quency to confuse the players, a forfeit being attached to any
failure to act promptly and correctly at the word.  When the
fisherman thinks he has a good chance he should jerk the
string upward, and try to catch one or more of the fingers.
The person whose finger is caught next takes the fishing-rod,
and in his turn tries to catch somebody else's finger.  The fish-
erman has perfect liberty to repeat the same command if he
pleases ; after having given the words "my house," and brought
the fingers into the circle, he can again say " my house," and
the party who withdraws his finger has to pay a forfeit.

When the forfeits are all paid, some skillful necromancer
may puzzle the probably increased number of guests by the
following specimen of his cunning :

## The Odd Card.

This simple but amusing trick is performed with an ordinary
pack of cards.  Request one of the company to place both hands
flat on the table, then insert between each finger of his right
hand two cards or one pair at a time ; this will require four
pairs of cards.  Follow the same method with his left hand, but
placing a single card, instead of a pair, between the third and
little fingers (see Fig. 12).  This will require three pairs and
an odd card, or fifteen cards in all.  Now take the two cards
which are between the third and little fingers of his right hand,
and lay them down on the table separately, side by side, at the
same time saying, " that's one pair;" then take the next pair,
separate the two cards, and lay one on each of the cards al-
ready on the table, and say " there's another pair."  Follow
exactly the same method with the remaining pairs, making the
same remark with each, until only the odd card remains.  This
is to be placed on the left-hand pile of cards on the table.

Having made up the two little piles of cards on the table
nice and straight (so that the cards in each cannot be counted),
ask any one in the company to name which pile contains the

odd card.  As you have put the odd card on the left-hand pile,
that will be the one selected.  You then lift that pile and
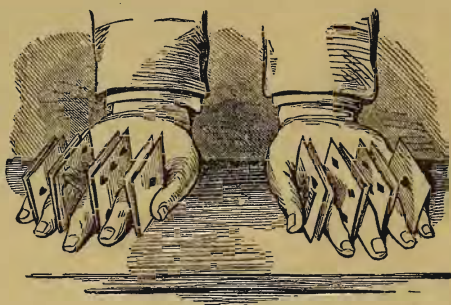


FIG. 12.

count out the eight cards that are in it into four pairs.    Then
lift the other pile and count  out three pairs and an odd one
over.

As there are seven pairs of cards used, each pile must con-
tain seven cards; this fact is not apparent to the company if
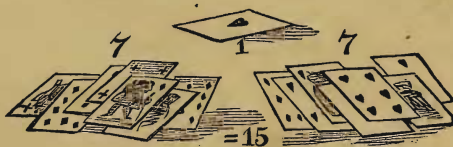the trick be done neatly and quickly, and the odd card will, of



FIG. 13.

course, make an even number of cards in the pile to which it is
added.    In the cut (Fig. 13) the cards are represented as if
they had been laid out into the two piles loosely; this is done in
order to explain how the seven cards come in each pile.

Necromancy being in order, two of the party may proceed to
puzzle the remainder of the company by the trick game of