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

**Halifax, 1848**

To produce a Mouse from a Pack of Cards

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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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To alter a Card

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tely to interior pressure, and serving as a door by which you convey the mouse into the box. Being thus prepared, and holding the bottom tight with your hand, require one of the company to place his open hands together, and tell him you mean to produce something very marvellous from this pack of cards; place the cards then in his hands, and while you engage his attention in conversation, affect to want something out of your bag, and at the same moment take the pack by the middle, and throw it into the bag, when the mouse will remain in the hands of the person who held the cards.

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*To alter a Card to another which has been secured in a lock-up box.*

A box must be made on purpose, with a double bottom: upon the false one is laid the card which the first person chooses. In locking the box by a secret spring, the false bottom is raised with the card, and firmly united with that part where the hinges are. On the real bottom lies another card, which had been previously and secretly deposited there. In making a person draw a card, a duplicate of this is forced upon him; for if he attempt to draw another, under some pretence you shuffle the cards again, till at last he takes the very card you intend him. This card you know by feeling it, it being purposely longer than any of the rest, and is, in fact, a conjuror's secret card. You must never let one of