

SECTION B.

1906-7.

CATALOGUE of SELECTED  
Animated Photograph

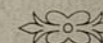
❖ FILMS ❖  
❖ ❖ ❖

*Produced and Published by—*

ROBT. W. PAUL,  
Animatograph Dépôt,  
68, HIGH HOLBORN, LONDON, W.C.

Telegrams and Cables: "Calibrate, London."

Telephone: 4614, Holborn.



Studio and Film Works:  
NEWTON LABORATORIES, SYDNEY ROAD,  
NEW SOUTHGATE, LONDON, N. (CF)

[Copyright, Entered at Stationers' Hall.]

For Index see page 85.

454  
CF-WJ

## LOCAL FILM SUBJECTS.

Developing Customers' Negatives, per foot Nett  $\frac{1}{2}$ d.

(Minimum, 3/6 per film.)

Printing, on Best Stock ... .. per foot Nett 4d.

(Minimum, 15/- per film.)

Best Negative Film, selected and accurately  
perforated ... .. per foot 4d.

I give the promptest delivery and most experienced  
treatment in every case.

Customers' negatives are returned with the prints, un-  
less otherwise ordered.

Pictures taken to order in any part of the world by  
my skilled operators. Terms:—£1 per day, return railway  
fare, and out-of-pocket expenses.

Printed addressed labels, for use in despatching nega-  
tives direct to my works, are sent free on request.

Customers' negatives for

### URGENT PRINTING or DEVELOPING ORDERS,

if sent per passenger train, should be addressed to

**68, HIGH HOLBORN, LONDON, W.C.**

If sent per post, to

**Newton Laboratories, Sydney Road,  
New Southgate, N.**

Customers are requested to always advise my London Office,  
when sending films.



## TERMS OF BUSINESS, &c.

**Goods** are sold for cash against delivery at 68, High Holborn,  
London, unless otherwise arranged.

**New Customers** desirous of opening ledger accounts, will  
oblige by giving references with first order.

**Foreign & Colonial Orders** should be accompanied by a  
remittance, or directions for payment in London against bills of lading.

In case of goods required to be sent abroad by post, the postage  
should be added to the remittance.

Goods **cannot** be sent **cash against delivery through  
the post** from this country, as is the case in France and Germany.

**Packing** is not charged for, and not returnable, except in the  
case of export orders, when packing is charged at cost.

**Inland Parcels** of films are sent **post free**, but when sent  
by train carriage is charged forward.

**Suggestions** are cordially invited for film plots, which are  
paid for if carried out.

**Every Film** passed for sale as perfect, is stamped at each end  
with the trade mark:—

R. W. PAUL.  
LONDON.

which forms a guarantee also for the correctness of length, and each  
film-tin is numbered, and without this number and mark no film will  
be guaranteed.

**Films** of my own manufacture only are listed.

**Although** prepared to supply any other make of film to firm  
order, I cannot send same on approval.

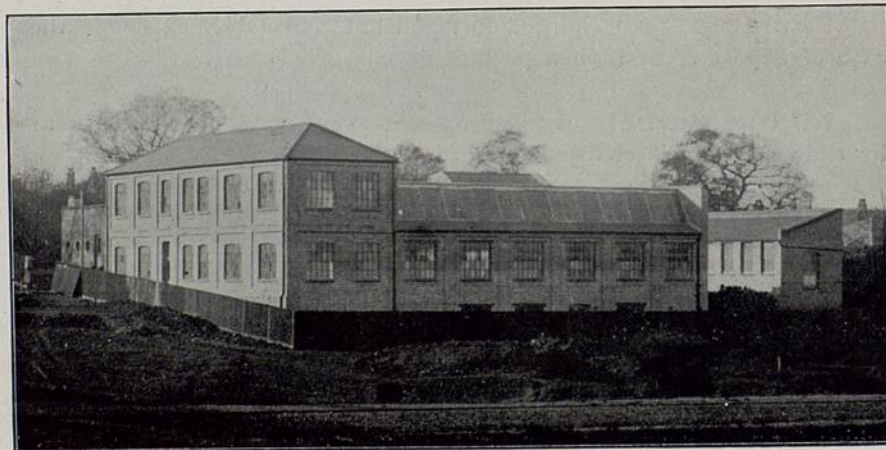
**Please order** all films by the **code word** which is printed  
in **heavy type**.

W.D.  
80  
75  
BR

All enquiries should be addressed to 68, High Holborn, London, W.C.

Correspondence in all European Languages.

In addition to this Catalogue a large variety of selected Films is described in **Section A.** of my Film Catalogue, copies of which may be had on application.



Newton Laboratories and Works, New Southgate, N.



September, 1906.

For Index see page 85.

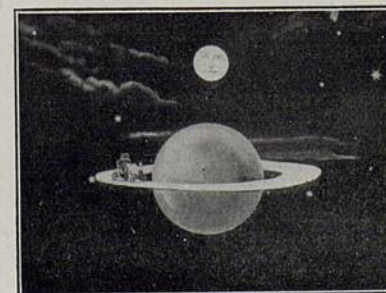
**IMPORTANT.**—All the illustrations of films in this list are reproduced direct from the films and are NOT made from separate glass-plate negatives.



### THE ? MOTORIST.

A MOTOR-CAR is seen at the gateway of a villa, with motorist carefully handing his lady into the car, and they drive off and soon get up a good speed. A careful policeman thinks they are exceeding the limit, and waves to them to pull up, but they decline, and he stands right in the way of the car, being caught up by the front gear, and carried away for some yards, until he is eventually dropped off, and one of the car wheels goes over him. The policeman collects the pieces of himself, and resumes his attempt to uphold the law. The motor-car then goes on, until a public-house is seen to entirely stop the way, and the policeman thinks he has now caught his prey. The car, however, does *not* stop, but continues its journey *right up the front of the house*, to the dismay of the fast assembling crowd. The car goes motoring right across the clouds, makes a friendly call on the sun, calmly circling round its circumference, then resumes its cloudy journey, and reaches the planet Saturn. The motorist continues his wild career round the highway of Saturn's ring, but eventually rides off the unusual track into space, and the car is seen falling gracefully through the clouds to earth, until it drops through the roof of a building which turns out to be a Court of Justice. Great confusion is naturally caused, though the car continues its journey unhindered out of the Court, followed by a policeman, magistrate, and other officials, but to their astonishment, while they yet look at the car, and endeavour to arrest the delinquents, a countryman's cart in place of motor, and smock-frocked man and his wife appear, and start moving off, until they get out of reach of justice, when the countryman's cart suddenly becomes again a motor, which now succeeds in making good its escape.

Code word—**Motorist.** Length 190 feet.



## BARNET FAIR.

THE interest in Barnet Fair never seems to wane, for year by year rumours of its discontinuance are heard, and year by year we all look forward to re-visiting it. In the present year, so much attention has been paid to the Fair, that a good animatograph film of it is specially welcome.

## THE HORSE FAIR.

As is well known, large numbers of horses are sent for sale from all parts of the United Kingdom, and our picture gives a good panoramic view including hundreds of horses, from colts to those of more doubtful years. A man is seen to rush in amongst about fifty unbridled and kicking horses with the object of catching a particular one to show to a buyer, and the reckless way in which he does his work amongst the unruly crowd, speaks well for his coolness. A halter is thrown over the horse's head, and being brought out, proves a very spirited animal. Then follows another panoramic view of a herd of cattle of many kinds.

Code word—**Barnet.** Length **140** feet.

## THE PLEASURE FAIR.

THIS picture shows a gentleman known as the Human Ostrich, indulging in a light repast of stones and glass, not to mention a watch and chain, without showing any discomfort over his somewhat unusual meal. Then follow views of cocoanut skies, "Old Aunt Sally," football, bottle shooting and roundabouts, all so well-known at fair grounds.

Code word—**Stone.** Length **110** feet.

## OH, THAT DOCTOR'S BOY.

DR. Killem's residence opens the picture. The doctor's boy starting out on his round with the medicine meets some of his particular chums in the shape of the butcher's boy, and the baker's boy, and they all indulge in a game at marbles. The harmony of the game is interrupted by a cyclist colliding with the baker's basket, which is upset, and the butcher's boy throws some of the baker's boy's bread at the cyclist, general confusion ensuing, followed by the boys mutually exchanging volleys with their various commodities. Some of the physic bottles get broken in the tussle, and the Doctor's lad decides to replace them by some means or other, and he is next seen taking a devilish delight in filling up some bottles with paraffin, turpentine, weed-killer, &c., and then continues his round of delivery. We next witness the patients taking their physic, the first being an elderly gentleman afflicted with the gout, who is immediately seized with horrible paroxysms, consequent upon the noxious stuff that has been given him. Then a young lady patient receives her medicine from the nurse, and again follow terrible results. It is not long before the effect of the doctor's strange physic is observed in the film, for messengers are seen gathering hastily at his surgery from all directions, evidently charged with news that will not wait, and the Doctor coming out, detects the reason of all the trouble, and rushes to the relief of his patients. The boy plotter is then caught, and given a dose of his own physic, but he escapes, and takes temporary refuge in a water butt. Quickly discovered, he receives his pursuers with a well-directed flow of water from a garden syringe, but the defence is useless, and the water-butt is turned over, while the contents flow over the unhappy boy.

Code word—**Physic.** Length **340** feet.



BARNET



BARNET.



STONE.



PHYSIC.



PHYSIC.



### SEASIDE LODGINGS.

Two hard-up gents, passing a house that is "To Let Furnished," conceive the idea of taking it and letting it out in apartments. They apply at the door, and are answered by the landlord; while one of them talks to him, the other gets round to his back, and they drag him into his own passage, where he is gagged and locked in a room. They then change the bill outside the house to read "Apartments to Let Furnished," and subsequently numerous applicants appear. In succession they are invited in, and while they are arranging terms with one of the scamps, the other picks their pockets. They are then shown to a room, one of the rogues suddenly opening the door, while the other pushes the vic in. This procedure is repeated until they have in the room a clergyman and his wife, a crotchety old gent, a mother with her six children, a religious gentleman who will give away tracts, a hard-up actor, and a German musician, who insists on playing his trombone, so that the room is a perfect pandemonium.

The villains, thinking that they have made enough, fetch the landlord out of his room, leave him in the passage, and depart. Meeting a policeman just outside, they tell him to go into the house and see if there is anything wrong, taking the opportunity to run off as quickly as possible.

The constable unties the landlord, and they both go to the room from where the noise is coming. Directly the door is opened the victims inside rush out together, thinking that the policeman and the landlord are the two men who have victimised them, and they start to belabour the unfortunate men as much as possible.

Full of fun without the slightest taint of vulgarity.

Code word—**House.** Length **560** feet.



### THE WIFE'S DAY OUT.

THE missus being desirous of going out shopping, Mr. Whiffin stays at home to mind the children. She kisses them and gives her husband final instructions. The new "Nurse" makes himself comfortable in his arm-chair with pipe and paper. Troubles soon begin, for the youngest baby commences to cry and the nurse has to rock the cradle. Then one of the triplets joins in. Soothing that one with milk, another wants it and soon the whole bevy take part.

Crying may be a healthy necessary exercise for the babes but it nearly drives their father crazy, and he is so overcome by his awful responsibilities, that when he is feeding them he drops the milk all over their faces and clothes to their great disfigurement. One of the twins is so exasperating that the husband puts the baby he has taken from the cradle on the edge of the table for a moment, while he goes over to chastise the other. While this is going on the baby falls off the table into the bath. Man is frightened at inability to find baby, when to his horror, he espies it in the water and is just rescuing it when Mrs. Whiffin unexpectedly and providentially returns. Hastily taking the child from him, she declares he has been trying to murder it. She pushes him, and, tripping up, he falls backwards into the water, causing a great splash. The picture closes with all the children screaming, Mrs. Whiffin in hysterics and Mr. Whiffin frantic. A picture for married men.

Code word—**Bliss.** Length **220** feet.

### A CURATE'S DILEMMA or THE STORY OF AN ANT HILL.

THE first scene shows a young curate and some girls going for a treat. They get out of the train and hurry off into the country, where they have games such as skipping, blind man's buff, &c., after which the curate hands round some refreshment. Being somewhat fatigued after this exercise, he tells them he will go further into the wood to have a rest.

A tramp is next seen taking a seat under a shady tree and shortly after the curate comes along and does the same on the other side. The tramp, finding he has been sitting on an ants' nest, gets up and shakes himself and his rags. The curate falls asleep, but soon awakes with a feeling of discomfort. Finding what he has been lying on he treads on the tiresome insects, shakes his coat and starts off to rejoin the girls.

The party on the railway platform are waiting for the train to take them home. The curate walks about uneasily and on the train arriving, hustles the girls into a carriage and gets into an empty one alone.

Being unable to bear the awful discomfort any longer he pulls down the blinds and hastily removing his trousers, shakes them out of the window, when to his horror they slip from his grasp on to the line. He tries to hide his legs with the tails of his coat but on reaching his destination is obliged to face the position as best he can and rushes off the platform with the now giggling girls.

Code word—**Curate.** Length **290** feet.

### THE OLD LOVE AND THE NEW.

A young sailor meets his girl and shows the wedding ring. Years elapse, our faithless sailor, now a captain, is again about to wed, but his real wife appears with their child and produces her marriage lines to the general confusion.

Code word—**Disowned.** Length **100** feet.

## TRAINING A HORSE FOR STEEPLE-CHASING.

THE trainer, holding the nervous and unsaddled horse by what is termed a lunging-rein, puts it first at a low hurdle and then a higher one. Horse is then saddled and ridden by stable lad, coaxed to jump a hurdle with lunging-rein, followed by a trial gallop in the private track, accompanied by other horses. Seen in the paddock for the first time, the horse walks round with others to be saddled, and is led out for his first race. The start, jumping the first hurdle, the water jump, first past the post, sale in the ring. One of the jockeys is heavily thrown, as vividly shown in the picture.

Code word—**Jumper.** Length **370** feet.

## HE CANNOT GET A WORD IN EDGEWAYS.

LADY is sitting impatiently waiting for her belated husband, who is evidently at the club. He comes at last, and the sight of him causes her to wax furious. She starts nagging and asking questions, he tries to explain, but is not allowed to get a word in. In despair he sits in the arm-chair and starts to read, but she takes the paper away from him and points to the clock. He covers same with his handkerchief, then tries to put his hat and coat on to go out. She seizes his garments, throws them into the corner and still continues abusing him. In despair he goes to the side-board for whisky and soda. This she grabs at, and throws over him. She is now almost exhausted, when he draws from his pocket a beautiful bracelet, which he gives to her. At the sight of the present, the immediate change from the furious woman to the loving wife is very striking and the picture concludes with a near view of their reconciliation.

Code word—**Gordyn.** Length **170** feet.

## POINT TO POINT RACING.

GENTLEMEN farmers leaving the paddock, the start, jumping various hedges and other obstacles, then the water jump, which is always an interesting feature at local races. The horses then come down straight to the winning post, crowd closes and winner is led in.

Code word—**Point.** Length **175** feet.

## CORONATION OF KING HAAKON VII. AND QUEEN MAUD OF NORWAY.

THIS most interesting series of pictures was taken in Trondhjem, the old capital of Norway. It is 600 years since a King of Norway was crowned at Trondhjem.

The first part shows King Haakon accompanied by his Queen on their way to Trondhjem Cathedral where they are to be crowned, and a view of the Royal Procession approaching the old palace after the coronation ceremony. The King and Queen are then seen wearing their crowns as they pass close by the camera in the gorgeous state carriage.

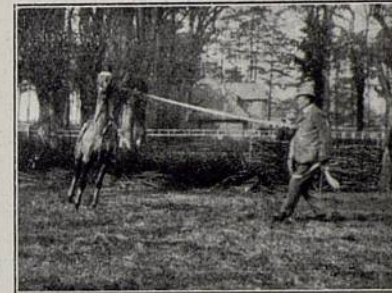
The concluding portion of this film shows a view of the King and Queen at the window of the palace with their little son Prince Olaf as they acknowledge the acclamations of loyal and faithful subjects.

Code word—**Haakon.** Length **120** feet.

Code word—**Olaf.** Full length **200** feet.



JUMPER.



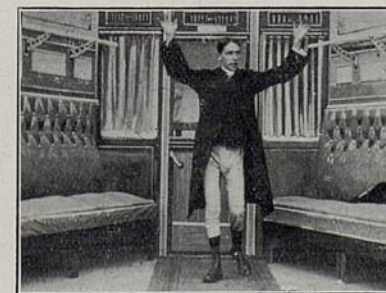
JUMPER.



GORDYN.



POINT.



CURATE.  
(See page 9).



CURATE.  
(See page 9).

## VARIOUS POPULAR LIQUORS ILLUSTRATED.

FOND mother administering physic. Fat lady and hen-pecked spouse. Well-known whisky. Music hath charms. An Irish jig. What is whisky? Fair, fat and forty. The representation of each drink is seen first—short title following, so that spectators have an opportunity of putting their own interpretation upon each.

Code word—**Merry.** Length **200** feet.

## NORWEGIAN CABMEN AT GUDVANGEN.

A COLLECTION of peculiar-looking vehicles called stolkjærres waiting to take up a large number of passengers just arrived by the steamer. Each vehicle holds two passengers and the driver sits behind. Stolkjærres on the road to the picturesque Romodal Valley.

Code word—**Stolk.** Length **80** feet.

## JABEZ WOLFFE, the Channel Swimmer.

THOUGH many efforts have been made to swim the Channel, special interest seems to be taken in Wolffe. The film shows him being greased down on the tug by his trainer, then the goggles are adjusted and the water entered. Other swimmers keep him company for some distance. The conclusion gives a close view of the plucky swimmer.

Code word—**Wolffe.** Length **160** feet.

## SPOONING.

A PRETTY girl and a gentleman making fierce love to each other, with rather more than the usual proportion of kisses.

Code word—**Spooning.** Length **65** feet.

## JAM MAKING.

A SERIES of pictures taken at Histon, near Cambridge by courtesy of Messrs. Chivers & Sons, Ltd. A number of women and girls in clean white aprons picking currants in one of the many plantations, then weighing in the fruit is seen. As the workers are paid by results, there is great competition as to who can pick the most per day.

Arrival of the fruit at the factory. The jam boilers at work. Potting by women. Panoramic view of labelling room with large number of women finishing off the various kinds of jam. The jam covers are seen to be very quickly and neatly put on in a somewhat close view of all the operators. Concluding with two pretty children having a private entertainment with a pot of their favourite jam—strawberry.

Code word—**Jam.** Length **230** feet.



MERRY.



MERRY.



WOLFFE.



WOLFFE.



JAM.



JAM.

## JOCKEYS *versus* AMATEUR CHAMPION ATHLETES.

Taken by courtesy of Mr. ALLCOCK, Surrey County Cricket Club.

THE Jockeys file out followed by the batsmen for the Athletes. Play in progress. Athletes going out to the field, and H. Woodland and P. Chandler batting for the Jockeys, who were victorious. After an interesting day's cricket the players return to the pavilion, and the crowd surges over the field. The picture forms a good series of portraits of the players. The sides were:—

*For the Athletes*—W. Lotinga ("Larry Lynx"), (Capt.); J. W. Morton; E. I. Mitchell; A. Aldridge; G. E. Larner; E. C. Breed; F. Parks; W. H. Dunnett; W. Bulteel; B. H. Symons-Jeune; C. H. Jupp; E. H. Miles.

*For the Jockeys*—M. Cannon, (Capt.); D. Maher; J. H. Martin; E. Hunt; J. Hunt; P. Challoner; H. Jones; W. Dollery; E. Matthews; G. Williamson; H. Woodland; J. Woodman.

Code word—**Jockeys.** Length 125 feet.

## A LITTLE BIT OF CLOTH.

A REAL country scene with fine lady and gentleman walking in a lane. Arrival at a high gate which is locked. The man gets over and assists lady. They seat themselves but girl drops glove, man jumps down to recover it. In jumping off, his trousers catch on a nail and are hopelessly slit up. The girl observing predicament, hastens to attire her swain as a temporary "lady" with parts of her own dress. By this means he is supplied with skirt, jacket and improvised bonnet. They start homewards but on the way are overtaken by two jovial gentlemen, who forthwith make violent love to the two supposed ladies. One of the newly arrived gallants finding that his "girl" is an impostor, commences to fight. A policeman arrives on the scene and tries to arrest the disguised man, who struggles but is promptly tripped up. He tries to escape but a fresh bobby stops him from the other direction, and he is then secured and marched off to the lock-up.

Code word—**Trousers.** Length 245 feet.

## BULL-FIGHT ON BOARD SHIP.

BUT for the games, newly invented for travellers by the sea, the monotony of a long voyage would be very irksome, and it will be seen by the three films following, how heartily the passengers enter into the fun.

The ladies' obstacle race is in much favour as it includes each competitor getting through a life-belt, unfolding a deck-chair and sitting in it, and sundry other things, easy enough to do unless you do them in a hurry. Another section of film shows three gentlemen players holding three others pick-a-back, fighting and jostling each other with mops coloured with different paint, until they all finally collapse on the deck, their faces being rather highly coloured.

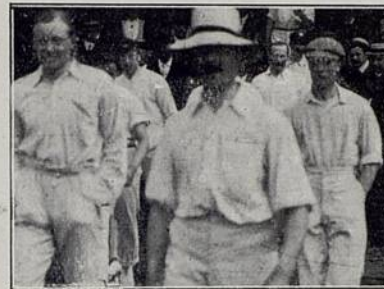
In the bull-fight part, two men are selected and blind-folded. Into the right hand of each is put a short piece of rope at the end of which is fastened a bag filled with cotton waste; in each left hand a spoon. They are set four paces apart, and at a signal each begins to hit out blindly in the direction he thinks his opponent is, the only guide being the tapping of the spoon on the deck. At one stage of the proceedings, the operations of one competitor are especially laughable.

Code word—**Ceylon.** Length 220 feet.

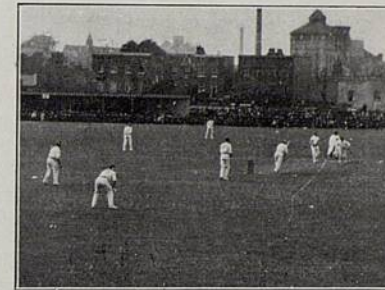
## BALLOON *versus* MOTOR CARS.

THE balloon is seen ascending and the motors start to follow. Town of Teddington photographed from the balloon. Descent at Cranleigh, where the motorists capture the despatches carried by the balloon.

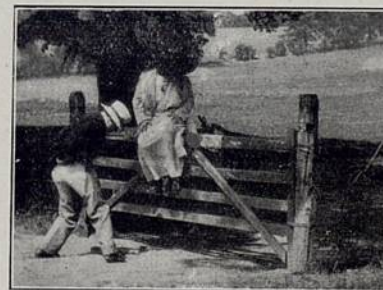
Code word—**Balloon.** Length 160 feet.



JOCKEYS.



JOCKEYS.



TROUSERS.



TROUSERS.



BALLOON.



BALLOON.

## SPEARMINT'S DERBY, 1906.



A UNIQUE series of pictures was procured of this very popular event. It includes the parade past the grand stand, the canter to the post, the start and the finish, showing Major Eustace Loder's grand horse "SPEARMINT" winning an exciting race from Picton and Troutbeck. The film concludes with a scene of the winner being led in, and the enormous crowd upon the course.

Taken from excellent positions, and of fine photographic quality.

Code-word—**Spearmint.** Length **110** feet.

## BROWN'S FISHING (?) EXCURSION.

A HUMOROUS PICTURE in ten scenes; in the first of which Mrs. Brown is helping her husband to prepare his fishing tackle; when ready, he kisses his wife and bids her good-bye.

Brown's motive is not fishing; when he arrives at a London station, he hands in his fishing-rod and baskets at the cloak-room and departs to meet a fair damsel by arrangement, then both proceed to entrain. Having been lucky enough to procure a carriage to themselves, the amorous Brown kisses the lady.

We next see them boating on the lake, and taking tea in the park. In the evening, Brown is discovered bidding the lady "Good-bye" at the railway station. He afterwards goes to the cloak room, takes up his fishing tackle, and goes home. On the way he buys some fresh-water fish. The fishmonger, knowing Brown, plays an artful trick upon him by placing among his fish a pair of kippers. We next see Brown at home, in the best of spirits, telling his wife what an enjoyable day he has had, and of the nice fish he has caught. He goes to fetch a plate and asks her to take the fish out of the basket, when, behold, she finds amongst them the kippers. He is aghast, while she demands an explanation. As he hesitates, she seizes hold of him and proceeds to shake him. Finally, poor Brown's hair is being pulled out by the roots by his affectionate wife.

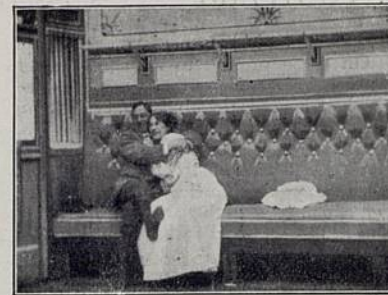
Code word—**Brown.** Length **320** feet.

## A LIVELY QUARTER-DAY.

A CHARWOMAN is cleaning the house for the new occupants. The furniture removers come in just as she pauses for her mug of beer, which they endeavour to grab. She throws a pail of dirty water over one of them, and as he stoops to avoid it he pitches head first through two large pictures which are being brought in. A series of accidents happen—crockery being broken, the wardrobe falling to pieces, and the chandelier being knocked awry. A candle being brought, an explosion occurs, and from its smoke appears a magician. The furniture then goes through the most extraordinary antics, each article building itself up, and taking its proper place in the room without being touched. The steps walking into the right position, the magician, by a wave of his hand, puts the washstand, basin and chandelier in order, calls on a complete bed, and causing his clothes to walk into the wardrobe and hang themselves up, he retires to rest.

The magical effects in this picture are new and bewildering, and cannot fail to astonish the audience.

Code-word—**Moves.** Length **332** feet.



BROWN.



BROWN.



BROWN.



BROWN.



MOVES.



MOVES.

## THE FAKIR AND THE FOOTPADS.

At a bachelor party an amateur conjuror plays a practical joke on his companions by putting into his top hat the food, wine and cutlery. On being pressed to replace them he finds he cannot do so, and to avoid reprisals mysteriously disappears. He is afterwards seen walking home down a country lane when he is suddenly attacked by two hungry tramps. As his hat falls off they find an elegant meal therein and settle down to a good feed, the conjuror lying disabled beside them. No sooner have they fairly started than he commences to play tricks upon them. The fowl comes to life, the champagne spurts out of the bottle and the meat pie explodes blowing them sky-high. The conjuror produces a telescope, by means of which he sees them floating through the clouds, and the conclusion of the picture shows them falling through the clouds and crashing through a greenhouse from which they emerge in a dilapidated condition.

Code word—**Fakir**. Length **287** feet.

## THE PRINCE & PRINCESS OF WALES AT GWALIOR.

A PICTURE of fine photographic quality which fully equals my celebrated film of the Delhi Durbar.

The film includes the procession of the Camel Corps, followed by Elephants, the Maharajah's celebrated Band and Mounted Lancers, concluding with a view of His Royal Highness sitting on a houdah fixed on a huge Indian elephant.

Code-word **Gwalior**. Length **160** ft.

## THE DOCTORED BEER OR HOW THE COPPER WAS COPPED.

Two burglars are seen breaking into the bar of a public house. Suspecting that the policeman will soon come on his round, they put on the window-sill a bottle of drugged beer. When the policeman arrives, he drinks off the contents hurriedly, being watched by the burglars as the drug takes effect and causes the policeman to fall unconscious. Clearing away with their booty, they lay a quantity of empty bottles round the policeman and leave him to his fate. The landlady, being aroused, appears at the window screaming for the police, and an inspector and constable coming along, find the policeman. A chase of the burglar ensues, and separating they rush into two adjacent houses. The stout constable arrives just as they enter, and knocks loudly at the door of each house. The burglars open both doors at the same time, and tie the handles together, thus enclosing the bobby between them. After emptying water and coals on him from an upstairs window, they make off, the bobby being eventually released by the inspector who comes on the scene at the finish.

Code word—**Copped**. Length **260** feet.

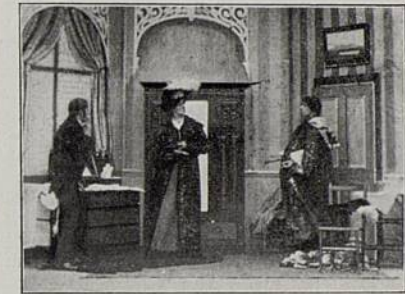
## MISTAKEN IDENTITY.

A LADY is getting ready to go out, and her maid is putting the finishing touches to her dress. When she has left the house the maid tries on an evening dress of her mistress, and just as she is putting on an opera cloak, her master comes in, and thinking it his wife, he embraces her. Unfortunately his wife actually returns at the moment, and the picture finishes with the crestfallen husband receiving a sound drubbing, a close view of his head appearing on the screen while his face is being slapped and his hair pulled.

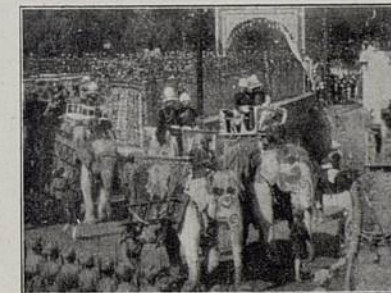
Code-word **Maid**. Length **105** ft.



FAKIR.



MAID.



GWALIOR.



COPPED.



COPPED.

## THE LOVER AND MADMAN.

A YOUNG man and girl, who are sitting on a stile, are accosted by a messenger bearing a note, which summons the man away. An escaped lunatic comes up to the girl and grotesquely makes love to her. She endeavours to repel him, at which he becomes angry and struggles with her. The lover returns just as the madman is about to stab the girl, and a desperate struggle ensues, in which the lunatic is killed. The young man escapes from the scene, the girl urging him to flee for his life.

The messenger who has been in hiding and has witnessed the affray, gives the alarm and calls the police. An exciting hunt for the murderer is depicted in its different phases and he is eventually captured after a severe struggle, and led to prison. His trial at the assizes is next seen, and the girl and the messenger give evidence in favour of the accused, and he is released and congratulated by his counsel and family.

The marriage of the couple is then shown. The bridegroom and best man are driven up to the church in a motor car, quickly followed by the bride and her parents. The wedding takes place, and they are driven off in the cars followed by a shower of confetti from their friends.

Code word—**Fate.** Length **576** feet.

## THE DANCER'S DREAM.

A YOUNG ballet girl is dozing comfortably by the fire-side in an arm-chair, and her dreams are shown in this series.

In the first dream she is by the sea shore, and leaving a bathing-tent, she enters the water. A remarkably fine scene shows her adventures at the bottom of the sea, among the fishes and seaweed, at the conclusion of which she rises to the surface, which proves to have frozen. Breaking through the ice she appears in an arctic region, and shivers in her scanty costume. A good fairy appears from the sky, and magically furnishes her with warm furs; then the fairy dissolves into air. The dancer executes a very characteristic dance, and as she is finishing this, flames burst forth, and the view dissolves into a weird fire dance, again changing to the original scene, where the dancer wakes up in a fright, her shoe having caught fire, this causing her to wildly run round the room.

An exceedingly pretty and novel subject, the interest of which is added to by the fact that the scenes are tinted to suit the various surroundings.

Code word—**Dream.** Length **180** feet.

## THE VISIONS OF AN OPIUM SMOKER.

A NOVEL trick and mystic subject depicting the fantastic dreams of an European in a Chinese jaunt.

As the European sinks into semi-consciousness under the influence of the drug, the vision of an Indian girl appears changing, as he approaches her, into a cigarette. Other ladies appear and also change their form. A Moorish palace is revealed, a lady being seen at the window smoking a cigarette and throwing kisses to him. She lowers a rope-ladder, and the dreamer runs up it, appearing among the clouds surrounded by all kinds of cigarettes, cigars and so forth floating in the air. He jumps on a large pipe which floats away with him, and as he flies through the air he encounters a large tobacco jar bearing a grotesque face; the mouth slowly opens, and man and pipe disappear inside.

His next adventure is in the land of poppies where the poppy queen presents him with great wealth. Taking the box of gold, he mounts the pipe and rides away, but loses his balance and falls through immense space in the air, landing in the bowl of the pipe.

The concluding scene shows the ashes being knocked out on the tray, and the original opium den, in which the Chinaman is rousing the dreamer.

Code word—**Opium.** Length **262** feet



FATE.



FATE.



OPIUM.



FATE.



DREAM.



DREAM.

## A CHRISTMAS CARD; Or, the Story of Three Homes.

*A Film specially devised for the Present Season.*

THE picture opens with a hand presenting a card, with the Season's Greetings, to the audience. This turns over, and discloses a view of a house front, where a poor waif is sweeping the snow from the steps. The front door opens and a servant appears, scolds the boy for cleaning the steps while the snow is still falling, and orders him on. The boy draws his ragged sleeve across his eyes to wipe away tears, and is slouching away, when a well-dressed little girl runs out of the house, calls him back, and, trying to comfort him, takes him into—

### THE HOME OF THE RICH.

The warm-hearted child helps her visitor to food, the half-starved waif thoroughly enjoying it. At the end of the meal the little girl runs to the window and beckons the boy, who follows munching a piece of cake. She points out to him the wonderful frost patterns on the window-pane, and while they are admiring these, a snow-ball crashes through the glass, leaving a gaping frame. The girl picks up the snow-ball and places it on the window-sill, when it changes into a dainty fairy. The children gaze in surprise as the fairy waves her wand, describes a magic circle on the sill, and invites them to step into it. Climbing up, they at once change to the same size as the fairy, who takes their hands, and all three mysteriously float away through the broken pane to—

### THE HOME OF SANTA CLAUS.

A glorious Christmas pudding, steaming hot from the cauldron, monopolises the scene. To the astonishment of the beholders it gradually assumes the form of Santa Claus, who claps his hands with merriment as the fairy and her charges come sailing down into his domain. The fairy bids them good-bye, and floats away again to the skies, leaving the children in the kindly keeping of the jovial spirit of Christmas.

### THE HOME OF THE POOR.

A poor attic, an empty grate, and a weary woman rocking a babe to sleep, as she grieves for a lost boy. A cry from the suddenly opened door, and the returned waif rushes to the arms of his mother. He presents the little girl to her, and then points to the open door where Santa Claus appears. The old man enters the room and wishes her "A Merry Christmas." "A Merry Christmas to us?" says she, and walking slowly to the cupboard, she flings it open, showing its absolute emptiness. Santa Claus claps his hands, and by a magic movement fills it with good things. Waving his arms, chairs and tables appear; the walls are decorated with holly and mistletoe, and to crown all, he magically places on the table a large Christmas tree, from which he takes a cracker, and invites the boy and girl to hold at their respective ends. At the word of command they pull, the cracker bursts, and a banner flies from it with the words—

### The Compliments of the Season.

Stepping in front of the banner, with a goblet of wine the jolly old man drinks a toast to all the world.

The ideal picture for Christmas, full of the good old-fashioned sentiment and pathos which Dickens loved to picture. A taking story, with novel effects, and of good photographic quality.

Code-word — **Card.** Length **216** feet.



CARD.



CARD.



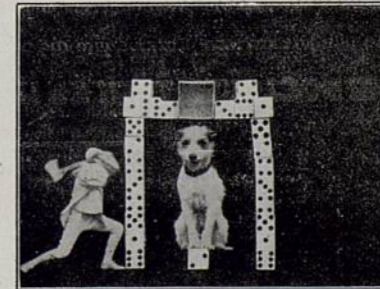
CARD.



CARD.



AWAKES.  
(See page 24)



CLOWN.  
(See page 26)

## A RACE FOR BED.

A BURGLAR is seen to stealthily creep into a bedroom, looking carefully around him to see that he is unobserved. Being assured of his safety he forces open a chest of drawers, and hastily transfers the contents and valuables to his bag. Suddenly he hears footsteps coming along the passage. Hurriedly looking round for a place of concealment, his eyes fall on the bed, and he crawls underneath it only just in time. Two brothers then enter the room after having spent an evening out. Both being in rather a lively mood, they challenge each other as to who will be in bed first. An exciting race ensues, but one of them cannot get his trousers off. After a good deal of pulling he succeeds in detaching one leg, much to the amusement of his brother, who is laughing at him in bed. The other one eventually finishes his tussle, and, pouncing into bed, tries to turn his brother out. Under the heavy strain of so much bumping about, the springs of the bedstead give way, and all fall on top of the burglar underneath, who, however, slowly raises up the bed on top of the brothers, and cleverly effects his escape through the door. The unusual noise brings various members of the family into the room, the boys presenting a most comical spectacle, being in night attire. After a good deal of explanation they come to the conclusion that someone must have been under the bed, and the father seizes a stick and makes for the door in pursuit of the crafty burglar. A screamingly funny picture without vulgarity.

Code word—**Bed.** Length **200** feet.

## PAPA HELPS THE PAINTERS.

THE Scene discloses a mischievous boy, playing with the whitewash brush with which his father has just been operating. He is drawing, on the back of one of the chairs, a grotesque face, when his father catches and beats him. Papa then mounts the table, and starts whitewashing the ceiling. He is called away for a moment, during which time the boy takes out the middle leaf of the table, carefully replacing the sheet upon it. On getting to work again, papa works towards the centre of the table, through which he falls with a crash. He sees the boy laughing at him, chases him out into the hall, and they fall over a servant who is scrubbing the floor. She joins in the chase upstairs of the boy, who darts into a bedroom, under the bed, and on to it from the other side. He beats out the contents of a feather pillow on to his father's head, and then mounts on to the wardrobe, which falls, leaving him hanging on to a picture rail; in this position he is heavily belaboured with the whitewash brush, with laughable results.

Code word—**Spring.** Length **170** feet.

## WHEN THE HOUSEHOLD AWAKES!

A CHARMING domestic picture, humorous and full of interest to a general audience. A youngster and his sister waking early on a summer morning, creep out of bed and downstairs in their nightshirts. Opening the front door, they find a can of milk which they drink, afterwards filling up the can with ink. Subsequently, the servant coming down takes up the can and gulps down some of the ink with ludicrous results. The youngsters are next seen in the kitchen, where after carefully balancing on the edge of the table a flour bin, and baiting it with a piece of meat on a string, they wait until the cat, finding the meat, topples over the bin and smothers her in flour. Proceeding to the dining room and finding the cat there, they tie it up in a bag and place it in the chimney so that when the servant lights the fire, she finds it will not draw, and poking about in the chimney, the cat falls down on her with a quantity of soot. Father and Mother, aroused by the noise, cannot understand the bag which jumps about in a weird manner. While they are releasing the cat, the children creep into their parents' bedroom and dress up in their clothes. They just escape being caught, and are seen sitting on their own bed, writing on a slate the words, "We will be very good to-day," this forming a close view, and a good finish to the picture.

Code word—**Awakes.** Length **315** feet.

## MADRALI—versus—JENKINS.

(The Terrible Turk).

(Champion of America).

### Catch-as-catch-can Wrestling Match at the Lyceum Theatre, London.

(Monday, October 2nd, 1905).

THE film shows the arrival of the two wrestlers on the stage and some very spirited and clever wrestling, concluding with Madrali gaining a fall.

The above successful picture was taken inside the theatre, after very many difficulties had been overcome. A guarantee is given with every film that it is a genuine photograph of the match, and not of an imitation or reproduction.

Code-word—**Madrali.**

Length **145** feet.

## THE ADVENTURES OF A £100 BANK-NOTE.

A LADY enters a bank and presents and cashes a cheque for £100, receiving a note of exchange, which she puts in her purse. As she turns to endorse another cheque, a swell thief enters and placing on the counter a similar purse, steals the one containing the note. When the lady discovers her loss, she gives the alarm and then faints.

The thief is then seen running down the street closely pursued by the bank messenger and a policeman. Opening the purse he throws it away, and as the policeman stoops to pick it up, the thief gets a little ahead of them. Passing a bill-posting station, he sees an advertisement of "Pills worth £100 a box," and he dabs the note on the wet paste. The policeman running up, has some paste spilt on him by the bill-sticker who is up a ladder. During the argument, an old gentleman walks up and notices the thief who he takes to be a cute method of advertising. A passing errand boy, however, suspects something, and pulling it off puts it into his pocket. Subsequently, he purchases from a costermonger a quantity of fruit, and offering the bill in payment, he has it thrust in his face, the costermonger kicking him off the scene.

Two children are trying to fly a kite on a common when the errand boy arrives, and, putting down his basket, he ties the bank-note on to the tail of the kite and helps them to fly it. The kite ascends into the air.

The view changes to a gipsy camp, where two gipsies have been laying a fire. One of them looks round for a piece of paper to light it with when the kite falls to the ground, and he pulls off the bank-note on the end of it. The younger gipsy looking over him, sees what he has in his hand and makes a grab for it. A struggle ensues, and the bigger man picks up the youth and sticks his head into a pot from which he cannot free himself. In the meantime the other gipsy has gone off, and we see him in a grocer's shop where he tries to pass the note. The shopman, however, is suspicious, and orders a boy to go off for a policeman, but the gipsy is too artful for him, and snatching the note from the shopman, picks up a bag of flour, which he swings round into the face of the bobby who has just entered, and runs off. The gipsy, jumping over flower beds and garden walls is hotly chased by the policeman and shopman. Seeing a sack which is empty in a garden, the gipsy jumps into it and props himself up against a wall, allowing the constable to pass in. The policeman, followed by the shopman and boy, look all round the garden without avail, and disappointedly leave the scene, as the gipsy jumps out of the sack and makes good his escape, after having rolled the note round a stone, which he throws into the next garden.

A gentleman is attending to his plants in his garden, when a stone knocks him on the head. Looking round, he sees the peculiar looking stone, and, picking it up, examines it, and to his immense astonishment finds a bank-note for £100. Calling his wife, he tells her about it, and whilst they are talking a visitor is announced and enters the garden, who proves to be the lady seen at the bank in the first instance. They, of course, tell her of their find, and she tells them of her loss. After many explanations, the bank-note is duly restored to its rightful owner, amid hearty congratulations on the part of her friends. A most interesting picture, and one that completely tells its own tale.

Code word—**Note.** Length **600** feet.

## THE CONJURING CLOWN.

THIS is a smart magic picture in which an expert conjurer performs some wonderful tricks with dice. The conjurer himself appears in miniature from a small die in the centre of the stage, gradually enlarging to life size. He then juggles with three dice, which split up and melt, until the whole view is filled with flying dice. They settle on the stage and he builds an arch with them. On his making passes in front of it, a small dog appears from one of the dice gradually approaching the audience until it fills the picture. Seizing the dog, he aims a blow at it, when it changes into a cloud of smoke, which drifts away and discloses a large animated portrait of the clown and his dog.

Code-word **Clown.** Length **175** feet.

## A SHAVE BY INSTALMENTS ON THE UN-EASY SYSTEM.

A RATHER old gentleman is lathering his face prior to shaving, but a great noise in the hall causes him to stop and rush out in haste to see what is the matter. The scene depicts a young hopeful sliding down the bannister, but when at the bottom he collides with an old gentleman who has just called in to see the boy's father. Father makes profuse apologies, but in helping his visitor up, the lather on his face gets rubbed all over the old gent's coat, much to his annoyance. Father asks the old gentleman to go upstairs while he departs to look for his son, but the boy knows too much and gets out of the way. Father finding he cannot discover the boy, returns to continue his shaving, and is again seen proceeding to lather his face.

The next scene shows the arrival of the baker at the door. A maid answers it, and starts flirting with him. The young daughter of the house taking advantage of this, creeps up and upsets the baker's basket, the loaves rolling all over the path. The baker looks round and espies the young lady. Enraged, he seizes hold of her to box her ears, but the maid does not agree with this and starts to scratch the baker's face. Father, hearing the noise, appears on the scene, and jumping to the correct solution of what is wrong, orders the baker off and returns to his room. He is determined not to attempt to shave himself any more, and donning his hat and coat proceeds to the local barber. He is comfortably seated in the chair and the barber commences to lather his face, when his little daughter rushes in and tells her father of an accident that has occurred at the house. Jumping out of his chair, knocking over the bewildered barber, he rushes out of the shop and down the road with the towel round his neck and half-shaved. He arrives at his house to find one of the rooms in flames. His son, while playing with a box of fireworks, has dropped a lighted match into it, and they have exploded and set the room on fire. Creeping through the smoke, he finds his son and drags him out of the room. Father again returns to his own room, but this time takes his son with him. The boy has evidently had a good thrashing as he is seen crying. The father commands him to stand opposite him, thinking that if he is there, he will be able to shave in peace. He again lathers his face and starts once more to shave, all the while nagging his son, which causes him to cut his face. The boy seizes this opportunity to run away, leaving his father making hideous grimaces while plastering up his face.

Code-word—**Shave.** Length **267** feet.

## HE LEARNT JU-JITSU; SO DID THE MISSUS.

AFTER being ill-treated by his wife for arriving home in a very lively mood, a gentleman confidentially tells his domestic troubles to a friend, whilst having some refreshments. The friend sympathetically advises him to take lessons in the Ju-Jitsu method of wrestling. The ill-used man jumps at the idea, and they both go off together to the School of Ju-Jitsu. Arriving there, the husband explains what he wants, and immediately takes a lesson while his friend looks on. Returning to the refreshment bar, they order a drink and heartily laugh over the surprise in store for the missus. The wife, however, learning of her husband's intention to take wrestling lessons, decides to do the same thing, and proceeds to the ladies' department of the Japanese School, where she also goes through a course of instruction. That evening her husband again comes home intoxicated, and is met by his wife who promptly takes him in hand. Being unprepared for the attack, the man can do nothing under her skilful wrestling, and his wife leaves him groaning on the floor after having given him a good tumbling, and she triumphantly goes off to bed.

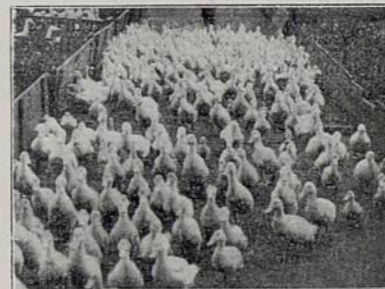
Code-word—**Jitsu.** Length **335** feet.



SHAVE.



JITSU.



DUCKS.  
(See page 28)



BLACK.  
(See page 30)



MAD.  
(See page 33)

## AYLESBURY DUCKS.

THE ducklings are first seen in a large basket, being only one day old. Many hundreds of them are then shown as they are being driven along a road towards the camera, filling the picture with movement, while a third view shows a large number entering the water and paddling about; the conclusion of the picture giving a close view of a single large duck, which covers the entire screen.

Code word—**Ducks.** Length **130** feet.

## A VICTIM OF MISFORTUNE.

TWO PAINTERS are at work on a shop-front, when a servant brings them out some tea. She stops talking to one of them, but the foreman interrupts them, and the girl is about to leave, when a policeman whom she knows passes, and stopping, kisses her. The painter is enraged, and, taking a pot of paint, pours it over the policeman's head. The latter recovering himself, chases the painter round the tressels. One of them, catching hold, precipitates the plank and foreman on to the pavement.

The view changes to a country road, where the policeman is chasing the painter. Some laundry girls who are passing, put down their basket suddenly, and the policeman trips over it. The painter collides with a milkman, and upsets his milk. The laundry girls and milkman join in the chase of the painter. They all dodge round a lady approaching them, but the painter, getting disentangled and seeing a cab, jumps on the box, throws off the cabman, and drives it away. The policeman, with his companions, arrives just in time to see the escape, and the old lady, laundry girls and milkman combine to belabour him unmercifully for his share in their misfortunes.

Code word—**Chase.** Length **250** feet.

## THE FATAL NECKLACE.

A LITTLE GIRL, dressed ready for a walk, is bidding good-bye to her mother, and she begs to be allowed to wear a valuable necklace, which is lying on the table; after some persuasion her mother gives way. She cautions the nurse and child to take care of it. They are next seen in a lane, where the nurse meets a policeman and forgets about the child. The latter is left looking for the nurse, when a waif asks the child to buy some matches. She gives the boy a penny. Shortly after a tramp passes, and noticing the necklace, attempts to take it. The waif, who has been watching, trips up the tramp, who runs after him and the child. The nurse, who has been unable to find the little girl, goes back to her mother, who is distracted, and sends the nurse off to search for her. As they are leaving the child enters, bringing the waif, and explains what has happened. The mother offers him some money, which he refuses, but she instructs the servants to take care of the boy.

In the next view the child is being taken to bed, after which the tramp breaks into the room in search of the necklace. The child, coming down to get her doll, is seized by the tramp, and screams, waking the servants. Meantime the waif, who has been watching, denounces the tramp, who is arrested, and, on being searched, found to have the necklace in his pocket. He is taken away by the policeman, as the mother falls fainting near the child.

Code word—**Necklace.** Length **320** feet.

## AUNTIE'S FIRST ATTEMPT AT CYCLING.

A YOUNG lady and her nephew meet a gentleman friend who is riding a cycle. He stops and gives the lady his bottomhole; she then indicates that she would like to try and ride the machine. After several extraordinary antics, she succeeds in getting astride it, and, with the assistance of the gentleman and boy, rides off; the former is struggling to hold up the machine, in which he partly succeeds, when a van turning the corner upsets some boxes on the party, the scene ending in a fearful mixture of the fallen trio.

Code word—**Frills.** Length **80** feet.

## LIVING BEYOND YOUR MEANS;

### or Furniture on the Hire System.

A PARTY at lunch are disturbed by the servant, who enters and whispers a message to the master of the house. They start up in alarm as two men from the furniture dealer come in to remove the goods. The host vainly endeavours to get rid of them by giving them a bottle of wine, but, as the money is not forthcoming, they proceed to remove the furniture. After they have taken away the chairs, the party continue their meal standing, but when the table is removed they have to make the best of the meal in picnic fashion on the floor. Ultimately the men drag away the carpet, upsetting the guests on the remains of the luncheon, at which the host becomes so angry that he throws one of them out of the window, but some of the party seize hold of his trousers, which, to their amazement, come off in their hands. An outside view shows the man falling through the window head first, leaving behind his trousers, and endeavouring to cover himself with a table-cloth. So much disturbance is created in the street, that the men are arrested by the police, and the party proceed to take back the furniture.

Code word—**Hire.** Length **245** feet.

## THE LAUNCH OF JAPAN'S NEW WARSHIP.

BRILLIANT weather favoured the visit of the Prince and Princess Arisugawa on the occasion of the launch of the Japanese first-class battleship "Katori" at Messrs. Vickers, Sons and Maxim's Naval Construction Works.

The picture shows the grand stand, and the arrival of the Prince and Princess, with a panoramic view from the mid-ship to the bows of the vessel, showing the Japanese flag flying in the breeze. The Princess is seen to move the lever that releases the vessel, and at the same time liberates doves from a balloon, this being the quaint Japanese custom. The ship glides down to the water, and another panoramic view shows the full length of the battleship as seen in the water, concluding with close portraits of the Prince and Princess.

Code word—**Katori.** Length **200** feet.

## SHORT-SIGHTED SAMMY, or THE STOLEN SPECTACLES.

A VERY short-sighted man is dressing to go out, and momentarily mislays his spectacles. His young brother, entering the room, finds them and puts them on, and when our dandy has finished buttoning his boots, he hunts for the spectacles, bumping first into one piece of furniture and then into another. Having at length got ready, he leaves the house, and, while waiting for his sweetheart, runs into a letter-box, to which he bows and makes profuse apologies. He next mistakes a tramp for the lady, and, lifting his hat, greets him politely. Meantime, somebody has stuck on the dandy's hat a notice "I am daft," and the tramp, thinking he has to do with a lunatic, charges hats. The young lady at length arriving, they go to some tea gardens, where a mischievous boy is seen painting a face on the bald head of a sleeping customer. Our short-sighted friend, seeing the painted face, mistakes it for his sweetheart, and much to the disgust of the old gentleman, proceeds to kiss it.

Code word—**Sammy.** Length, **240** feet.

## WHEN THE WIFE'S AWAY.

SCENE one shows the front of Podger's house. The servants are carrying out the luggage to a cab, and Podgers finally bids his wife and children good-bye and a pleasant holiday.

Scene two shows fussy little Podgers prowling into the scullery, where he watches the boy blacking the boots. This not being done to his satisfaction, he instructs the boy to stop, and proceeds to give him a few hints. Leaning on the bench, he accidentally places his hand in the blacking, which he wipes with his pocket-handkerchief. He then takes the boot from the boy, and shows how it should be done. He starts vigorously, but knocking his finger against the heel of the boot, causes the brush to fly out of his hand and depart through the window. Enraged at this, and catching sight of the boy making grimaces, he throws the boot after the brush, and goes off wiping his face with his black handkerchief.

Scene three shows him peeping into the drawing-room, where he spies the maid cleaning the windows. After watching her intently for a few minutes, he concludes he must give her a lesson. Calling her down from the steps and assuming a pompous attitude, he mounts them and instructs her to watch his actions. Unfortunately, while waving his arms, he loses his balance, and fervently clutches at the curtain to save himself. His weight causes the curtains and cornice poles to give way, and he falls to the ground on top of a bucket of water with the steps, curtain and cornice pole on top of him. The maid, to the best of her ability, extracts him, and he leaves the room limping.

Scene four shows Podgers still on the prowl. This time he is limping into the kitchen, where the cook is making the pastry. He scrutinises her actions for a few seconds, and then comes to the conclusion that she is mixing the flour the wrong way round. The cook answers him hastily, not liking to be interfered with. This annoys old Podgers, who starts to show her how it should be done. He takes the bag of flour, and emptying it on the end of the table pours some water over it. The cook getting exasperated, and being of a hasty temper, seizes a pot with which to strike her master. The blow buries old Podgers' face in the dough, and he clutches at the table to save himself, thus upsetting the lot on top of him, the crockery and other kitchen utensils flying all over the place.

The picture closes with two large heads of Podgers picking the dough from his face and the cook laughing heartily at his predicament.

Code-word—**Wife.** Length **250** feet.

## THE ARMLESS WONDER.

A FILM of unusual interest; not without humour, but free from offence or vulgarity.

Herr Unthan, who, having been born without arms, trained himself to use his feet in exactly the same manner as ordinary persons use their hands, is the subject of the picture. He is first seen playing a game of cards with a friend, lighting a cigarette, drawing a cork and pouring out the wine; his toes are as nimble as anybody's fingers. He drives away in a phaeton, steering the turn-out as well as the most expert cabman, and using the reins and whip with his feet.

Code word—**Unthan.** Length **190** feet.

## TROUBLE BELOW STAIRS.

WHILE Cook is making pastry, the housemaid is reading a novel and wasting her time, to the annoyance of the cook who remonstrates with her. A sweep enters, and this still further exasperates the cook who explains that she is busy, but the housemaid indicates that the work must be done. The sweep, not interesting himself in the argument between the two women, sits on the table and begins to eat the tarts. Swinging his legs with glee, he causes the table to collapse. The cook, taking the flour bin, empties it over the sweep who slings a bag full of soot over the cook. She retaliates with a large piece of dough. A picture that cannot fail to cause roars of laughter.

Code-word—**Black.** Length **120** feet.

## THE TRAMP AND THE TYPEWRITER.

A MAN, wishing to purchase a good typewriter, enters a depot and interviews the manager, who has some difficulty in understanding his requirements. The manager sketches, on a large blackboard standing in his office, an illustration of one make of machine. On the customer going to the blackboard, he finds it change into the real article, but the machine not suiting him, he pitches it away. The manager draws another, but this proves too heavy, and the customer drops it on his toes, which makes him very angry. The third picture turns out to be that of the right article, and the customer is so pleased with the real machine, into which it changes, that he orders four more of them, which, by a magical effect, are instantaneously precipitated on the table. The customer takes one of the machines away with him, and is then disclosed at work in his office assisted by a number of lady typists. A tramp enters and solicits alms, and being refused, stops to argue. After kicking him out, the manager settles down to sign his letters, while the girls leave. When the coast is clear the tramp steals into the room again, and throwing a cloth over the manager's head, he throws him to the ground, then rifles his desk and, seizing a typewriter, runs off. On their return to work, the girls find the manager unconscious; some of them fetch a policeman, while others release him. Coming to his senses, as the girls return with the policeman, he explains what has happened, and the policeman and girls start off in pursuit of the tramp. By the side of a country road they come up to him unobserved, he being busily engaged in operating the machine. He jumps up, fells the policeman, and sits on his chest, while he proceeds with his work. The girls coming up find him still typing, but on their approach he seizes the typewriter and runs off. There follows a very hot chase over varied country, through ditches and over barred gates; the effect of the various expressions and mishaps being very funny. The tramp is eventually caught and surrounded by the girls, who with the help of two men passing by in a cart, secure the tramp and tie him by a rope to the cart, into which they jump and are driven off, while the unfortunate tramp is dragged behind. The film is full of lively action, and is exceedingly funny throughout.

Code word—**Type.** Length **650** feet.

## CLUB SWINGING.

SEVERAL scenes depict Tom Burrows, of Australia, the holder of the World's Champion Endurance Club Swinging Tests, in his act, using two, three and four clubs respectively. The photographic quality is good, and the picture is of great interest, as the performer is the winner of a recent club swinging contest lasting forty-seven hours, held at St. George's Hall, London.

Code-word—**Burrows.** Length **175** feet.

## BALL-PUNCHING.

An Exhibition by Ernie Plummer, England's greatest Ball-Puncher.

THE picture shows the graceful manner in which Ernie Plummer punches the ball with great rapidity. As a contrast, an amateur's attempt is also depicted. The amateur's punching is very funny, as the ball rebounds and strikes him much to his bewilderment. The picture concludes with Plummer blindfolded, "fisting" and "elbowing" the ball in record time.

Code-word—**Plummer.** Length **130** feet.

## THE ROYAL REVIEW OF SCOTTISH VOLUNTEERS.

(September 18th, 1905).

THE picture shows His Majesty, the King's arrival in state at Edinburgh, the view being taken from an unobstructed position looking down the road towards Waverley Station. As His Majesty approaches, a panoramic view is obtained and the King is plainly seen acknowledging the acclamations of the crowd.

The next portion depicts the Royal Archers who form the King's Body-guard in Scotland, in Royal Stuart Tartan, carrying 6-ft. bow and arrow, headed by their band of pipers, marching to the saluting point, followed by His Majesty, the King, accompanied by H.R.H. The Duke of Connaught, as they leave Holyrood Palace for the Parade Ground. Then follows the March-past of the 42nd Highlanders, London Scottish, Black Watch, Liverpool Scottish, and other well-known volunteer regiments are seen to march before His Majesty, who is distinctly depicted mounted on his charger at the saluting point. The picture concludes with His Majesty, the King, shaking hands with Mr. Arnold Foster, the Secretary for War.

Code word—**Scottish.** First 150 feet.

Code word—**Archers.** Whole length 250 feet

## GOADED TO ANARCHY.

VARIOUS members of a secret society are holding a meeting, and discussing the pamphlets which are being printed. Suddenly one of their colleagues bursts into the room, and announces a raid. Great excitement ensues, and a hurried destruction of the incriminating pamphlets. A girl is noticed to conceal a paper within her blouse just as the lights are turned out; scuffle follows, and one of the men fires a pistol at a policeman. When the lights are turned up a policeman is seen lying prostrate on the floor and the woman who has the concealed paper is made a prisoner. The paper is found on her, and as one of the police picks up the pistol, she is charged with the crime of shooting the prostrate constable, and is marched off to prison, where we see her walking up and down in her cell. An officer and two warders enter and she makes a frantic endeavour to rush past them, but is roughly thrown back. The officer instructs one of the men to bind her hands behind her, and the other warder ties a bandage across her mouth to silence her. She again tries to appeal to the officer, but he strikes her, and she falls to the floor.

The scene changes to the General's Cabinet with two soldiers on guard at the door. The young patriot and his old mother enter to plead for mercy on behalf of the imprisoned girl. The petition is presented to the General who reads it and refuses same, and roughly throws the old lady from him as she pleads for mercy. Her son gently lifts her up and leads her away.

A number of convicts are seen outside the prison gate, carefully guarded by warders, and getting ready to march to Siberia. As the girl appears, the mother and son rush forward to say good-bye, but they are promptly thrown back by one of the soldiers. Just as they are marching off, an officer notices that the last pair of convicts are not hand-cuffed and demands the reason. One of the convicts explains that he cannot carry his child if he is hand-cuffed. The officer instructs a convoy soldier to come and take the child away, but the girl comes up and asks to be allowed to carry it. Permission is granted and she takes the little one into her arms and the weary march is commenced.

We see the little band of convicts wearily trudging along through the snow on their cruel journey, often struck by the overbearing officers, and treated more like dogs than human beings. Suddenly the woman who is carrying the child stumbles and collapses on the ground. The little one is taken by one of the other women, and as she is unconscious, an officer orders a stretcher to be brought on which she is laid, four of the male convicts being commanded to carry her, after which the miserable march is again resumed.

Next is shown the study of the young patriot who is seen at a table busily experimenting with chemicals of an explosive nature. He is evidently very well satisfied with the result of his trials for we see him triumphantly smile as a small explosion takes place. He drops the whole into a bomb-shaped flask and carefully secretes same on his body after shaking his fist threateningly. He puts on his cloak and leaves the room.

From outside the palace we can see that a reception is taking place inside, the shadows of many ladies and officers appearing on the blinds. The anarchist creeps up stealthily and, after looking carefully round, throws the bomb into one of the windows of the palace.

The view changes to the inside of the palace where the general is depicted shaking hands with some and bowing to others. Without any warning the bomb falls into their centre and a terrific explosion occurs, completely wrecking the lovely saloon and leaving the whole a mass of smoking ruins. Revenge has slowly and surely overtaken the man who showed no leniency to those at his mercy.

Code word—**Anarchy.** Length 480 feet.



ANARCHY.



SCOTTISH.

## THE FREAK BARBER.

A BALD-HEADED white man enters a hairdresser's shop, followed by a coloured man. Both take their seats and each desires to be shaved first. After heckling for a short time, a lucky idea strikes the barber; requesting both to step to their seats, he picks up a narrow board with two semi-circles cut in each end, and placing their necks in the spaces securely fastens them in their chairs. He now begins to lather first one and then the other, and with a magic pass, the heads are seen to leave the bodies and in a weird manner travel along the board until they are under the elbow of the barber. After taking from the black man's head a live rabbit, he proceeds to strop his razor on his head. This done he turns round to shave the white man. While this is taking place the two bodies are firmly fixed in the chairs, while their arms and legs are waving about in a very mad fashion. The heads now cross over and the black man's head goes on the white man's shoulders and vice versa. The barber removes the plank and both men get up and thank him. They each espy themselves in the mirror, and consternation and fury on their parts ensue. They seize hold of a towel and tie it firmly across the barber's face, and throwing him in the chair, they pull limb from limb. Feeling satisfied that they have done for the trickster, they leave the premises arm in arm with ludicrous expressions on their faces.

Code word—**Mad.** Length 168 feet.

## THE MEDIUM EXPOSED; or, A Modern Spiritualistic Seance.

A VENERABLE spiritualistic humbug receives his dupes, and prepares to give them a private dark seance, by means of which he will play upon their superstitions and enrich himself at their expense. The wily old medium allows himself to be tied securely to his chair to the satisfaction of the company. The sitters join hands in the mystic circle, and the gas is lowered till the room is in darkness.

Terrifying apparitions appear in the gloom to the startled onlookers. Spirit hands and faces slowly materialise, and a weird ghostly form floats over the heads of the bewildered sitters.

An investigating member of the company, however, unexpectedly turns up the gas while the manifestations are in full swing, and reveals the *modus operandi* of the performance. An assistant, who has been previously concealed in a box ottoman, manipulates the various apparitions and is caught red-handed by the furious dupes. They beat and drive him from the room, and then turn their attention to the medium, who vainly tries to free himself from his bonds.

Picking him up in the chair, they dump him into the ottoman, and nail the lid down. Two of the younger men carry the concern out, topple it down the stairs and hustle it into the street. They commandeer a hand-cart, and "jolting his bones over the stones," give the medium a free ride till they are tired. The cart is tilted up, the ottoman shot out into the roadway, and the men decamp. The medium manages to work himself out of the box and on to his feet, still securely bound to the chair. He tries to jump the chair in the direction of home and safety, but a passing policeman stops his little game. Robert cannot untie the old imposter, so he puts him, chair and all, back on the cart, and runs him off to the station at a quick trot. The old man is jeered at by the onlookers, and followed by hooting men and larkish boys, who pelt him with rotten eggs, flour and mud, till he looks a woebegone scarecrow, fit only for a farmer's turnip field.

Code word—**Medium.** Length **385** feet.

## THE WORLD'S WIZARD.

THE jolly old earth, revolving in space, meets with a tremendous upheaval. Every continent splits apart from the world in a holocaust of flame and smoke, and the "World's Wizard" rises like a phoenix from its ashes. Taking each separate continent in his hands he transforms them into smaller globes, which he throws from him. Each globe as it falls bursts open, and a symbolical figure emerges from each shattered ball. Having produced five charming feminine forms, representing Europe, Asia, Africa, America and Australia, our Wizard changes each one into articles typical of the country. Asia is transformed into a large ivory tusk, and into this he throws the Cotton of America, the Gold of Australia, and the Diamonds of Africa. These commodities mysteriously change to stars, which float into the sky from the tusk, each star containing the face of one of the maidens. Blowing through the tusk, the magician sends out a mystic vapour which condenses into a moon. Showers of streaming ribbons flutter from the edge of the moon as it makes a revolution, and then parting, discloses fair Luna, Goddess of the Night. At the Wizard's command the moon changes to the crescent, and Luna disappears within the mysterious tusk, but quickly floats out again as the Wizard breathes through the magic horn. Placing the crescent under the recumbent goddess, the "World's Wizard" and the lovely Luna float off on their "honey"-moon through space.

Code-word—**World.** Length **350** feet.

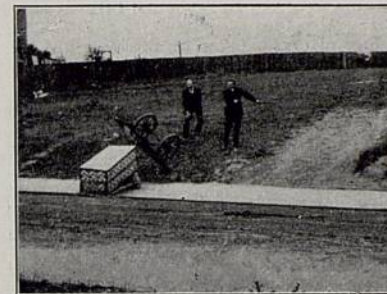
## ELEPHANTS AT WORK.

THE picture is in two views, showing first the higher part of the Rangoon River covered with the boats of the natives, followed by a very fine view of elephants at work in the timber yards, lifting and stacking the timber, with almost human intelligence.

Code-word—**Rangoon.** Length **125** feet.



MEDIUM.



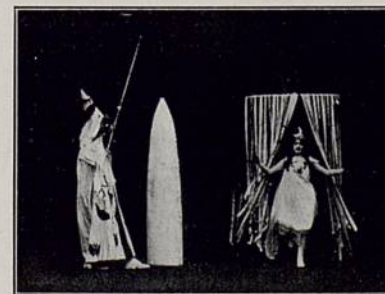
MEDIUM.



WORLD.



WORLD.



WORLD.



WORLD.

### THE MISGUIDED BOBBY.

THE picture is taken on the occasion of a fancy dress fête. Two of the visitors driving up in a cab are brought to a standstill by a sign showing "No Thoroughfare." Being already late, they step out and walk the remaining distance. One of them is dressed as a convict and the other as a warder, and as they break into a run, they are seen by a passing constable, who thinking that an escape is being attempted, gives chase, and is joined by a large crowd. When the convict arrives at the entrance of the fête, he presents his ticket and walks in. The policeman attempts to follow, but is stopped and eventually realises his mistake, after having been made fun of by the onlookers.

Code word—**Fancy.** Length 120 feet.



SACKED.

### WHO WAS TO BLAME?

MR. FALSEMAN, wife and child are seen having breakfast. The meal over, the wife leave to get her hubby's coat and hat; he then kisses his wife good-bye. In taking his handkerchief out of his pocket, he accidentally drops a letter, which he fails to notice as he goes out. His wife espies it, and seeing a woman's handwriting, tears it open and waxes furious at the contents. Hastily donning her bonnet and coat, she rushes off to consult a private detective on the matter. In the meantime the husband has arrived at his office, and proceeds to dictate letters to his typist. As there is very little to do, he is soon finished, so he laughingly asks his typist to go out to lunch with him. They leave together, and arrive at a very swell restaurant where they find a nice secluded corner in the dining room, and after a bottle of wine, they soon begin to feel merry. In the meantime, Mrs. Falseman is proceeding with a detective in the wake of her husband. They arrive at the restaurant and a tip to the waiter induces him to reveal the spot where the spoony couple are hidden behind a curtain. The wife is seen to peep round the curtain and throwing it suddenly back, discovers them in the act of kissing one another. An explanation is demanded, but is not satisfactory, and the wife, suiting the action to the word, is seen to take hold of the typist's beautiful hair and quickly gets her hands mixed up with it; a great fight between the women takes place, the husband being unable to stop it as he is held back by the detective and waiter. A sensational film without vulgarity.

Code word—**Sacked.** Length 340 feet.

### OPENING OF PARLIAMENT.

CONSISTING of Life Guards, Beefeaters, and five state carriages drawn by bays, then the King and Queen in state coach with the well-known cream horses. A good portrait of the King.

Code word—**King.** Length 120 feet.

THE above procession was also taken from another position, obtaining a fine perspective view from Abingdon Street, having the Houses of Parliament as a background, which adds greatly to the pictorial beauty of this picture.

Code word—**Abingdon.** Length 120 feet.



CONNAUGHT.



KING.

### Return of the Duke and Duchess of Connaught, after the Delhi Durbar.

THE Mayor and Corporation of Portsmouth are first seen, then the Duke and Duchess bidding good-bye to the officers of the "Renown." The Duke inspects the Guard of Honour. The train starts for London and the Duke is recognised as he leans out.

Code word—**Connaught.** Length 80 feet.

### INTERNATIONAL FOOTBALL MATCH.

PLAYED at Sheffield under Association rules, and was won by Scotland. The most interesting parts of the game are shown, including the scoring of the goals.

Code word—**Scotch.** Length 100, 150 or 200 feet.

### Nadji: The Hindoo Marvel. The Dusky Queen of Equipoise.

IN the opening part of her act she is seen to do many clever tricks with the movement of her body only. She afterwards walks up and down a flight of stairs on her hands, in jumps of two stairs at a time. The picture finishes with the Princess revolving rapidly in mid-air holding on only by her mouth to a strap on a swivel above her.

Code word—**Nadji.** Length 120 feet.

# THE ASCENT OF THE BARTON-RAWSON AIRSHIP, at the Alexandra Palace, Saturday, July 22nd, 1905.

A VIEW taken at the entrance of the shed showing the ship being pulled out, the construction and fittings of the ship being clearly seen and also the crew at work, as the machine passes close to the camera. The huge cigar-shaped air-ship is then seen to ascend, with engines working at 1,000 revolutions per minute, the vessel nearly filling the picture. Finally a distant view is obtained of the ship struggling against the wind, now moving at between twenty-three and twenty-eight miles an hour in the air. The picture is of good photographic quality throughout.

Code word—**Barton.** Length **110** feet.

## FUNERAL OF H.R.H. DUKE OF CAMBRIDGE. (March 22nd, 1904.)

### The Cortege leaving the Abbey.

TAKEN from a position immediately facing the west door, this picture shows the pall being placed and the coffin removed; as the gun carriage leaves the Abbey, followed by the charger of His Royal Highness, a splendid close view is obtained. Another close view of the procession is given, as it passes down Westbourne Terrace.

Code word—**Cortege.** Length **80** feet.

### Arrival at Kensal Green Cemetery.

SHOWS the procession sweeping round a curve and passing under the arched entrance, an excellent view of the coffin being obtained. This picture finishes with a view of the family vault of the Duke of Cambridge's family; it may be combined with the above and is most interesting.

Code word—**Cemetery.** Length **80** feet.

## A MUSIC-HALL MANAGER'S DILEMMA.

"HOUSE FULL" is the notice at a variety palace. Manager's delight at the heavy cash box. Thief steals box and manager cannot pay artistes, who attack him. Audience meets manager's apologies with derision and "boots," finally manager brings in advertisements from outside hall and the various "turns" come to life to the great satisfaction of the audience.

Code word—**Dilemma.** Length **260** feet.

## JAP versus RUSSIAN.

A WRESTLING bout by well-known exponents. Victory of Japan. Japan is congratulated by the various representatives of the Powers who witness the match.

Code word—**Nations.** Length **100** feet.



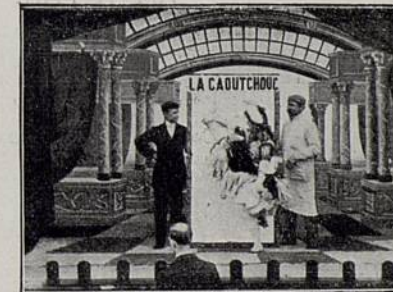
CEMETERY.



CORTEGE.



DILEMMA.



DILEMMA.



DILEMMA.



DILEMMA.

### THAT TERRIBLE SNEEZE.

A MAN, comfortably seated by his wife, takes some snuff and sneezes so violently that the ornaments and pictures dance, and the cat and dog scurry off. The old lady distractedly tries to keep her skirts in place.

Code word—**Sneeze.** Length **60** feet.

### ADVENTURES OF A WINDOW-CLEANER.

IN SIX SCENES. Crowd of window-cleaners leaving for work. Their encounter with the quarrelsome flower-girls. Work commences at suburban villa; lady who is seen dressing requites their inquisitive looks by throwing her powder box over them. They witness love scene between lady-typist and manager. Exciting scenes in a fashionable restaurant. The day's work concludes with a scuffle between the window-cleaners and some pedestrians and the former get some very rough handling.

Code word—**Windows.** Length **280** feet.

### AN AFFAIR OF OUTPOSTS.

THRILLING incident in the Russo-Japanese War. A scouting expedition by the Russians is attacked by a force of Japanese lying ambushed. A few survivors struggle back to the main body of Russians and give warning, but too late to prevent the whole camp being captured by the victorious Japs. Still the best war picture published.

Code word—**Outposts.** Length **300** feet.

### ALL FOR LOVE OF A GEISHA.

A JAPANESE love drama in seven scenes. A pretty geisha causes a quarrel between a Russian officer and an English sailor. Geisha favours Englishman—but is kidnapped by the Russians. A boy puts the Japanese on their track and with the Englishman's aid they release the girl from her burning prison-house. Triumphant return of our heroes with concluding scene, illustrating the Anglo-Japanese Alliance.

Code word—**Japan.** Length **540** feet.

### LONDON STREET HAWKERS.

A NOVEL series of close portraits of a number of the quaintest of these typical London characters, each of them offering for sale a different article. Their various expressions and peculiarities make a highly interesting picture, not without a strong element of humour.

Code word—**Hawkers.** Length **120** feet.

### THE SNAPSHOT FIEND.

A BOY snapshots a pair of lovers, and we see on the screen every stage of the development of the negative. Boy endeavours to sell a copy of the incriminating picture to the love-maker, but the latter's wife seeing the likeness of her husband accuses him of being untrue to her.

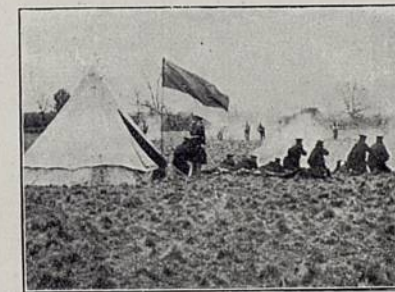
Code word—**Snapshot.** Length **145** feet.



SNEEZE.



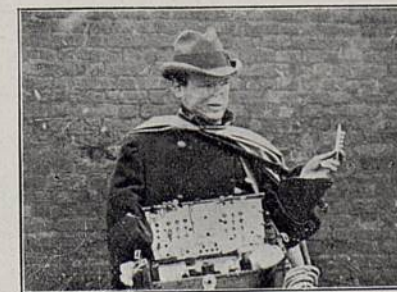
WINDOWS.



OUTPOSTS.



JAPAN.



HAWKERS.



SNAPSHOT.

### THE CHAPPIE AT THE WELL.

A SWELL flirting with a country girl is detected hiding in the well by her swain, a yokel, who lowers the dude right down into the water, then hauls him up in a drowning condition.

Code word—**Well.** Length **120** feet.

### CAPTURE AND EXECUTION AS SPIES OF TWO JAPANESE OFFICERS.

Two Japanese officers, disguised as coolies, endeavour to dynamite a railway within the Russian lines. They are discovered, chased and captured. Their captors condemn them both to death. The execution of the two officers is very dramatic.

Code word—**Spies.** Length **365** feet.

### A COLLIER'S LIFE.

AN entertaining series of pictures showing a miner's life, and how the coal is won and despatched from the colliery. Scenes: Finding Matches; Holing; Loaded Tubs at Pit Mouth; Sifting; Lunch Time.

Code word—**Coals.** Length **315** feet.

### THE HAUNTED SCENE-PAINTER.

BUSY amongst his grotesque properties, the painter is bewildered by his workmanship suddenly becoming animated; a turret falls on him, a crescent moon winks, a baboon changes to a cherub, a ghost emerges from a gate which he has sketched, and a dragon finally consumes him.

Code word—**Painter.** Length **180** feet.

### THE TALKING HEAD.

A CONJURER is exhibiting the trick of a head detached from the body, resting on a table. He invites from the audience a committee to investigate. A yokel having a pointed stick, strikes at the space under the table, causing the head to undergo grotesque contortions, and finally, the show is given away.

Code word—**Head.** Length **80** feet.

### MODERN STAGE DANCES,

By Miss MARGERY SKELLY.

THE following two films are very artistically arranged, and being taken against a black background, are very suitable for colouring. Prices for colouring quoted on application.

#### Cake-Walk Dance.

A SKILFUL and finished performance of toe-dancing, embodying the graceful movements of the "Walk" in an effective manner.

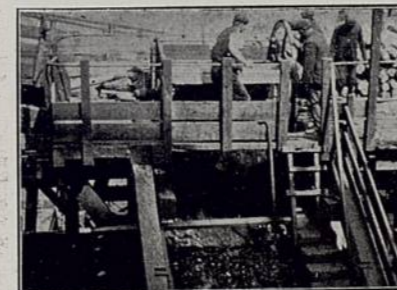
Code word—**Toe.** Length **75** feet.



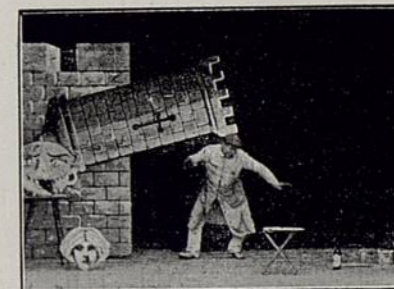
WELL.



SPIES.



COALS.



PAINTER.



TOE.



HEAD.

### ACROBATIC DANCE.

THIS Film may be used as a continuation of the above. It includes some clever high-kicking, and by itself is a good display of modern dancing.

Code word—**Skelly.** Length **60** feet.

### BUY YOUR OWN CHERRIES.

A **SPLENDID** illustration of the famous temperance story, "Buy Your Own Cherries." Specially suitable for sacred entertainments. Various scenes forcibly illustrating:—Drink; Hits his wife; Part in anger; Signs the pledge; A new life.

Code word—**Cherries.** Length **300** feet.

### FUNNY FACES.

A **NEW SERIES** of startlingly funny facial expressions. Highly amusing. Good photographic quality.

Code word—**Face.** Length **55** feet.

### DRAT THAT BOY.

**OLD** lady at work in kitchen is worried by her son's mischievous goings-on, such as blowing out the soot in her face when examining the flue, and upsetting her into a tub of water.

Code word—**Stove.** Length **100** feet.

### ALL THE FUN OF THE FAIR.

**SHOWMAN** invites the people to his wonderful peep-show. Farmer's wife not satisfied with the show, falls out with one of the dancers inside the peep-show. The latter bespatters her with whitewash, and this leads to a general dispute.

Code word—**Fun.** Length **180** feet.

### THE ENCHANTED TOY MAKER.

A **BUSY** toy maker is confronted by a good fairy, who causes the toys to take life. The Noah's Ark enlarges and the animals majestically enter. The man locks them in and sets a toy soldier on guard. The latter fires his gun to the shopman's bewilderment. An excellent picture for children.

Code word—**Ark.** Length **190** feet.

### THE TERRIBLE BARBER'S BOY.

A **HAIRDRESSER'S** customers are annoyed by the boy, who lathers the soap into their eyes, and changes the bay-rum for ink, which the barber puts on his customer's face. A policeman is called, but is outwitted by the boy who escapes.

Code word—**Barber.** Length **106** feet.



FACE.



CHERRIES.



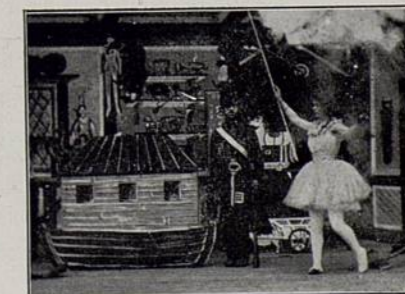
STOVE.



FUN.



BARBER.



ARC.

### THE TURBINE TORPEDO BOAT.

FOUR interesting views taken from one of Yarrow's Turbines, which give a good idea of the great speed attained by such craft and show some pretty water effects.

Code word—**Yarrow.** Length **100** feet.

### GERMAN NAVAL VISIT TO PLYMOUTH.

A REMARKABLE array of German Warships in British waters. About eight battleships, eight cruisers and smaller ships are seen.

Code word—**Squadron.** Length **230** feet.

Code word—**Koester.** (Last portion only). Length **130** feet.

*These films were photographed by Mr. J. R. Poole, and are sold on the understanding that they are not exhibited in Plymouth or within ten miles' radius.*

### JAPANESE STREET SCENES.

A MOST interesting picture at the present time, showing three different scenes, the first two of which are views of the principal streets in Yokohama. The third view is taken, in another street, of a number of Japanese Reserve Soldiers marching to the station, escorted by their relations, friends and well-wishers.

Code word—**Yokohama.** Length **76** feet.

### A SCULPTOR'S JEALOUS MODEL.

THE model actually becoming jealous of the handiwork in which the sculptor takes such delight, attacks the statue with a hatchet. Detected by the artist, the infuriated model stabs the sculptor and then herself.

Code word—**Sculptor.** Length **183** feet.

### MR. PECKSNIFF FETCHES THE DOCTOR.

MAN is quietly sleeping, nurse enters and wakes him. In hurry to dress, he mixes up his clothes which he dons the wrong way. Getting right finally, he fetches the doctor and feverishly awaits the result in an adjoining room. The climax is reached when the nurse enters with three bouncing babies and their father collapses.

Code word—**Doctor.** Length **145** feet.

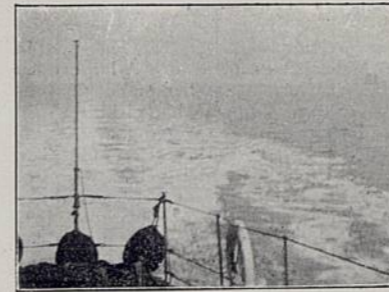
### CLEVER DANCES.

A NOVEL cakewalk dance as performed by two well-known music hall artistes, the gentleman causing great amusement, as he acts his part with a pair of big boots.

Code word—**Boots.** Length **100** feet.

A BIG boot dance concluding with a remarkable display of skipping.

Code word—**Skipping.** Length **50** feet.



YARROW.



DOCTOR.



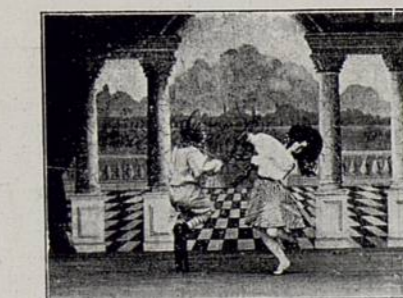
SCULPTOR.



DOCTOR.



SCULPTOR.



BOOTS.

## THE SPITEFUL UMBRELLA MAKER.

THE MONTH of April is one dearly loved by all umbrella manufacturers. This picture opens showing the outside of a shop where these articles are sold. A large open umbrella is seen hanging outside the shop, under which a number of people continually go for shelter. The shower increasing, a coster and his girl are seen to make for the umbrella. A few minutes after a stout disagreeable old gent appears on the scene, and tries to monopolize all the shelter by edging the others out. The umbrella dealer endeavours to sell one to this old gentleman, but without success. The shopman vowing that he will be equal with this mean skinflint, proceeds to the first floor window, cuts a hole in the umbrella through which he passes a hose-pipe, drenching the old man to the skin. The latter is evidently wearing a cheap suit, for as the water comes down his suit shrinks, much to his surprise and to the enjoyment of the dealer. Very funny.

Code word—**Rain.** Length **106** feet.

## THE PLOUGH-BOY'S DREAM.

SCENE I shows the plough-boy in the home-yard feasting on bread and cheese. Having had his fill, he feels lazy and proceeds to lie down. Dolly, the milkmaid, comes along and tells him that her mother will be there in a minute and he had better hurry on with his work. The plough-boy is very fond of Dolly, and disregarding her caution to him, he proceeds to tell her of his love, which she rejects. Suddenly the mother appears on the scene, scolds Dolly and boxes the plough-boy's ears, telling him to get on with his work. He sulks at this, and lies down on the fresh hay and falls to sleep. Scene II shows him dreaming that he has become a pirate captain commanding a ship which is sailing on the high seas, and that he has kidnapped Dolly with her mother. He is seen informing Dolly that she is now in his power, and asking her if she will marry him. At her refusal, he storms in rage, and tells her that her mother shall be flogged at the mast unless she accepts him. The supposed pirate captain then orders Dolly's mother to be tied to the mast and chastised. Dolly who is being held lightly by the sailors, rushes away, seizes the whip, and starts to belabour the captain. Here the scene changes to the farm-yard where he is seen kicking and plunging in his sleep, but he is rudely awakened at this point by a can of milk being thrown over him, and receiving blows from a stick, which quickly make him realize that it has only been a dream. His discomfiture causes much merriment to Dolly and her mother.

Code word—**Hodge.** Length **136** feet.

## LOVE LAUGHS AT LOCKSMITHS.

THE old story is told in this picture "where there's a will, there's a way." The scene is outside the Cock and Bull Hotel, where the suitor of the parlourmaid is being ordered away. This however, does not damp his ardour for he climbs the telegraph-pole in order to reach his lady-love who is at the window above. Here the scene changes, showing the young gallant climbing to the top of the pole, which is level with her window. They are seen in earnest conversation, but in his endeavour to kiss the maid, he loses his balance and falls to the ground. The body comes into contact with the pavement, and arms and legs fly in all directions. A policeman quickly appears, followed by another one, with a stretcher, upon which the mangled form is placed. They are about to depart, when suddenly the man comes to life, much to the relief of the grief-stricken girl and to the consternation of the onlookers.

Code word—**Pole.** Length **150** feet.



HODGE.



HODGE.



HODGE.



RAIN.



POLE.

## PADDINGTON TO PENZANCE.

### *A Railway Tour in the West Country.*

THE pictures in this series include some of the most picturesque points of interest in the West Country, of the beauty of which only a faint idea can be obtained from verbal descriptions.

#### Windsor and Slough.

THE first place of importance after leaving Paddington is Slough, which is close to Windsor, with its stately castle dominating the whole district.

We will take a ride on one of the fine motor cars, which the Railway Company has recently started to run, and secure some animated photographs on the way.

A view of the road from Slough to Windsor being obtained is followed by a fine panoramic picture of the castle, which shows every detail of the vast pile.

Code word for the above films—**Windsor.** Length **65** feet.

#### Bath and its Waters.

A GENERAL view of this ancient city, showing very clearly its attractive surroundings, and the town itself nestling as it were in a cup. The interior of the great Roman Baths in all their beauty is next well portrayed.

Code word—**Bath.** Length **100** feet.

#### The Clifton Suspension Bridge.

THIS great bridge (height from river 230 feet, length of span 702 feet), the work of I. K. Brunel, has ever been sufficient reason for the interest taken in the town of Bristol, apart from its great merit as a health resort. The picture shows a splendid panoramic view of the bridge, which has never been attempted by animatography before.

Code word—**Clifton.** Length **45** feet.

#### The Life of a Race Horse

##### *A series of pictures taken on the Berkshire Downs.*

EVERY Englishman seems to have a love for the horse. Our first scene shows a number of mares and foals grazing, then a closer view of a mare and two foals. These foals, when about eighteen months old, are taken to exercise with the other horses, and several of them are very prettily depicted walking around their trainer; they are afterwards taken to the starting gate to accustom them to its use, and this forms a somewhat exciting scene as they show considerable objection to the ordeal at first.

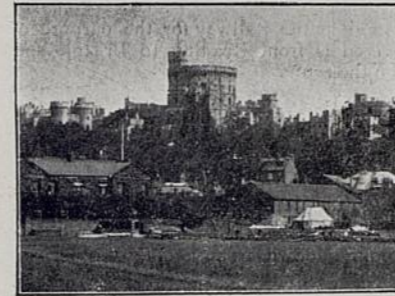
The next portion shows the race-course with bookmakers and a large crowd, and the colts taking part in their first real race, concluding with a very animated scene of the dispersal of crowd and drags.

Code word—**Horse.** Length **160** feet.

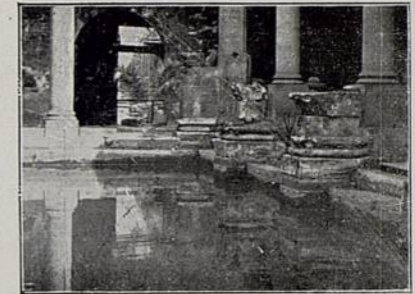
#### Pigeon Flying at Didcot.

A TRAIN containing 40,000 pigeons in baskets, draws up at the station. The baskets are unloaded, and, at an appointed signal all the birds are released. They get away with wonderful speed, first circling round to get their bearings, and filling the picture with a mass of birds in flight. A most entertaining and characteristic scene.

Code word—**Pigeons.** Length **80** feet.



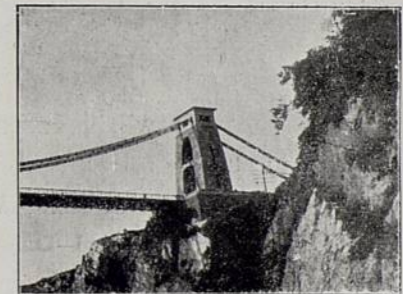
WINDSOR



BATH.



HORSE.



CLIFTON.



PIGEONS.



CHEDDAR.

### Railway Ride from Reading to Bristol.

THESE scenes are taken from a car specially prepared by the Railway for the purpose of absolutely even running. The distance covered is from Reading to Bristol, and includes all the many pretty bits of scenery on the route.

Code word—**Reading.** Length 120 feet.

#### Cheddar.

THE mighty cliffs of Cheddar are known to few, and one can scarcely believe that in our own country so much glorious scenery can be found, which is moreover within comparatively easy travelling distance. Looking down from a cliff, 540 feet in height, and at such a distance that the road has more the appearance of a winding river, one sees the range of rugged tops, and the town of Cheddar can just be discerned. Next, in order to show the perpendicularity of the cliffs, a view was secured from one of the winding roads, showing first the roadway and afterwards the very highest point.

Code word—**Cheddar.** Length 90 feet.

#### The River Dart.

WE pass through miles of beautifully wooded country, and a great tourist resort; the sunsets are very lovely, and several fine cloud effects are noticeable in the film.

Code word—**Dart.** Length 65 feet.

#### Dawlish, Torquay and Teignmouth.

A PANORAMIC Railway ride, showing on the left the sea, and on the right the hilly country, for which the above towns are so noted. The train all the time makes its way through the famous tunnels, and the effects are grand indeed.

Code word—**Dawlish.** Length 100 feet.

#### The Scilly Islands.

A PRETTY panoramic scene, showing the town of St. Mary's with the bay on either side.

Code word—**Scilly.** Length 45 feet.

#### Land's End, Logan Rock, The Rugged Cornish Coast, St. Michael's Mount, and The Great Tooth Rock, Scilly.

LAND'S END has ever a peculiar and sentimental interest attaching to it, for it is a sight dear to the heart of any of our countrymen, whether he be going from or returning to his native-land, and the film ought to be seen by all, whether they have looked upon the real spot or not.

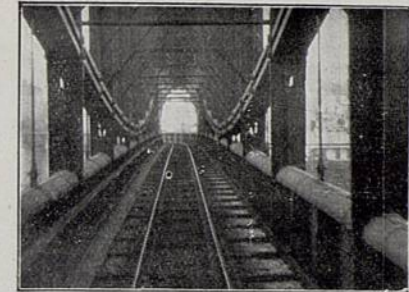
Next is the Logan or Moving Rock, which weighs 80 tons and which a single individual can cause to oscillate, the movement being plainly observable. Several persons are seen seated astride the rock. The stupendous and rugged rocks of Cornwall are then clearly shown. It is a fine picture of rough cliff and seascape.

The Tooth Rock, a great feature for all visitors, has even attracted the notice of His Gracious Majesty, a fact which the natives do not fail to enlarge upon to the tourist. St. Michael's Mount is the home of Lord St. Levan. It is a lonely rock quite cut off from the mainland on which is built a castle, always remembered in song and story, and has been visited by the King.

Code word—**Coast.** Length 135 feet.



NEWLYN.



MARAZION.

### UNIQUE RAILWAY RIDE SCENES.

IMAGINE yourself running at sixty miles an hour through forest-land, which includes scenery which cannot be surpassed, and you will get some idea of this charming picture. We pass another of Brunel's engineering feats in Saltash Bridge. A novel part of the picture shows a number of men at work repairing a bridge, with crane, etc. One of the Great Western Company's new Motor Trains is met on our journey.

In the concluding portion of this film we run over a viaduct, which had to be built to stay the encroachment of the sea, which can be observed in the picture, just by Marazion, the last Railway Station before Penzance. The train then runs into Penzance Station, the last and most westerly in England, and the conclusion of our tour from PADDINGTON to PENZANCE.

Code word—**Marazion.** Length 200 feet.

### SCENES ON THE RIVER FALL.

THESE form a very interesting selection, the pictures being taken from the SS. Victoria, and show the lovely woodlands and trees growing right down to the water's edge. Here is Tregothnan, the abode of His Lordship of Falmouth, then the little town of Malpas is seen in the film, and afterwards Truro with its cathedral, which stands out in stereoscopic relief. King Harry's Passage is another point of interest.

Code word—**Fal.** Length 90 feet.

### SEAGULLS AT NEWLYN, CORNWALL.

THE fishing boats in the harbour are always picturesque, and it is this little town which has so often been visited by our greatest artists to obtain "bits" for their pictures. Great numbers of the gulls are seen waiting for the tide to go out in order that they may devour the damaged pilchards which the fishermen have thrown overboard, and our close view reveals thousands of the birds swooping down upon their prey. This is the very finest bird-life picture which has ever been animatographed, and, owing to the fact that it was taken very quickly, every movement of each bird is clearly and sharply shown without any blurring of the photograph.

Code word—**Newlyn.** Length 55 feet.

### A RUSSIAN SURPRISE.

SCENE in a restaurant in the Far East. A Russian officer haughtily demands refreshment. Seeing the Russian take up a newspaper whilst having his food, the Chinese waiter, to revenge the Russian's roughness to him, changes the hot food for a bomb, which explodes in the Russian's face.

Code word—**Bomb.** Length **96** feet.

### RAILWAY PANORAMA.

TAKEN by kind permission of the Midland Railway Company, starting from Derby, through the Peak District, to Buxton, showing the varied and picturesque country through which the railway passes.

Code word—**Peak.** Length **200** feet.

### POLITICAL FAVOURITES.

SUITABLE for all shades of politics. An artist draws large cartoons in view of the audience, showing Mr. Campbell-Bannerman, Mr. Balfour, Lord Rosebery, Duke of Devonshire, the late Sir W. Harcourt, and Mr. Chamberlain. The last holds two loaves of same size bearing the words "Protection" and "Free Trade."

Code word—**Fiscal.** Length **150** feet.

### NIGGER COURTSHIP.

A FUNNY scene, the two big black faces undergoing a wonderful play of expression as the love-making proceeds.

Code word—**Niggers.** Length **80** feet.

### SERPENTINE & STEP DANCING.

A DAINTY little picture, executed by the pupils of Madame Kauffman.

Code word—**Kauffman.** Length **110** feet.

### LOOKING FOR TROUBLE.

THE landlady remarks an escape of gas to her new lodger and the latter, while the landlady fetches a light, commences a flirtation with the servant. Landlady re-enters with lamp and in his excitement the lodger pulls down a chandelier and causes a violent gas explosion.

Code word—**Gas.** Length **90** feet.

### WHY MARRIAGE IS A FAILURE.

THIS film is of special interest to gentlemen about to propose. A lady tauntingly rejects the first proposal on account of the young man's poverty, but his circumstances improving finally accepts him. *Moral*—What money will do!

Code word—**Proposal.** Length **120** feet.



BOMB.



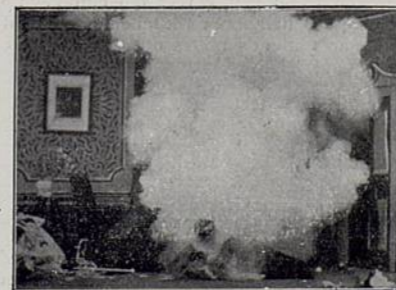
NIGGERS.



FISCAL.



FISCAL.



GAS.



PROPOSAL.

### NOVEL AIRSHIP.

THE first ascent of an airship, constructed by Mr. William Beedle, the celebrated South African aeronaut, at the Alexandra Palace. We see the balloon rise from the ground and sail away, and the framework, in which the aerouaut, stands working the apparatus, as he comes quite close to the camera.

Code word—**Aero.** Length **50** feet.

### THE KIDDIES' CAKE WALK.

A VERY pretty little picture, well suited for colouring. Two tiny mites execute with precision and animation the graceful movements of the "walk," with pleasing effect.

Code word—**Walk.** Length **62** feet.

### TOBOGGANING IN SWITZERLAND.

THE toboggans, holding six or more ladies and gentlemen, dash down a prepared track on the snow. The camera was placed near a sharp bend in the track; a few of the steersmen successfully pass it, but the greater number are turned over, and shot out on the soft snow, creating much amusement.

Code word—**Tobogganing.** Length **60** feet.

### AN ARTFUL YOUNG TRUANT.

A LITTLE boy is started off to school by his mother, but he craftily returns, gets in the water-butt and holds up his boots as though he is drowned in the water head first. The mother finally detects the deception and gives the truant a thrashing.

Code word—**Rascal.** Length **50** feet.

### THE STUDENT, THE SOOT AND THE SMOKE.

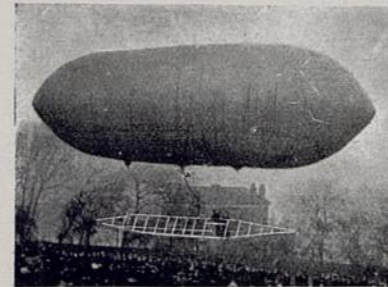
A STUDENT, disturbed by the smoke from a neighbour's chimney, covers the chimney up with books and drawing-board. Scene changes to neighbour's kitchen now filled with smoke. Sending for the sweep we see our student's books upset everywhere and the sweep's broom emerging from the chimney.

Code word—**Soot.** Length **160** feet.

### NAVAL AND SUBMARINE NANCEUVRES.

A COMPOSITE picture, showing battleships at anchor, and steaming in line; laying and exploding a submarine mine, as used in the Russo-Japanese War; and divers at work below water.

Code word—**Nautical.** Length **150** feet.



AERO.



WALK.



TOBOGGANING.



RASCAL.



NAUTICAL.



SOOT.

## DIABOLO'S DILEMMA

THE famous cyclist performer is raised into the air, as he paddles his cycle, on the feet of two men, as they lie on the stage; he continues pedalling away, the men keeping him in the air by the movement of their feet.

Code word—**Lotto.** Length **100** feet.

## VOYAGE OF THE "ARCTIC."

How Captain Kettle discovered the North Pole. *Scene I.* The Cabin of the "Arctic." *II.* Icebergs and Sea Serpents. *III.* The "Arctic" frozen up. *IV.* An open Ice-field. Finding the Ice-Maiden. *V.* Dynamiting the Wall of Ice. *VI.* Castle of the Evil Genius and death of the Mate. *VII.* Showing the Gigantic proportions of the Evil Genius. *VIII.* The Vision of the Compass. *IX.* Magnetic Attraction draws their feet upwards. *X.* At the foot of the Pole—the Union Jack. *XI.* Kettle at the top of the Pole.

Code word—**Arctic.** Length **600** feet.  
(Any length supplied).

## PUSH-BALL.

A NOVEL American game, in which a big ball, 10 feet in diameter, is used, the game being similar to football. The opposing teams, however, push the ball instead of kicking it. The game is a fast one, and a goal is secured at the close of the scene.

Code word—**Pushball.** Length **60** feet.

## RAILWAY LIFE.

AN effective series of seven scenes illustrating the working of a train, from the building of the engine to the trial run. Taken by courtesy of the Great Northern Railway Co., at Doncaster, Peterborough and various points on the line, and including:

- Panorama of erecting shop, with men at work, taken from the travelling crane.
- Hoisting an engine, and carrying it down the shop by means of the traveller.
- Driver and fireman on the cab, during a trial run, showing them at work.
- A signal box; actuating the signals.
- The working of a signal.
- Train picking up water from trough, at full speed.

Code word—**Railway.** Length **200** feet.

## Panorama of the G.N. Railway System.

SELECTED views, taken from an engine-front, of picturesque portions of the line, varied by passing trains, &c. In various lengths, suitable for joining to above film.

Code word—**Northern.** Length **100** feet.

Code word—**Peterborough.** Length **180** feet.

Code word—**London.** Length **260** feet.



ARCTIC.



LOTTO.



ARCTIC.



PUSHBALL.



RAILWAY.



RAILWAY.

### GORDON BENNETT MOTOR RACES.

THE start from the Grand Stand at Ballyshannon. The striking part of this film is when M. Jenatzy is seen preparing to pass Mr. Owen's car and they are shown *side by side* with marvellous fidelity. This was the only occasion when two cars ran together.

Code word—**Starters.** Length **100** feet.

### ANOTHER VIEW OF THE RACE.

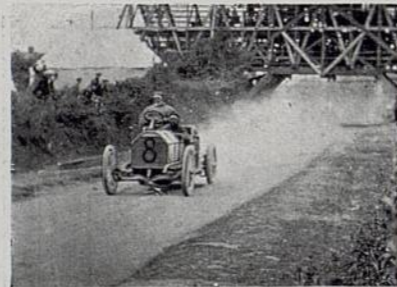
TAKEN from a commanding position at one of the most dangerous points on the route; the motors come up from the distance directly towards the camera, and give a very fine effect.

M. Jenatzy (the winner), Chev. de Knyff, Mr. Foxhall Keene and Mr. S. F. Edge were included in this film.

Code word—**Difficulties.** Length **50** feet.



CAB.



STARTERS.

### EXTRAORDINARY CAB ACCIDENT.

A GENTLEMAN bids good-bye to a young lady, and bowing, steps back into the road-way, just as a cab turns the corner. He is run over, and the cabman tries to escape. A doctor meantime called to the scene, pronounces the man dead, but the latter, to the amazement of all, jumps up and runs off with the lady.

Code word—**Cab.** Length **50** feet.

### H.M.S. "VICTORY"

in Collision with the obsolete Battleship "NEPTUNE."

EVERY detail of the accident has, by exceptional good fortune, been secured in this fine film. The "Neptune" having broken away from her tugs, is seen drifting among the shipping; she bears straight down on Nelson's flagship, and her ram crashes into the wooden sides of the old vessel, causing her to heel over. Finally the "Victory" is taken in charge by tugs, and is shown at close range at the conclusion of the scene. Photographed from H.M.S. "St. Vincent," close to the wreck.

Code word—**Victory.** Length **80** feet.

### The following Three Pictures have been taken from a very interesting Marionette performance.

A SKELETON walks on the stage and dances a very weird dance; suddenly he lies down, and all his limbs come apart. They then jump into the air, and perform a number of astounding evolutions. Afterwards all the members come together. An amusing picture.

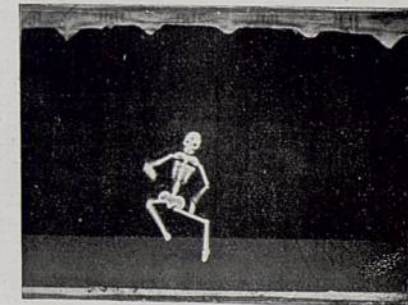
Code word—**Skeleton.** Length **65** feet.

A figure goes through several balancing feats, similar to those of an acrobat. A second scene shows a Marionette dancing. His head comes off, and a larger one takes its place. This head also disappears, and a third, still larger one, comes on to the Marionette's shoulders.

Code word—**Chair.** Length **90** feet.



HARLEQUINADE.



SKELETON.

A Harlequinade as worked by Marionettes, in a most skilful way. A picture that cannot fail to cause screams of laughter from both old and young, as the picture clearly shows all the fun that takes place in an old-fashioned harlequinade.

Code word—**Harlequinade.** Length **60** feet.

### THE FINE FISHERMAN.

ENTERS to one old tramp, seated on a pail and fishing fruitlessly, a swell, with up-to-date outfit. They compare notes and the swell shows a small fish, which the tramp sniffs at and throws away. The latter catches a big pike, and the fun which follows, dependent on a fine play of expression, is really irresistible.

Code word—**Fishy.** Length **60** feet.

### A GOOD CATCH.

Two tired tramps are preparing to make a meagre dinner of a red herring. On the other side of the fence is seen a swell angler, playing a fine salmon: he lands it before the tramps, who lose no time in hooking on the herring in its place, and putting the nobler fish in their pot. The angler starts to climb over to recover his catch when the fence collapses and buries the tramps.

Code word—**Catch.** Length 60 feet.

### HIGH DIVING AT HIGHGATE.

SCORES of experts diving from a high spring-board, and in different styles; the concluding portion of the film shows the movements reversed.

Code word—**Highgate.** Length 60 feet.

### LIFE SAVING EXERCISES.

A SERIES of pictures arranged by the Life Saving Society to illustrate the mode of rescue from drowning. Girls and boys in the water are rescued in various approved styles, each by an expert swimmer, who is taught to guard against entanglement. They are brought ashore and the method of resuscitation is shown.

Code word—**Savers.** Length 120 feet.

### INTER-POLYTECHNIC CHAMPIONSHIP SPORTS.

TAKEN at Paddington Recreation Ground, this picture shows the final heats of several events, such as flat and cycle racing, long and high-jumping, and concludes with a panorama of the Mass Drill, in which 400 men and women take part; the picture will appeal to all audiences who are lovers of Athletic Sports.

Code word—**Poly.** Length 120 feet.

### PIE EATING CONTEST.

A COMPETITION between three boys to see who can first eat up one of the three black-currant puddings, hung by a piece of string from the ceiling. Very funny expressions are seen on the boys' faces as they try to eat the puddings, which keep on jumping about; the jam from the puddings is seen going all over their faces. The picture concludes with the presentation of a prize to the winner.

Code word—**Pie.** Length 80 feet.

### A CHESS DISPUTE.

THE players get somewhat excited and come to blows. They finish the argument on the floor, out of view, but the progress of the fight is seen as legs, arms, heads and clothes are thrown up in the picture in rapid succession.

Code word—**Chess.** Length 80 feet.

### THE SWELL'S INTERRUPTED NAP.

A SWELL is asleep on a rustic seat. A tramp also seats himself. Mischievous boys tap the swell's chest and he thinks tramp is picking his pocket. Boys then creep up and hit the tramp, who awaking thinks it is the swell. They fight, but the swell seizes a bucket of whitewash which he throws over the tramp.

Code word—**Mischief.** Length 60 feet.



CATCH.



HIGHGATE.



POLY.



CHESS.



MISCHIEF.

## UNIQUE SERIES OF NORWEGIAN FILMS.

A PICTURE showing a fine view of the Tvindevoss Fall. Unequalled as a water effect.

Code word—**Mills. 80 feet.**

A STRANGE and beautiful picture of the midnight sun at Scarø. A magnificent cloud-laden sky is shown as a panoramic effect; the sun breaking into the picture produces a marvellous effect on the waters of the Arctic Fiords, from which it was photographed.

Code word—**Sun. 60 feet.**

PANORAMA taken from a hill of the most northerly inhabited town in Norway—Hammerfest. Fishing smacks can be seen in the harbour, while the houses and churches stand out in stereoscopic relief.

Code word—**Hammerfest. 80 feet.**

PANORAMA of Bergen, taken on the Norwegian State Railway, through wild and picturesque country.

Code word—**Bergen. 120 feet.**

LAPLANDERS at home. A family of Laps outside their hut, followed by a life-size picture of two men, holding antlers; two women (one of whom is smoking), finishing with a picture of a record herd of over 200 deer.

Code word—**Reindeer. 135 feet.**

CELEBRATED Lerfoss Falls, showing a perspective view, followed by the lower fall shown at a close range—a powerful rush of water which seethes up to a great height.

Code word—**Lerfoss. 120 feet.**

MOUNTAIN WATERFALLS showing the celebrated Seven Sisters Waterfalls opening, on the turbulent waters at the foot, then gradually rising, following the falls to a height of 800 feet.

Code word—**Sisters. 55 feet.**

LAATIFOSS FALLS. A series of 3 views. The first showing the entire Fall, the second the bottom of the Fall with fine spray effect, the third being the Rapids below.

Code word—**Falls. 80 feet.**

THE greatest Glacier of Europe, The Svartisen. A grand and overwhelming scene showing snow-clad mountains thousands of feet high on either side.

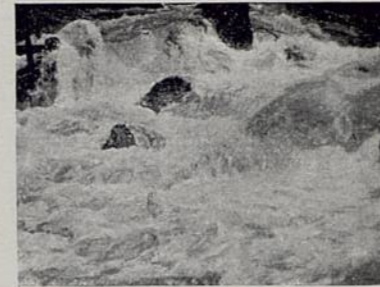
Code word—**Svartisen. 85 feet.**

PANORAMA from the top of the Raftsund Mountain, 120 feet above Digermulen Bay. A magnificent picture showing a range of snow-clad mountains, the snow continually falling from the top.

Code word—**Raftsund. 95 feet.**

SCENE on the River Nid, showing how the huge logs are floated down the rapids to the town of Trondhjem.

Code word—**Logs. 110 feet.**



MILLS.



BERGEN.



HAMMERFEST.



RAFTSUND.



LERFOSS.



LOGS.

### SPORTS ON BOARD SHIP.

SCENE on a pleasure Yacht, showing the games provided for the amusement of passengers on the way to the Fiords.

Code word—**Quoits.** 100 feet.

FATHER NEPTUNE. Shewing Neptune's Parade, followed by the ducking of passengers who are crossing the line for the first time, and concluding with a performance by the ship's bear, who is accompanied by a fiddler.

Code word—**Neptune.** 90 feet.

### BLOODHOUNDS TRACKING A CONVICT.

Three Scenes which can be shown separately or as one film.

- (1) STONE Yard at Portland. Convicts at work. Fun with cigarette stump. Convict's escape and affray with warders.

Code word—**Portland.** Length 65 feet.

- (2) BLOODHOUNDS on the scent through the woods, followed by horsemen. The convict hides in the brambles, discovery by dogs and his capture.

Code word—**Tracked.** Length 190 feet.

- (3) Feeding the bloodhounds on their return to the kennels.

Code word—**Hounds.** Length 85 feet.

### THE UNIVERSITY BOAT RACE.

THE Boats racing up from the distance followed by Umpire and Press launch. The crews are kept well in view. The winning crew carry out their oars and boat.

Code word—**Cambridge.** Length 80 feet.

### DR. LEHWESS STARTS TO MOTOR ROUND THE WORLD.

DR. Lehwess in Panhard car attended by Argyle car which accompanied him, and many small automobiles. Lehwess's car is punctured and an animated scene is witnessed as repairs are done.

Code word—**Lehwess.** Length 90 feet.

### NAVAL MANŒUVRES.

TAKEN from H.M.S. Trafalgar and Niobe. The stormy weather gives a fine photographic effect of wave and cloud. The Niobe at full speed, battleships and destroyers following, concluding with H.M.S. Anson.

Code word—**Manœuvres.** Length 100 feet.



TRACKED.



PORTLAND.



TRACKED.



NEPTUNE.



MANŒUVRES.

### BEASTS OF THE EARTH.

SHOWS leopards, hyenas, wolves, lions, tigers, bears, goats, dromedaries and elephants. Also "the lion and the lamb" living in friendship.

Code word—**Animals.** Length **150** feet.

### MOAT FARM MURDER.

TAKEN by authority of the Police. The farm and surroundings; where the body was found. Labourers digging for clues. Dougal drives away from the Town Hall after trial.

Code word—**Moat.** Length **80** feet.

### KING'S RETURN FROM THE CONTINENT.

PHOTOGRAPHED in Grosvenor Gardens. H.M. accompanied by Prince of Wales and Prince Charles of Denmark, followed by Headquarter Staff. Specially good view of the King by means of the panoramic head attached to camera.

Code word—**France.** Length **60** feet.

### POCKET BOXERS.

TWO sportsmen arguing as to the merits of the boxing-man fancied by each, produce miniatures of their favourites from their pockets, and an exciting bout results. The champion himself as well as the stakes are then pocketed by the winning sportsman.

Code word—**Bout.** Length **80** feet.

### BLIND MAN'S BLUFF.

A CRIPPLED "blind" man being given a coin, at once carefully examines it. The alms-giver detects the deception and turns on the deceiver, who retaliates with his false wooden leg.

Code word—**Blind.** Length **80** feet.

### DICE PLAYER'S LAST THROW.

THREE gentlemen play dice, one loses heavily but makes a last frantic throw and again fails. He is left alone, pours out some spirits, then angrily dashes the tumbler at a mirror, smashing it to atoms. He then empties the spirits on the fire. Imps issue from the flames and madden the player, who stabs himself as a devilish head grins from the broken mirror.

Code word—**Dice.** Length **160** feet.

### BILL SIKES UP-TO-DATE.

BURGLAR enters house by window. Policeman looks in when burglar promptly shuts sash down on him and climbs through upper part and escapes. Householder appearing is collared in mistake by policeman.

Code word—**Thief.** Length **100** feet.



ANIMALS.



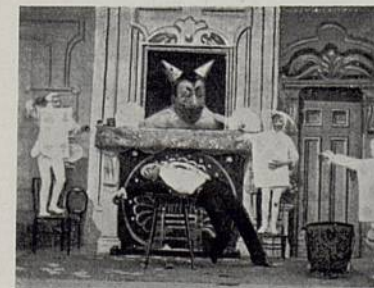
ANIMALS.



BOUT.



BLIND.



DICE.



THIEF.

### WASHERWOMEN AND THE SWEEP.

GIRLS washing linen are interrupted by chimney sweeper. Wash girls object and order him out but he kisses one of them. They seize and mangle him after suitable lathering. He comes out quite flat and is hung up to dry. He comes to life and throws soot over his enemies as he escapes.

Code word—**Washerwoman.** Length **80** feet.

### RABBIT HUNTING WITH BEAGLES.

THE rabbit, followed by twenty pairs of beagles, is captured and the dogs are seen to scramble for it.

Code word—**Beagles.** Length **85** feet.

### MR. CHAMBERLAIN'S RETURN FROM SOUTH AFRICA.

SHIP's arrival at Southampton. Mr. Chamberlain walking on the quay. Departure from Hartley Institute, the statesman and wife in carriage bowing acknowledgments. Hon. gentleman's arrival at West Station, Southampton, and his departure by train.

Code word—**Chamberlain.** Length **100** feet.

### TROUT PLAYING.

NUMEROUS fish are seen jumping right up out of the water and form a very pretty picture.

Code word—**Trout.** Length **45** feet.

### CORONATION DURBAR AT DELHI.

GRAND Review by the Viceroy and Duke of Connaught of 37,000 troops, giving a close view of the various Indian regiments marching past. The Viceroy and Lady Curzon are escorted by the Imperial Cadet Corps, consisting entirely of Indian Princes. The film concludes with an interesting view of spectators mounted on elephants.

Code word—**Durbar.** Length **110** feet.

### INDIAN ANIMAL TOURNAMENT.

Fights between Bulls and Rams.

LARGE bull held in check by number of natives is loosed and fights with another bull. They circle round each other much the same as wrestlers. Rams are then brought and rush at each other, their heads meeting with a loud bang.

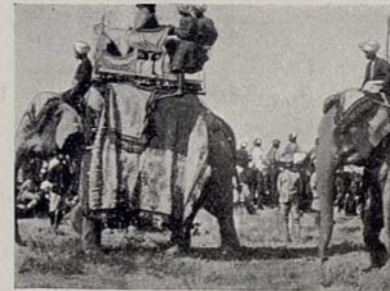
Code word—**Bulls.** Length **100** feet.



BEAGLES.



WASHERWOMAN.



DURBAR.



CHAMBERLAIN.



BULLS.



TROUT.

### HUNTING BIG GAME IN INDIA.

AN elephant is seen trying to make a road for itself and those behind it in a very thick forest. The animal using its trunk to pull up the small trees and throw on one side. A fine animal study.

Code word—**Jungle.** Length **70** feet.

### THE DELHI DURBAR.

A SUPERB record of one of the greatest pageants of our times. About 210 elephants with their gaily-decked howdahs and trappings were on the scene. The Viceroy and Lady Curzon, Duke and Duchess of Connaught and most of the Ruling Princes of India with their many attendants took part in the procession, besides all types of Indian soldiery.

Code word—**Viceroy.** Length **240** feet.

Code word—**Delhi.** Short length (to order) **120** feet.

### BAZAAR AT PESHAWAR.

SHOWS the busy market and the varying costumes of the many tribes representative of our Indian Empire.

Code word—**Bazaar.** Length **60** feet.

### INDIAN TOUR OF T.R.H. PRINCE AND PRINCESS OF WALES.

VIVID picture of their arrival at Calcutta, landing at the quay, H.M.S. Renown appearing in the background; reception by the various notabilities and escort to the palace, while troops line the route.

The conclusion shows a draggle-tail native procession, in honour of the Royal visit, which is in striking contrast to the preceding part of the film.

Code word—**Renown.** Length **165** feet.

### DUKE AND DUCHESS OF CONNAUGHT VISIT THE KHYBER PASS.

THE Duchess drives up, escorted by Afridi warriors. The Duke also is seen, accompanied by the high Indian officials.

Code word—**Khyber.** Length **50** feet.

### LION HUNTING IN INDIA.

NATIVE beaters get greatly excited when a lion or tiger is shot. The natives immediately after they know it is dead, skin the animal and hang it up on the nearest large tree, and do a very weird dance round it. The picture shows clearly the skin of the tiger hung upon the tree and every movement of the natives dancing round it.

Code word—**Tiger.** Length **90** feet.



VICEROY.



VICEROY.



DELHI.



KHYBER.



BAZAAR.

"LA SAVATÉ" *versus* ENGLISH BOXING.

A TWO-ROUND display in which the Frenchman boxes with his feet as well as his hands. An altogether novel style of boxing, giving rise to many curious positions.

Code word—**Anastasia.** Length **95** feet.

WEARY WILLIE'S WILES.

TRAMP enters kitchen, is observed by policeman, but the latter gets smothered with flour. Willie escapes and changes places with a scarecrow in field. Policeman dashes right by it and Willie then eats his ill-earned meal in peace.

Code word—**Hungry.** Length **200** feet.

FATHER THAMES'S TEMPERANCE CURE.

A ROISTERER on the embankment buys an evening paper, which to his addled senses develops legs and runs off. The moon descends and grins at him. Father Thames then dips the tippler into the river and he is made a sober man.

Code word—**Thames.** Length **85** feet.

SOAP *versus* BLACKING.

JOLLY companions play practical jokes on each other. One changes the soap for blacking, and another blacks his face all over with it, then throws a bowl of water over the joker. The picture then reverses and water goes back to jugs, blacking comes off face clothes fly all around.

Code word—**Blacking.** Length **110** feet.

Grand Series of Fishing Pictures taken in the North Sea.

*Supplied in one length, 435 feet, or shorter length as below.*

Trawling in a very rough Sea.

Code word—**Trawler.** Length **60** feet.

Mending the Nets, shooting the Trawl and cleaning the Fish.

Code word—**Mending.** Length **95** feet.

Hauling in a Big Catch.

Code word—**Hauling.** Length **115** feet.

Washing and sorting the Fish on Board.

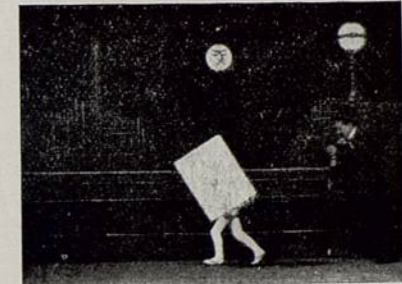
Code word—**Sorting.** Length **75** feet.

Panoramic View, showing different Fishing Boats returning up the Humber, and the arrival at the Harbour.

Code word—**Humber.** Length **95** feet.



ANASTASIE.



THAMES.



HUNGRY.



BLACKING.



SORTING.



MENDING.

# Royal Colonial and Indian Review at the Horse Guards Parade by H.R.H. The Prince of Wales.

Code Word	Description	Length
Imperial A.—General view of the Parade Ground. Arrival of the Head Quarter Staff	... ..	120 ft.
Imperial B.—Distant view of the Parade Ground and March past of Troops	...	120 „
Imperial C.—The Queen driving down the Lines of Troops	... ..	120 „
Imperial D.—Close View of Colonial Troops	... ..	120 „
Imperial E.—Near View of Colonial and Indian Troops	.. ...	120 „
Imperial F.—Troops leaving the Horse Guards Parade	... ..	120 „
Imperial G.—Good View of the Indian Troops as they march past in fours	...	120 „
Imperial H.—Foreign Princes and Troops leaving the Horse Guards Parade	...	120 „

## CORONATION DAY IN LONDON.

TAKEN on June 26th, and gives a very fine idea of London on the day first appointed for the Coronation. A panorama of Trafalgar Square showing the crowds of people, then the Canadian Arch in Whitehall, and the crowds awaiting the News of the King at Buckingham Palace. The picture finishes with a portrait of the King.

Code Word—**Thursday.** Length **80** feet.

## THE KING'S DINNER TO HIS POORER SUBJECTS.

Visit of the Prince and Princess of Wales to the Dinner at Fulham, where 14,000 dined at one time.

ARRIVAL of the Royal Party including Prince Edward of York and the other Royal Children. The Bishop of London saying grace. The Prince and Princess delivering the King's message to the people, and three cheers for the King, led by Sir Thomas Lipton, Bart. A panorama of the dining tables is seen.

Code word—**Guests.** Length **120** feet.

## ENTERTAINING THE KING'S GUESTS.

EVERHART, the Hoop Manipulator, from the Hippodrome, performing before a crowd of 10,000 people.

APART from its association with the preceding film, this forms an extremely good stock subject, being very amusing owing to the extraordinary manner in which Everhart causes the hoops to perform the strangest evolutions. Full of interest throughout, and of fine quality.

Code word—**Everhart.** Length **100** feet.

## FACIAL EXPRESSIONS.

AN actor with wigs and face paint making it understood by dumb show that he is impersonating various people, imitates a sanctimonious old man reading, then an old woman with wigs and shawl. The facial expressions are exceedingly funny.

Code word—**Facial.** Length **80** feet.



IMPERIAL.



IMPERIAL.



GUESTS.



IMPERIAL.



GUESTS.



FACIAL.

### THE TROUBLESOME COLLAR.

A WELL-KNOWN actor is seen at his toilet, and endeavouring to fix on his collar. The amusing changes of expression, from a well satisfied smile to irritation, and finally to exasperation, form a fine example of a favourite style of subject.

Code word—**Collar.** Length **90** feet.

### A CONVICT'S DARING.

CONVICTS are at work in charge of armed warders. A cigarette stump passed round. Warder's harshness to a young convict enrages the others. Jumping for his life, the young convict is badly injured. He sees vision of wife and child and reforms on recovery.

Code word—**Convict.** Length **260** feet.

### A MOP FIGHT.

A WATER carnival. Two men on planks in the water are seen fighting with mops. The next scene shows the greasy pole. Men climb the pole in all sorts of ways, but gradually lose hold and slip off. One man at last gets to the end and seizes the prize.

Code word—**Mop.** Length **105** feet.

### ARRIVAL of the BOER GENERALS, BOTHA, DELAREY, and DE WET.

THE ship "Saxon" comes alongside the quay and the generals are cheered by the crowd. Lords Roberts and Kitchener are amongst those who welcome and appear in the film.

Code word—**Boers.** Length **120** feet.

### OYSTER DREDGING.

BOATS leaving the shore, Arrival on deck of the trawler. Panoramic view of the trawler. Setting sails. Leaving for the oyster beds. Throwing out dredges and decking oysters. Sorting oysters on board. Bringing oysters ashore. Packing. Oyster dinner on board. An exceedingly fine series.

Code word—**Whitstable.** Length **120** feet.

### REVIEW DAY ON H.M.S. TRAFALGAR.

The Bluejackets' Dinner Hour.

Two of the sailors' pets, a black cat and a white rat, are brought out on the turret and amuse the tars by playing together. A string band is got together, and an impromptu barn dance takes place. The funny man of the ship tells a humorous story with much gesticulation and display of features.

Code word—**Trafalgar.** Length **80** feet.



MOP.



MOP.



BOERS.



COLLAR.



WHITSTABLE.

## Grand Review of Artillery by H.I.M. The Shah.

LORD Roberts and staff on horseback, followed by the Shah's suite in carriages, form a brilliant cavalcade. The Shah passes very close and is kept well in view by the panoramic camera, so that no better portrait could be desired.

Code word—**Shah.** Length **120** feet.

## THE ENCHANTED CUP.

TRICK picture in seven scenes. Full of startling magical effects. Dwarf seizes maiden and takes her to his cave. Good fairy shows girl's lover the Enchanted Cup and the way to get into the cave by means of a Gorgon's head which will turn the beholders to stone. Rescue of the girl and discomfiture of the dwarf.

Code word—**Cup.** Length **350** feet.

## COCKFIGHT.

A GENT challenges a coster that his cockerel will fight the coster's bird for £5 a-side. The birds are placed so as to face each other, and fight. Feathers are seen flying from the birds. Suddenly the gent says his bird has won, but the coster disagrees with him and they argue, coming shortly to blows.

Code-word—**Cockfight.** Length **50** feet.

## MAORI DANCE.

THE only picture taken of the celebrated New Zealand Maori Dancers. Taken exclusively by me at the Botanical Gardens, Regent's Park, when they danced in front of Princess Henry of Battenberg and other members of the Royal Family. Close portrait is also seen of Mr. Seddon, the late Premier of New Zealand.

Code word—**Maori.** Length **80** feet.

## Lord Kitchener's Arrival at Southampton.

LORD KITCHENER inspecting the Guard of Honour. Reception at the Hartley institution, showing Lord Kitchener's departure. He enters the carriage and salutes, remaining full-sized in the centre of the picture for a considerable time. Departure of Lord Kitchener from the station.

Code word—**Southampton.** Length **60** feet.

## London's Reception of Lord Kitchener.

THIS view of the London Procession was taken from an exceedingly fine position, and gives close and characteristic portraits of the Prince of Wales, Duke of Cambridge, Lord Kitchener, Generals French and Hamilton, and Lord Roberts. Fine photographic quality and full of interest.

Code word—**Kitchener.** Length **120** or **60** feet.



CUP.



CUP.



COCKFIGHT.



COCKFIGHT.



MAORI.



SOUTHAMPTON.

## THE BROKEN MELODY.

By AUGUSTUS VAN BIENE.

LAST scene of "The Broken Melody," when his wife, who has deserted her husband quietly comes in and walks to his side, listening to the music. Going close up to him and falling on her knees, she gently places her hand upon his arm. At her touch, he perceives his wife, whom he fondly embraces.

Code word—**Vanbiene.** Length **80** feet.

## SPORTS AT THE DELHI DURBAR.

A LIVELY polo scene in which weird natives from Chitral and Gilgit are seen playing polo. They are mounted on tiny ponies, and play splendidly. Some very close play is shown, and the speed of the ponies as they dash after the ball is well rendered.

Code word—**Polo.** Length **50** feet.

## RACE FOR THE GRAND NATIONAL.

THREE different scenes. First, the arrival of his Majesty the King in an open carriage, accompanied by Earl and Countess Derby, followed by body-guard, to witness the Race in which his grand horse, Ambush II., took part. The second scene shows the horses jumping Valentine's Brook, and then the celebrated Beecher's Brook.

Code word—**Drumcree.** Length **80** feet.

## SCROOGE, OR MARLEY'S GHOST.

Founded on Dickens's 'Christmas Carol.'

IN twelve tableaux, forming a consecutive series. About 30 actors take part in the film. Titles on the films. Tableau I.—Christmas Eve at 'Scrooge and Marley's.' II.—The street-door of Scrooge's House. III.—Scrooge's Bedroom. IV.—Scrooge sees himself as a boy at his Lessons. V.—Scrooge as a young man parting from his sweetheart. VI.—During the appearance of the Visions. VII.—The Flight of Father Time. VIII.—Bob Cratchit and his family at their Christmas Dinner. IX.—The House of Scrooge's Nephew Fred. X.—The Grave-yard. XI.—The Death of Tiny Tim. XII.—Christmas Morning a Scrooge's.

Code word—**Scrooge.** Length **620** feet.

## RETURN OF T.R.H. THE PRINCE AND PRINCESS OF WALES.

SHOWING King's yacht as she leaves to meet the *Ophir*. The King, Queen, Prince and Princess of Wales and their children are all included. The Princess kisses her hand to the ship.

Code word—**Duke.** Length **120** feet.

Code word—**Yorks.** Last **80** feet, including Royal Portraits.

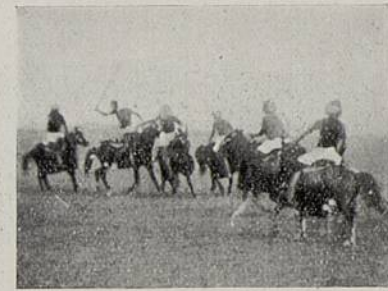
## THE ROYAL FAMILY PROCEEDING TO MARLBOROUGH HOUSE.

TAKEN from a good position and gives an unobstructed view of the Royal Cavalcade as it approaches Marlborough House. All the figures are life-size and features plainly discernible, the portraits of the King, Queen and Royal Ladies being particularly fine.

Code word—**Reception.** Length **80** feet.



DRUMCREE.



POLO.



SCROOGE.



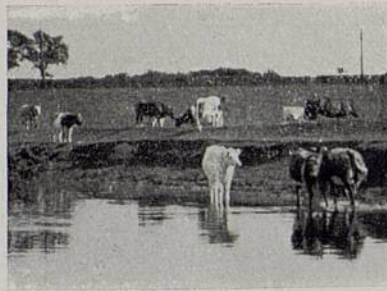
SCROOGE.



DUKE.



DUKE.



DEE.



PATCHED.

### PANORAMA ON THE RIVER DEE.

A PANORAMA taken from a steam launch on the River Dee, passing under the celebrated one-span bridge into the magnificent country, showing the green fields each side, cattle grazing and drinking at the side of the river.

Code word—**Dee**. Length **80** feet.

### GREAT PRIZE FIGHT.

JOHNNY Hughes, the light-weight champion of England, and Dido Plumb fight in five rounds for £250 aside. All details from start to finish, are shown, and the film is the best of its kind.

Code word—**Fight**. Length **500** feet.

### HIS ONLY PAIR.

GRANNY is busy patching a boy's only breeches, while his playmates jeer at him. He snatches at his trousers, but gets a caning instead. Finally the old lady finishes and he goes for his tormentors.

Code word—**Patched**. Length **75** feet.



FIGHT.



FIGHT.

## Index.

### COMIC, TRICK, STAGE & DRAMATIC SUBJECTS.

Code Word	Length	Title	Page
Anarchy	480	Goaded to Anarchy	32
Arctic	600	Voyage of the "Arctic"	58
Ark	190	The Enchanted Toy Maker	44
Awakes	315	When the Household Awakes	24
Barber	106	The Terrible Barber's Boy	44
Bed	200	A Race for Bed	24
Black	120	Trouble Below Stairs	30
Blacking	110	Soap <i>versus</i> Blacking	74
Blind	80	Blind Man's Bluff	68
Bliss	220	Wife's Day Out	9
Bomb	96	A Russian Surprise	54
Boots	100	Clever Dances	46
Brown	320	Brown's Fishing Excursion	16
Bout	80	Pocket Boxers	68
Cab	50	Extraordinary Cab Accident	60
Card	216	A Christmas Card, or, The Story of Three Homes	22
Catch	60	A Good Catch	62
Chair	90	Marionette Performance	61
Chase	250	A Victim of Misfortune	28
Cherries	300	Buy your Own Cherries	44
Chess	80	A Chess Dispute	62
Clown	175	The Conjuring Clown	26
Collar	90	The Troublesome Collar	78
Convict	260	A Convict's Daring	78
Copped	260	The Doctored Beer, or, How the Copper was Copped	18
Cup	350	The Enchanted Cup	80
Curate	290	Curate's Dilemma	9
Dice	160	Dice Player's Last Throw	68
Dilemma	260	A Music Hall Manager's Dilemma	38
Disowned	100	Old Love and the New	9
Doctor	145	Mr. Pecksniff fetches the Doctor	46
Dream	180	The Dancer's Dream	20
Face	55	Funny Faces	44
Facial	80	Facial Expressions	76
Fakir	287	The Fakir and the Footpads	18
Faney	120	The Misguided Bobby	36
Fate	576	The Lover and the Madman	20
Fiscal	150	Political Favourites	54
Fishy	60	The Fine Fisherman	61
Frills	80	Auntie's First Attempt at Cycling	28
Fun	180	All the Fun of the Fair	44
Gas	90	Looking for Trouble	54
Gordyn	170	He cannot get a Word in Edgeways	10
Harlequinade	60	Marionette Performance	61
Head	80	The Talking Head	42
Hire	245	Living Beyond Your Means	29
Hodge	136	The Plough-Boy's Dream	48
Hounds	85	Bloodhounds Tracking a Convict	66
House	560	Seaside Lodgings	8
Hungry	200	Weary Willie's Wiles	74
Japan	540	All for Love of a Geisha	40
Jitsu	335	He Learnt Ju-Jitsu; so did the Missus	26
Kauffman	110	Serpentine and Step Dancing	54
Lotto	100	Diavolo's Dilemma	58
Mad	168	The Freak Barber	33
Maid	105	Mistaken Identity	18
Medium	385	The Medium Exposed	34
Merry	200	Various Popular Liquors illustrated	12
Mischief	60	The Swell's interrupted Nap	62
Motorist	190	The Mad Motorist	5
Moves	332	A Lively Quarter-Day	16
Nadji	120	Nadji: The Hindoo Marvel	37

Code Word	Length	Title	Page
Nations ...	100	Jap <i>versus</i> Russian ...	38
Necklace ...	320	The Fatal Necklace ...	28
Niggers ...	80	Nigger Courtship ...	54
Note ...	600	The Adventure of a £100 Bank-Note ...	25
Opium ...	252	The Vision of an Opium-Smoker ...	20
Painter ...	180	The Haunted Scene Painter ...	42
Patched ...	76	His only Pair Patched ...	84
Physic ...	340	Doctor's Boy ...	6
Pole ...	150	Love Laughs at Locksmiths ...	48
Portland ...	65	Bloodhounds Tracking a Convict ...	66
Proposal ...	120	Why Marriage is a Failure ...	54
Rain ...	106	The Spiteful Umbrella-maker ...	48
Rascal ...	50	An Artful young Truant ...	56
Sacked ...	340	Who was to Blame? ...	36
Sammy ...	240	Short-sighted Sammy, or, the Stolen Spectacles ...	29
Scrooge ...	620	Scrooge, or, Marley's Ghost ...	82
Sculptor ...	183	A Sculptor's jealous Model ...	46
Shave ...	267	A Shave by Instalments on the Uneasy System ...	26
Skeleton ...	65	Marionette Performance ...	61
Skelly ...	60	Acrobatic Dance ...	44
Skipping ...	50	Clever Dances ...	46
Snapshot ...	145	The Snapshot Fiend ...	40
Sneeze ...	60	That Terrible Sneeze ...	40
Soot ...	160	The Student, the Soot and the Smoke ...	56
Spooning ...	65	Spooning ...	12
Spring ...	170	Papa helps the Painters ...	24
Stove ...	100	Drat that Boy ...	44
Thames ...	85	Father Thames' Temperance Cure ...	74
Thief ...	100	Bill Sikes Up-to-date ...	68
Toe ...	75	Modern Stage Dances ...	42
Tracked ...	190	Bloodhounds Tracking a Convict ...	66
Trousers ...	245	A Little Bit of Cloth ...	14
Type ...	650	The Tramp and the Typewriter ...	31
Vanbiene ...	80	The Broken Melody ...	82
Victory ...	80	H.M.S. "Victory" ...	60
Walk ...	62	The Kiddies' Cake Walk ...	56
Washerwoman ...	80	Washerwoman and the Sweep ...	70
Well ...	120	The Chappie at the Well ...	42
Wife ...	250	When the Wife's Away ...	30
Windows ...	280	Adventures of a Window Cleaner ...	40
World ...	350	The World's Wizard ...	34

#### NAVAL AND SHIPPING FILMS.

Code Word	Length	Title	Page
Hauling ...	435	Fishing Pictures taken in the North Sea ...	74
Humber ...	115	Hauling in a Big Catch ...	74
Katori ...	95	Panoramic View ...	74
Koester ...	200	The Launch of Japan's New Warship ...	29
Manœuvres ...	130	German Naval Visit to Plymouth ...	46
Mending ...	100	Naval Manœuvres ...	66
Nautical ...	95	Mending Nets, Shooting Trawl, and Cleaning Fish ...	74
Sorting ...	150	Naval and Submarine Manœuvres ...	56
Squadron ...	75	Washing and Sorting the Fish on Board ...	74
Trawler ...	230	German Naval Visit to Plymouth ...	46
Yarrow ...	60	Trawling in a Rough Sea ...	74
	100	The Turbine Torpedo Boat ...	46

#### RAILWAY AND INDUSTRIAL SUBJECTS.

Code Word	Length	Title	Page
Coals ...	315	A Collier's Life ...	42
Jam ...	230	Jam Making ...	12
London ...	260	Panorama of the G.N. Railway System ...	58
Northern ...	100	Do. do. do. ...	58
Peterborough ...	180	Do. do. do. ...	58
Railway ...	200	Railway Life ...	58
Whitstable ...	120	Oyster Dredging ...	78

#### ROYALTY, CELEBRITIES AND MILITARY SCENES.

Code Word	Length	Title	Page
Abingdon ...	120	Opening of Parliament ...	37
Archers ...	Whole 250	Do. ...	32
Boers ...	120	Arrival of Boer Generals Botha, Delarey and De Wet ...	78
Cemetery ...	80	Funeral of H.R.H. the Duke of Cambridge ...	38
Chamberlain ...	100	Mr. Chamberlain's Return from South Africa ...	70
Connaught ...	80	Return of the Duke and Duchess of Connaught after the Delhi Durbar ...	37
Cortege ...	80	Funeral of H.R.H. the Duke of Cambridge ...	38
Delhi ...	120	The Delhi Durbar ...	72
Duke ...	120	Return of T.R.H. the Prince and Princess of Wales ...	82
Durbar ...	110	Coronation Durbar at Delhi ...	70
Everhart ...	100	Entertaining the King's Guests ...	76
France ...	60	King's return from the Continent ...	68
Guests ...	120	The King's Dinner to his Poorer Subjects ...	76
Gwalior ...	160	The Prince and Princess of Wales at Gwalior ...	18
Haakon ...	120	Coronation of King Haakon and Queen Maud of Norway ...	10
	960	Royal Colonial & Indian Review at the Horse Guards Parade by H.R.H. the Prince of Wales ...	76
Imperial A ...	120	General View of Parade Ground ...	76
Imperial B ...	120	Distant View of Parade Ground ...	76
Imperial C ...	120	The Queen driving down the Lines of Troops ...	76
Imperial D ...	120	Close View of Colonial Troops ...	76
Imperial E ...	120	Near View of Colonial and Indian Troops ...	76
Imperial F ...	120	Troops leaving Horse Guards Parade ...	76
Imperial G ...	120	Good View of Indian Troops ...	76
Imperial H ...	120	Foreign Princes and Troops ...	76
Khyber ...	50	Duke and Duchess of Connaught visit Khyber Pass ...	72
King ...	120	Opening of Parliament ...	37
Kitchener ...	120 or 60	London's Reception to Lord Kitchener ...	80
Olaf ...	200	Coronation of King Haakon and Queen Maud of Norway ...	10
Outposts ...	300	An Affair of Outposts ...	40
Reception ...	80	Royal Family proceeding to Marlborough House ...	82
Renown ...	165	Indian Tour of T.R.H. the Prince and Princess of Wales ...	72
Scottish ...	First 150	The Royal Review of Scottish Volunteers ...	32
Shah ...	120	Grand Review of Artillery by H.I.M. the Shah ...	80
Southampton ...	60	Lord Kitchener's Arrival at Southampton ...	80
Spies ...	365	Capture and Execution as Spies of two Japanese Officers ...	42
Thursday ...	80	Coronation Day in London ...	76
Trafalgar ...	80	Review Day on H.M.S. Trafalgar ...	78
Viceroy ...	240	The Delhi Durbar ...	72
Yorks ...	80	Return of T.R.H. the Prince and Princess of Wales ...	82

#### SPORT, ATHLETIC, OUTDOOR AND TRAVEL FILMS.

Code Word	Length	Title	Page
Aero ...	50	Novel Airship ...	56
Anastasia ...	95	"La Savate" <i>versus</i> English Boxing ...	74
Animals ...	150	Beasts of the Earth ...	68
Balloon ...	160	Balloon <i>versus</i> Motor Cars ...	14
Barnet ...	140	Barnet Fair ...	5
Barton ...	110	The Ascent of the Barton-Rawson Airship ...	38
Bath ...	100	Paddington to Penzance Tour ...	50
Bazaar ...	60	Bazaar at Peshawar ...	72
Beagles ...	85	Rabbit Hunting with Beagles ...	70
Bergen ...	120	Norwegian Scene ...	64
Bulls ...	100	Indian Animal Tournament ...	70
Burrows ...	175	Club Swinging ...	31
Cambridge ...	80	University Boat Race ...	66
Ceylon ...	220	Bull-Fight on Board Ship ...	14
Cheddar ...	90	Cheddar ...	52
Clifton ...	45	Paddington to Penzance Tour ...	50

Code Word	Length	Title	Page
Coast ...	135	Land's End, Logan Rock, The Rugged Cornish Coast, St. Michael's Mount, &c. ...	52
Cockfight ...	50	Cockfight ...	80
Dart ...	65	The River Dart ...	52
Dawlish ...	100	Dawlish, Torquay and Teignmouth ...	52
Dee ...	80	Panorama of River Dee ...	84
Difficulties ...	50	Another View of the Race ...	60
Drumeree ...	80	Grand National Race ...	82
Ducks ...	130	Aylesbury Ducks ...	28
Fal ...	90	Scenes on the River Fal ...	53
Falls ...	80	Norwegian Scene ...	64
Fight ...	500	Great Prize-Fight ...	84
Hammerfest ...	80	Norwegian Scene ...	64
Hawkers ...	120	London Street Hawkets ...	40
Highgate ...	60	High Diving at Highgate ...	62
Horse ...	160	The Life of a Racehorse ...	50
Jockeys ...	125	Jockeys <i>versus</i> Amateur Champion Athletes ...	14
Jumper ...	370	Training horses for Steeple Chasing ...	10
Jungle ...	70	Hunting Big Game in India ...	72
Lehwess ...	90	Dr. Lehwess starts to Motor Round the World ...	66
Lerfoss ...	120	Norwegian Scene ...	64
Logs ...	110	Norwegian Scene ...	64
Madralsi ...	145	Madralsi <i>versus</i> Jenkins ...	25
Maori ...	80	Maori Dance ...	80
Marazion ...	200	Unique Railway Ride Scenes ...	53
Mills ...	80	Norwegian Films ...	64
Moat ...	80	Moat Farm Murder ...	68
Mop ...	105	A Mop Fight ...	78
Neptune ...	90	Sports on Board Ship ...	66
Newlyn ...	55	Seagulls at Newlyn, Cornwall ...	53
Pie ...	80	Pie-Eating Contest ...	62
Peak ...	200	Railway Panorama ...	54
Pigeons ...	80	Pigeon-Flying at Didcot ...	50
Plummer ...	130	Ball-Punching ...	31
Point ...	175	Point-to-Point Racing ...	10
Polo ...	50	Sports at the Delhi Durbar ...	82
Poly ...	120	Inter. Polytechnic Championship Sports ...	62
Pushball ...	60	Push-Ball ...	58
Quoits ...	100	Sports on Board Ship ...	66
Raftsund ...	95	Norwegian Scene ...	64
Rangoon ...	125	Elephants at Work ...	34
Reading ...	120	Railway Ride from Reading to Bristol ...	52
Reindeer ...	135	Herding Reindeer in Norway ...	64
Savers ...	120	Life-Saving Exercises ...	62
Scilly ...	45	The Scilly Islands ...	52
Scotch 100, 150 or 200	...	International Football Match ...	37
Sisters ...	55	Norwegian Scene ...	64
Spearmint ...	110	Spearmint's Derby, 1906 ...	16
Starters ...	100	Gordon-Bennett Motor Races ...	60
Stolk ...	80	Norwegian Cabmen at Gudvangen ...	12
Stone ...	110	Barnet Fair ...	6
Sun ...	60	Midnight Sun ...	64
Svartisen ...	85	Norwegian Scene ...	64
Tiger ...	90	Lion Hunting in India ...	72
Tobogganing ...	60	Tobogganing in Switzerland ...	56
Trout ...	45	Trout Playing ...	70
Unthan ...	190	The Armless Wonder ...	30
Windsor ...	65	Paddington to Penzance ...	50
Wolffe ...	160	Jabez Wolffe, the swimmer ...	12
Yokohama ...	76	Japanese Street Scenes ...	46

THE END.

