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The young man's book of amusement

Halifax, 1848

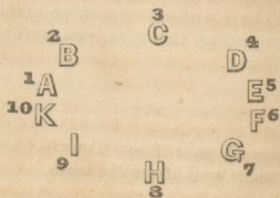
Several Numbers being disposed on a circular Form, according to their natural Series, to tell that which any one has thought of

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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.

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

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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.