

CLARKE'S



EVENING AMUSEMENTS.

PUNCH'S SHOW,

And how to Act it, with the funny Root-i-toot.

A magnificent Wooden Show, 17 inches high, with all the Characters, beautifully coloured, and Dialogue complete.

Price 5s. Carriage free for 60 Stamps.

PUNCH'S SHOW.

And how to Act it, with the funny Root-i-toot.

A handsome small Show, with all the Characters, and Dialogue complete.

Price 2s. Carriage free for 30 Stamps.

PUNCH AND JUDY.

A Moving Panorama.

A handsome Wooden Show, with 12 Scenes, beautifully coloured, and the funny Root-i-toot

Price 2s. 6d. Carriage free for 36 Stamps.

THE MAGIC FANTOCCINI.

These marvellous automata, which dance in the most natural and life-like manner, at the will of the exhibitor, amuse and astonish all who behold them. The Six automata, with Stage and Instructions.

Price 2s. 6d. Carriage free for 36 Stamps.

THE GALANTY SHOW,

And how to Act it.

A magnificent Wooden Stage, 2 feet square, beautifully coloured, with the Play of the Broken Bridge; moveable Characters, and Dialogue, ready for acting. Price 12s.

N.B. The Plays of the Enraged Cobbler, Billy Button, Sukey and the Cat, and Billy Waters, with moveable Characters. and Dialogues complete. 2s. each set.

A GALANTY SHOW,

A handsome Wooden Stage, beautifully coloured, with all the Characters and Dialogues complete; to act the Broken Bridge, the Enraged Cobbler, and Billy Button.

Price 2s. 6d. Carriage free for 36 Stamps.

PUNCH IN THE GALANTY SHOW.

With the funny Root-i-toot.

A handsome Wooden Stage, beautifully coloured, with all the Characters and Dialogue complete,

Price 2s. 6d. Carriage free for 36 Stamps.

A SHADOW PANTOMIME

As performed at the Crystal Palace.

A handsome Wooden Stage, beautifully coloured, with all the Characters and Dialogue complete, to act the Shadow Pantomime of Mother Goose, or the Golden Egg.

Price 2s. 6d. Carriage free for 36 Stamps.

LONDON:—H. G. CLARKE & CO., 2, GARRICK STREET, COVENT GARDEN.

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THE BOY'S OWN PANORAMAS.

Price 1d. each, plain; 6d. coloured.

- | | |
|---|---|
| 1 John Gilpin, a Moving Panorama. | 10 Mazeppa, in Eight Tableaux. An Illustrated Description of the Panorama. |
| 2 The Diverting History of John Gilpin. | 11 Her Majesty's State Procession on Opening Parliament. |
| 3 Lord Mayor's Show, a Moving Panorama. | 12 Punchinello, a Moving Panorama. |
| 4 Lord Mayor's Day. A Poetical Description of the Panorama. | 13 The Comical History of Punch and Judy. a Poetical Description of the Panorama |
| 5 Dick Turpin, a Moving Panorama. | 14 Panorama of the Oxford and Cambridge Boat Race, showing the Banks of the Thames from Putney to Mortlake. |
| 6 Turpin's Ride to York. An Illustrated Description of the Panorama. | 15 Panorama of Epsom Races. |
| 7 The Thames Embankment from the Houses of Parliament to Blackfriars Bridge | 16 Panorama of the Channel Fleet. |
| 8 The Volunteer Rifleman's Exercises. | |
| 9 Mazeppa. A moving Panorama. | |

Several others in active preparation.

THE LITTLE TOYMAKER.

Price 1d. each, plain; 6d. coloured

- | | |
|--|---|
| 1 The Magic Toymaker. | 9 The Magic Niggers, and how to make them. |
| 2 The Magic Donkeys, and how to make them | 10 The Magic Punch and Judy |
| 3 Punch on Horseback. | 11 The Magic Donato. |
| 4 The Magic Donkey Riders. | 12 The Magic Sailor and the Bonny Fishwife. |
| 5 The Magic Ponies and how to make them. | 13 The Dancing Toymaker. |
| 6 The Magic Jockeys, and how to make them, | 14 The Magic Fantoccini, how to make them. |
| 7 The Magic Giant, and how to make it. | 15 The Magic Harlequin and Columbine. |
| 8 The Performing Monkey. | 16 The Magic Clown and Pantaloon. |

Several others in active preparation.

THE LITTLE SHOWMAN.

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- | | |
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| 1 Punch's Show, and how to make it. | 9 Christmas Shadows, thrown by the Hands. |
| 2 Punch and Judy; a Serio-Comical Tragedy in Three Acts. | 10 Holiday Shadows, thrown by the Hands. |
| 3 A Marionette Show, and how to make it. | 11 Funny Shadows, thrown by the Hands. |
| 4 Punch's Show, large size. | 12 The Marionette Theatre, & Six Marionettes |
| 5 The Ghost! the Ghost! 6 startling Illusions | 13 The Magic Marionettes, how to make them. |
| 6 A Dioramic Show, and how to make it. | 14 The Magic Pantomime. |
| 7 A Chinese Show, and how to make it. | 15 A Fairy Fountain, and how to make it. |
| 8 Shadows on the Wall thrown by the Hands | 16 The Automaton Leotard. |
| | 17 The Zoetrope, or Wheel of Life. |

Several others in active preparation.

THE GALANTY SHOWMAN.

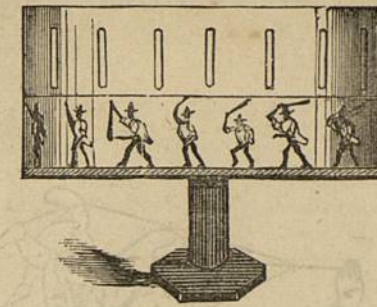
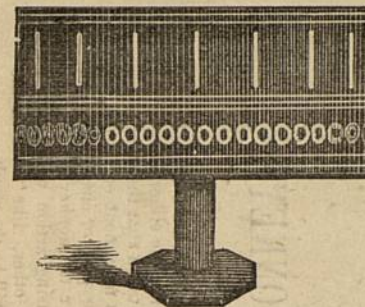
AN EVERLASTING FUND OF AMUSEMENT.

Price 1d. each Sheet.

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| 1 A Galanty Show, and how to make it. | 11 The Enraged Cobbler. Scenes and Characters. |
| 2 The Galanty Showman: Three Amusing Dialogues, for Acting. | 12 Dialogue for the Enraged Cobbler. |
| 3 A Shadow Pantomime. | 13 Billy Button. Characters. |
| 4 Mother Goose. Dialogue for ditto. | 14 Dialogue for Billy Button. |
| 5 Punch in the Galanty Show. | 15 Sukey and the Cat. Characters |
| 6 Punch and Judy. Dialogue for ditto. | 16 Dialogue for Sukey and the Cat |
| 7 Stage Front for Galanty Show. | 17 Billy Waters, the London Fiddler. |
| 8 Frame-work for Galanty Show. | 18 Dialogue for Billy Waters. |
| 9 The Broken Bridge. Characters. | 19 Barney and the Bull. Scenes & Characters. |
| 10 Dialogue for the Broken Bridge. | 20 Dialogue for Barney and the Bull. |

ANY SIX OF THE ABOVE SENT POST FREE FOR SEVEN STAMPS.

LONDON: H. G. CLARKE & CO., 2, GARRICK ST., COVENT GARDEN.



HOW TO MAKE AND WORK

THE ZOETROPE; OR, WHEEL OF LIFE.

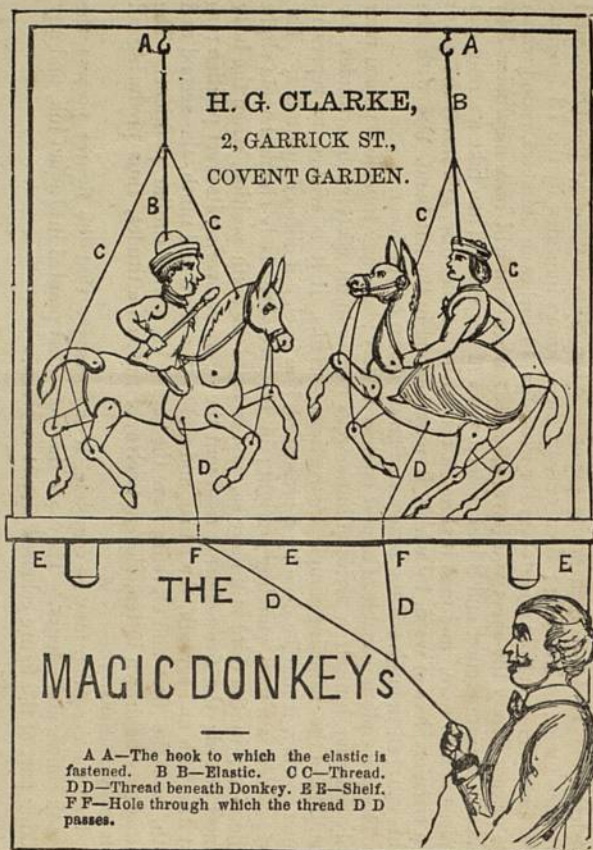
The Zoetrope, or Wheel of Life, is an ingenious philosophical toy; it consists of a pasteboard cylinder, 34½ inches in circumference, having in its upper portion 13 longitudinal openings, about 3 inches in length. A strip of figures being placed inside, and a rotary motion given to the cylinder, on looking through the openings, a surprising optical illusion is produced, each figure being seen in motion as though alive.

The principle on which this curious optical illusion is produced is, that the image of any object received on the retina, or optic nerve, is retained on the mind about the eighth of a second after the object causing the impression is withdrawn; being the memory of the object, consequently the impression of one object is not obliterated ere the next figure is brought before the eye by the revolution of the cylinder. It is easy to understand from this fact how the illusion is produced; the figures being drawn in the various attitudes they would assume if in motion, and as the revolution of the cylinder is made in less than eight seconds, the mind retains the memory of the image seen between each slit, and blends the whole together in apparent motion.

To make the Cylinder, cut off the lower strip of figures, which can be used separately; then mount the remainder of the sheet on strong cardboard, the inside of which should be lined with white paper. When quite dry, colour the ornamental part dark green, or chocolate; then cut out the openings indicated by the 13 longitudinal lines. Then cut out a pasteboard or wood disc, 11 inches in diameter, round which glue or tack firmly the sheet you have mounted, when you will have a cylinder 34½ inches in circumference, and 8 inches deep, open at the top. Then take a strong pin or piece of thin wire, and pass it through the centre of the disc, and insert the point in a circular piece of wood, by which it may be held in the left hand, and with the right you can then give it the rotary motion as shown on the cover.

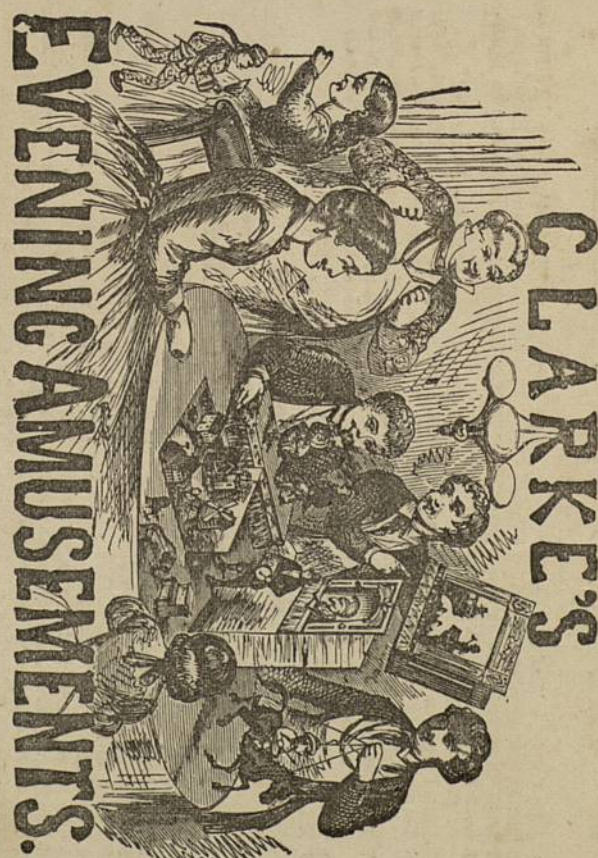
The principle is capable of almost endless variety; and any ingenious person may easily draw for himself a series of humorous figures in all conceivable attitudes, by attending to the following simple instructions:—Thus, if it is wished to represent a man bowing, it may be done by representing him in eleven different attitudes. The first position is a man standing upright; in the second the body should have a slight inclination; in the third still more so, and so on to the sixth position, when the body is most bowed; the five following represent the figure recovering its erect position; so that the fifth and seventh, the fourth and eighth, the third and ninth, the second and tenth, and the first and eleventh have the same, or nearly similar positions. The figures may be drawn in ten, eleven, twelve, or thirteen attitudes, thus producing all sorts of variations.

That the deception may be complete, it is necessary that the figures possess the same thickness and colours. They are therefore best painted in Indian ink, and any triking part of the figure coloured scarlet or green.



THE MAGIC DONKEYS.

The Performances of the Magic Donkeys are a source of never failing amusement to the young. They may be either held in the hand by the elastic thread, care being taken that the strings are all free, and a gentle motion given by a movement of the wrist; or they may be suspended from a cornice poll, or chandelier, and a piece of black thread attached under the donkey's body, by pulling which a most natural and amusing action will be produced. If two are hung facing each other, like those in the engraving, a still more laughable effect will be the result.



CLARKE'S LITTLE MODELLER.

OR, HOW TO MAKE THE CARD-BOARD MODELS.

Price 1d. each, plain; 6d. coloured.

- 1 How to make a Model Village.
- 2 How to make a Model Railway.
- 3 How to make a Model of Windsor Castle.
- 4 How to make a Model Farm.
- 5 How to make a Model of a Wreck Ashore.
- 6 How to make a Model Race Course.
- 7 How to make a Model Cricket Field.
- 8 How to make a Model Watering Place.
- 9 How to make a Model of Shakespeare's Birthplace.
- 10 Shakespeare's Birthplace. An Artist's Pilgrimage to Stratford-upon-Avon.
- 11 How to make a Model of Anne Hathaway's Cottage.
- 12 How to make a Model of a Volunteer Review.
- 13 How to make a Model of a Game of Croquet.
- 14 How to make a Model Drawing Room Furniture.
- 15 How to make a Model Circus.
- 16 How to make a Model of a Village in Winter.
- 17 How to make a Model of a Butcher's Shop.
- 18 How to make a Model of a Fishmonger's Shop.
- 19 How to make a Model of a Water Mill.
- 20 How to make a Model of a Village in Winter.
- 21 How to make a Model of a Fishmonger's Shop.
- 22 How to make a Model of a Water Mill.

Each number contains full instructions, by following which a pretty Model may be constructed; and when nicely coloured and put together, they form a pleasing ornament to the study, and serve as an agreeable pastime for wet days and winter evenings.

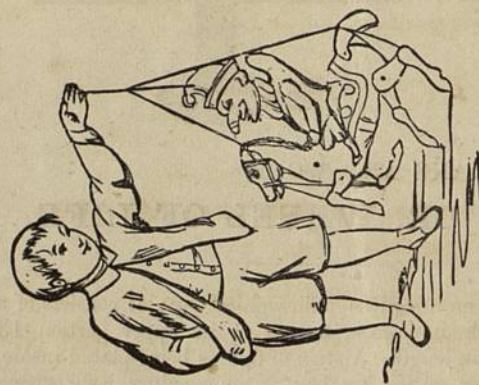
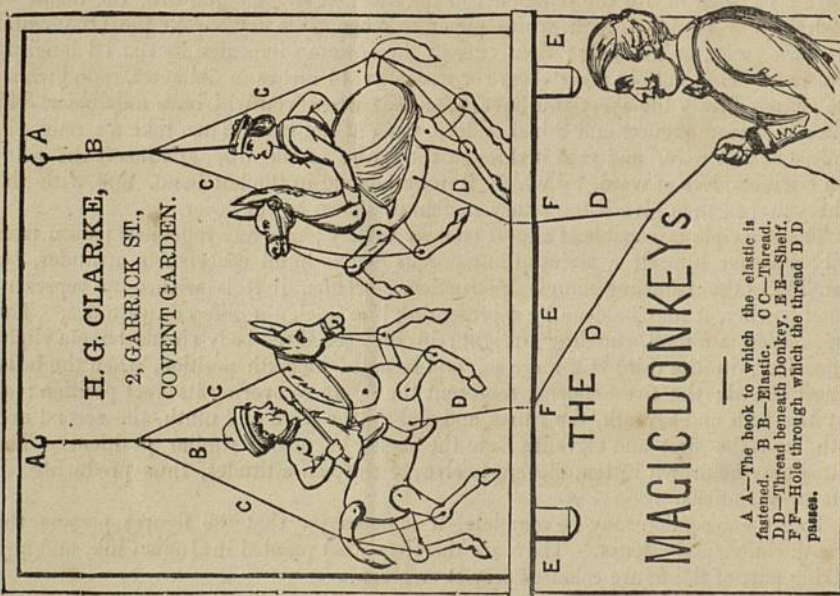
CLARKE'S MODEL THEATRE.

Price One Penny plain, Sixpence coloured.

These Sheets form a perfect Theatre, together with all the Scenes, Side Scenes and Characters.

- 1 A Model Stage, and how to make it.
- 2 Bombastes Furioso. Scenes and Characters.
- 3 Bombastes Furioso. The Play, for Acting.
- 4 Cinderella, or the Little Glass Slipper. Scenes and Characters.
- 5 Cinderella. The Play, for Acting. Scenes and Characters.
- 6 Ali Baba, or the Forty Thieves. Scenes and Characters.
- 7 Ali Baba. The Play, for Acting.
- 8 Jack the Giant Killer.

LONDON: H. G. CLARKE & CO., 2, GARRICK ST. COVENT GARDEN.



THE MAGIC DONKEYS.

The Performances of the Magic Donkeys are a source of never failing amusement to the young. They may be either held in the hand by the elastic thread, care being taken that the strings are all free, and a gentle motion given by a movement of the wrist; or they may be suspended from a cornice, poll, or chandelier, and a piece of black thread attached under the donkey's body, by pulling which a most natural and amusing action will be produced. If two are hung facing each other, like those in the engraving, a still more laughable effect will be the result.



CLARKE'S LITTLE MODELLER, OR, HOW TO MAKE THE CARD-BOARD MODELS.

Price 1d. each, plain; 6d. coloured.

- | | |
|--|--|
| 1 How to make a Model Village. | 12 How to make a Model of a Volunteer Review |
| 2 How to make a Model Railway. | 13 How to make a Model of a Game of Croquet. |
| 3 How to make a Model of Windsor Castle. | 14 How to make a Model Drawing Room. |
| 4 How to make a Model Farm. | 15 How to make Model Drawing Room Furniture. |
| 5 How to make a Model of a Wreck Ashore. | 16 How to make a Model Circus. |
| 6 How to make a Model Race Course. | 17 How to make a Model Swiss Cottage. |
| 7 How to make a Model Cricket Field. | 18 How to make a Model Zoological Gardens. |
| 8 How to make a Model Watering Place. | 19 How to make a Model of a Village in Winter. |
| 9 How to make a Model of Shakspeare's Birthplace. | 20 How to make a Model of a Butcher's Shop. |
| 10 Shakspeare's Birthplace. An Artist's Pilgrimage to Stratford-upon-Avon. | 21 How to make a Model Fishmonger's Shop. |
| 11 How to make a Model of Anne Hathaway's Cottage. | 22 How to make a Model of a Water Mill. |

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| 2 Bombastes Furioso. Scenes and Characters. | 6 Ali Baba, or the Forty Thieves. Scenes and Characters. |
| 3 Bombastes Furioso. The Play, for Acting. | 7 Ali Baba. The Play, for Acting. |
| 4 Cinderella, or the Little Glass Slipper. Scenes and Characters. | 8 Jack the Giant Killer. |

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CLARKE'S EVENING AMUSEMENTS.

JOHN GILPIN.

A Moving Panorama of John Gilpin's famous Ride to Edmonton, in Eight Tableaux, beautifully coloured, with COWPER's Diverting History.

Price 2s. 6d. Carriage free for 36 Stamps.

THE LORD MAYOR'S SHOW.

A Moving Panorama of the Lord Mayor's Show, beautifully coloured, with a Poetical Description of Lord Mayor's Day.

Price 2s. 6d. Carriage free for 36 Stamps.

DICK TURPIN.

A Moving Panorama of Turpin's famous Ride to York, in Eight Tableaux, beautifully coloured, with Illustrated Description.

Price 2s. 6d. Carriage free for 36 Stamps.

MAZEPPA.

A Moving Panorama of Mazeppa and the Wild Horse of Tartary, in Eight Tableaux, beautifully coloured, with an Illustrated Description.

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THE OXFORD AND CAMBRIDGE BOAT RACE.

A Moving Panorama, beautifully coloured, showing the Banks of the Thames from Putney to Mortlock, with a view of this interesting national Race.

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THE THAMES EMBANKMENT.

A Moving Panorama, showing the Thames Embankment from the Houses of Parliament to Blackfriars Bridge, beautifully coloured.

Price 2s. 6d. Carriage free for 36 Stamps.

HER MAJESTY'S STATE PROCESSION.

A Moving Panorama of Her Majesty's State Procession at the Opening of Parliament, beautifully coloured.

Price 2s. 6d. Carriage free for 36 Stamps.

MODEL OF A BUTCHER'S SHOP.

A Pretty Model of a Butcher's Shop, with all the Joins beautifully coloured.

Price 2s. 6d. Carriage free for 36 Stamps.

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Ha! Ha! Ha! Here's your Games.

THE MOST LAUGHABLE THING ON EARTH.

A New Parlour Pastime.

50,000 Comical Transformations, for Young and Old. Endless Amusement for Parties of 2 to 50. Price 1s. Post free for 14 Stamps.

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Strange Adventures, Laughable Scenes, Witty Sayings, Grotesque Appearances, Droll Misunderstandings, Humorous Events, and Comical Transformations, Easily Learned, Played by any Number, and productive of the Greatest Sport.

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Roars of Laughter!

THE MAGIC DONKEYS.

These wonderful animals go through their extraordinary evolutions daily at 2, Garrick Street, Covent Garden, from Ten till Six.

The Pair sent Post free for 14 Stamps.

Roars of Laughter!

PUNCH ON HORSEBACK.

The extraordinary performance of Punch, on his famous horse Hector, with the laughable antics of his friend the Clown. Daily, at 2, Garrick Street, from Ten till Six.

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Roars of Laughter!

THE MAGIC DONKEY RIDERS.

This amusing Pair go through their wonderful performance daily at 2, Garrick Street, Covent Garden, from Ten till Six.

The Pair sent Post free for 14 Stamps.

Roars of Laughter!

THE MAGIC JOCKEYS.

These wonderful Jockeys may be seen daily at 2, Garrick Street, from Ten till Six.

The Pair sent Post free for 14 Stamps.

Roars of Laughter!

THE MAGIC PONIES.

These wonderful animals go through their extraordinary evolutions daily at 2, Garrick Street, from Ten till Six.

The Pair sent Post free for 14 Stamps.

THE ZOETROPE,

OR,

WHEEL OF LIFE.

This marvellous American Toy, complete, ready for use, on ornamental stand:—

Cardboard, Price 2s. 6d., 3s. 6d., and 5s.

Metal Japanned, Price 5s., 7s. 6d., and 10s. 6d.

Box, to pack for the country, 1s.

Get a good bright light on the interior of the cylinder.

Place the strips round the inside of the cylinder, then give the cylinder a somewhat rapid rotary motion, and stand back from three to six feet, in such a position that the pictures can be seen through the slits.

The following sheets, each containing three subjects, are now ready, Price 6d. each, post free for 7 Stamps; 12 sheets, postage 4 Stamps.

1. The Zoetrope, and How to make it, and Jim Crow.
2. Man Swallowing Rats, Cobbler, and Leap Frog.
3. Gymnast, Dolphin and Sea Gull, and Dog Catching a Ball.
4. Acrobat, Funny Little Man with Umbrella, and Nigger.
5. Boy Throwing Ball, Chewing Gum, and Clown.
6. Kick-it-up, Jumping Johnny, and Feeding Machine.
7. Three Brilliant Chromotropes.
8. The Magic Donkey, Boy and Hoop, and Ethardo.
9. Windmill, Scotchman and Ball, and Donnybrook Fair.
10. Three Brilliant Chromotropes.
11. See-Saw, Blowing Bladders, and Boy and Ball.
12. Butterfly, Pig Feeding, and Girl with Shuttlecock.

13. Humming Bird, Spinning Top, and Changing Heads.
14. Three Brilliant Chromotropes.
15. Jack in the Box, Lady Equestrian, and Bouncing Balls.
16. Hot Codlings, Peacock, and Fly Catching.
17. Sweep & Cats, the Flying Horse, and Table Engine.
18. Sun, Moon, and Stars.
19. Running the Gauntlet, Time Flies, and Blondin.
20. Locomotive, Beam, and Oscillating Engine.
21. Monkey and Dog, Macaw, and Peep-Showman.
22. Three Brilliant Chromotropes.
23. Donkey and Carrots, Getting Up Stairs, and Caterpillar.
24. Life-Guardsman, the 'Flag that's braved a thousand years,' and Steam Hammer.
25. Mother Goose, Barrel Trick, and Envelope Machine.
26. Three Brilliant Chromotropes.
27. In the Channel, Juggler, and Wheel of Life.
28. Express Engine, Jester & Hoop, & 'Police! Fire!!'
29. Boys Jumping, and two others.
30. Three Brilliant Chromotropes.
31. Barrel Turner, and two others.

* * * The Chromotropes are intended to be placed at the bottom of the cylinder, when a most surprising prismatic effect will be produced.

MESSRS. H. G. CLARKE & Co. 2 Garrick Street, Covent Garden, were the first to introduce the Zoetrope to the English public, having published this amusing Toy in the early part of July, 1867, several months before its importation from America by any other House.

Cylinder, mounted on cardboard ready for use, Price 1s. Wood Disc, with handle, price 6d. Packed in Box for the Country, 2s. 6d.

H. G. CLARKE & Co., 2 GARRICK ST., COVENT GARDEN.