The young man's book of amusement

Halifax, 1848

Recreations with Cards

RECREATIONS WITH CARDS.

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Many of the following recreations are performed by arithmetical calculations; and may therefore be considered as connected with science; but as it has been the aim of this work to unite amusement with instruction, some experiments on this subject are introduced, the performance of which depends on dexterity of hand. As this is only to be acquired by practice, and after all, is merely a mechanical operation, the study of it will produce little useful knowledge, though it may afford much entertainment; but as it must be gratifying to know the method by which they are performed by those persons skilled in such manœuvres, who publicly exhibit them to the astonishment of the spectator, they are presented to our readers, that when they recognize them at any of these exhibitions, their eyes may not be in danger of deceiving their judgment.

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Three cards being presented to Three Persons, to guess that which each has chosen.

As it is necessary that the cards presented to the three persons should be distinguished, we shall call the first A, the second B, and the third C; but the

three persons may be at liberty to choose any of them they please. This choice, which is susceptible of six different varieties, having been made, give to the first person twelve counters, to the second twenty-four, and to the third thirty-six; then desire the first person to add together the half of the counters of the person who has chosen the card A, the third of those of the person who has chosen B, and the fourth part of those of the person who has chosen C, and ask the sum, which must be either 23 or 24; 25 or 27; 28 or 29, as in the following table:—

First	Second	Third	Sums
12	24	36	
A	B	C	23
A	C	B	24
B	A	C	25
C	A	B	27
B	C	A	28
C	B	A	29

This table shews, that if the sum be 25, for example, the first person must have chosen the card B, the second the card A, and the third the card C: and that if it be 28, the first person must have chosen the card B, the second the card C, and the third the card A; and so of the rest.

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A certain Number of Cards being shewn to a Person, to guess that which he thought of.

To perform this trick, the number of the cards

must be divisible by 3 ; and it is more convenient that the number should be odd. Desire the person to think of a card, then place the cards on the table with their faces downward ; and taking them up in order, arrange them in three heaps, with their faces upward, and in such a manner, that the first card of the packet shall be first of the first heap ; the second the first of the second, and the third the first of the third ; the fourth, the second of the first, and so on. When the heaps are completed, ask the person in which heap is the card thought of, and when told, place that containing the card thought of in the middle, then turning up the packet, form three heaps, as before, and again ask in which is the card thought of. Place the heap containing the card thought of still in the middle, and, having formed three new heaps, ask which of them contains the card thought of. When this is known, place it as before between the other two, and again form three heaps, asking the same question. Then take up the heaps for the last time ; put that containing the card thought of in the middle, and placing the packet on the table, with the faces downward, turn up the cards till you count half the number of those contained in the packet ; 12, for example, if there be 24, in which case the 12th card will be the one the person thought of. If the number of the cards be, at the same time, odd, and divisible by 3, as 15, 21, 27, &c. the trick will become much easier, for the card thought of will always be that in the middle of the heap in which it is found the third time ; so that it may be easily distinguished without counting the cards ; nothing will

be necessary but to remember, while you are forming
the heaps the third time, the card which is the mid-
dle one of each.   Suppose, for example, that the
middle card of the first heap is the ace of spades;
that the second is the king of hearts, and that the
third is the knave of hearts; if you are told that the
heap containing the required card is the third, that
card must be the knave of hearts.   You may there-
fore have the cards shuffled, without touching them
any more, and then, looking them over for form's sake,
may name the knave of hearts when it occurs.

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*At the Game of Whist, what probability is there,
that the four Honours will be in the hands of
any two Partners.*

De Moire, in his Doctrine of Chances, shews that
the chance is nearly 27 to 2 that the partners, one of
whom deals, will not have the four honours.   That
it is about 23 to 1 that the other two partners will
not have them.   That it is nearly 8 to 1 that they will
not be found on any one side.   That one may bet
about 13 to 7, without disadvantage, that the part-
ners who are first in hand will not count honours.
That about 20 to 7 may be betted, that the other two
will not count them.   And in the last place, that it
is 25 to 16, that one of the two sides will count
honours, or that they will not be equally divided.

Sixteen Cards being disposed in Two Rows, to tell the Card which a Person has thought of.

The cards being arranged in two rows, as A and B, desire the person to think of one, and to observe well in which row it is.

A	B	C	B	D	E	B	F	H	B	I
0	0	0	0	0	0	0	0	0	0	*
0	0	0	0	0	*	0	0	0	0	0
0	0	*	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0
*	0		0		0		0			
0	0		0		0		0			
0	0		0		0		0			
0	0		0		0		0			

Let us suppose that the card thought of, is in the row A, take up that whole row, in the order in which it stands, and dispose it in two rows C and D, on the right and left of the row B; but in arranging them, take care that the first of the row A may be the first of the row C; the second of the row A, the first of the row D; the third of the row A, the second of the row C, and so on; then ask again in vertical rows in which row, C or D, the card thought of is. Suppose it to be in C; take up that row, as well as the row D, putting the last at the end of the first, without deranging the order of the cards, and observing the rule already given, form into two other rows, as seen at E and F; then ask, as before, in which row the card thought of is. Let us suppose it to be in E; take up this row, and the row F, as above directed,

and form them into two new rows, on the right and
left of B; after these operations, the card thought of
must be the first of one of the perpendicular rows, H
and I; if you therefore ask in which row it is, you
may easily point it out; having desired them to be
shuffled, the better to conceal the artifice.

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To tell how many Cards a Person takes out of a
Pack, and to specify each Card.

To perform this, you must so dispose a PIQUET pack
of cards, that you can easily remember the order in
which they are placed. Suppose, for instance, they
are placed according to the words in the following
line :

Seven Aces, Eight Kings, Nine Queens, and Ten Knaves;

and that every card be of a different suite, following
each other in this order: spades, clubs, hearts, and
diamonds. Then the eight first cards will be the se-
ven of spades, ace of clubs, eight of hearts, king of
diamonds, nine of spades, queen of clubs, ten of
hearts, and knave of diamonds, and so of the rest.

You shew that the cards are placed promiscuously,
and you offer them with their backs upwards to any
one, that he may draw what quantity he pleases; you
then dexterously look at the card that precedes and
that which follows those he has taken. When he
has counted the cards, which is not to be done in your
presence (and in order to give you time for recollec-
tion, you tell him to do it twice over, that he may be

certain), you then take them from him, mix them with a pack, shuffle, and tell him to shuffle.

During all this time you recollect, by the foregoing line, all the cards he took out ; and as you lay them down, one by one, you name each card.

Unless a person has a most excellent memory, he had better not attempt the performance of the above amusement, as the least forgetfulness will spoil the whole, and make the operator appear ridiculous.

To tell the number of Points on Three Cards, placed under Three different Parcels of Cards.

You first premise that the ace counts for eleven : the court cards ten each ; and the others according to the number of their pips. You then propose to any person in company to choose three cards, and to place over each as many as will make the number of the points of that card, fifteen : take the remaining cards, and under the appearance of looking for a particular card, count how many there are, and by adding six-teen to that number, you will have the amount of the pips on the three cards.—For example :

Suppose a person choose a seven, a ten, and an ace ; then over the seven he must place eight cards ; over the ten, five cards ; and over the ace, four cards. In this instance there will remain twelve cards ; to which if you add sixteen, it will make twenty-eight, which is the amount of the pips on the three cards.

The Ten Duplicates.

Select any twenty cards: let any person shuffle them; lay them by pairs on the board, without looking at them. You next desire several persons, (as many persons as there are pairs on the table,) each to look at different pairs, and remember what cards compose them. You then take up all the cards in the order they lay, and replace them with their faces uppermost on the table, according to the order of the letters in the following words:

M	U	T	U	S
1	2	3	4	5
D	E	D	I	T
6	7	8	9	10
N	O	M	E	N
11	12	13	14	15
C	O	C	I	S
16	17	18	19	20

(These words convey no meaning.)—You will observe, that they contain ten letters repeated, or two of each sort. You therefore ask each person which row or rows the cards he looked at are in; if he say the first, you know they must be the second and fourth, there being two letters of a sort (two U's) in that row; if he say the second and fourth, they must be the ninth and nineteenth, (two I's) and so of the rest. This amusement, which is very simple, and requires very little practice, will be found to excite,

in those who are unacquainted with the key, the greatest astonishment.

The readiest way is to have a fac-simile of the key drawn on a card, to which you refer.

To guess the Number of Spots on any Card, which a Person has drawn from a Pack.

Take the pack of 52 cards, and desire some person to draw out one, without shewing it. Call the knave 11, the queen 12, the king 13. Then add the spots of the first card to those of the second; the last sum to the spots of the third, and so on, always rejecting 13, and keeping the remainder to add to the following card. It is needless to reckon the kings which are counted 13. If any spots remain at the last card, subtract them from 13, and the remainder will indicate the spots of the card which has been drawn: if the remainder be 11, it has been a knave; if 12 a queen, but if nothing remains it has been a king. The colour of the king may be known by examining which one among the cards is wanting. The trick may thus be explained. In the pack of cards are 13 of each suite, the sum of all the spots of each suite, calling the knave 11, the queen 12, and the king 13, is seven times 13; or 91, which is a multiply of 13; consequently, the quadruple of this sum is a multiply of 13 also: if the spots then of all the cards be added together, always rejecting 13, we must at last find the remainder equal to nothing. If a card,

the spots of which are less than 13, has been drawn from the pack, the difference between these spots and 13, will be what is wanting to complete that number; if at the end, then, instead of reaching 13, we reach only 10, for example, it is evident that the card wanting is a three, and if we reach 13, it is also evident that the card wanting is equivalent to 13, or a king.

To change a Pack of Cards into various Pictures.

Take a pack of cards, and paint upon the white side of half the pack, any kind of figures, as men, women, birds, flowers, &c.; then paint the other half of the cards, on that side on which the spots are, in the same manner as the other half; so between them both, you will have a complete pack of all pictures; and when you perform this trick, you must shew the cards but half way.


To let Twenty Persons draw Twenty Cards, and make each draw the same.

Let any person draw a card from a pack, and put it in the pack again, but where you know where to find it again; shuffle the cards as before directed; then let another person draw a card, and be sure he takes the same the other did; proceed in the same way with all the persons but the last, who is to draw

another card, which also return to the pack, and shuffle till you have brought both the cards together. Then, shewing the last card to the company, the other will shew the trick.

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Several Numbers being disposed in a circular Form, according to their natural Series, to tell that which any one has thought of.

The first ten cards of any suite, disposed in a circular form, as seen in the figure below, may be employed for performing this trick. The ace is here represented by the letter A annexed to 1, and the 10 by the letter K joined to 10.
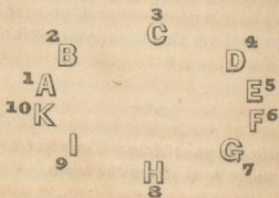
Having desired the person who has thought of a number or card, to touch also any other number or card, bid him add to the number of the card touched the number of the cards employed, which in this case is 10. Then desire him to count the sum in an order

contrary to that of the natural numbers, beginning at the card he touched, and assigning to that card the number of the one which he thought of, for, by counting in this manner, he will end at the number or card which he had thought of, and consequently you will easily know it. Thus, for example, if the person has thought of the number 3, marked C, and has touched 6, marked F; if 10 be added to 6, it will make 16 : and if 16 be then counted from F, the number touched, towards E, D, C, B, A, and so on in the retrograde order, counting 3 the number thought of, on F, 4 on E, 5 on D, 6 on C, and so round to 16, the number 16 will terminate on C, shewing that the person thought of 3, which corresponds to C. Of course, the person must not count the sum aloud.
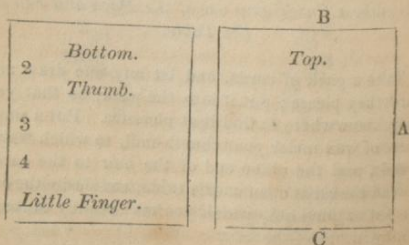

To make a Card jump out of the Pack and run on the Table.

Take a pack of cards, and let any one draw any card they please ; put it into the pack, so that you may know where to find it at pleasure. Put a small piece of wax under your thumb-nail, to which fasten a hair, and the other end of the hair to the card ; spread the cards open on the table, and desire the one chosen to jump out, which you may readily cause to do, by means of the hair.

The following amusements principally depend on dexterity of hand; and, as what is termed making the pass, *will be necessary to be acquired, to enable the operator to perform many of them, we subjoin the following explanation of this term:*

How to make the Pass.

Hold the pack of cards in your right hand, so that the palm of your hand may be under the cards : place the thumb of that hand on one side of the pack ; the first, second, and third fingers on the other side, and your little finger between those cards that are to be brought to the top, and the rest of the pack. Then place your left hand over the cards in such a manner that the thumb may be at C, the fore-finger at A, and the other fingers at B, as in the following figure :

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                                      B
 ┌──────────────────┬──────────────────┐
 │                  │                  │
 │ 2   Bottom.      │     Top.         │
 │                  │                  │
 │     Thumb.       │                  │
 │                  │                  │
 │ 3                │                  │ A
 │                  │                  │
 │ 4                │                  │
 │                  │                  │
 │ Little Finger.   │                  │
 └──────────────────┴──────────────────┘
                                      C
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The hands and the two parts of the cards being

thus disposed, you draw off the lower cards, confined by the little finger, and the other parts of the right hand, and place them, with an imperceptible motion, on the top of the pack.

But before you attempt any of the tricks that depend on *making the pass,* you must have great practice, and be able to perform it so dexterously and expeditiously, that the eye cannot detect the movement of the hand ; or you may, instead of deceiving others, expose yourself.

The Long Card.—Another stratagem, connected with the performance of many of the following tricks, is what is termed the *Long Card ;* that is, a card, either a trifle longer or wider than the other cards, not perceptible to the eye of the spectator, but easily to be distinguished by the touch of the operator.

The Divining Card.

Provide a pack in which there is a long card ; open it at that part where the long card is, and present the pack to a person in such a manner that he will naturally draw that card. You then tell him to put it into one part of the pack, and shuffle the cards. You take a pack, and offer the same cards in like manner to the second and third person, taking care that they do not stand near enough to see the card each other draws.

You then draw several cards yourself, among which is the long card, and ask each of the parties if his

card be among those cards, he will naturally say *yes*, as they have all drawn the same card. You then shuffle all the cards together, cutting them at the long card, you hold it before the first person so that others may not see it, and tell him that it is his card. You then put it in the pack, shuffle it, and cut it again at the same card, and hold it to the second person.

You can perform this recreation without the long card in the following manner:

Let any person draw a card, and replace it in the pack. You then *make the pass*, and bring that card to the top of the pack, and shuffle them without losing sight of that card. You then offer that card to the second person, that he may draw it and put it in the middle of the pack. You *make the pass*, and shuffle the cards the second time in the same manner, and offer the card to the third person, so again to the fourth or fifth.

The Four Confederate Cards.

A person draws four cards from the pack, and you tell him to remember one of them. He then returns them to the pack, and you dexterously place two under and two on the top of the pack. Under the bottom ones you place four cards of any sort, and then taking eight or ten from the bottom cards, you spread them on the table, and ask the person if the card he fixed on be among them. If he say *no*, you

are sure it is one of the two cards on the top. You then pass those two cards to the bottom ; and drawing off the lowest of them, you ask if that is not his card. If he again say *no*, you take up that card, and bid him draw his card from the bottom of the pack.—If, on the contrary, he say his cards are among those you *first* drew from the bottom, you must dexterously take up the four cards you put under them, and placing those on the top, let the other two be the bottom cards of the pack, which you are to draw in the manner before described.

The Metamorphosed Cards.

In the middle of a pack place a card that is something wider than the rest, which we will suppose to be the knave of spades, under which place the seven of diamonds, and under that the ten of clubs. On the top of the pack put cards similar to these, and others on which are painted different objects, viz.

First card....A bird,
Second......A seven of diamonds,
Third.......A flower,
Fourth......Another seven of diamonds,
Fifth........A bird,
Sixth........A ten of clubs,
Seventh.....A flower,
Eighth......Another ten of clubs.

Then seven or eight indifferent cards, the knave of spades, which is the wide card, the seven of dia-

monds, the ten of clubs, and the rest any indifferent cards.

Two persons are to draw the two cards that are under the wide card, which are the seven of diamonds and the ten of clubs. You take the pack in your left hand, and open it at the wide end, as you open a book, and tell the person who drew the seven of diamonds to place it in that opening. You then blow on the cards, and, without closing them, instantly bring the card which is at top, and on which a bird is painted, over that seven of diamonds. To do this dexterously, you must wet the middle finger of your left hand, with which you are to bring the card to the middle of the pack. You then bid the person look at his card, and when he has remarked the change, to place it where it was before. Then blow on the cards a second time, and bringing the seven of diamonds, which is at the top of the pack, to the opening, you bid him look at his card again, when he will see it is that which he drew.—You may do the same with all the other painted cards, either with the same person, or with him who drew the ten of clubs.

The whole artifice consists in bringing the card at the top of the pack to the opening in the middle, by the wet finger, which requires no great practice. Observe, not to let the pack go out of your hands.

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To tell the Number of the Cards by their Weight.

Take a parcel of cards, suppose forty, among

which insert two long cards; let the first be, for example, the fifteenth, and the other the twenty-sixth from the top. Seem to shuffle the cards, and then cutting them at the first long card, poise those you have cut off in your left hand, and say, *there should be here fifteen cards.* Cut them again at the second long card, and say, *there are here only eleven cards.* Then poising the remainder, you say, *here are fourteen cards*

To separate the two Colours of a Pack of Cards by one Cut.

To perform this amusement, all the cards of one colour must be cut something narrower at one end than the other. You shew the cards, and give them to any one that he may shuffle them, then holding them between your hands, one hand being at each extremity, with one motion you separate the hearts and diamonds from the spades and clubs.

The Four inseparable Kings.

Take the four kings, and behind the last of them place two other cards, so that they may not be seen. *Then spread open the four kings to the company, and put the six cards to the bottom of the pack.—* Draw one of the kings, and put it at the top of the pack. Draw one of the two cards at the bottom,

and put it towards the middle. Draw the other, and put it at some distance from the last, and then shew that there remains a king at bottom. Then let any one cut the cards, and as there remained three kings at bottom, they will then be altogether in the middle of the pack.

How to tell a Person any Card he thinks of, and to convey it into a Nut.

Take a nut, in which burn a hole with a hot bodkin, and with a needle break and extract the kernel. Write the name of a card on a piece of thin paper, and roll it up hard, and put it in the nut, stop the hole with wax, which rub over with a little dust, that the puncture may not be perceived, then let some one draw a card; you must take care it be that which is written on the paper: desire him to break the nut, in which he will find the name of the card he has drawn.

To produce a Mouse from a Pack of Cards.

Have a pack of cards fastened together at the edges, but open in the middle like a box, a whole card being glued on as a cover, and many loose ones placed above it, which require to be dexterously shuffled, so that the entire may seem a real pack of cards. The bottom must likewise be a whole card, glued to the box on one side only, yielding immedi-

ately to interior pressure, and serving as a door by which you convey the mouse into the box. Being thus prepared, and holding the bottom tight with your hand, require one of the company to place his open hands together, and tell him you mean to produce something very marvellous from this pack of cards ; place the cards then in his hands, and while you engage his attention in conversation, affect to want something out of your bag, and at the same moment take the pack by the middle, and throw it into the bag, when the mouse will remain in the hands of the person who held the cards.

To alter a Card to another which has been secured in a lock-up box.

A box must be made on purpose, with a double bottom : upon the false one is laid the card which the first person chooses. In locking the box by a secret spring, the false bottom is raised with the card, and firmly united with that part where the hinges are. On the real bottom lies another card, which had been previously and secretly deposited there. In making a person draw a card, a duplicate of this is forced upon him ; for if he attempt to draw another, under some pretence you shuffle the cards again, till at last he takes the very card you intend him. This card you know by feeling it, it being purposely longer than any of the rest, and is, in fact, a conjuror's secret card. You must never let one of

those particular or brief cards remain in a pack when you give it to be examined.*

To name several Cards which Two Persons have drawn from a Pack.

Divide a piquet pack into two parts by a long card; let the first part contain a quint to a king in clubs and spades, the four eights, the ten of diamonds, and ten of hearts, and let the other part contain the two quart majors in hearts and diamonds, the four sevens and the four nines. The cards may be divided in any other way that is easy to be remembered.

Then shuffle the cards, but be careful not to displace any of those cards of the last part which are under the long card: you then cut at that card, and leave the pack in two parts; next, present the first of these parts to a person, and tell him to draw two or three cards, and place the remainder on the table; you present the second parcel in like manner to another; then having dexterously placed the cards

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* This feat may be varied. A five-pound note may be changed into a ten, &c. but it ought to be something which will lie in a narrow compass, in order that the false bottom may fall closely into its place. Formerly bird-seed was converted into a living bird, by false lids, but these are more liable to detection than false bottoms to the lid : bird-seed was glued, and the box, when shewn to the company, appeared to be full of it. By drawing up the false lid close to the real one, a bird, which had been previously placed there, was then discovered. The false bottoms are certainly preferable.

drawn by the first person in the second parcel, and those drawn by the second person in the first parcel, you shuffle the cards, observing not to displace any but the upper cards; then spreading the cards on the table, you name those that each person drew, which you may very easily do, by observing the cards that are changed in each parcel.

The Card found out by the Point of the Sword.

When a card has been drawn, you place it under the long card, and by shuffling them dexterously, you bring it to the top of the pack. Then lay or throw the pack on the ground, observing where the top card lies. A handkerchief is then bound over your eyes, which ought to be done by a confederate, in such a way that you can see the ground. A sword is put into your hand, with which you touch several of the cards, as if in doubt, but never losing sight of the top card, in which at last you fix the point of the sword, and present it to the party who drew it.

The Card changed by the Word of Command.

You must have two cards of the same sort in the pack, say the king of spades. Place one next the bottom card, say seven of hearts, and the other at top. Shuffle the cards without displacing those three,

and shew a person that the bottom card is the seven of hearts. This card you dexterously slip aside with your finger, which you have previously wetted, and taking the king of spades from the bottom, which the person supposes to be the seven of hearts, lay it on the table, telling him to cover it with his hand.

Shuffle the cards again, without displacing the first and last card, and shifting the other king of spades from the top to the bottom, shew it to another person. You then draw that privately away, and taking the bottom card, which will then be the seven of hearts, you lay that on the table, and tell the second person (who believes it to be the king of spades) to cover it with his hand.

You then command the cards to change places; and when the two parties take off their hands, and turn up the cards, they will see, to their great astonishment, that your commands are obeyed.

The Card in the Ring.

Get a ring made of any metal, in which is set a large transparent stone or piece of glass, to the bottom of which is fastened a small piece of black silk; under the silk is to be the figure of a small card: and the silk must be so constructed, that it may be either drawn aside or spread, by turning the stone round.

You then cause a person to draw the same sort of card as that at the bottom of the ring; and tell him

to burn it in the candle. Now the ring being so constructed, that the silk conceals the card underneath it, you first shew him the ring, that he may see it is not there, and tell him you will make it appear; then rubbing the ashes of the card on the ring, you manage to turn the stone or glass dexterously round, and exhibit to him the small card at the bottom.

The Card discovered under the Handkerchief.

Let a person draw any card from the rest, and put it in the middle of the pack; you make the pass at that place, and the card will consequently be at top; then placing the pack on the table, cover it with a handkerchief, and putting your hand under it, take off the top card, and after seeming to search among the cards for some time, draw it out.

This amusement may be performed by putting the cards in another person's pocket, after the pass is made. Several cards may also be drawn and placed together in the middle of the pack, and the pass then made.

To tell the Card that a Person has touched with his Finger.

This amusement is to be performed by confederacy. You previously agree with your confederate on cer-

tain signs, by which he is to denote the suite, and the particular card of each suite; thus: if he touch the first button of his coat, it signifies an ace; if the second, a king, &c., and then again, if he take out his handkerchief, it denotes the suite to be hearts: if he take snuff,—diamonds, &c. These preliminaries being settled, you give the pack to a person who is near your confederate, and tell him to separate any one card from the rest, while you are absent, and draw his finger once over it. He is then to return you the pack, and while you are shuffling the cards, you carefully note the signals made by your confederate; then turning the aces over one by one, you directly fix on the card he touched.

To hold four Kings or four Knaves, in your Hand, and to change them suddenly into blank Cards, then into four Aces.

You must have cards made for the purpose of this feat; half cards, as they may be properly termed; that is one half kings or knaves, and the other half aces. When you lay the aces one over the other, nothing but the king or knaves will be seen. Then turning the kings or knaves downwards, the four aces will be seen. You must have two perfect cards, one a king, or knave, to cover one of the aces, or else it will be seen; and the other an ace to lay over the kings or knaves. When you wish to make them all appear blank cards, lay the cards a little lower, and

by hiding the aces they will all appear white on both sides. You may then ask the company which they choose, and exhibit the kings, aces, or blanks, as required.

The Card in the Pocket Book.

A confederate is previously to know the card you have taken from the pack, and put into your pocket book. You then present the pack to him, and desire him to fix on a card, (which we will suppose to be the queen of diamonds,) and place the pack on the table. You then ask him the name of the card, and when he says the queen of diamonds, you ask him if he is not mistaken, and if he be sure that the card is in the pack: when he replies in the affirmative, you say, "It might be there when you looked over the cards, but I believe it is now in my pocket;" then desire a third person to put his hand in your pocket, aad take out your book, and when it is opened, the card will appear.

To shuffle Cards in such a manner, as always to keep one certain Card at the Bottom.

In shuffling, let the bottom card be always a little before, or, which is best, a little behind all the rest of the cards; put it a little beyond the rest before, right over your fore finger, or else, which is the best

a little behind the rest, so that the little finger of the
left hand may slip up and meet with it; at the first,
shuffle as thick as you can; and, at last, throw upon
the board the bottom card, with as many more as you
would preserve for any purpose, a little before or a
little behind the rest; and be sure to let your fore
finger, if the pack be laid before, or your little finger,
if the pack be laid behind, always creep up to meet
with the bottom card; and when you feel it, you may
there hold it till you have shuffled over again; which
being done, the card which was first at the bottom
will come there again: having perfected yourself in
this manner of shuffling, you may accomplish any
thing you please with a pack of ten, twelve, or twenty
cards, always leaving it at the bottom, however fre-
quently you may shuffle them.

The Card in the Egg.

Take a card, the same as your long card, and
rolling it up very close, put it in an egg, by making a
hole as small as possible, and which you are to fill up
carefully with white wax. You then offer the long
card to be drawn, and when it is replaced in the pack,
you shuffle the cards several times, giving the egg to
the person who drew the card, and while he is break-
ing it you privately withdraw the long card, that it
may appear upon examining the cards, to have gone
from the pack into the egg. This may be rendered
more surprising by having several eggs, in each of

which is placed a card of the same sort, and then giving the person the liberty to choose which egg he thinks fit.

This deception may be still further diversified, by having, as most public performers have, a confederate, who is previously to know the egg in which the card is placed; for you may then break the other egg, and shew that the only one that contains a card is that in which you directed it to be.

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The Card discovered by the Touch or Smell.

You offer the long card, or any other that you know, and as the person who draws it holds it in his hand, to pretend to feel the pip or figure on the under side, by your fore-finger; or you sagaciously smell it, and then pronounce what card it is.

If it be the long card, you may give the pack to the person who drew it, and leave him at liberty either to replace it or not. Then taking the pack, you feel immediately whether it be there or not, and shuffling the cards in a careless manner, without looking at them, you pronounce accordingly.

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The Transmuted cards.

In a common pack of cards let the ace of hearts and nine of spades be something larger than the rest.

19   Q

With the juice of lemon draw over the ace of hearts a spade, large enough to cover it entirely, and on each side draw four other spades.

Present the pack to two persons, so adroitly, that one of them shall draw the ace of hearts, and the other the nine of spades, and tell him who draws the latter, to burn it on a chafing dish. You then take the ashes of that card, put them in a small metal box, and give it to him that has the ace of hearts, that he may himself put that card into the box and fasten it. Then put the box for a short time on the chafing-dish, and let the person who put the card in it, take it off, and take out the card, which he will see is changed into the nine of spades.

The Card hit upon by the Guess.

Spread part of a pack before a person, in such a way, that only one court card is visible ; and so arrange it, that it shall appear the most prominent and striking card. You desire him to think on one ; and observe if he fix his eye on the court card. When he tells you he has determined on one, shuffle the cards, and turning them up one by one, when you come to the court card tell him that is the one.

If he does not seem to fix his eye on the court card, you should not hazard the experiment ; but frame an excuse for performing some other amusement ; neither should it be attempted with those who are conversant with these sort of deceptions.

The Numerical Cards.

Let the long card be the sixteenth in the pack of
picquet cards. Take ten or twelve cards from the
top of the pack, and spreading them on the table,
desire a person to think on any one of them, and to
observe the number it is from the first card. Make
the pass at the long card, which will then be at the
bottom. Then ask the party the number his card was
at, and counting to yourself from that number to six-
teen, turn the cards up, one by one, from the bottom.
Then stop at the seventeenth card, and ask the per-
son if he has seen his card, when he will say *no*.
You then ask him how many more cards you shall
draw before his card appears; and when he has
named the number, you draw the card aside with
your finger, turn up the number of cards he proposed,
and throw down the card he fixed on.

The Three Magical Parties.

Offer the long card to a person that he may draw
it, and replace it in any part of the pack he pleases.
Make the pass, and bring that card to the top. Next
divide the pack in three parcels, putting the long
card in the middle heap. You then ask the person
which of the three heaps his card shall be in. He
will, probably, say the middle; in which case you
immediately shew it to him. But if he say either of

the others, you take all the cards in your hand, placing the parcel he has named over the other two, and observing to put your little finger between that and the middle heap, at the top of which is the card he drew. You then ask at what number in that heap he will have his card appear. If, for example, he say the sixth, you tell down five cards from the top of the pack, and then dexterously making the pass, you bring the long card to the top, and tell it down as the sixth.

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Several different Cards being fixed on by different Persons, to name that on which each Person fixed.

There must be as many different cards shewn to *each person*, as there are cards to choose; so that if there are three persons, you must shew three cards to each person, telling the first to retain *one* in his memory. You then lay those three cards down, and shew three others to the second person, and three others to the third. Next take up the first person's cards, and lay them down separately, one by one, with their faces upwards; place the second person's cards over the first, and the third over the second's, so that there will be one card in each parcel belonging to each person. You then ask each of them in which parcel his card is, and by the answer, you immediately know which card it is; for the first person's will always be the first, the second person's the second, and the third person's the third in that parcel where each says his card is.

This amusement may be performed with a single person, by letting him fix on three, four, or more cards. In this case you must shew him as many parcels as he is to choose cards, and every parcel must consist of that number, out of which he is to fix on one, and you then proceed as before, he telling you the parcel that contains each of his cards.

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To tell the Amount of the Numbers of any Two Cards drawn from a common Pack.

Each court card in this amusement counts for ten, and the other cards according to the number of their pips. Let the person who draws the cards add as many more cards to each of those he has drawn as will make each of their numbers twenty-five. Then take the remaining cards in your hand, and seeming to search for some card among them, tell them over to yourself, and their number will be the amount of the two cards drawn.

For example,—Suppose the person has drawn a ten and a seven, then he must add fifteen cards to the first to make the number twenty-five, and eighteen to the last for the same reason: now fifteen and eighteen make thirty-three, and the two cards themselves make thirty-five, which deducted from fifty-two, leave seventeen, which must be the number of the remaining cards, and also of the two cards drawn.

You may perform this amusement without touching the cards, thus:

Let the person who has drawn the two cards deduct the number of each of them from twenty-six, which is half the number of the pack, and after adding the remainders together, let him tell you the amount, which you privately deduct from fifty-two, the total number of all the cards, and the remainder will be the amount of the two cards.

Example.—Suppose the two cards to be as before, ten and seven; then the person deducting ten from twenty-six, there remain sixteen, and deducting seven from twenty-six, there remain nineteen; these two remainders added together make thirty-five, which you subtract from fifty-two, and there must remain seventeen for the amount of the two cards, as before.

To discover the Card which is drawn, by the throw of a Die.

Prepare a pack of Cards, in which there are only six sorts of cards. Dispose these cards in such manner that each of the six different cards shall follow each other, and let the last of each suite be a long card. The cards being thus disposed, it follows, that if you divide them into six parcels, by cutting at each of the long cards, those parcels will all consist of similar cards.

Let a person draw a card from the pack, and let him replace it in the parcel from whence it was drawn, by dexterously offering that part. Cut the cards several times, so that a long card be always at

bottom. Divide the cards in this manner into six heaps, and giving a die to the person who drew the card, tell him that the point he throws shall indicate the parcel in which is the card he drew; then take up that parcel and show him the card.

The Convertible Aces.

On the ace of spades fix with soap, a heart, and on the ace of hearts a spade, in such manner that they will easily slip off.

Show these two aces to the company; then taking the ace of spades, you desire a person to put his foot upon it, and as you place it on the ground, draw away the spade. In like manner you place the seeming ace of hearts under the foot of another person. You then command the two cards to change their places; and that they obey your command, the two persons, on taking up their cards, will have ocular demonstration.

A deception similar to this is sometimes practised with one card, suppose the ace of spades, over which a heart is pasted lightly. After shewing a person the card, you let him hold one end of it, and you hold the other, and while you amuse him with discourse, you slide off the heart. Then laying the card on the table, you bid him cover it with his hand; you then knock under the table, and command the heart to turn into the ace of spades.