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The young man's book of amusement

Halifax, 1848

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

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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 sixteen 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.

Select any
them; lay the
ing at them.
many persons
look at differ
compose then
the order they
uppermost on
letters in the f

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1
D
6
N
11
C
16

These words co
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of each sort. Yo
row or rows the
the first, you ki
fourth, there be
that row; if he s
be the sixth and
rest. This amu
requires very litt