

ers, either by tapping some metal object with a key or by rattling shovel and tongs together. The person who has been out of the room must perform the appointed task as he is guided by the musician, who so regulates the music that the sounds are loud and noisy when the puzzled player does what he ought not and soft when he begins to do anything like the performance of his task.

To be more explicit, we will suppose the thing to do is to take a sofa-pillow and put it behind a certain lady's back. The player entering is greeted by the confusing magic music, which at first bothers him by its clatter. He walks toward the divan where the pillow is lying, when the music grows faint; this shows that he is going in the right direction. He touches a chair, the music grows loud; he touches the divan, the music is faint, and ceases as he touches the cushion. He now knows that he is to do something with the cushion, and in turn tries sitting on it, holding it, throwing it down in front of someone, but the music keeps him informed that no one of these is the right action, till he puts it behind a lady,