<page>033v</page>

<image>http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f72.image</image>

<div>

<id>p033v\_1</id>

<head>To make it seem <del>that</del> to someone that he has a <tl>piece of <m>silver</m></tl> on his <bp>forehead</bp></head>

<ab>Take a <tl>token</tl> or <tl>piece of <m>silver</m></tl> and wet it and make it hold against your <bp>forehead</bp>. Then say to the <pro>bystander</pro> that if you put it thus on his <bp>forehead</bp>, he will not be able to make it fall without lifting his <bp>hands</bp> to it, no matter how he shakes his <bp>head</bp>. And making it seem as if you are placing it on his <bp>forehead</bp>, retain it in your <bp>hand</bp> &amp; wet your <bp>thumb</bp> with your <m><bp>saliva</bp></m> then press it quite strongly on his <bp>forehead</bp>. And thinking he has the piece on his <bp>forehead</bp> due to the <sn>coolness</sn> of the <m><bp>saliva</bp></m>, he will shake his <bp>ears</bp> &amp; will get nowhere.</ab>

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<div>

<id>p033v\_2</id>

<head>For making <m><bp>blood</bp></m> or <m>wine</m> issue from someone's <bp>forehead</bp> or from a <env>wall</env></head>

<figure>

<id>fig\_p033v\_1</id>

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<link><https://drive.google.com/open?id=0B9-oNrvWdlO5MXk2RzNQdF9aeDg></link>

</figure>

<ab>Take an “<tl><oc>ambu</oc></tl>” or <tl>funnel of <m>white iron</m></tl> which is double-walled in the body <del><fr>d</fr></del> but not in the spout. Make a small hole at the top edge &amp; <del><fr>au</fr></del> another slightly bigger on the inner wall that will be a little above the spout, just as you can see in the adjacent example. Then when you want to use it, <corr>put</corr> in <m>wine</m> or <m>liquid rosette of Brazilwood</m> or <m><pa>black cherry</pa> juice</m>, and blocking the hole of the spout <del>the</del> with your <bp>little finger</bp>, make sure that the <tl><oc>funnel</oc></tl> is well filled so that the <m>wine</m> can enter <del>there</del> between the double walls through the hole at the side, &amp; if it does not enter well, making it seem as if you are <sn>tasting</sn> the <m>wine</m>, suck &amp; draw in a little <m>air</m>, drinking where the little hole is. After, make one of the close <pro>bystanders</pro> drink the rest of the <m>wine</m> or cast it aside or let it flow through the tip, but before, you must have pressed your <bp>thumb</bp> well over the hole on the top edge, because in this way, by the compression of <m>air</m>, the <m>wine</m> will be retained between the double walls. Then with a <tl>bodkin rounded at the tip &amp; that goes into its handle</tl>, you make it seem as if you pierce the <bp>forehead</bp> of someone who holds a <tl><m>glass</m></tl> in his <bp>hand</bp>, and while you pierce, you cover what you are doing with the <tl><oc>funnel</oc></tl> that you hold close to <figure>#</figure></ab>

<ab>

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<figure>#</figure>

his <bp>forehead</bp>. Then removing your <bp>thumb</bp> from over the hole on the top edge, the <m>air</m>, being free, will make the <m>wine</m> issue from between the double walls through the hole marked B, &amp; fall through the tip marked C into the <tl><m>glass</m></tl>. But you must make the <pro>fellow</pro> bend his <bp>head</bp> enough in order to do it well.</ab>

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