MAGIC WIZARDRY FUN SURPRISE!

Just heaps of fun to fool your friends and surprise the grown-ups. They will enjoy your clever tricks—just as you ENJOY EATING DELICIOUS Junket EVERY DAY
You CAN BE A MAGICIAN

What fun to surprise folks—to watch their eyes just pop when you make things disappear—or make two from one—or take numbers right out of their heads. They will be thrilled and dumbfounded at your cleverness. Of course, they know that there is some trickery about it but you have got them guessing and they like it—even the grown-ups.

They may even call you Aladdin, that greatest of all magicians, who rubbed his magic lamp and made his every wish come true; or perhaps they’ll call you Merlin who turned himself into a black cat and sat unbeknown on the king’s hearth, and listened to all that was said and then later amazed and confounded all the court by telling what he had heard. No one could keep a secret from him!

Magic is mystery—keep it so—don’t tell anything.

"Printed with permission from "Magic for Everybody" by Joseph Leeming. © 1928 by Doubleday, Doran & Co., Inc."
MAGIC ---- that mother can work for you —

Presto!

Delicious Junket Sundaes from Healthful Milk
Remember, probably you only, know these mysteries of the dark. When you plan a MAGIC party make a setting of bats, owls, or cats cut out of black paper or cardboard. Arrange them in a circle about you and your black covered Magic Table. For lighting use only a dim lamp covered with a dull blue shade or tissue paper placed above and slightly behind your head or on the floor in front of you, this will help to put over the tricks and give that creepy mysterious air that magicians use on the stage.

If you have no setting, keep the things you need in your pocket or near at hand but when performing make it appear that you have just found them. If you are going to work Number Magic or guess people’s ages, just walk around a bit thinking deeply and then suddenly say something like this—“Ah yes, I have it!”—then follow the formula for the trick. Everybody will enjoy your Magic and they will ask you to do your tricks again and again.

Now read your tricks—try each one alone several times to be sure of yourself—then go ahead—just have a real good time.

"MAKES MILK INTO DELICIOUS DESSERTS ""
THE TRICK: To ask someone to think of a number but not tell you what it is; then to have him multiply, add, and divide, and to tell him what the answer is.

METHOD: Ask a person to think of a number, then to double it, then to add an even number which you give, such as 14, 8, 22, etc.; then to divide by two; then subtract the number thought of first. The answer will be half of the number you asked him to add.

EXAMPLE: If person thinks of 8; double it is 16; if he adds 6 he has 22; divide it by two makes 11; subtract the number first thought of (8) leaves 3 (half of six you told him to add). If you wish to make your trick seem more complicated, you can tell him to do several calculations with the number, once you know what it is. For example, above, you know his answer is 3. Instead of telling him then, tell him to multiply by 3 (9); add 1 (10); divide by 5, and then surprise him by telling him his answer is 2.
THE MEAN TRICK •

THE TRICK: Many people, especially ladies, try to keep their age a secret. Here is a way to discover it without their knowing it.

METHOD: Ask the person to think of the number of the month in which she was born. (January, 1; February, 2; April, 4; November, 11, etc.). Multiply that number by 2, add 5, multiply the answer by 50, and then add his age. Then subtract the days in the year, 365; add 115; and tell you the answer. The last two numbers will be the person’s age. If the answer is 614, the person is 14 years old and was born in June. If 409, the person is nine years old and was born in April. If 1245, she is 45 years old and was born in December.

THE MIND READER •

THE TRICK: To ask a person to think secretly of a number, do some calculations, and then to tell them what number they thought of.

METHOD: Tell them to think of a number, preferably small, subtract 1 from it, then multiply the answer by 2, then add the number first thought of, and tell you the total. Now, if you will add 3 to the total and divide by 3, the whole number you get will be the number first thought of.

EXAMPLE: If he thought of 9, and subtracts 1, he has 8. Then multiplies by 2, he gets 16; then adds number 9 to 16, he gets 25 and tells you that total. You add 3, which makes 28. Divide by 3 you get 91/3. 9 is the answer—throw away the 1/3.

<< JUNKET HELPS IN A DELICIOUS WAY >>
CATCH IT IF YOU CAN

**THE STUNT:** Place an ordinary dining room chair front downward on the floor. Now, have someone kneel on the back of the chair, and on the top cross bar of the chair, place a piece of candy or a lump of sugar. The stunt is to lean over and pick up the piece of candy with your teeth without tipping over the chair.

**METHOD:** You must keep most of your weight behind the chair seat or you will take a tumble. It's hard to do, sometimes, but lots of fun to try. This makes a good game for a party.

THE DISAPPEARING COIN

**THE TRICK:** Spin a penny or a dime on the table and ask the spectators to guess whether it will fall heads or tails. While the coin is still spinning, place an ordinary match box on top of the coin. After the spectators have guessed how the coin fell, lift the match box, and the coin has vanished.

**METHOD:** Before doing this trick, empty a match box and if possible remove the bottom from the tray that holds the matches. Then replace the sides of the tray, and with a knife or your finger nail, split the
bottom of the box to weaken it. When you put the box on top of the coin, do it rapidly and hard enough to force the coin right through the bottom into the box. Of course, if you do this trick several times, your spectators will guess how you do it. But if you can follow it up with another trick quickly, it will be very mysterious.

**TO LIFT A GLASS WITHOUT TAKING HOLD OF IT •**

**The Stunt:** Ask someone to lift a glass with his hand without taking hold of it. Of course, he won't be able to do it.

**Method:** Make sure you have a light weight glass with diameter across the top smaller than the palm of your hand. With your fingers bent over at right angles, place palm of your hand tightly over top of glass and then extend your fingers straight out rigidly, stretching the skin of the palm of your hand. This creates enough of a vacuum inside the glass to make it hold to your hand so you can lift the glass without taking hold of it.
HIDDEN FIRE TRICK

The Trick: This is quite an elaborate trick, and you can do it only in the daytime on a bright, sunny day. But it is very successful, and you should be careful to keep it secret. Get a bottle of clear glass about six to ten inches high. On the under side of its cork fix a pin, screw eye, or something from which you can hang a thread. On the other end of the thread tie a small nut or any weight that will make the thread hang down straight when you put the cork in place.

Now you are ready to perform your trick. Very confidently seal the cork in place with paraffin or chewing gum in such a way that your audience will know that you could not pull out the cork without their knowing it. Then offer a prize to anyone who can snap the thread without opening the bottle. If they give up, ask to retire for just a few moments...
and then come back and show them that half the thread is lying on the bottom of the bottle, the rest still attached to the cork.

**METHOD:** Take a magnifying glass, go out into the sunshine but where no one will see you. Focus the sunlight right through the bottle into a point on the thread, and burn it through. Then you are ready to return and demonstrate that you alone have been able to perform this magic feat.

**TO LIGHT A CANDLE WITHOUT TOUCHING THE WICK •**

**The Trick:** At the dinner table or at a party where there are candles burning, ask someone whether he can light a candle without touching the wick. Blow out a candle and let him try it, and he will find it impossible.

**Method:** Select a candle with a good, long wick. Now, light your match, blow out the candle and place your match about a quarter to half an inch above the wick, and the flame will jump down to the wick and relight the candle. The reason is that the inflammable gases are still rising from the candle and are ignited by your match, causing a miniature explosion that relights the candle.
BOYS... CHECK
YOUR WEIGHT and HEIGHT
KEEP FIT WITH JUNKET

GIRLS... CHECK
YOUR WEIGHT and HEIGHT
KEEP FIT WITH JUNKET

PRESTO!

Junket turns your milk into
delicious desserts

EVERY BOY AND EVERY GIRL wants to lead
in study, games and play. To WIN they
must eat proper foods—THE FUN OF IT
is that the magical healthful, delicious
Junket which they all love helps most to
keep them well and happy.

Charts prepared by Bird T. Baldwin, PH.D., and Thomas D. Wood, M.D.
Reproduced by permission of the American Child Health Association, N.Y.
LIFTING THIRTEEN MATCHES WITH ONE MATCH

THE TRICK: Lay fourteen ordinary safety matches on the table and challenge anyone present to take one of the matches, and while holding one end to lift the other thirteen matches. It looks impossible.

THE METHOD: It’s really easy when you know how. Lay one match flat on table, lift one inch from the table and lean twelve matches against it with their phosphorus tips upward, the first match leaning from one side, the second from the other side, etc. Where the matches cross each other to form a V, lay the thirteenth match. Now, when you lift carefully, the matches will come together like pinchers and hold tight to the thirteenth match, and you can lift them all and hold them up as long as you like.

THE TRAINED DIME

THE TRICK: This is a simple little trick that affords much amusement at the dinner table, and it requires a table with a cloth upon it. You place two half dollars side by side, with a dime between them. Then place a
tumbler upside down resting on the two half dollars. Ask anyone present to remove the dime without touching either the glass or the half dollars.

**Method:** It's really very simple. Just scratch the table cloth near the tumbler with your finger nail, and the dime will come travelling right out to you.

**The Penny Grabber**

**The Trick:** Take an ordinary match and bend it in the middle until in a V-shape. Do not let it break entirely in two. Place the match on the top of any bottle, the mouth of which is a little larger than a penny. Now, lay the penny on top of the match, and ask anyone who thinks he knows how to get the penny into the bottle without breathing on it or touching it. Let people guess for awhile; in the meantime you can act very wise and mysterious.

**Method:** Dip your finger in some water and let a drop or two fall on the match where you bent it—be careful to follow the rules and not actually touch the match yourself. In a few moments, the fibres of the wood will swell, straightening the match until the penny will no longer stay in place and will fall into the bottle.
LOOKING THROUGH TWO HANDS •

THE TRICK: To have a person put an even number of pennies in one hand; an odd number in the other; and then to find out which hand holds the even number of pennies.

METHOD: Ask the person holding the pennies to multiply the number of pennies in his right hand by five; the number in his left hand by six; then to add the two products together and tell you the answer. If the answer is an even number, the even number of pennies is in his right hand; if the answer is an odd number, the number of pennies in his right hand is odd.

WHEN ONE EQUALS TWO •

THE TRICK: Standing about ten feet away from your audience, hold up a match in your hand and announce that you have suddenly received magic powers. Waving your hand through the air, there suddenly appear two matches where there was but one a moment before.

METHOD: It looks very mysterious but is really very simple. With a sharp knife, split a match into halves, and then fit them together again. This is the match which you hold up . . . and then, while moving your hand, you cleverly separate the halves and they look like two matches. As soon as the trick is over, put the match in your pocket, or back into a box so your trick will not be discovered.

« « « ALL FOLK WANT TO WIN AT PLAY » » »
THE HEAVY MATCH •

THE TRICK: This is a good trick for a girl to play on an athletic boy at a party. She says that she knows how to pass her hands over a match a few times in such a way that the strongest boy in the room, even (She mentions the boy’s name that she wants to play the trick on) would be all tired out if he were to carry this one match out of the room.

METHOD: Of course, the boy dares her to do it. Whereupon she asks for a match and a sharp knife and cuts off a tiny sliver of the match (in that way, passing her hands over the match in a certain way) and hands it to the boy to carry out of the room. Then she cuts off another sliver, and could cut a thousand or more if necessary to make him tired before he had carried out the whole match.

REMOVING THE MIDDLE COIN •

THE TRICK: This is another trick which is really no trick at all, but just makes those you play it on feel silly. You place three pennies on a table, side by side, and ask someone if he can remove the middle coin from its position without touching it.

METHOD: Of course, that seems very difficult to do; so, when they have puzzled and have given up, you simply pick up one of the end coins, put it over on the other side, and the coin which was formerly in the middle is now on the end—therefore removed from its position. And yet, you have not touched it.

« « THEY KEEP HEALTHY THE JUNKET WAY » »
PERSONAL MAGNETISM

THE STUNT: By way of introducing this trick, tell your audience that you have been trying to develop personal magnetism and have just been recharged, making it possible for you to perform unbelievable feats of strength. Then, place one hand on top of your head and ask any person present to try to lift it off without jerking it. Strangely enough, no one will be able to dislodge your hand, proving how strong your personal magnetism is.

METHOD: It is strange but true that it is practically impossible for anyone to lift your hand when in position on top of your head. You can further demonstrate the strength of your magnetism by pretending to magnetize one of the girls present and then ask one of the strongest boys to try to lift her hand. Or you can have her put both her hands on top of her head, and ask two boys, one on each side, to push...
against her elbows. They will lift her from the floor but they will not dislodge her hands.

**MAGNETIC CONTACTS**

**THE STUNT:** You can explain to your audience that some people are known to have much more electricity in their bodies than others; that you have recently discovered that you seem to have a great deal of magnetic quality. Then, lifting your elbows so they point outward, bring your hands close to your chest and point the index finger of each hand at the other, bringing them together until they just touch. Then ask anyone to take hold of your elbows or wrists and with a steady pull, try to separate your fingers.

**METHOD:** As in the case of your hand on your head, it is almost impossible for anyone to separate your fingers when in this position. If you want to add to your fun and reduce the strength of the person pulling, ask them to watch between your fingers while they pull and see whether there isn’t a spark there, of course, there won’t be, but while they are looking intently, they cannot pull so hard.

**TEARING THE ROPED PAPER NAPKIN**

**THE TRICK:** Some paper napkins, when twisted into the form of a rope, are exceedingly tough. Though the ordinary person thinks of a paper napkin as one of the easiest of all things to tear, he will be surprised at his inability to tear a roped napkin. You express
your amazement at the difficulty your friends are having and ask them to let you have a try at it—then take hold of the napkin and in a moment pull it apart easily.

**METHOD:** Moisten your thumb and forefinger in a glass of water shortly before taking hold of the napkin. When you do take the napkin, take it by the center and keep talking for a few moments while the moisture has an opportunity to penetrate. Then, when you pull, the fibers will part easily. Your success in this trick depends upon your cleverness in getting your fingers wet and dampening the napkin without your audience observing what you are doing.

**TWO INCHES APART, AND UNABLE TO TOUCH EACH OTHER**

**THE STUNT:** Here is another good stunt for a party. Take an ordinary newspaper, spread it on the floor, and announce that you have magic powers which enable you to place two persons standing on this newspaper, unshackled, untied, and yet they will be unable to touch each other. Of course, it seems perfectly silly, but you prove that it is not.

**METHOD:** Place the newspaper in a doorway, and have one person stand on one end of the newspaper. Then, close the door and have the other person stand on the other end. Of course, they cannot touch each other.
WALKING THROUGH A VISITING CARD

THE TRICK: You hold up a visiting card and ask your audience whether they believe it is possible for you to walk through it. Of course, it looks perfectly absurd.

METHOD: If you will cut the card along lines as shown in the diagram, it will stretch out to surprising size, and with a little care, you will be able to crawl through it, though you may need someone to help you do it. Before performing this trick, you had better cut a card this way several times until you are expert at it. You will need a very fine pair of scissors, or a sharp knife to do it easily.

IMPRISONED IN A CHALK CIRCLE

THE TRICK: This is another trick that is really no trick at all, but is lots of fun. You get one of your spectators to stand in the middle of the room, and ask him whether he really believes in witches. Of course, he will say that he doesn’t. Then, you tell him that you have learned an old witches’ trick, « EATING JUNKET DAILY IS GOOD PRACTICE »
that you can so magnetize and hypnotize him that you can imprison him in a chalk circle, and that try and struggle as he will, he will not be able to get out. Of course, he will not believe you, and will dare you to do it.

**METHOD:** Draw the circle with a piece of chalk about his waist on his coat or trousers.

**TO CAPTURE A BIRD WITHOUT ANY SALT**

**THE STUNT:** Draw a little picture of a bird cage about one inch high. About two inches away, draw a picture of a little bird of a size to fit in the cage. Now, promise your audience that you can put that bird in the cage without touching him, and everyone present can see him go in.

**METHOD:** Take an ordinary calling card or playing card and place it on edge between the bird and the cage. Now, rest your nose on the top of the card, keep both eyes open and look at the bird with one eye, the cage with the other. You will see the bird go into the cage, and stay there as long as you look.
And now have your fun!

Give a MAGIC Party

First be sure to make Mother your secret partner for this happy time. Ask her to invite a few friends one afternoon or evening.

Be sure to prepare your program from the Junket MAGIC BOOK. Have everything ready as suggested on pages 1 and 3.

When your guests are seated—On With the Show! . . . Startle them! . . . Fool them! Give them a rollicking good time!

THEN—with the aid of Mother's own magic—give your friends a delicious treat! Serve Junket Sundaes in your favorite flavors—A wonderful climax to a clever show—

CARRY ON MAGICIAN!

Your friends,

The Junket Folks
Little Falls, New York
Junket and Milk
Partners in Health