

The King laughed heartily at the outspoken and unrestrained way in which he had answered him, and then gave him thirty shillings. 'Now, then, you can pay your tailor and so change his faith.' The young man fancied, however, that he could use the money for a better purpose, and the tailor naturally went unpaid.

Not long afterwards the King met the same youth who, as he saw his Majesty approaching, tried to escape down a side street. The King had, however, espied him and called after him. The youth, somewhat crest-fallen and abashed, approached his Majesty, who at once asked him if he had paid his tailor. A smile passed over the young man's face as he replied, 'Your Majesty, I could not change my faith for thirty shillings.'

#### HOW THINGS OUGHT TO BE DONE.

Huggins: 'What has become of Fanning?'

Muggins: 'Oh, he's laid up: a victim of football.'

Huggins: 'I didn't know he ever played the game.'

Muggins: 'He doesn't. He sprained his larynx telling the referee how things ought to be done.'

#### OFTEN ASKED FOR IT.

'How about the rent of this house of yours, Flitter? Doesn't the landlord ask a good deal for it?'

Flitter: 'Yes. He often asks five or six times a month for it.'

#### HE WOULD FIX IT.

Dr. W. W. Keen, the noted surgeon of Philadelphia, was praising speed in surgical operations. The best surgeons, he declared, were always the swiftest. Speed was one of the greatest essentials of fine operations, since the briefer the period passed by the patient under the knife, the greater the chance for his complete recovery.

'On this head,' Dr. Keen continued, smiling, 'there is a story of a distinguished surgeon. He performed successfully a difficult and delicate operation on a millionaire banker's wife, and, naturally, the bill that he rendered for this operation was a large one. It was not exorbitant, but it was enough a reasonable and just bill.

The banker, though, thought otherwise. With an imprecation he declared the bill to be an outrage.

'Why,' he cried, 'the operation took you only ten minutes.'

The surgeon laughed.

'"Oh," he said, "if that is your only objection, the next time any of your family needs an operation, I'll keep them two or three hours under the knife."

#### A FEW 'DON'TS.'

Don't sprinkle salt on the tail of temptation.

Don't be satisfied with the sole idea that misery loves company.

Don't follow the beaten track unless you are satisfied to remain beaten.

Don't accept advice from a man who never offers you anything else.

Don't expect Opportunity to come to you with a letter of introduction.

Don't trust to luck; nine-tenths of the people in the world guess wrong.

Don't buy your friends. They never last as long as those you make yourself.

Don't envy the rise of others. Many a man who gets to the top is mere froth.

Don't greet misfortune with a smile unless you are prepared for a one-sided flirtation.

Don't make good resolutions unless you constantly carry a repair kit with you.

Don't forget in time of peace to prepare for war. That's about the only use some of us seem to have for peace.

## FAMILY FUN

### TRICKS, ILLUSIONS, AND INDOOR AMUSEMENTS.

(Special to the N.Z. TABLET by MAHATMA.)

**A Catch.**—Here is a good catch which may be worked on some male member of the company. Tell him that he cannot button *up* his coat in the time you take to count thirty. You win unless he already knows the trick, because he may button his coat in thirty seconds, but in all probability he will button it *down*, not *up*, in the given time.

**Go If You Can.** Tell a person that you will clasp his hands together in such a manner that he will not be able to leave the room without unclasping them, although you will not bind his feet nor in any way oppose his exit. This trick is performed by clasping the victim's hands round a circular table or other article too large for him to take through the doorway.

**To Tell the Numbers on a Pair of Dice.**—This is done by a simple arithmetical process. Ask someone to throw the dice without your seeing them. Then tell him to choose one of the numbers and multiply it by two, add five, and multiply this number by five and add the number on the remaining die. On his telling you the result, you subtract, mentally, twenty-five from the number he has obtained, and the remainder will be two figures representing the two numbers on the dice. Suppose the numbers thrown to be six and three. Six multiplied by two would be twelve. Add five, and we have seventeen; multiply this by five and the result is eight-five. Three added to this gives eight-eight. From this take twenty-five and it leaves sixty-three. Six and three being the numbers thrown. This can be worked with the same result if the person throwing the dice multiplies the three instead of the six, the result in that case being thirty-six instead of sixty-three.

**A Good Card Trick.**—Here is a card trick which may be performed by the veriest novice in magic and which will have a decidedly mystifying effect. Take the pack and have a card chosen and placed in the pack. The chooser is to remember how many cards are above it. Suppose the card is the tenth from the top. The performer takes the pack, counts off nine cards, and says: 'The next card will be the card chosen, I presume.' He is answered in the affirmative and turns the tenth card up, when it is seen to be a different card to the selected one. On being informed of this, the performer asks for the name of the card chosen. Suppose the answer is the ace of hearts. 'But,' says the performer, 'that cannot be, for I have that card in my pocket.' To prove his words, he places his hand in his coat pocket and produces the card. The secret is this: Before commencing, the conjurer places a card in his coat pocket. He offers the pack in order that a card may be chosen. He ascertains at what number the chosen card stands and then obtains the pocketed card. When the pack is handed back to him he secretly places this card on top. The chosen card is therefore now a card further down the pack than the chooser thinks. The cards are drawn off one by one and when the number at which the chosen card is supposed to stand is reached, the performer shows that a disappearance has taken place. Then whilst the chooser is engaged in looking through the cards taken off for his card, the performer quietly removes the top card of the pack as it now stands, and places it in his pocket. The rest of the trick will now be quite clear.

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