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The young man's book of amusement

Halifax, 1848

The Four inseparable Kings

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which insert two long cards; let the first be, for example, the fifteenth, and the other the twenty-sixth from the top. Seem to shuffle the cards, and then cutting them at the first long card, poise those you have cut off in your left hand, and say, *there should be here fifteen cards*. Cut them again at the second long card, and say, *there are here only eleven cards*. Then poising the remainder, you say, *here are fourteen cards*

To separate the two Colours of a Pack of Cards by one Cut.

To perform this amusement, all the cards of one colour must be cut something narrower at one end than the other. You shew the cards, and give them to any one that he may shuffle them, then holding them between your hands, one hand being at each extremity, with one motion you separate the hearts and diamonds from the spades and clubs.

The Four inseparable Kings.

Take the four kings, and behind the last of them place two other cards, so that they may not be seen. *Then spread open the four kings to the company, and put the six cards to the bottom of the pack.*— Draw one of the kings, and put it at the top of the pack. Draw one of the two cards at the bottom,

and put it towards the middle. Draw the other, and put it at some distance from the last, and then shew that there remains a king at bottom. Then let any one cut the cards, and as there remained three kings at bottom, they will then be altogether in the middle of the pack.

How to tell a Person any Card he thinks of, and to convey it into a Nut.

Take a nut, in which burn a hole with a hot bodkin, and with a needle break and extract the kernel. Write the name of a card on a piece of thin paper, and roll it up hard, and put it in the nut, stop the hole with wax, which rub over with a little dust, that the puncture may not be perceived, then let some one draw a card; you must take care it be that which is written on the paper: desire him to break the nut, in which he will find the name of the card he has drawn.

To produce a Mouse from a Pack of Cards.

Have a pack of cards fastened together at the edges, but open in the middle like a box, a whole card being glued on as a cover, and many loose ones placed above it, which require to be dexterously shuffled, so that the entire may seem a real pack of cards. The bottom must likewise be a whole card, glued to the box on one side only, yielding immedi-

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To alter a Card

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