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"A CHARMED LIFE"

Photoplay in two reels

Written and directed by Vincent McDermott

Author of the photoplay (under Sec. 62)
Vitagraph Co. of America of the U. S.

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"A CHARMED LIFE"

Author &
Director
VINCENT MCDERMOTT

Two Reel
Comedy

Copyright and Produced
by
THE VITAGRAPH COMPANY OF AMERICA

SYNOPSIS

In a seaside restaurant, an old sailor imparts the secret of a South Sea Island where there is plenty of gold, to an unscrupulous adventurer, drawing a map on the table cloth. Nearby there rides a book-worm, intent on a lurid novel while his dog works a treadmill that pulls his car along the track. The book-worm keeps the dog busy by dangling a sausage just out of reach. The dog deserts the hand-car to chase a rabbit and the book-worm(s car dashes among some laborers and comes to a stop, sending the book-worm through the roof of a bunk-house. The laborers, bent on revenge, pursue him and the book-worm finally eludes them. In the restaurant a spying waiter is thrown out and the book-worm changes clothes and becomes a waiter -- smitten with the fair cashier. He succeeds in catching a truant lobster for a customer, aids an eater of beans to avoid cutting his mouth with his knife, and notices the sailor's map on the table cloth. The adventurer attacks him and the book-worm hides in a huge basket, intended for the laundry. He is taken to the laundry, sent down a chute, with the adventurer trailing him - since the table-cloth was included in the laundry. In this laundry the two have a series of adventures, falling in tubs, throwing articles, and going up and down on the elevator. The book-worm finally escapes with the tablecloth and hides in a small sailboat, which is launched as he sits in it. Safe from pursuit of the adventurer, he uses the table-cloth as a sail, notices the map and heads for the island. He finally reaches there where the cannibal king captures him and is about to have his head chopped off, when the daughter of the king pleads for his life. In the scrimmage a pair of dice fall from the book-worms pocket. The king succumbs to the lure and shoots crap with the book-worm. The latter throws all sevens and wins the title, the wives, everything from the king. The king, disgruntled, sicks his pet snake on the book-worm but the latter charms it and is saved. Then the king notices that the dice are phony. On one dice are all fives and on the other are all twos - making it impossible to throw anything but sevens. As he raises his spear to kill the book-worm, the story moves to where the book-worm is reading this yarn in a novel. Disgusted, he throws away the book, and drives off down the road.

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