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The young man's book of amusement

Halifax, 1848

To change a Pack of Cards into various Pictures

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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