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The young man's book of amusement

Halifax, 1848

An Optical Game

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

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

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are moiste

A Powder

Put the
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