

ARRANGEMENT OF CARDS, FIG. 6.

all those tricks are done" and is especially advised for a quietus.

The number of variations in method, effect and purposes to which it may be put, are limited only by the performer's ingenuity.

Cards with which to make these packs are obtainable at the Magical Studio.

### THE HOAX OF 1909.

Having had experience with dishonest dealers who secure samples of an inventor's productions and then deliberately steal the idea outright and resell it, the manufacturers of this card trick prepared a hoax for these magical parasites. A simple and rather useless trick was gotten up with a name to resemble that of the genuine trick, and this was supplied to all dealers applying for samples. The parasites immediately manufactured great quantities of this trick. While these dishonest dealers were off in this false scent, the manufacturers of the original trick sold thousands of sets broad cast.

It was some months before the trick was learned, then mad as hornets these parasites set about to purloin the original trick, but the time passed and few sales could be made. This taught the parasites a severe lesson and from that time on, none of Mr. Hull's productions have been pirated.

In some cases the dealers were not at fault as unscrupulous parties sold the trick to the dealers as their own invention.

The trick is also sold as the "Svengali Wonder" in an inferior form (the old corner cut card of 1908) and quality of card and abroad as the "Master Mystery."

The inventor holds six copyrights covering all the variations from 1907 to the Improved form of 1909.

### THE DEVIL'S PASS AND IMPROVEMENTS.

This trick possesses quite a little history and as the first card trick Mr. Hull produced, invented in fact when a boy just in his "teens," though even then competent juvenile entertainer, it bears particular significance. The trick was first hit upon by experimenting with packs of long and short cards, which were then used to a greater extent than nowadays. The trick was thought so highly of by Frank Cooper, that it was carried abroad by him and presented to the well known English manipulator, Martin Chapender a great friend and correspondent of the former. Mr. Chapenders' fondness for the ingenious and original, induced him to design many tricks involving the unique principle and many of these tricks are described in his letters to Mr. Cooper (which are now in the collection of Mr. Hull) and one very excellent trick is described in his contribution to "Secrets of Magic" (Goldstone).

The trick was finally marketed by the inventor and though it is estimated that thousands of packs have been sold in the last six years, oddly enough it is still quite a profitable article in the dealer's stock. The trick has been considerably improved since it was first offered to the public.

**Look--The Devil's Pass--Look**

**Effect** From a pack of 52 cards one is chosen, card is returned and pack shuffled covering it for an instant, can be performed by anyone, who without covering it for an instant, can immediately get possession of the card and produce it in any way desired. This is not a dream. Tell your magician friends the DEVIL did it. They will believe it. POSITIVE. LY or tampered with in any way. Something happened out of the cards used. Not just a little trick in Nothing, but something you can use in every card-trick in your act. Indetectable. Price it worth double the cost. Money back if you don't think it worth double the cost.

**BURLING HULL, 1216 47th St., Brooklyn, N. Y.**

**Brooklyn, N. Y.**

**Improvement** Improvement has been made in the "Devil's Pass" which makes it fully 200 per cent more subtle and effective, yet simplifies it so a child can work it. It eliminates the only point which required even the slightest skill, allows more cards to be worked and instantaneously (no hesitation). Effect: Several cards are chosen, returned, pack shuffled and handed to performer, who without covering pack for an instant, produces cards from the air, pockets, etc., any way desired. Complete, 75c.

What your friends say  
 "Chas. Bagley, Cisskill, N. Y.: "Certainly, all to the good." B. G. Straub, Pittsburg, Pa.: "Fine and dandy. The best idea I have ever run across in a prepared pack." J. Kelly, Avon, N. Y.: "Certainly O. K." Chas. Fenster, N. Y.: "Too cheap. Worth double price." Forty singular letters sold under the strongest guarantee possible—Money back if not worth double the price. For the benefit of those who already have the regular method, the improved cards will be sent for 25c (actual cost of cards). Give number of your pack in order.

**BURLING HULL**  
**1216 47th St. Brooklyn, N. Y.**

I have a number of good tricks to exchange. I want flower tricks and (for substitution trunk, don't

Reference to the above advertisements reproduced from the *Sphinx Magazine*, Feb. 1908 and a later date, are of considerable interest as they show how the public has been duped in the last two years by dealers who sold and still sell the old (unimproved) method of the Devil's Pass at a price (\$1.00) far in advance of the price at which the trick was sold (as proven by above cut) early in 1908, and the present price of the old form of the trick is far above the price at which the improved and later method was sold in May, 1908. There should be a means of preventing dealers from purloining an invention and selling it under another name, as the purchasers of the original article often buy what they presume to be a new article and find they have paid twice for the same article. Invariably one pays a higher price for an inferior quality article, as in this case, when dealing with these parasites.

### EFFECT ONE.

Performer allows a card to be selected and turns his back while same is shown to spectators. He then has same returned to pack and making a pass toward his pocket, announces the name of card and has spectator place his hand in performer's pocket where the selected card is found.

### EFFECT TWO.

Performer then has a second card selected and before taking card back allows spectator to tear a corner off the card. Taking the card he tears it in half, giving the two halves to two of the spectators and requests them to tear the halves into fragments, while performer brings from his table a card box or other apparatus. The pieces are placed in the apparatus, a little alcohol poured over and ignited. The ap-

paratus is opened and the card found restored with the exception of the missing corner which fits exactly.

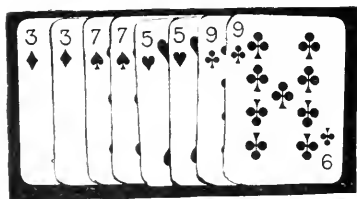


FIG. 8

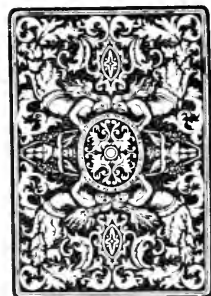


FIG. 9

Secret:—The pack used is a special pack composed of duplicates throughout, as illustrated. Previously, the trick in the older form, required every other card to be a short card as in the "Cards Mysterious" but to avoid this and to allow the cards to be run from hand to hand in the popular manner during selection of cards, that feature was eliminated and the reversible backs adopted. By referring to the reduced cut of the playing card back it will be noticed the points marked by indicator on the design, are different at one end from the other, so that if the card is reversed it can be noticed instantly.

Every other card is reversed throughout the pack. Now starting with the pack so the large curl in design is uppermost, the performer has a card selected. He cuts the pack just at the point where card was removed and places the upper portion under the other cards. Now glancing at the top card he notices whether the large or small curl of design is uppermost.

If the large curl is in the upper left corner, he knows that the card on the bottom of the pack is a duplicate of the one selected, but if the small curl shows there, the duplicate will be found on the top of pack, ready to palm off in either case, or proceed with—

### EFFECT ONE.

The performer turns pack over and glances at the card which he knows to be a duplicate of that selected, while instructing party to show card to audience when he turns his back. As performer turns around he slips duplicate into his coat pocket of which he has left the flap turned under so it will not interfere. The selected card is returned to pack, name announced by performer and after the proper passes for the effect, the duplicate is found in pocket, which as it is the only card in pocket is believed to be the selected card.

### EFFECT TWO.

A card is selected and the duplicate located as before and party is asked to tear a corner off card. Performer watches him at a slight distance and quietly tears a corresponding corner (either index corner or plain) from the duplicate which he holds. To give him time performer may walk to table and secure a small envelope, bring it forward and have party place corner therein to prevent loss. Performer now takes torn card, exhibits the card, then bringing it near pack makes the "Bottom Change" (which I am sure my readers are familiar with) and laying card **crosswise on pack**, tears the duplicate in half and hands the pieces to members of the audience to further destroy. This duplicate, having the same face and the torn corner,

is taken for the original as the exchange is made so naturally under cover of tearing card. The performer secures his card box or other apparatus and slips the card previously selected in same. The conclusion of the trick is too obvious for further description. This method requires no forcing and no assistant and the free selection allowed, the tearing of the card in spectators hands, makes it the most puzzling and cleanest of operation I have ever presented.

In showing cards they should be riffled with faces toward audience and they will appear all different, as experiment before a mirror will prove.

N. B.—The old form of the Devils' Pass is also known as "Mene Tekel Mystery" "Lanigro Pack" and "New Era Card Trick." The original "Improved Devil's Pass" has never been sold by other than the inventor and never previously explained in print.

### "ELECTRA" (The Trance Cards)

Copyright 1909 by Burling Hull

This Brilliant Card Effect is one which commends itself highly to both the **Amateur** and **Professional** Entertainer. To the Amateur because of the many possibilities it presents for mind-reading effects, (individually and in combination)—the fact that it can be worked at the closest quarters and under the most difficult conditions—the ability to employ borrowed cards—its brilliant and mysterious effect the elimination of sleight-of-hand and its extreme subtlety, there being nothing left to betray the secret. To the Professional, as a means of heightening other effects by adding it to the combination, or introduced into the regular pack enables him to discover the names of all cards selected and returned to the pack, which prevents any possibility of mistake and furnishes a brilliant **reserve** effect, which may be worked in an emergency or as opportunity presents.

Effect 1:—(Platform and Stage) A card is selected and returned to pack, cards shuffled by audience. Performer counts off any number of cards desired by audience and hands them to one of the spectators. The party shows each one to take audience one at a time while the performer is blindfolded or turns his back. When the selected card is reached the performer commands him to stop, and announces the name of the card.

Effect 2:—(Close and platform work) **Several** cards are selected, performer places them back in pack in different parts of the pack as audience dictate, he then names each card selected, correctly.

Effect:—(For close work) Performer riffles pack, asking party to place finger in pack, anywhere. This card is placed on front of pack where all can see it, spectators being asked to remember it. Pack is cut bringing card to centre of pack so performer cannot see it and pack handed to party to place in his pocket. Performer takes his hand telling him to think of card, announces the name. Party opens pack himself taking card out of center of pack. If spectators have a pack of their own, performer borrows it and repeats the trick often as desired.

Effect 4:—(Stage and parlor) Cards are thoroughly shuffled by audience. Performer takes pack and names cards one at a time as he takes them from the top of the pack, fans cards out and removes cards from centre and naming them.

The Principle:—The principle was first suggested to the inventor by the device employed by a gambler—a wide gold band ring, filed