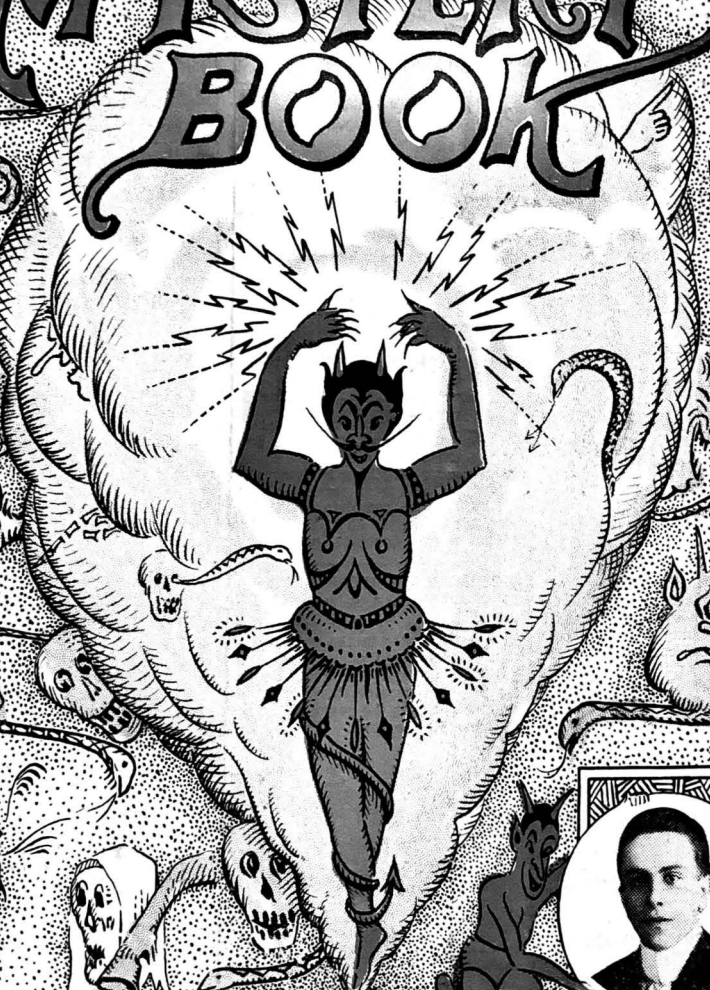
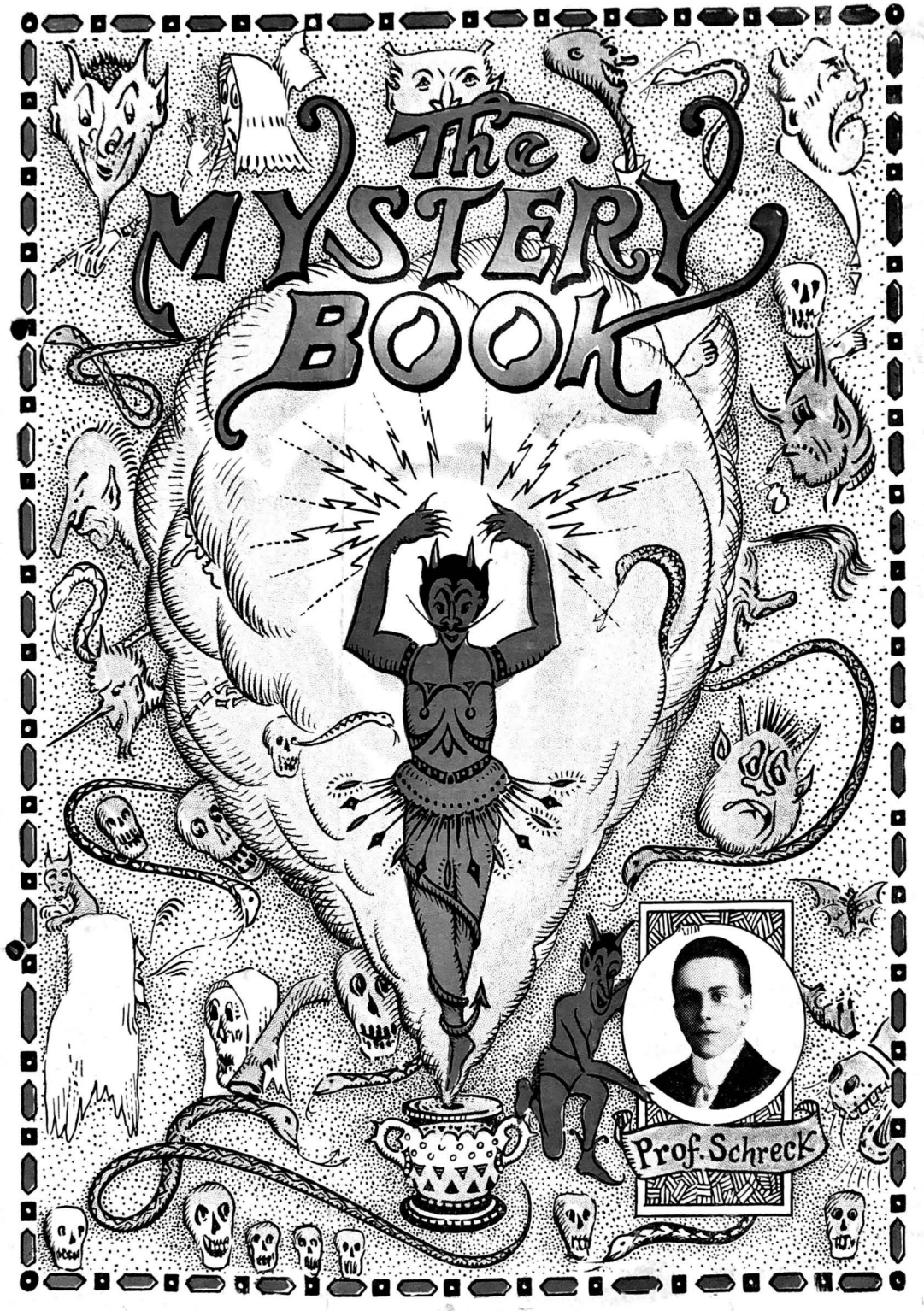


The MYSTERY BOOK



Prof. Schreck



Magic, Escapes and Illusions.



MARVELOUS LEVITATION ACT.

A person is apparently hypnotised and placed on a couch. You make a few passes over the body and the subject is seen to rise slowly in the air until she is floating into space. An exhibition that thrills them all. No wires or pulley work from overhead, no mirrors or magnetism. The most sensational act you ever seen. Can be worked out on any stage, room or platform in full light, away from curtains, etc. Complete instructions, 25c. W. W. Stanton, Liberty, Ind.

THE INVISIBLE HEN.

The performer exhibits a handkerchief, which he folds double, and holds the corner over a borrowed hat. After shaking the handkerchief for a few seconds an egg is seen to drop from it into the hat. Once more the handkerchief is shown empty and another egg is produced in the same mysterious manner. This is repeated until six or more eggs have been produced. Finally the hat apparently containing many eggs is given back to the owner, and, to his astonishment, he finds it empty, the eggs having entirely disappeared. Very easy to do. Price only 25c. Address F. A. Prevec Co., 964 Addison Road, Cleveland, Ohio.

SECOND-SIGHT UP-TO-DATE.

The performer introduces the "medium"—a lady—who is escorted to another room, which is guarded by one of the audience. Performer now asks several of the audience each to take a card out from a pack of playing cards, and to place the cards face uppermost upon the table. A piece of writing paper, a fountain pen and an envelope is taken to the lady in the adjoining room by one of the audience and to await an an-

swer outside. In a few moments the gentleman returns with the message, when, upon opening the envelope, the audience finds the names of the selected cards written upon the note-paper. A sensation which may be performed anywhere. Price 25c. Address Pacific Specialty Company, Oceanside, Cal.

CHINESE RING AND STRING.

A small ring is passed for examination, after which it is threaded on a string, the ends of which are held by a spectator. A borrowed handkerchief is then thrown over the ring. The performer now reaches



under the handkerchief and instantly removes the ring while both ends of the string are tightly held by the spectator. Everything is thoroughly examined and very easily accomplished. Price complete, with ring, etc., 25c. Address A. R. Villen, 126 Edson street, Corona, Long Island,

MARVELOUS HYDROSTATIC GLASS.

An unprepared glass tumbler is filled with water in the presence of the audience, and a small sheet of paper placed over the mouth of the glass. The operator then places his other hand over the paper and turns the glass upside down. Upon remov-



ing his hand from the paper the latter clings to the mouth of the glass, while the water remains suspended in the inverted glass without visible means of support. Thus far every person acquainted with natural laws has been able to follow. But they are dumbfounded, when after the conjurer has peeled off the paper

from the mouth of the inverted glass, they observe that the water still remains suspended, even while the inverted glass is being freely moved about. In fact, the glass of water may be thrown into the air and caught again without spilling any of the contents. Finally, the performer holds the glass of water upside down over a basin or bowl, when at a word of command given by a spectator the water drops out of the glass into the basin underneath. Suitable for parlor or stage. Best make. Price, including an ingenious piece of apparatus and instructions, complete, 25c. Majestic Amusement Enterprise, 406 Northside Station, Pittsburgh, Pa.

HOUDINI'S PAPER BAG ESCAPE.

This examined paper bag escape is one of the most baffling and spectacular escapes in the world. This is one of the sensations which helped make Houdini famous. You use any large paper bag available or challenge a local merchant to make a bag for you. Committee places you in bag and ties and seals the mouth of it. You escape from same with knots intact. The committee may write their name on bag to prove only one bag is used. No fakes used. Can be done by anyone. Complete instructions, 25c. Address Chas. L. Lowe, Lock Box 843, Lowell, Mass.

GREAT PROHIBITION MYSTERY.

From a pitcher containing water the performer pours wine or water at will. Wine and water when mixed in two glasses becomes all wine or all water at command. The contents of the glasses when poured back into the pitcher becomes all wine or all water, just as spectator wishes. The many unexpected color changes keep the audience watching during the performance and guessing afterwards. Complete instructions only, 25c. Address Frey Specialty Co., 101 North Brownell St., Chillicothe, Ohio.

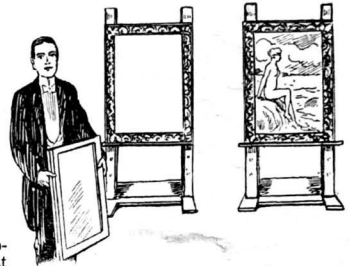
THE VANISHING ASSISTANT.

Here's a real mystery. Attendants bring out a stpladder. The assistant ascends to the top and sits upon the top rung. He holds in front of him a large parasol. You fire at the parasol, which falls to the floor. Presto! the assistant has vanished. Is nowhere to be found. A hair-raising mystery that makes them all sit up and take notice. It's easy to do. Price, 25c. Stay Supply Co., 212 West Ninth street, Cincinnati, Ohio.

SPIRITUALISM

AS PERFORMED BY
PROF. SCHRECK,
MASTER OF SPIRIT MYSTERIES.

**The Famous Spirit Painting,
The Animated Spirit Hand,
The Talking Buddha,
The Haunted Room,
The Spirit Victrola.**



In every country and nation will be found a growing interest in Spiritualism. Communication between those in Spirit and those in the Flesh is an established fact recognized by millions of people, including many of the foremost thinkers in the world. Sir William Crookes, Sir Oliver Lodge, Prof. Lombroso, Flammarion and numerous other noted scientists are absolute believers in Spiritualism.

The latest and most marvelous demonstrations of Spiritualism, which has astounded many of the most eminent scientists in the field of psychical phenomena, is the wonderful **Spirit Painting** demonstration performed by Professor Harry C. Schreck, in which he proves it is a positive fact that spirits return from the phantom world and paint pictures—in full view of all those present; they paint upon a canvas

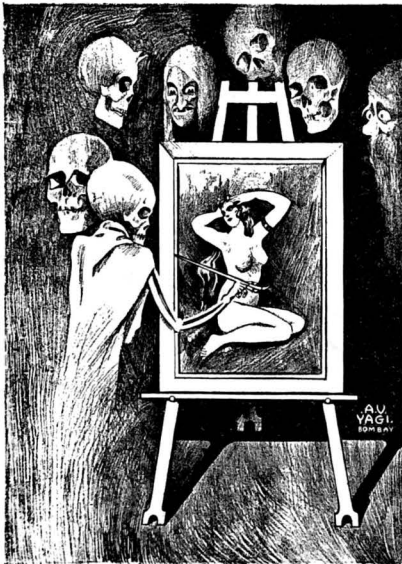
with unseen fingers, in a few moments, subjects which took great masters years to produce. Here is a clipping from a great city newspaper which speaks in awed tones of this baffling problem. Here is a testimonial from a master scientist who has wagged his wise head in perplexity. Here, again, is a testimonial of a club of magicians who have attended Prof. Schreck's performance and have failed, even after summoning all their experience of the past, to find a suitable solution. Everyone witnessing this marvelous performance have pronounced it **genuine spiritualism**. In the performance of Prof. Schreck, he not only causes the portrait to materialize at will, in full view with bright light penetrating the canvass, but he causes the portrait to dematerialize and appear again and again at will, as often as

Other unfathomable mysteries of Prof. Schreck, which have astounded eminent scientists, are his **Animated Spirit Hand, The Haunted Room, The Talking Buddha, The Spirit Victrola** and numerous other baffling spiritualistic effects, which Prof. Schreck states are performed with the assistance of those in the spiritual world, and which are very easily executed after one has once mastered the art of mediumship. He stated that anyone may duplicate his marvelous feats by simply studying Spiritualism—and you will soon hear voices and see spirit forms which will do whatever you may command. Prof. Schreck's simple instructions for becoming a Spirit Medium are given below.

HOW TO BECOME A SPIRIT MEDIUM.

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.

Prof. Schreck states 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 with in three months.



desired, After a Spirit Painting has been produced, if any of the committee objects to the color of the eyes, hair, or dress, the bright finished portrait begins to fade from the canvass until every vestige of it has disappeared and the canvass is again clean and white. Then the portrait will again materialize, but lo! this time the color of eyes, hair or dress will have changed to those selected by the committee. As many paintings as desired are produced in the same manner, entirely surrounded by the committee. Is it a wonder that the "unknown world" should cast its weird, fascinating spell over us? Do disembodied spirits exist and do they manifest their existence to us? Do they paint upon a canvas with unseen fingers, in a few moments, subjects which took great masters years to complete?

Fortune Telling by Cards.

Select an ordinary deck of cards and from ~~them~~ remove all deuces, treys, fours and fives, leaving thirty-six cards. These cards, termed character cards, signify:

CLUBS.

Ace—worry, trouble.
King—theft, meanness.
Queen—frivolous, coquettish.
Jack—treachery, cunning.
Ten—melancholy, sickly.
Nine—sorrow, evil dreams.
Eight—wickedness, enmity.
Seven—fraud, good news.
Six—fickleness, prudence.

HEARTS.

Ace—admiration, refinement.
King—retiring, confinement.
Queen—tenderness, affection.
Jack—good will, kind nature.
Ten—obliging, kind relatives.
Nine—polite, modesty.
Eight—free from care.
Seven—fidelity, firmness.
Six—reliance, envy.

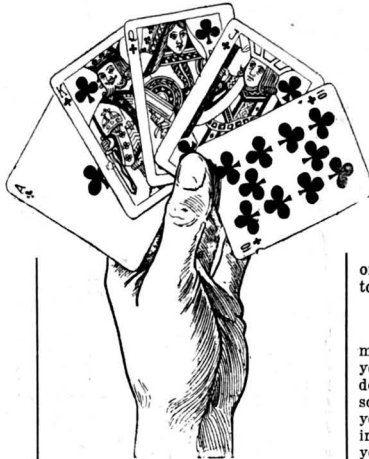
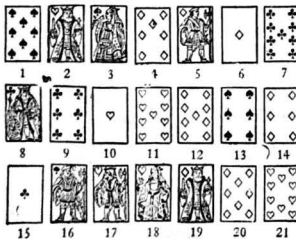
SPADES.

Ace—bad news, restlessness.
King—pleasant, faithless.
Queen—domestic joy, society.
Jack—fidelity, love.
Ten—wedding, engagement.
Nine—departure, pride.
Eight—silent admirer, proposal.
Seven—adversity, resistance.
Six—quarrel, sorrow.

DIAMONDS.

Ace—glad tidings, message.
King—mean, hidden.
Queen—jolly, lovable.
Jack—low, flattery.
Ten—anger, good society.
Nine—friend, true friendship.
Eight—cunning, extravagance.
Seven—prize, inheritance, money.
Six—happy old age, contentment.

The person who is to have his (or her) fortune told draws from the deck three cards, which are placed on the table, each of them being the first or leading card of each of three rows. The remaining eighteen cards are then added to the other three cards on the table. As an example we will suppose that the cards run as follows:



All of the 36 cards are to be shuffled, but only twenty-one of these cards are used.

N. B.—Be careful that no card is dropped on the floor, as this is a very unlucky occurrence.

The eight of spades, king of clubs and ace of clubs are the supposed three cards drawn by the party whose fortune is to be told. The significance of these and other cards in the three rows would be as follows:

- 1, 8 of Spades. Silent admirer, proposal.
- 2, K of Hearts. Retiring, confidential.
- 3, Q of Spades. Domestic joy, society.
- 4, 7 of Diamonds. Prize, inheritance, money.
- 5, J of Diamonds. Low, flattery.
- 6, A of Diamonds. Glad tidings, message.
- 7, 9 of Clubs. Sorrow, evil dreams.
- 8, K of Clubs. Theft, meanness.
- 9, 6 of Clubs. Fickleness, prudence.
- 10, A of Hearts. Admiration, refinement.
- 11, 9 of Hearts. Polite, modesty.
- 12, 9 of Diamonds. Friend, true friendship.
- 13, 6 of Spades. Sorrow, quarrel.
- 14, 6 of Diamonds. Happy old age, contentment.
- 15, A of Clubs. Worry, trouble.
- 16, J of Spades. Fidelity, love.
- 17, J of Hearts. Good will, kind nature.
- 18, Q of Hearts. Tenderness, affection.
- 19, K of Diamonds. Mean, hidden.
- 20, 8 of Diamonds. Cunning, extravagance.
- 21, 10 of Hearts. Obliging, kind relatives.

In the above list we have the great and grand "Sesame" that is to open for us the secret door of destiny and reveal to us the hidden mysteries of life. Having once obtained the key, how easy it is for us to solve those problems which are ordinarily concealed to less fortunate mortals.

First Row.

You have a silent admirer who makes you happy with a proposal. He is of a retiring disposition, which prevents you being as confidential as you could desire. This worries you, until you learn that he cares but for domestic joys and shuns society. He by drawing a prize in some lottery or through inheritance, gets money, sufficient to cause some low creature, an adept in flattery, to attempt winning him away from you. Glad tidings comes of your sorrow and evil dreams. to you in a message and relieves you

SECOND ROW.

Theft of your valuables and the meanness of a relative, who accuses you of fickleness and lack of prudence grieves you. A certain person shows admiration of you, but your refinement resents it. By being polite and proving your modesty you retain him, however, as a friend ever after he shows for you true friendship. This friendship at first causes quarrels and sorrow, but time will heal all and you will live to a happy old age in contentment.

THIRD ROW.

As with others your life is filled with worry and trouble, yet by fidelity and love and by showing good will to mankind your kind nature will win for you tenderness and the affection of those whom you love the best. Mean people who have hidden motives for disliking you may use their cunning and by being extravagant harm you for a time, but if you are obliging, kind relatives will aid you.

LONG-DISTANCE MIND READING

Any spectator shuffles and selects a card. He now telephones to performer's assistant (located in another part of town) asking the name of the chosen card. The assistant immediately and correctly phones back the name of the selected card. The performer does not go near the phone, leave the room or in any way communicate with his assistant. No confederates, and can be performed at any time. Very easy and failure is impossible. This is one of the most bewildering effects in apparent telepathy, and will baffle them all. This trick is worked on a new principal and cannot be accomplished without something special which we furnish. One of the most baffling mysteries ever conceived. Everything complete, only 25c. Prof. Schreck, 2210 East street, N. S., Pittsburgh, Pa.

Magic and Sleight-of-Hand.

As Performed by the Leading Magicians of the Day.



VANISHING GLASS OF WATER.

A glass of water is covered with borrowed handkerchief, and as the spectator is ready to take hold of it the performer gives the handkerchief a shake and the glass has vanished. To perform this produce a piece of mica and cut a circular piece of it just a shade larger than the glass and lay it on top of the glass and put the glass on the table. Then borrow a handkerchief and place it over the glass, and, while lifting from the table, place the glass on the shelf on the back of the table, keeping hold of the mica. Carry forward and drop the mica on the floor just as the person is about to take hold of the handkerchief and glass. The mica being transparent cannot be seen.

LEVITATION OF A CHILD.

The performer claims he can lift a child by a single hair of her head. The only thing necessary is that the child wears a belt. While busy selecting the hair in the "exact center of the head" he takes a firm grasp on the belt, and when he pulls on her hair he raises the child by means of her belt. This movement is concealed, as the performer is behind the child.

HINDOO SAND MYSTERY.

To perform this trick the performer comes forward with a basin of water and a quantity of sand. Allow some of the spectators to throw handfuls of sand in the basin of water. The performer then dips his hand into the basin and brings out the sand perfectly dry. The sand is prepared beforehand by be-

ing heated in a frying pan and a piece of paraffine dropped in when sufficiently hot and allowed to melt. The sand is taken from the stove and allowed to cool. The wax coats every grain of sand and the water has no effect upon it whatever.

BEWITCHED CANARY BIRD.

To mesmerize a canary in front of your audience lay the canary upon the table and wave a small feather over its eyes and it will appear to go into a dead sleep. Then by simply removing the feather it will revive and come to life again.

THE PHANTOM GLASS.

Have an invisible hair net, put this on your right hand, exhibit the glass and insert your hand to prove it empty, and as you withdraw the hand leave the net in the glass,



which is invisible. Put any object in the glass (in the net) and cover it with a handkerchief. Lift off the handkerchief and net at the same time and drop on the shelf in the rear of the table. Pass the glass and handkerchief for examination. A mysterious vanish.

MYSTIC HANDKERCHIEF & BALL.

A dozen different colored handkerchiefs are shown, and ask someone what colored billiard ball they desire. Red is chosen. The red handkerchief is taken from the arm, crushed between your fingers and a highly polished RED billiard ball is produced, the red handkerchief having disappeared. To do this you have palmed a hollow glass ball, with opening to the interior. Simply take the colored handkerchief and push it into the glass ball and the trick is finished.

WATER AND WINE VARIATION.

A large bottle is passed around, together with the cork. The bottle is then filled with water, the cork put in and sets it on the table after being covered with a borrowed handkerchief. Upon removal of the hand-

kerchief the water has changed to wine. The explanation is simple. The cork that is examined is substituted by the performer for another with a small hole cut in the top, containing a wine or ink tablet, which drops into the water and instantly changes the water to wine.

PROF. SCHRECK'S NEW MARVELOUS RISING CARDS.

Any number of freely chosen cards from an absolutely unprepared pack, held by spectators and placed by them, one at a time, in an absolutely empty glass, which each one holds themselves, slowly rises therefrom without the performer being near or having anything to do with it. This will never be equaled or surpassed. If desired to vary the above four or five couples may freely choose cards (not forced). Lady may, while holding glass, place her own and gentleman's card in the glass together, moving her hand over same, causing her own card to rise, but the gentleman's card remaining in the glass. This may be repeated by other ladies with like result, proving the gentlemen have no magnetism. If the last two cards belong to sweethearts and are placed in the glass together they rise together. This trick will be a "feature" anywhere. Price, 25c. Prof. Schreck, 2210 East St., N. S., Pittsburgh, Pa.

THE PHANTOM RING.

An ordinary finger ring is borrowed and examined, after which the



performer's wrists are tightly bound with unprepared cord, the ring being placed in the performer's hand. He now causes it to mysteriously appear on the cord between the wrists. The wrists being securely tied and everything minutely examined. This is very highly recommended and is undetectable. No skill or sleight-of-hand required. Creates a sensation. Complete instructions and our new Magic and Novelty Catalogue, 25c. Mystic Specialty Co., 157 East 47th street, New York, N. Y.

Mysteries of Fire.

Fire Eating Secrets Exposed.



THE HUMAN VOLCANO.

Eat cotton by chewing a large bunch in a small wad and removing the same while taking another mouthful. When ready to finish secretly take a piece of punk lighted in a large bunch of cotton, place the whole in your mouth and blow, when fire and sparks will come forth in a wonderful manner.

EATING FLAMES OF FIRE.

Pour a tablespoonful of alcohol into a saucer and throw about a dozen of large-sized raisins into the saucer and light by a candle. Take your fork and eat them as you would quail on toast. You can chew and swallow them, as they will not hurt you.

NATURAL GAS TRICK.

Get the very lightest naphtha and saturate a ball of oakum well with it, squeezing the surplus liquor into a saucer. Place oakum in a handkerchief, step to front of stage and wipe your mouth, secretly place oakum in your mouth and close tightly. Carefully throw back your head and open lips a little and blow your breath out slowly. Now, by holding a lighted candle or match 6 or 8 inches from your mouth, your breath will take fire and make a solid flame a yard in length, and lasting as long as you expel your breath. When ready to shut off just close your mouth tightly, and remove oakum under cover of wiping mouth with handkerchief.

BUBBLES OF MEPHISTO.

Take a clay pipe, fill up with cotton and keep in place at mouth of bowl with wire screen. Wet cotton with naphtha or gasoline. Dip pipe in soap-suds containing a little glycerine. Let bubbles float in the air and touch them off with lighted

candle, and they will explode in a brilliant flash. Harmless.

THE DEMON GLASS.

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.

EATING BLAZING SEALING WAX.



Take a stick of common express sealing wax in one hand and a candle in the other; melt the wax over the candle and put on tongue while blazing. The moisture of the tongue cools it instantly. Care should be taken in performing this.

TO EAT COALS OF FIRE OUT OF FURNACE.

First make a good charcoal fire in the furnace. Just before commencing your act throw in a few pieces of soft pine; when burnt to a coal you cannot tell the difference between this and charcoal, except by sticking your fork into it. This will not burn you in the least, while charcoal will. Eat slowly like cake on end of fork.

BANANA OF SATAN.

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.



FIREPROOF HANDS AND FACE.

A good preparation for hands, face, etc., when performing fire tricks consists of diluted sulphine acid, 3 parts; sal-ammoniac, 1 part; ourin juice, 1 part.

Hypnotism.

Fully and Comprehensively Explained So That Anyone Can Readily Acquire the Art.

In commencing your experiments in hypnotism the first thing to be done is to secure a suitable subject.

How to Produce Sleep.

Have the subject place himself in a chair, leaning his head back in as comfortable a position as possible. Ask him to look you in the eyes intently as you stand in front of him, and move your hands slowly across his forehead from the center to the outside, saying to him in a rather monotonous tone: "Your eyelids are getting heavy and your eyes are becoming watery. Your eyes are getting heavier and heavier and you cannot keep them open any longer. You are getting more and more sleepy, sleepy, sleepy. You are going to sleep, fast asleep, asleep, asleep." You will generally find this talking sleep and the smoothing of the forehead sufficient.

When the eyes close and the subject appears to be asleep suggest to him: "Now you are asleep, your head is getting heavy; it will fall over on one side," slightly pressing the forehead on the side opposite to that on which you wish it to fall. "Your head is getting heavier, heavier all the time. You cannot hold it up, you are fast asleep, asleep, asleep." If the head falls over you may be reasonably sure that the subject has gone to sleep.

A very large proportion can be put to sleep, but the proportion who can be made to follow suggestions while sleeping is very much smaller. After you are sure the subject is asleep you can suggest numerous delusions to him.

The subject is now at your command, will do anything you suggest and perform some of the most wonderful, surprising and amusing feats that could be imagined, such as barking like a dog, playing an imaginary musical instrument, forgetting his name, having a stiff leg, crying like a baby, etc. Many who were afflicted with any acute or chronic trouble have been permanently cured while under a hypnotic sleep. Be careful, however, not to suggest more than one at a time, and remove the first suggestion before you give him a second. We will now give a few brief instructions on

How to Awaken a Subject.

In nearly all cases a slight shock, such as the snapping of the fingers, or the clapping of the hands, repeated a few times, together with the assurance, "You are all right, right, wake up!" will be found all that is necessary.

Mysteries of Mysticism.

Three Unusual Mystery Acts for Vaudeville or Side-Show.



MAGIC KETTLE ACT.

This act seems to have a great many forms and methods. The effect of this trick is that the kettle contains some mysterious substance which possesses all the properties of liquid air. It boils on ice; it freezes many substances and cooks others. In presenting it, emphasize that the whole affair is a scientific demonstration and not a trick. The curtain rises, disclosing a teakettle setting on a block of ice boiling furiously. The performer enters and making a few scientific remarks, proceeds to demonstrate the properties of the kettle. A mixture of cream is frozen and served as ice-cream. A soft rubber ball when treated with the kettle becomes as hard as stone, an iron rod becomes brittle and is easily broken. An egg becomes so hard that it can safely be dropped on the floor. A cigarette brought in contact with the vapor issuing from the kettle bursts into flame, and many other similar effects can be produced.

To Perform.

Obtain a teakettle and several large nickel cups. Place in the kettle two or three lumps of quick lime and cover them with water, they will steam violently for about fifteen minutes. Next you introduce a magician's dove pan with some real ice cream concealed in the fake part in cover. Pour some cream into the bottom of pan., clamp on the cover, which releases upper fake and brings the ice cream into view. Next take a red rubber ball that matches a red billiard ball. Put a billiard ball in one of the nickel cups before the show. Bounce rubber ball on the floor a few times and put in cup with the billiard ball, pretend to pour some of the fluid from the kettle into the cup, remove the solid ball leaving the rubber ball in the cup, and drop on the floor to show that it is frozen hard. An iron rod is ex-

changed for a glass one painted black by means of nickel cups as ball was. Next a real egg and wooden egg receive the same treatment.

Crude as the trick appears, the effect is astonishing. The lighting of the cigarette is caused by having a small bit of Metallic Potassium in the tip of the cigarette. When Potassium comes in contact with the moist vapor coming from the kettle, it will burst into flame. Never allow the audience to think you are doing a trick and the experiment will be a wonderful success.

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 a 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.

SENSATIONAL PIN TEST.

Any disinterested person hides a pin or any other small article in any dark room. Medium, blindfolded, enters darkened room alone and immediately finds the hidden article. Not one in a million can discover how this feat is accomplished. Can be worked anywhere by anyone at any time at a moment's notice. No study, fixing, signals, codes, telephone, talk or stalling. Medium never sees or comes in contact with person hiding the article. This will make you a reputation over night. For free publicity it's got 'em all beat. Complete instructions will be mailed for only 25c. It's really worth that many dollars. "Majestic," 406 Northside Station, Pittsburgh, Pa.

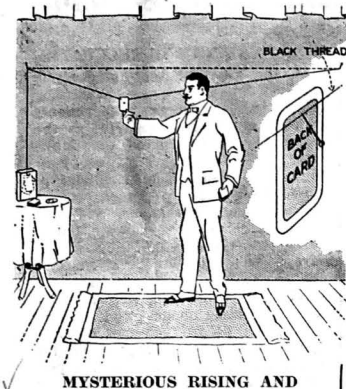
MIND READING AND TELEPATHY

In the quiet of the home circle ordinary human beings can perform some mind reading experiments which are just as wonderful as the marvelous feats seen on the public stage. Select from among your company one of the most retiring of your friends; not a person with a strong, assertive manner, and who always wants his own way, but a quiet, reserved sort of fellow who is sure to give you co-operation. Do not tolerate frivolity, as that will surely cause failure. There must be earnestness, seriousness and a desire to succeed before you can hope to gain any good results. Seat all the others in a semi-circle, and the person who is to be the "receptive" at the other end of the room. Blindfold him securely and fold his hands on his lap, and instruct him to place himself in a mood as passive and receptive as possible and wait and watch for developments. Next select a playing card and place this upright against some article so that it can be seen by everyone in the room, excepting, of course, the one who is blindfolded. Let us suppose the card chosen is the king of hearts. If those who are watching the card really concentrate all their mental faculties on the king of hearts and conscientiously try to convey the message of what it is, to the "receptive," results would follow quickly. He would see before him a sudden mental picture of the card itself, or some figurative or symbolic shape, as, for instance, a king surrounded by many hearts. Later, when you have acquired greater concentration, there need not be a whole company; one person can be the "transmitter" and the other a blindfolded "receptive." After months of practice you may reach the public stage, where the process is instantaneous; where telepathic waves become the willing tools of mortals. Practice conscientiously and you will succeed.

THE DECAPITATION MYSTERY.

The decapitation of a living woman right before your very eyes. Head is cut off and burned to ashes. These are placed in a small vase in front of the headless body and lit with match. There is a puff of smoke and the living head instantly appears upon the body again. Will run cold shivers through any audience. Very easily made. Complete secrets and drawings only 25c. Fort Steuben Novelty Co., Lock Box 770, Steubenville, Ohio.

Feature Card Tricks.



MYSTERIOUS RISING AND FLOATING CARDS.

This is very simple. A black thread is stretched across the room or stage about two inches above the performer's head. Two playing cards are pinned to the loose ends to act as a counterweight. When anyone in the audience chooses a card the conjuror presses a small pin into its back, then raises the card and hooks it on the unseen thread. By pulling the thread down with pack (chosen card on back) and releasing same it will immediately rise into the air.

THE WANDERING QUEEN.

Three cards are laid face up on table. They are now taken up and dropped singly into a hat. The hat is now turned over and only two cards are found to remain, the queen having vanished and returned to the pack. In presenting, the queen is faked by painting half of the back black lengthwise with India ink, and this card is caused to disappear from the hat by slipping it under the band. The black half of the card cannot be seen above the band, so only two cards drop from the hat, the third one having returned to the pack. Of course, a duplicate queen is used.

MYSTERIOUS TEN SPOT.

Ten cards are shown to be all different, and after being cut as often as desired the performer at once gives the exact location of the Ten of Spades. Arrange ten cards from 10 to Ace of Spades as follows: Place down on the table the Ace, on top of this the 8, then the 5, 2, 9, 6, 3, 10, 7, 4. After spectator cuts pack (single cut, not shuffled), pick

up pack yourself and notice bottom card. Secretly multiply bottom card by three and you will have the exact position of the ten spot. For instance, bottom card is two; 2×3 equals 6; 10 spot of Spades sixth card from top. Bottom card is 8, 8×3 equals 24. Ten of Spades is the fourth card from top.

KNIFE AND CARDS.

Request someone to plunge the blade of an ordinary table knife into pack of cards, face down. Now separate at this place by lifting up knife (leaving it still in the pack). Request party to notice card above blade. Now, as you slide blade out of pack move it to the side containing the indexes. Look sharply at blade of knife and you will see reflection of index of chosen card. A good mind-reading trick.

WONDERFUL CHANGING CARDS.

Take two ace cards, spades, split them carefully and paste them on the back of two Kings of Hearts. Now, hold in one hand a King of Hearts and in the other an Ace of Spades, and announce you will have them change places. Let your hands be covered with a hat; turn the cards and the promised transformation will be found to have taken place.

THE CLAIRVOYANT CARD.

Note bottom card of pack, say Ace of Spades. Lay out the pack in as many heaps as you desire, noting where heap is laid containing Ace of Spades at bottom. Ask anyone to take up the top card of any heap, look at it and replace it. You then gather up the heaps, apparently by chance, but you take care to put the heap containing the ace at bottom upon the card which has been chosen. Cards may now be cut as often as desired, and upon looking them over the card that immediately follows the Ace of Spades is the card chosen.

THE "SPELLING BEE" CARDS.

The performer takes 13 cards, begins to spell "o-n-e, one," passing one card from top to bottom for each letter, and turning up the fourth, which is found to be the Ace. He then spells "t-w-o, two," passing three cards more underneath, and turning up the next, which proves to be a two. "T-h-r-e-e, three," and so on until the entire thirteen cards have been spelled out. To produce this wonderful effect cards must be

arranged as follows: 3, 8, 7, Ace, King, 6, 4, 2, Queen, Jack, 10, 9, 5.

PROF. SCHRECK'S WONDER CARDS.

Wonderful! Surprising! Astounding! A full pack of 52 cards, beautifully enameled and highly finished, appearing precisely the same as an ordinary pack of playing cards, but



by the aid of the instructions given anyone can perform the most wonderful and apparently impossible tricks. Many of the feats exhibited are truly marvelous, and will delight, astonish and amuse a whole audience. Bear in mind that the tricks are not done by legerdemain or sleight-of-hand, but the whole secret is in the cards, and the tricks cannot be performed with any other cards. These cards can be used in all card games, interspersing the playing with tricks that will astonish everyone. An amateur or beginner can create a reputation with this deck; a professional can almost perform miracles. It is a full deck of fifty-two cards, with which an entire card act can be performed. They are accompanied by a page of printed directions, which enables anyone to perform the most seemingly impossible and varied tricks without any previous knowledge of sleight-of-hand. They are really wonderful. Complete deck, postpaid, 50c. Prof. Schreck, 2210 East street, N. S., Pittsburgh, Pa.

THE CALCULATION MYSTERY.

Divide the pack into piles, facing downward, each containing twelve counts. Let picture cards count 10. Give to first card beginning each pile its full numerical value, and to each of the others but one count. For example, if the first card turned down be a seven spot, place five cards over it. The first card of the second pile a king (picture card), place two cards over it. Each pile contains twelve counts. From number of full piles subtract four, multiply remainder by thirteen, and add number of odd cards, unfilled. The result will be equal to the total sum of all the counts of the bottom cards of the several piles.

Jail and Handcuff Escapes.



TO ESCAPE FROM ANY HAND-CUFFS.

To work this act successfully a person must have nerve, unlimited gall and be a good talker. The main secret of the act is in having a set of different handcuff keys and picks. It is well to have a full set of 45 keys, which may be obtained from any magical supply house. Have these keys concealed on your person or in your cabinet, where you can get them quickly. The opening of all handcuffs, if you are prepared for them, is easily accomplished. Study all makes of cuffs and keys before presenting this act, and you will always know which particular key will open a certain cuff at a glance. To escape from handcuffs without employing a set of keys of fakes depends purely upon taking any handcuff constructed with a spring lock and striking the hinge on anything hard, and it will open.

ESCAPE FROM A LOCKED SAFE OR VAULT.

Very few know how this mystifying trick is accomplished. All that is necessary for the performer is to provide himself with a small electric flashlight, a small screw driver, a bicycle wrench and small can of oil. There is a small plate on the inside of the door which covers the lock and is held with screws. This is removed and the tumblers of the combination turned so that the bolt can be withdrawn. When out of the safe it is an easy matter to replace the plate quickly. Of course, a covering of cloth is lowered over the safe during the time of unlocking the safe and coming out of it.

THE TRUNK ESCAPE.

Of course you have the privilege of rejecting any trunk you wish, and if you have your choice of a trunk choose the most suitable. Tin trunks are usually fitted with lock on outside, but this is pinned on and fastened with screw nuts on the inside. Simply remove the nuts and push the lock off, replace lock and then unlock trunk with duplicate key, and screw nuts back on trunk and lock it. Wooden trunks are invariably screwed on from inside with ordinary screws, it is only necessary to remove screws (don't overlook hinges in case lock proves troublesome) with screw driver, from inside, and open lock with duplicate key. When you are out screw lock on again. Before doing trick furnish yourself with screw driver, pliers and a flashlight.



CHALLENGE PACKING CASE ESCAPE.

Anyone can create a sensation with this remarkable escape, and create newspaper notoriety and talk in any city wherever presented. The case may be made by any committee or local merchant. Performer is thoroughly handcuffed and shackled and then nailed inside the box and box is roped. He escapes in five seconds. This is the most ingenious box escape ever offered, and one which will bear the most rigid examination. Regular price, \$5.00. Our price—complete with instructions and diagrams—only 25c. Majestic Amusement Enterprise, 406 Northside Station, Pittsburgh, Pa.

STRAITJACKET ESCAPE.

The straitjacket 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. This should first be practiced before performing in public.

CHALLENGE HANDCUFF ACT OF THE WORLD.

A private manuscript of 2,600 words. The course is thorough and complete. Presentation, patter, spectacular escapes and exhibitions are all gone into in detail; the problems of strange, unmanageable and "fixed" handcuffs are solved. Handcuffs used in every country of the globe have been provided for. With this course you can unlock ANY cuffs, shackles, prison cells, manacles and stage a complete challenge handcuff escape act which is in demand everywhere at a big salary. Complete course, including fac-simile diagrams of 37 keys, fakes and picks—everything for only 50c. Prof. Schreck, 2210 East street, N. S., Pittsburgh, Pa.

PRISON CELL ESCAPE.

The prison cell mystery has puzzled thousands. When selecting a cell select one with no bars in the door, but select one with a little window in the door about six inches square, with bars in it, which can be pulled out or put in. They are generally out. 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, a small plug of wood is placed in small opening in framework of cell door. 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 opening. Begin with "small town" jails and then advance to the large and more modern institutions as your ability and experience increases.

HOW TO GO ON THE STAGE.

This book formerly sold as a correspondence course in acting at a cost of \$30.00 and has now been embodied in handy-book form. It represents the results of years of experience of a well-known stage director, actor and playwright, and includes, among other things, the following headings: A Full List of Theatrical Terms and Definitions; How a Theatrical Company is Organized; Who's Who in the Company; The Different Kinds of Theatrical Performances Classified and Explained; The Art of Acting; How to Study a Part; How to Characterize and Impersonate; Correct Breathing; Breathing Exercises; Voice Culture; Training That Will Give Rotundity and Resonance to the Voice; Gesticulation; Expression; How to Make Up for the Stage; Complete Manual of Stage Make-Ups; How to Get Your First Engagement; Conduct on Joining a Company; Contracts; A Full List of Theatrical Managers and Agents, with addresses; General Advice, etc. And, as soon as you are capable, we will secure a position for you. Complete course, 50c. Majestic Amusement Enterprise, 406 Northside Station, Pittsburgh, Pa.

VANISHING CIGARETTE.

In this mystifying and undetectable trick the performer lights a cigarette and, with the fingers of his left hand, gently pushes it into the partly closed right hand. While everyone is closely watching the lighted cigarette instantly vanishes, leaving no trace whatever. Performed with sleeves turned back and no danger whatever. Easy to perform. Price complete, with all necessary apparatus, only 25c. Address Merit Products Agency, Waverly Station, Dept. M. B., Baltimore, Md.

THE LIVING GAS JET.

This trick is performed in same manner as "Natural Gas Trick," only a common gas burner with tip at end is used.

Ventriloquism.



The secret of ventriloquism as given here is the same as that used by Kennedy, Maccabe, Duncan and others of renown. Follow the directions as given and in two weeks you will be able to give an exhibition.

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 that your expression is easy and natural. If it isn't, make it so. Now, practice the vowel sounds again.

Devote considerable time to this practice, it is most important to the learner.

Next, while your teeth and lips are in this position, curl your tongue to the front roof of the mouth, and when you speak the sounds will necessarily be formed in the pharynx, a cavity in the throat just above the projection we know as "Adam's Apple." This is the exact spot from which all seeming distant voices proceed, no matter whether you want the speech to come apparently from down in the cellar, on the roof, in a box, in a load of hay, or anywhere else. You must use a little trickery by indicating to the audience by word or gesture where the voice will apparently come from. If you do not tell the audience this half the charm is lost.

The illusion of distance is also produced by pronouncing the words

louder or less forcibly as required. The louder you make your voice the nearer it will seem to be, while a very weak tone will seem to come from a longer distance. Words which are supposed to come from more distant points should be lengthened accordingly.

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 example: 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."

For practice take the word "hello." Speak it naturally, then ventriloqually, as if near to you. To do this you of course speak considerably forward in the mouth and loudly. Next, pretend that a person is speaking behind the door. The voice is of course more muffled and not so loud. Next, let the voice come from the chimney, just above your head, the sound being less distinct. The next time suppose the speaker is on the roof. In this case the voice should be soft and prolonged, such as "h-e-l-l-o-o-o."

Some ventriloquists use wooden dolls which seem to speak. The mouths are usually movable. In this case the voice is made more in the mouth of the performer, the principal illusion being in changing the dialect, such as Irish, Dutch, Negro, etc., to suit the dress of the figures.

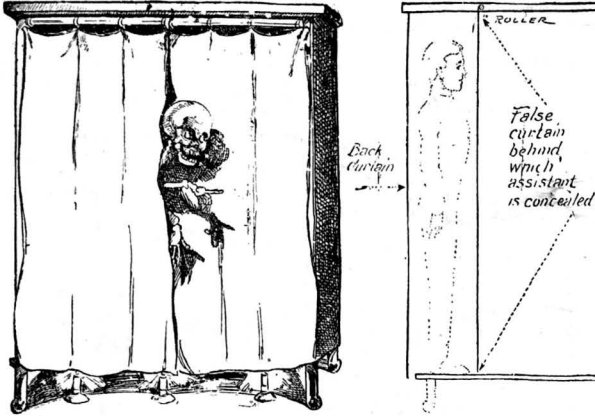
The above is the whole secret of the ventriloquial art, and a person possessing a fairly strong pair of lungs and a good deal of persistency can learn it easily, but his success as a performer will depend upon constant and painstaking practice.

SUPERB VANISHER.

With the aid of this vanisher it is possible to make handkerchiefs, paper money, flags, etc., disappear into the air with the sleeves up. This vanisher is an exact duplicate of those used by professional magicians. We guarantee every one to work the first time operated. Easy to do and very startling. Price complete, 25c. Address Doubleday Company, Box 311, Alexandria, Va.

A Night With The Spirits.

As Performed by Professor Schreck



As the curtain rises a box-like structure is seen standing in the center of the stage. A platform about six feet square, raised about a foot above the floor by means of four brass legs, forms the base, while the top of the cabinet consists of four brass rods, running to the height of about seven or eight feet, across the top of which four rods of a similar thickness form a neat support. This frame is inclosed by a top and four curtains of a heavy dark material.

Three or more spectators are invited to inspect the cabinet to prove that there is no one concealed within. The front curtain, which is hung upon a rod by means of brass rings, is thrown aside so that the entire audience may have a full view of the inside. The magician now lights half a dozen candles, which he places beneath the platform to further allay the suspicions of his audience. A chair is then placed in the center of the cabinet and nailed to the floor, if desired. The members of the selected committee bring forward pieces of rope, and even wire, with which they bind the magician securely to the chair. Several tambourines, dinner bells and horns are placed upon the floor of the cabinet and the curtains are closed.

The next instant the bells are heard to ring, the tambourines jingle and horn blow. In the midst of this excitement the magician is heard to shout, "Now;" an assistant throws the curtains apart, and everything is seen to be in place as before the cur-

tains were closed, the magician being tied in the same position.

This performance is repeated several times, during one of which a skull and two bony hands are seen to appear through a slit in the front curtain. At last the magician is released and steps out of the cabinet, holding the chair in one hand and the ropes in the other. Is there any wonder the many members of the audience can hardly believe that there has not been a specter in their presence?

The secret of this cabinet lies in the rear drapery or curtain. Of course, an assistant must be used. While the cabinet has apparently four curtains, there are five in reality. The fifth curtain is movable and is worked with a roller similar to that of an ordinary window-shade. This roller is fastened to the two horizontal bars at the sides of the cabinet, and, being very thin, is hidden by the folds of the curtain at the top of the cabinet. It is suspended about one foot from the back drapery. When the committee from the audience examines the cabinet this curtain is rolled up out of sight.

A magician performing this feat usually has three or more assistants walking on and off the stage. The curtains are all closed for a few seconds while the magician is being tied, and it is during this time that one of the assistants, unnoticed by the audience, slips into the cabinet from the back. Once inside he pulls

down the false curtain until it touches the floor. When the magician is tied and everything is ready one of the spectators is stationed on each side of the cabinet. The front curtains having been drawn apart, the audience cannot see the assistant hidden between the back and the false curtain.

As soon as the magician enters the cabinet and is tied to the chair the front curtains are closed. The assistant then raises the false curtain, steps into the cabinet, rings the bells, blows the horns and at last projects a skull and bones through the front curtain, each time stepping back and pulling down the false curtain. The last time he unties the magician, rolls up the false curtain and, taking the skull with him, makes his escape from the back. This he does when the committee is called forward to inspect the ropes with which they had bound the performer.

And now I know that you are wondering how the assistant can make his exit without being seen from beneath the stand. Well, it is the same old story of reflected light. A tiny, spoon-like shade is attached to the back of each candle placed beneath the platform. These tiny shades reflect the light into the eyes of the audience, making it impossible for them to see anything that takes place behind the cabinet.

Illustration No. 1 will show the cabinet as seen by the audience. Illustration No. 2 shows the false curtain which hides the assistant.

JAIL BREAKING.

A sensational manuscript fresh from the pen of the Great Van Tone, explaining the secret systems and marvelous methods employed by the world's famous handcuff kings. A complete work on this subject. Price 25c, postpaid. The most valuable collection of information of its kind ever sold at this price. J. H. Trudel, M-524 Moody street, Lowell, Mass. Circulars free.

SIDE-SHOW TRICKS EXPOSED.

A collection of genuine, up-to-date mystifiers. Copyrighted 1919. Contains the real secrets of Hypnotism, Ventriloquism, Sword Swallowing, Mind Reading, Fire Tricks and many other big acts. Secrets never published before. Price 10c, postpaid. Circulars free. J. H. Trudel, M-524 Moody street, Lowell, Mass.

Gambler's Secrets Exposed.

How They Win at Cards, Dice, Slot Machines, Etc.

THEIR MOST FERTILE FIELD.

Cards are the most fertile field for the gambler. Winning at cards always depends upon the possession of certain high cards which win the



tricks, and for gaining these high cards various devices have been originated called "holdouts," mechanical contrivances concealed in the sleeve, will instantly shoot the required cards into the gambler's hand and recede again into the sleeve.

A small but ingenious species of "holdout" is an ordinary corset steel about four inches in length with a sharp point attached to one end. This is stuck into the wood of the under side of the card table—free end of steel facing player—in such a manner that the flat steel runs along parallel to and just touching the wood of the table beneath. One or more cards are now inserted in the clip thus formed, and may be withdrawn by the fingers in the act of drawing cards on the table toward the body.

Many gamblers are experts in sleight-of-hand and do not require a "holdout" of any kind, being enabled to "palm" the card in the hand until required.

The gambler also depends upon his dexterity in handling the cards during the progress of the game. Marked cards are frequently employed for this purpose, but the expert gambler usually marks 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. A gambler may even deal to himself any particular card desired—this card is held at bottom of the deck until wanted, when by a rapid movement he withdraws, not the top cards, but the bottom card with the fingers instead of the thumb.

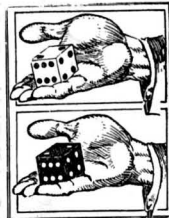
This is practically undetectable. Obtaining knowledge of cards dealt to other players is also resorted to by "card sharps." In order to gain this information a large signet ring is used, which is swung



around so that the signet faces the palm of the hand. The signet then swings open on a hinge pivot and discloses a small magnifying mirror beneath, which reflects every card dealt to those in the game.

DICE CONTROL.

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. By rubbing one die 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.

BEATING SLOT MACHINES.

There is just one way to beat slot machines, and that is—keep away from them. But many "sharps" employ various devices for beating these machines. One of the most ingenious devices used by sharps is to instantly drill a hole in the glass of the machine by means of a small one-hand drill. This is executed when he is alone in the corner of a club, poolroom, etc. After the glass of the machine once contains this tiny hole it is an easy matter for the operator to play any high-paying color on the machine, and to stop the revolving wheel at that particular color by inserting a steel darning needle in the hole and pressing against the wheel, thereby making the machine pay any time desired. Other fakes are used—small "washers" the size of a nickel, small thin curtain rings the size of the coin used, are also employed. As all slot machines are operated, not by the weight of the coin, but by the pressure of the lever on the coin, the latter is very inexpensive ammunition to use when the gambler desires to "beat" the machines which he comes in contact with. There are

a number of other ingenious devices employed by professional gamblers, but those mentioned above will at least give the reader an idea of the remarkable ingenuity displayed by originators of such devices and of the dexterity and daring of the gamblers in employing them.

MARKED CARDS.

This is a full deck of 52 cards, which contains a system of marks which makes it as easy to read from the back as the front. These secret marks are undetectable. Usually used by gamblers in games of chance. You can also perform a



complete act of magic with this sensational deck. A full description of the numerous tricks accompanies each deck. Price, \$1.00. Schreck Enterprise, 406 Northside Station, Pittsburgh, Pa.

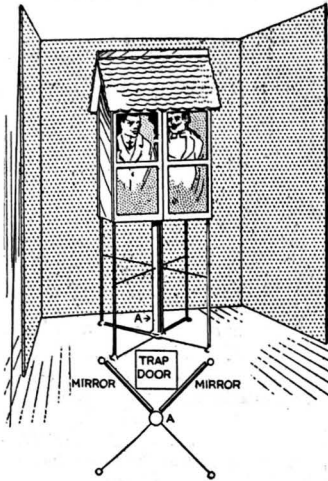
THE SECRET OUT.

This book contains all the needed instruction in this distinctly American game. The rules are so clear that they require no effort to understand, and the student of the book may confidently trust himself to its guidance. Containing Draw Poker, Whisky Poker, Stud Poker, Mistigris and Probabilities, showing "Dealing," "Going in on Original Hand," "The Straddle," "Filling the Hands," "Betting, Raising and Calling," "Value of the Hands," "Technical Terms used in Poker," "Cutting and Dealing," "Betting, Calling and Showing," "Jack Pots." It exposes all the secrets of gambling, and "shows up" the tricks of professionals with cards, giving a complete expose of Telegraphing, Sauter La Coupe, Longs and Shorts, Reflectors, Convex and Concave Cards, Slipping, Saddling and Handling the Cards, etc. Also an explanation of Marked and Pricked Cards. You should keep posted!

Every one who wants to know all the above should read *The Secret Out*.

Mailed to any address for only 25c. Eastern Specialty Co., 2212 East street, N. S., Pittsburgh, Pa.

Side Show, Circus, Vaudeville.



WINDOW OF THE HAUNTED HOUSE.

In this mysterious illusion a small house is examined by a committee. Then, while the committee is being seated, two mirrors are slipped up from underneath the stage. The "three ghosts" then come up through the stage trap into the house under cover of the mirrors. After they are in the house the mirrors are lowered. The house is surrounded by a wall of transparent netting, apparently for the purpose of keeping "ghosts" out, but its real purpose is to afford means whereby the audience is made to believe it sees the back wall of the netting, when in reality it is the side walls which are seen through the reflection of the mirrors when they are up in position.

SCHRECK'S CARD LOCATOR.

A most astounding stage or parlor performance can be given with the aid of this contrivance. It is entirely automatic; no practice or sleight-of-hand is required. Effect is as follows:

An ordinary deck of cards is shuffled, is cut as many times as desired, and is left in full view of the audience. The performer steps off the stage or into another room and **instantly and correctly** names the exact location of **as many** cards as are named. Highly recommended for stage use. Each, 25c.

Majestic Enterprise, 406 North-side Station, Pittsburgh, Pa.

THURSTON'S DOVE CATCHING.

A confederate sits in the front row close to the "run-down" and has a live white dove concealed about his person. The performer walks down the "run-down" carrying a long-handled net, and after making several sweeps over the heads of the audience, and while the attention of the audience is diverted, he lowers the net for a second in front of the confederate, who quickly drops the dove into it. The performer then raises the net and makes a quick sweep into the air and apparently catches a live dove.

HUMAN PIN CUSHION.

For this act instead of using pins and needles you use fine wire cut into lengths the size of pins and needles. Instead of inserting these wires into the flesh you merely stick them into your skin, and by cutting some pieces shorter than others it will appear as though some were inserted further than others. You next allow anyone to run a large needle in your breast; for this rub on your breast a little cocaine. This is a sensational side show act which commands a good salary.

SWORD WALKING WITH BARE FEET.

Make a ladder about seven feet high, using eight swords about as sharp as those used by lodges. Each sword must fit firmly in a slot. The secret lies in the preparation of the feet. Dissolve as much alum in a pint of water as the water will take. To the alum water add as much sulphate of zinc as will lie on a dime. Bathe the feet in the solution a few minutes before doing the act. Do not wipe the feet. Place the feet squarely on the swords, great care being used. Don't let the feet slip or slide on the swords. This is very dangerous. Be careful and place the feet on the swords lengthways, remembering to go up and down sideways and walk always from toe to heel.

THE HINDOO SHELL MYSTERY.

New, original and indetectable. A common broom straw is placed in an upright position in a little mound of earth. On top of the straw is placed a small sea shell, when, to the amazement of the spectator, it begins to revolve in an uncanny manner. May be performed as often as desired and everything passed for examination before and after the trick. Excellent for parlor. Price, including shell and complete instructions, 25c. Prof. Schreck, 2210 East street, N. S., Pittsburgh, Pa.



THE BEHEADED PRINCESS.

A large chair is seen by the audience, on the arms of which are laid two swords, resting on the blades of which is a human head without body, which talks, sings, etc. A small lady lies in the back of the chair and rests her head upon the swords. Her body and shoulders are hidden by means of a small mirror running from the front of the first sword to the back of the chair seat. The seat reflects into the mirror, which allows the spectators to apparently see the back of the chair. A very startling illusion.

DANCING ON BROKEN GLASS.

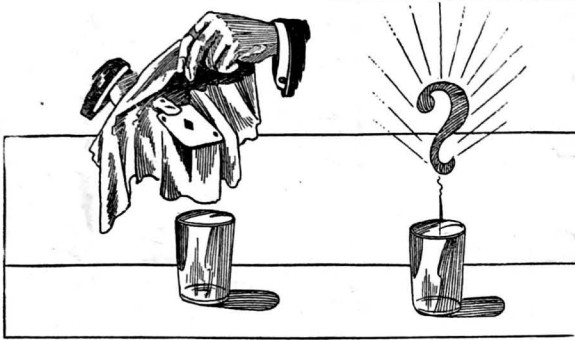
On a raised platform is seen a box about 3x4 feet by 6 inches deep, the bottom of which is covered with broken glass. The performer appears and proceeds to break a few old bottles and throws them in the box. He then removes his shoes to show the feet unprepared, and after dancing on the glass shows the feet uninjured.

Secret: Procure some thick bottles, break same into small pieces and file or grind the edges round. Place the glass in center of the box. Next soak your feet in strong alum water, wipe dry and thoroughly rub with powdered resin. Put shoes on after placing a quantity of the resin in them. Go onto the platform and break the bottles, taking care to scatter the fresh glass around the edge of the box, not in the center. Remove shoes and dance only in center of box on the prepared glass. Avoid sides and corners, use plenty of resin and feet will be uninjured.

LADY FROM EMPTY SHAWL.

A large shawl is held in front of the performer, when immediately a living lady appears from under it. The secret is simple. The shawl is held directly in front of a small table having a black drapery behind it. The lady is hidden behind the drapery and steps behind the shawl at the proper moment.

Wonders, Secrets, Mysteries.



STARTLING CARD TRICK.

Any card is selected, placed under a borrowed handkerchief and held by any one over an unprepared glass of water and dropped into same. On removing the handkerchief the card has vanished and may be reproduced from any place desired. A trick which makes a sensation. You can fool them all with this wonderful mystery. Price complete, with all apparatus, 25c. Prof. Schreck, 2210 East street, N. S., Pittsburgh, Pa.

EXCELSIOR ROPE TIE.

Unquestionably the best tie ever invented. After each wrist is tied separately with cord, knots sealed and sewed, the performer crosses his arms and cords are brought around back of the chair in which he is seated and bound and sealed. This prevents him from getting his hands together. A screen is now placed in front and musical instruments begin to play, writing appears on the slates and other spiritualistic manifestations take place; and to complete the mystery a borrowed ring is found on one of the cords, yet the performer must be cut loose from the chair to get his release, as he is still secure when found. Complete instructions and drawings only 10c. Herman Brown Co., 586 Beech St., Manchester, N. H.

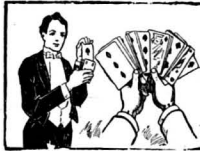
GREAT HOUDINI NEEDLE TRICK

The performer calls attention to an ordinary spool of thread and a package of common needles, both unprepared. If desired a committee can assist during the entire trick. A number of needles are removed from the package and visibly placed in the performer's mouth; this is repeated several times until you have about a dozen needles. Then a length of thread is removed from the spool and this is also placed in the mouth.

The mouth can be shown empty at any time during the trick. The end of the thread is then found in the mouth and pulled slowly out, and the needles appear tied a few inches apart along the thread. This is a feature. Price 25c. Eastern Specialty Co., 2212 East street, N. S., Pittsburgh, Pa.

TRICKS WITH CARDS.

Containing all the tricks and deceptions with cards ever invented, including the latest tricks of the most celebrated conjurers, magicians, and prestidigitators popularly explained, simplified and adapted for home amusement and social enter-



tains. The rare tricks performed with sleight-of-hand, by mental calculation, by memory, by arrangement of the cards, by the aid of confederates, by the aid of mechanical contrivances, with descriptive diagrams showing how to make the pass, to force a card, to make a false shuffle, to palm a card, to ruffle the cards, to change a card, to get sight of a drawn card, to slip a card, to draw back a card, to turn over the pack, to spring the cards from one hand to the other, to throw a card. The whole so elucidated that any one can, with a little practice, perform the most difficult feats, to his own satisfaction and to the wonder and admiration of his friends. Price, 25c. Majestic Amusement Co., 406 Northside Station, Pittsburgh, Pa.

THE PHANTOM CARDS.

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. Two big surprises and the simplest card trick ever invented. Price complete, with cards, 15c. Address W. A. Williams, Box 40, Corbin, Mont.

THE HINDU HAND OF DESTINY.

Is being used by the best palmists in the business. Predicts instantly characteristics, good and bad periods in life, simple, scientific. With this hand in your possession you can read the past, present and future. Eventually you will send for this remarkable creation. Why not now? Sample hand complete only 25c. It's worth ten times that price. Address F. M. Bryant, Swissvale Station, Pittsburgh, Pa.

ESCAPE FROM 75 FEET OF ROPE

A committee ties you in any way they see fit. Watch them write and sweat in their endeavor to make it escape-proof. Then in the twinkling of an eye you can free yourself. It will puzzle and baffle the most skeptical. A marvelous feat. Instructions only 10c. Fred W. Preble, 50 Main street, Bingham, Maine.

DEATH-DEFYING RAILROAD ESCAPE.

The public will turn out by the hundreds to witness this death-defying and sensational escape. The performer is handcuffed, shackled and spiked down to a railroad track just as a fast passenger train approaches from a distance. He makes his escape and jumps from his bondage just as the train is a few hundred feet from him. If this sensational escape will not get a two-column write-up and send the shivers through an anxious crowd nothing will. Complete instructions with original advertising scheme only 25c. Address Eastern Specialty Co., 2212 East street, N. S., Pittsburgh, Pa.

Tricks of Spirit Mediums.

Their Tricks and Manipulations Exposed for the First Time.



MATERIALIZATION OF A SPIRIT.

The medium takes his place in the cabinet and can be tied if desired. As soon as alone he dons a "Spirit Gown," which was concealed. This gown consists of fine white muslin coated with luminous paint (better known as calcium sulphide). The medium thus attired steps out of the cabinet into a dark sitting room and on account of the black gown covering the "Spirit Gown" is invisible. The medium begins to gradually lift up the black gown, and the effect has the appearance as if a "Spirit Form" grew right out of the floor. The "spirit" is now vanished by dropping the black gown over the luminous gown, goes back into the cabinet, disrobes and conceals the gown.

MYSTERIOUS TABLE LIFTING.

A light bamboo table must be used and a couple of plain rings painted flesh color, one for each hand, and a small notch cut in each ring. Have a tack concealed in the hand. After the table is examined press the tack in the table top, and by placing the notched ring of either hand under the exposed head of the tack you can float the table.

THE SPIRIT HAND.

After the medium is tied to the chair a luminous hand is seen to slowly materialize in the dark room and suddenly disappears and appears again. This effect is easy. Use a black kid glove and coat the palm with luminous paint. When the time comes put on the glove and hold the hand stretched out with the luminous palm to the audience. The hand is vanished by simply turning your hand around, bringing the

black side of the glove into view. After the hand is materialized and vanished several times, take off the glove, hide in the pocket and slip the hand into the ropes which tied you. This act will produce a sensation.

✓ SPIRIT TAPE TIE.

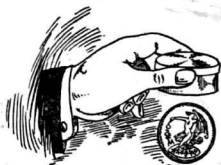
In this tape tie five tapes are used. One is tied at the left leg right above the knee, using a single knot, and one tied at the right leg in the same manner. The hands are now placed over the knot of each tape on the legs—left wrist on left leg and right wrist on right leg, and the ends tied securely with several knots. The three remaining tapes are used in tying the ankles to each leg of the chair and the throat is tied to the chair back. To release yourself to produce manifestations in the cabinet, move knees together and, reaching over with the right hand, take hold of the tape encircling the left wrist and pull on it, forcing the single knot between the left hand and leg to run down on the latter, thus enlarging the loop around the wrist so hand can be extracted. Before calling the committee the hand is slipped back into the loop again and the tape pulled up tight on the wrist, making it, to all appearances, secure again. Then have the committee release you with scissors. This is a very startling tie, and in performing it sit well forward on the chair, bending the legs back to swell up the muscles of the legs.

✓ SPIRIT PHOTOGRAPHS.

Procure the following from your druggist: Sulphate of iron, for blue; nitrate bismuth, for yellow; sulphate copper, for brown. Make solutions separately of each by dissolving a small quantity of each in warm water. Now, make a solution of prussiate of potash and put it in a bottle atomizer. With a brush for each color make a portrait on a screen of unbleached muslin and place a lamp back of it on a chair in front of the doorway. Lower all lights, your assistant in the back of the doorway taking atomizer and sprays all over the back of the screen with the solution, which slowly brings the colors out. This effect is very startling.

THE COIN BOX MYSTERY.

In order to get acquainted with you we will send you this wonderful box upon receipt of only 25c. A dollar is borrowed and placed in the previously examined box and cover put on. The performer rattles the box on the palm of the spectator. The



spectator makes a wish; the performer raises the box and the coin drops through the solid bottom of the box into the spectator's hand. The box may be examined before and after performing the trick. Get this and slip one over everybody you meet. Majestic Amusement Co., 406 North Side Station, Pittsburgh, Pa.

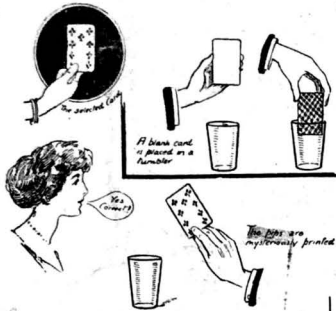
✓ MARVELOUS SPIRIT COMMUNICATION.

Anyone in the audience writes on any piece of paper any question, places it in his own pocket and the medium answers it correctly without approaching the person. Before performing this trick a few sheets of paper should be rubbed on the bottom side with white wax. Distribute the papers among the audience and use for a lapboard a slab of thick glass. The questions written on the paper are transferred to the glass, leaving a wax impression. The glass is laid on the performer's table and by glancing at it gets the questions and answers them in any way he may see fit. A very startling spiritualistic trick, as the paper never leaves the possession of the audience.

✓ SPIRIT BLOOD TEST.

Any message can be made to appear upon the arm, written with blood, by following these directions. Apply to the bare arm a strong solution of salt and water several times. When dry scratch the message with a pointed stick. When the arm is rubbed briskly the message will appear in red under the skin.

Marvelous, Magical Mysteries.



SPIRIT PRINT CARD TRICK.

An ideal card experiment for stage, club and parlor entertainers. A card is selected from the pack, noted, and then returned to the pack by the drawer. A clear glass tumbler is next introduced, also a blank playing card, which may be examined. The blank card is then placed in the tumbler (the back of the card turned to the audience), and the person who selected the card is requested to concentrate his thoughts upon it. Upon removing the card from the tumbler an imprint of the selected card is seen to have appeared upon it. The card and glass are again handed for examination.

This is not a chemical trick or any other "dream"—but depends upon a very ingenious device. Apparatus can be used with any deck of cards. Price, complete with enameled Bicycle cards, 25c. Majestic Enterprise, 406 Northside Station, Pittsburgh, Pa.

MAGIC MADE EASY.

A book containing 250 Magic Tricks with cards, coins, handkerchiefs, eggs, rings, glasses, etc. Simplified and illustrated so that a child can perform them. The greatest book ever issued. A complete volume of the secrets of the Magician, Mind-Reader and Trickster. Here's a chance to make a hit. The girls will flock around you in crowds. Price, complete, 10c. Prof. Schreck, 2210 East St., N. S., Pittsburgh, Pa.

ORIENTAL WATER FLOWERS.

A beautifully colored, miniature, artificial Flower Garden grows under your very eyes in less than a minute. A sensational feat. Complete package and our catalogue of tricks, puzzles, jokes, novelties and toys, illusions for amateurs and professionals, only 10c. Merit Products Co., Waverly Station, Baltimore, Md.

CRACK MARKSMANSHIP ACT.

With these instructions you can shoot glass balls and lumps of sugar off an assistant's head; put out lighted candles and disrobe an assistant by rapid rifle shooting, making a dozen bull's-eyes in a few seconds. This act is complete and good for a high salary. Very easily accomplished by anyone. Complete, 25c. The Tilden Co., Machlas, N. Y.

ENTRANCING ART POSES.

Real photographs of charming French girls. All nude subjects, just as you like them. The kind that tease, please and tickle your imagination. These are not posed by actresses or "school girls," but are posed by real shapely art models in

Paris, France. Cannot be bought at any price and have never been sold before. Complete set of 7 for \$1.00, or 3 for 50c. All nude. Sent by express only. "B. B. Enterprise," 406 Northside Station, Pittsburgh, Pa.

NEPTUNE'S BRIDE ILLUSION.

A tank made of glass and filled with water with gold fish swimming about is seen on the stage. Suddenly a living head of a young lady appears in the water. Tank is only two feet long, 18 inches wide and 14 inches deep, and sits on an undraped table. A startling mystery, very easily and cheaply made. Secret and diagram only 25c. Fred Kinsel, Three Oaks, Mich.

THE LATEST SENSATION IN ADVANCED MAGIC.

Our new catalogue is JUST OFF THE PRESS and proves that magic is the liveliest thing in the world. It has taken over a year to complete this book, and we now offer the finest and most diversified array of REAL Magic ever arranged between two covers, WONDERFULLY ILLUSTRATED.

This catalogue, under present prices of paper, cuts, art work, etc., has cost us a heap of money, but we are going to give a copy of same FREE to every magician who sends us FIFTY cents for "SKINEM"—the greatest little entertainer in the world. With this you can do a thousand different card tricks.

For illustration, you can have any one thoroughly shuffle and hand your little own deck of cards, which you hold in your outstretched hand with the face of the cards towards the spectators, and in passing your hand over the face of the deck, you are able to name each card instantly.

We send the real apparatus, the principle of which will enable one to work wonders with any deck of cards, and absolutely without skill or practice.

The instruction sheet alone is worth the money. FIFTY CENTS FOR "SKINEM." Copy of Catalogue FREE with each order.

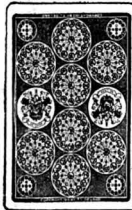
We will send you a MAGIC CATALOG that is TEN YEARS in advance of the times. OURS STARTS WHERE OTHERS LEAVE OFF. SEND NOW. ADDRESS

F. G. THAYER, 334 S. San Pedro St., LOS ANGELES, CAL.

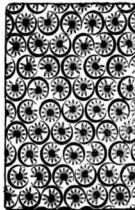
MAGIC CARDS

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

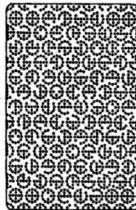
The backs are entirely mechanical--no lengthy study nor practice is necessary.



BE LAND'S DOLLAR DECK
This deck contains over 12,000 secret marks. Some seemingly impossible feats in magic can be performed with it.



DANNY DECK
The backs of this deck contain a system of marks which can be read at a distance of 10 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
S. S. ADAMS CO.

ONE DOLLAR
Plainfield, N. J.