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The young man's book of amusement

Halifax, 1848

The Learned Swan

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Visual Library

OF AMUSEMENT.

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the north or south end of the needle, it will recede from it.

The Learned Swan.

Have a large marble or china bowl, painted inside the rim with the letters of the alphabet; a small swan in which is concealed a steel or iron pin, is set to swim in the bowl, and on being desired, will select any letters, say those which compose your name—to effect this, the performer of the trick must have a magnet in his pocket, by means of which, as he moves round the table, the swan will be attracted to every letter at which it is required to stop.

The Mysterious Watch.

You desire any person to lend you his watch, and ask him if it will go when laid on the table. He will, no doubt, say it will; in which case, you place it over the end of the magnet, and it will presently stop. You then mark the precise spot where you placed the watch, and moving the point of the magnet, you give the watch to another person, and desire him to make the experiment; in which he not succeeding, you give it to a third (at the same time replacing the magnet) and he will immediately perform it.

This experiment cannot be effected, nnless you use a very strongly impregnated magnetic bar, (which

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an inch dian get a hollow lf an inci u it be very sta ; this rod so ugh the weat ends of int es, that ru magnetic ht le of this m lle, suspenie g on the surf ed a magnetic , and press of the bar nd of the mi

Baden-Württemberg