Magic Painter Game

This game cleverly dupes the spectator into believing the painter represented at his easel can predict which of several paintings the player will choose. By means of magnets, whatever painting is chosen will appear on the easel. Because the magnets were fully hidden from view and their properties were not common knowledge, the effect was seemingly magical. The popularity of such trivial pursuits points to the fascination for the invisible power that magnets and conjuring exerted in France during this period.

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French, about 1770
Wood panels, colored and varnished engravings, and magnets
1 x 4 ½ x 5 in.
The Getty Research Institute
96.R.58