The young man's book of amusement

Halifax, 1848

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

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 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