seem more strange, but the sulphur puts out the coal, and shutting your mouth close puts out the sulphur, and so they chump the coals and swallow them, which they may do without offending the body; but if they were bound to eat nothing else, it would be a very sickly trade; and if you put a piece of lighted charcoal into your mouth, you may suffer a pair of bellows to be a-blowing in your mouth continually, and receive no hurt, but your mouth must be quickly cleaned, otherwise it will cause a salivation: it is a very dangerous thing to be done, and altho' those that practise it, use all the means they can to prevent danger, yet I never saw any one of these fire-eaters that had a good complexion, the reason I could give, but it is known to the sons

of art. Some put bole armoniack into this receipt, a cold thing, and spoils the whole composition; and so leaves out hamitatis and liquid storax; but let them beware how they use it.

How to walk on a Hot Iron Bar, without danger of Scalding or Burning.

Take half an ounce of camphire, dissolve it in two ounces of acquavit, add to it one ounce of quick-silver, one ounce of liquid storax, which is the droppings of myrrh, and hinders the camphire from firing; take also two ounces of hamitatis, a red stone to be had at the druggists, and when you buy it, beat it to powder in their great mortar, for it is so very hard, that it cannot be done in a small one; put this to the afore-mentioned composition, and when you intend to walk on the bar, you must anoint your feet well therewith, and you may walk over without danger.—By this you may wash your hands in boiling lead.

How to make a Knife leap out of a Pot.

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

life upon the uppermost part of the whale-bone
with the point upwards: say some words of
magic, as Presto vet, or Omporte.

Note, I have invented a new instrument to
perform this fancy, which is to be admired by all
ingenious persons.

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

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

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

It is not one of the worst tricks to burn a thread handsomely, and make it whole again, the manner whereof is this; take two threads, or small laces, of one foot length a-piece, roll up one of them round, which will be about the bigness of a pea, put the same between your left fore-finger and your thumb, then take the other thread, and hold it forth at length betwixt your fore-finger and thumb of each hand, holding up your fingers daintily, as young gentlewomen are taught to hold up a morsel of meat; then let one cut asunder the same thread in the middle: when that is done, put the tops of your two thumbs together, and so shall you with less suspicion receive the piece of thread which you hold in your right hand into your left, without opening of your left finger and thumb; then holding those two pieces as you did before it was cut, let these two be also cut asunder in the midst, and they conveyed again as before, until they be very short, and then roll all those ends together, and keep that ball of thread before the other in the left hand, and with a knife thrust the same into a candle, where you may hold it until the said ball of thread be burnt to ashes; then pull back the knife with your right hand, and leave the ashes with the other ball betwixt your fore-finger and thumb of your left hand together, take pains to rub the ashes till your thread be renewed, and draw out that thread at length which you had at this while betwixt your fore-finger and thumb. This is not inferior to any juggler's trick, if it be well handled, for if you are so perfect in Leger

main, as to bestow the same ball of thread, and change it from place to place, betwixt your other fingers, as may be easily done, then it will seem very strange.

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

As for pulling ribbons out of your mouth, it is somewhat a stale jest, whereby jugglers get money from maids by selling laces by the yard, putting into their mouth one round bottom as fast as they pull out another, and at the exact end of every yard they tie a knot so as the same rests upon their teeth, they then cut off the same, and so the beholders are double and treble deceived, seeing as much lace as will fill a hat, and the same of what colour you list; to be drawn so by seven yards out of your mouth, and yet the juggler to talk as though there were nothing in his mouth.

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

Put a piece of lead into one of the neither lids of your eye, as big as a tag of a point, but not so long, which you may do without danger, and with a little juggling stick, one end thereof being hollow, seem to thrust the like piece of lead under the other eyelid, but convey the same, indeed, into the hollowness of the stick, the stepple or peg thereof may be privately kept in your hand until this feat be done; then seem to drive the

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

How to let a Gentleman hold ten pieces of Money in his hand, and to command them into what number he can think on.

You must fling your money on a table, and desire any body to tell ten pieces out on the table, when they have done they will say, there is ten. Note, you must have in readiness, privately concealed in your right hand five pieces, then you must tell the company that you always tell your money after every person, so telling down the money with your left hand, and taking it up with your right, convey the five pieces to the ten, then ask if any body is desirous to hold them, and there will be enough to hold them, and be sure to hold them fast; that done, bid them call for what number they please to think on between 10 and 15, and so let them call for what number they will, you know they have it in their hand, and when they open their hand, they are struck to admiration. But be sure not to forget your terms of art to amaze the beholders.

How to command Seven Halfpence through a Table.

This feat is one of the greatest that the jugglers have done, and is inferior to none. To do

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

How to turn a Box of Bird-Seed into a living Bird.

You must have a box made on purpose, with a false lid; for to describe it to you in words is pretty hard, but you may have them ready made at my house. This box must be turned nearly like unto the egg-boxes, so that they cannot find out where it opens, and you must have a false lid to clap on and off, and on that lid glue some bird seed; so before you shew the box to the company, put a bird in the box, and then the false lid, then shew the box to the company, and it will seem to be full of seed; then say to the company, 'Gentlemen, I will command all the seed out of my box, and command a living bird to appear;' so taking off the covers the bird will appear. You may be furnished with all manner of instruments, as cups, Dutch-puddings, egg-boxes, globe-boxes, melting-boxes, sixpenny-boxes, bird-boxes, and bells and bushels.

To tell what Card any one thinketh on.

Take 21 cards, and begin to lay them down, three in a row, with their faces upwards; then begin again at the left hand, and lay one card upon the first, and so go on the right hand; and then begin at the left hand again, and so go on to the right; do this till you have laid out the 21 cards in three heaps; but as you are laying them out, bid any one think on a card, and when you have laid them all out, ask him in which heap his card is, then lay that heap in the middle betwixt the other two; then lay them all out again into three heaps as before, and as you lay them

out, bid him take notice where his noted card goes; when you have laid them all out, ask him in what heap it is now, put that heap in the middle as before, and lay out the cards a third time, bidding him take notice where his noted card goes, and put that heap in the middle as before; then taking the cards with their back toward you, take off the uppermost card, smelling to him, reckon him 1, then take off another, and smelling to him, reckon him 2, this do till you come to the eleventh card, for that will always be the noted card, after the third time of laying them out, though you should lay them in this manner ever so often; you must never lay out the cards less than three times, but as often above as you please. This trick may be done by any odd number of cards that may be divided by three.

How to make a Card jump out of an Egg.

To do this wonderful feat, you must have two sticks made, both of one bigness, and both of a likeness; so that none can know the one from the other; one of the sticks must be made so artificially as to conceal a card in the middle, as thus; you must have one of your sticks turned hollow quite through, and then an artificial spring to throw the card in the egg at your pleasure. The operation is thus: Take and peel any card in the pack, which you please, and so roll it up, and then put it into your false stick, and there let it be till you have occasion to make use of it; then take a pack of cards, and let any body draw a card, but be sure let it be the same sort of card that you have in the stick already; then let them put it in the pack again, and when you are shuf-

fling them, let that card fall into your lap, which the party drew, so calling for some eggs, desire that party that drew the card, or any person else in the company, to choose any one of these eggs, and when they have chosen one, ask him if there be any thing in it, and they will answer no; then take the egg in your left hand, and your false stick in your right, and so break the egg with your stick, and then let the spring go, and the card will appear in the egg, very amazing to the beholders; then conceal that stick, and produce the true one upon the table.

How to make two Bells come into one hand, having put into each hand one.

This feat must be performed with three bells: you must put one bell into your left sleeve; then put one bell into one hand, and another into the other hand: they must be little maurice bells. Withdraw your hand, and privately convey the bell in your left hand into your right hand; then stretch both your hands abroad, and bid two men hold your hands fast, but first shake your hand, and say, 'Do you hear them?' The bell that is in your sleeve will not be known by the rattling, but that it is in your hand; then say, 'He now that is the greatest whore-master of you both shall have none at all,' open your hands, and shew them, and it will be thought you deal by magic art.

FINIS.