

# **Badische Landesbibliothek Karlsruhe**

**Digitale Sammlung der Badischen Landesbibliothek Karlsruhe**

## **The young man's book of amusement**

**Halifax, 1848**

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

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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.

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*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.

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*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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which you con  
the prepared,  
your hand, requ  
open hands toge  
see something  
note; place the  
you engage his  
want something  
moment take the  
into the bag, w  
hands of the pers

To alter a Card

A box must be  
bottom: upon the  
the first person  
secret spring, th  
card, and firmly  
knives are. On  
which had been  
case. In making  
of this is forced u  
another, under so  
again, till at last  
him. This card  
purposely longer  
a conjurer's secre