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READ THIS. FEATS WITH THE CARDS.

> TRICKS THAT REQUIRE NO PREPARA-TION TO PERFORM.

> There is no Sleight-of-Hand About Any of These Simple Problems-They May Appear Quite Mysterious to the Uninitiated, However.

Tricks with cards are universally iuteresting and they have the advantage of requiring no elaborate preparations. The material for the following feats may be carried in a waistcoat pocket and they demand no legerdemain. They are strictly mathematical in principle and require no training for their successful performance.

To ascertain as many as seven cards thought of by as many different persons, have the pack thoroughly shuffled and, handing it to any person, request him to draw seven cards from the pack, note one of them, shuffle them well, and then place them face downwards upon the table. Repeat this process with each successive person, placing the cards drawn from the pack face downwards upon those drawn by the preceding person. When all of the forty nine cards have been thus place 1, deal them out in seven heaps, face upward. Ask each person in which heap his card now is. That of the first person will be the uppermost card of his heap, that of the second person the second card in his heap, and that of the third in his heap, and so on. It sometimes happens that two or more of the chosen cards are in the same heap; but the rule, nevertheless, applies. Should there be a lesser number of persons to draw from the pack only so many cards as there are persons, and in that case the number of heaps into which the cards are to be dealt must correspond to the number of persons choosing.

PAIRS REPAIRED.

Any number of persons having thought of two cards each, the person performing this trick wishes to ascertain what they are. This problem is sometimes called the pairs repaired. After giving the pack to be shuffled deal out twenty cards, face upward, but placing them in couples. Invite as many of the company as please to note any partic-ular couple they think fit, and to remember those two cards. When they have done so gather up the cards, picking them up in any order you may please, taking care, however, that none of the couples are separated. You now deal them out again, face upwards, in rows of five, according to the following formula: Mutus dedit nomen cocis, or any four words, of five letters each, containing in all ten letters twice repeated. The above sentence contains ten letters only (m, u. t, s, d, e, i. n, o, c,) each twice repeated. This gives the clue to the arrangement of the cards, which

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pear at such number in the pack as another person shall name.

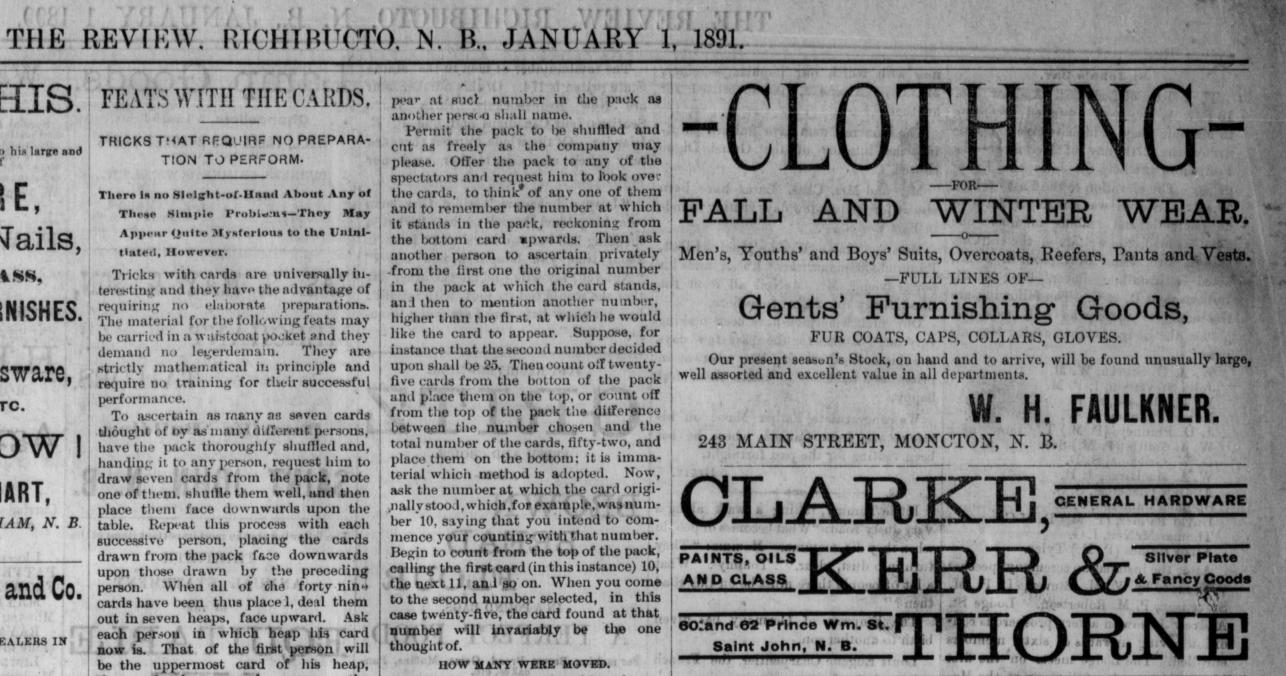
Permit the pack to be shuffled and cut as freely as the company may please. Offer the pack to any of the spectators and request him to look over the cards, to think of any one of them and to remember the number at which it stands in the pack, reckoning from the bottom card upwards. Then ask another person to ascertain privately -from the first one the original number in the pack at which the card stands, and then to mention another number, higher than the first, at which he would like the card to appear. Suppose, for instance that the second number decided upon shall be 25. Then count off twentyfive cards from the botton of the pack and place them on the top, or count off from the top of the pack the difference between the number chosen and the total number of the cards, fifty-two, and place them on the bottom; it is immaterial which method is adopted. Now, ask the number at which the card originally stood, which, for example, was number 10, saying that you intend to commence your counting with that number. Begin to count from the top of the pack, calling the first card (in this instance) 10, the next 11, and so on. When you come to the second number selected, in this case twenty-five, the card found at that number will invariably be the one thought of.

HOW MANY WERE MOVED.

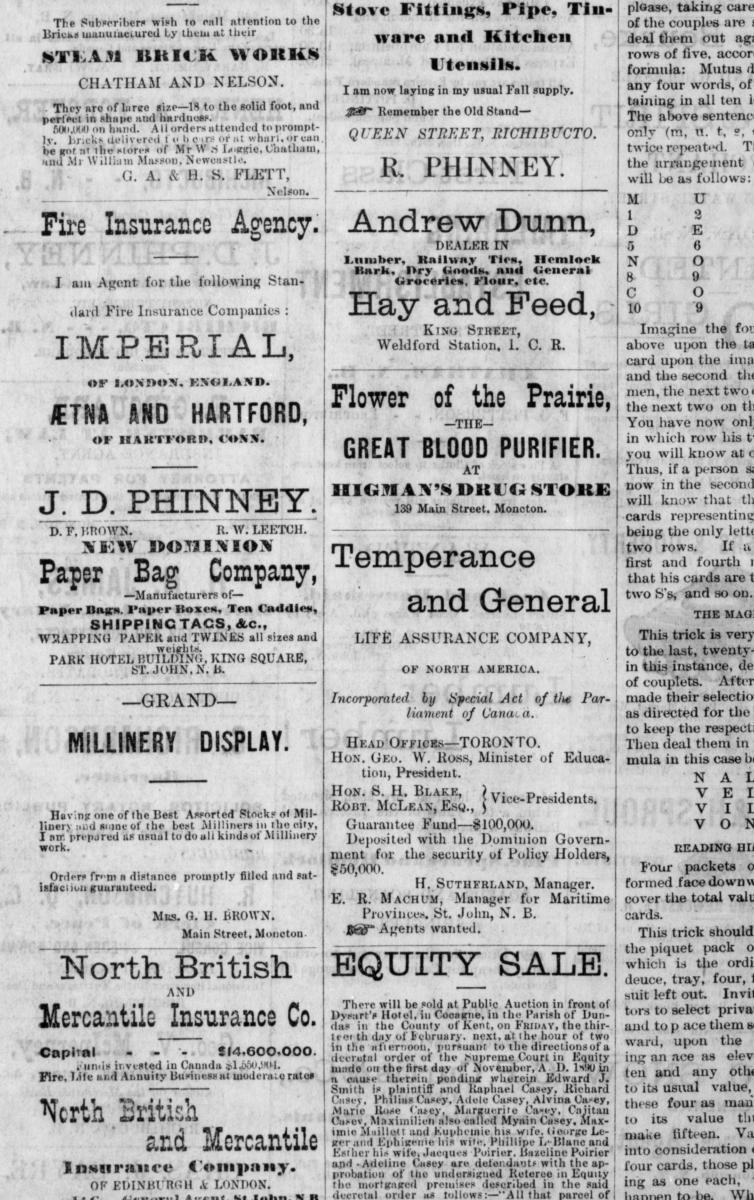
A row of cards being placed face downward on the table, indicate by turning up one of them how many cards have, during your absence, been transferred from one end of the row to the other.

This trick requires a row of fifteen cards placed face downward upon the table, the first ten cards having been prearranged in the following manner: First a ten, then a nine, then an eight, and so on down to the ace, inclusive, The suits are of no consequence. The eleventh card should be some court card. This card, in the process which follows, will stand for 0. When the fifteen cards are placed their arrangement will therefore, be as follows:

10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0, *, *, *, *-The four asterisks representing any four indifferent cards. Offer to leave the room and invite the audience during your absence to remove any number of cards, not exceeding ten, from the right-hand end of the row and place them in the same order at the other end of the row. On your return you have only to turn up the eleventh card, counting from the left hand end, which will indicate by the number of points the number of cards removed.







10 Imagine the four words printed as above upon the table. Deal the first card upon the imaginary "M" in Mutus and the second the imaginary M in Nomen, the next two on the imaginary U's, the next two on the two T's, and so on. You have now only to ask each person in which row his two cards appear, and you will know at once which they are. Thus, if a person says his two cards are now in the second or fourth rows, you will know that they must be the two cards representing the two I's, that being the only letter common to those two rows. If a person indicates the first and fourth rows you will know that his cards are those representing the two S's, and so on.

THE MAGIC TRIPLETS.

This trick is very similar in principle to the last, twenty-four cards being used in this instance, dealt in triplets instead of couplets. After the spectators have made their selection, pack up the cards as directed for the last trick, taking care to keep the respective triplets together. Then deal them in rows of six, the formula in this case being:

	N	A	L	A	Т	A	
	v	E	L	E	T	E	
116		Ι					1 At
1. 16		0					
				12.3.3.4			

READING HIDDEN VALUES.

Four packets of cards having been formed face downward on the table, discover the total value of the undermost

This trick should be performed with ber turn the cards over again and conthe piquet pack of thirty-two cards, tinue from the top of the pack until the number is reached.—New York World. which is the ordinary pack with the Change of deuce, tray, four, five and six of each There will be sold at Public Auction in front of Dysart's Hotel, in Cocagne, in the Parish of Dun-das in the County of Kent, on FRIDAY, the thir-teer th day of February. next, at the hour of two in the afternoon, pursuant to the directions of a decretal order of the Supreme Court in Equity made on the first day of November, A. D. 1890 in a cause therein pending wherein Edward J. Smith is plaintiff and Raphael Casey, Richard Casey, Philias Casey, Adele Casey, Alvina Casey, Marie Rose Casey, Marguerite Casey, Cajitan Casev, Maximilien also called Myain Casey, Max-imie Maillett and Euphemie his wife. George Le-ger and Ephigenie his wite, Phillipe L-Blane and Esther his wife, Jacques Poirier. Bazeline Poirier and Adeline Casey are defendants with the ap-probation of the undersigned Referee in Equity the mortgaged premises described in the said decretal order as tollows:—"All that parcel of land situated at Casey Cape in the County of Kent and bounded on the north by lands formerly own-ed by Belony White, on the south and west by suit left out. Invite one of the specta-Better Witty Than Rich. tors to select privately any four cards That is a very pretty and eminently and to p ace them separately, face down-French story told to the effect that a woward, upon the table; then, countman on the witness stand on being asking an ace as eleven, a court card as ed her age and replying that she was ten and any other card according 30, was asked if she had not given the to its usual value, place upon each of same age when before the magistrate a these four as many . cards as, added couple of years previous. to its value thus estimated, shall "I think it very likely," she answered make fifteen. Value is to be taken coolly. "I am not one of those women into consideration only with the original who say one thing to-day and quite anfour cards, those placed on them countother tomorrow." ing as one each, whatever they may Quickness is in wit more than half the happen to be. When the four heaps are JAC , General Agent, St John, N B battle. The thing which at the moment complete advance to the table and oband situated at Casey Cape in the County of Kent and bounded on the north by lands formerly own-ed by Belony White, on the south and west by lands formerly occupied by Anthony Casey, on the east by the sea shore, containing about thirty acres, being all the land said Francis Casey pur-chased from Thomas E. Smith and Belony Casey. Second piece being on the east side of the Grand Digue road and adjoining the marsh, being about eight acres, which was deeded to said Francis Casey by his late father Joseph Casey and the heirs of the late Placide Poirier. Also a third piece or parcel of land sitnate as above stated in said County of Kent and being the southern half from front to rear of lot of land on which the said Francis Casey formerly resided being deeded to him by his late father Jo Casey containing fify acres together with the buildings, erections and improvement's thereon. Terms of sale cash. For other particulars apply to the plaintiff's D D LANDRY, Agent, Buctonche. is keen and clever is dull, sta'e, flat and rush. serve how many cards are left over and unprofitable when delivered half a moabove those placed in the two heap. DRY GOODS. ment afterward. The power of this To this number mentally add thirty-two. quick replying, the gift of mental swift-The total will give the aggregate value ness which makes it possible to return a of the four lowest cards, calculated as BOOTS & SHOES. reply as rapidly as an ect.e would peal back, is given to only a few men, but above mentioned Should there be no GROCERIES. cards left over the total value of the those men are an unfailing source of lower cards will be thirty-two, but amusement and delight to their comshould there be an insufficient number Flour, Hardware, panions. It is better to be born witty of cards to complete the four heaps asthan to be born rich-for one's friends. certain the number lacking and abstract And all description of goods necessary to carry it from thirty-two. This can only occur, on a general 'trade. A Code of Kisses. however, when the four sevens happen For other particulars apply to the plaintiff's A brief but correct classification by a Selling at lowest possible prices for CASH or in to be the undermost cards. Dated the 17th day of November A. D. 1890. HENRY H. JAMES, Referee in Equity in and for the County of Kent. POIRIER & MCCULLY, philosopher who has drawn up a code of exchange for produce. PLACING AN UNKNOWN CARD. kisses under four heads: WM. BOWSER. A person having thought of a certain "On the forehead, protection; on the Kingston Kent Co., Feb. 17, 1890. Plaintiff's Solicitor. card and noted its position in the pack, hand, respect; on the lips, affection; on the performer can make that card apthe cheek, friendship."

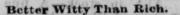
TO DISCOVER A GIVEN CARD.

There are several methods of discovering a given card. One is to deal the cards into three packs, face upward, and request a spectator to note a card and remember in which heap it is. When you have dealt twentyone cards. throw the rest aside, these not being required for the trick. Ask in which heap the chosen card is, and placing that heap between the other two deal again as before. Again ask the question, place the heap indicated in the middle, and deal again a third time. Note particularly the fourth or middle card of each heap, as one of those three cards will be the card thought of. Ask, for the last time, in which heap the chosen card now is, when you may be certain that it is the card which you noted as being the middle card of that heap.

This same result can be produced with any number of cards, so long as such number is odd and a multiple of three. The middle card in the last heap indicated will always be the chosen card.

ANOTHER WAY.

Another method is to take any number of cards and deal them face upward upon the table, noting in your own mind the first card dealt. Ask any number of persons each to note a card and to remember at what number it falls. When you have dealt all cards you first took in your hand take them up again without disturbing their order and turn them face downward. Invite the company to take any number they choose of the remaining cards, such number being unknown to you, and place them either above or below the cards you have dealt. Allow the cards to be cut, freely shuffled, as many times as the audience may please. Now, for the first time, ask each person what was the number of his card, and, on being informed, deal the cards again, turning them face upward. When the original first card appears count silently on from this, as number one, to the number mentioned, at which number the chosen card will again appear. Should all of the cards be dealt out without reaching the required num-



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