

Badische Landesbibliothek Karlsruhe

Digitale Sammlung der Badischen Landesbibliothek Karlsruhe

The young man's book of amusement

Halifax, 1848

Two Figures, one of which blows out and the other re-lights a Candle

[urn:nbn:de:bsz:31-100120](https://nbn-resolving.org/urn:nbn:de:bsz:31-100120)

To make an object which is too near the Eye to be distinctly perceived, to be seen in a distinct manner, without the interposition of any Glass.

Make a hole in a card with a needle, and without changing the place of the eye or of the object, look at the latter through the hole; the object will then be seen distinctly, and even considerably magnified.

New Camera Lucida.

Take a piece of looking-glass; rest it on a table in any angle in front of the object to be copied; then, having a piece of paper placed behind the mirror by looking into it from the upper part of the glass, with one eye, and with the other making the axis of vision meet in the focus point of both, any object may be seen and sketched with singular beauty and accuracy.

Two Figures, one of which blows out and the other re-lights a Candle.

Make two figures, of any shape or materials you please; insert in the mouth of one a small tube, at the end of which is a piece of phosphorus, and in the mouth of the other a tube containing at the end a few grains of gunpowder; taking care that each be

retained in the tube by a piece of paper. If the second figure be applied to the flame of a taper, it will extinguish it; and the first will light it again.

An Optical Game.

Present to any one a ring, or place at some distance, and in such a manner that the plane of it shall be turned towards the persons's face; then bid him shut one of his eyes, and try to push through it a crooked stick, of sufficient length to reach it: he will very seldom succeed. A person with one eye would not experience the same difficulty; being accustomed to make use of only one eye, he acquires the habit of judging of distances with great correctness.

A Vessel that will let Water out at the bottom, as soon as the mouth is uncorked.

Provide a tin vessel, two or three inches in diameter, and five or six inches in height, having a mouth about three inches in width; and in the bottom several small holes, just large enough to admit a small needle. Plunge it in water with its mouth open, and full, while it remains in the water, stop it very closely. You can play a trick with a person, by desiring him to uncork it; if he places it on his knee for that purpose, the moment it is uncorked the

water will
completely

To produce

Take a
bruise the
them up
minute, or
and soon
noise. Es
are moiste

A Powder

Put the
honey or
which is
the mixture
becomes v
fire, and p
der into a
vessel empt
up the cruc
burning coe
red heat for
vapour issue