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The young man's book of amusement

Halifax, 1848

The Ten Duplicates

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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.

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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
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13, will be wi
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only 10, for e
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To change a

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and when you p
cards but half

*To let Twenty
make*

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find it again; s
then let another
takes the same
way with all the