

# **Badische Landesbibliothek Karlsruhe**

**Digitale Sammlung der Badischen Landesbibliothek Karlsruhe**

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

**Halifax, 1848**

To name several Cards which Two Persons have drawn from a Pack

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those particular or brief cards remain in a pack when you give it to be examined.\*

*To name several Cards which Two Persons have drawn from a Pack.*

Divide a piquet pack into two parts by a long card; let the first part contain a quint to a king in clubs and spades, the four eights, the ten of diamonds, and ten of hearts, and let the other part contain the two quart majors in hearts and diamonds, the four sevens and the four nines. The cards may be divided in any other way that is easy to be remembered.

Then shuffle the cards, but be careful not to displace any of those cards of the last part which are under the long card: you then cut at that card, and leave the pack in two parts; next, present the first of these parts to a person, and tell him to draw two or three cards, and place the remainder on the table; you present the second parcel in like manner to another; then having dexterously placed the cards

\* This feat may be varied. A five-pound note may be changed into a ten, &c. but it ought to be something which will lie in a narrow compass, in order that the false bottom may fall closely into its place. Formerly bird-seed was converted into a living bird, by false lids, but these are more liable to detection than false bottoms to the lid: bird-seed was glued, and the box, when shewn to the company, appeared to be full of it. By drawing up the false lid close to the real one, a bird, which had been previously placed there, was then discovered. The false bottoms are certainly preferable.

drawn by the first person in the second parcel, and those drawn by the second person in the first parcel, you shuffle the cards, observing not to displace any but the upper cards; then spreading the cards on the table, you name those that each person drew, which you may very easily do, by observing the cards that are changed in each parcel.

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*The Card found out by the Point of the Sword.*

When a card has been drawn, you place it under the long card, and by shuffling them dexterously, you bring it to the top of the pack. Then lay or throw the pack on the ground, observing where the top card lies. A handkerchief is then bound over your eyes, which ought to be done by a confederate, in such a way that you can see the ground. A sword is put into your hand, with which you touch several of the cards, as if in doubt, but never losing sight of the top card, in which at last you fix the point of the sword, and present it to the party who drew it.

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*The Card changed by the Word of Command.*

You must have two cards of the same sort in the pack, say the king of spades. Place one next the bottom card, say seven of hearts, and the other at top. Shuffle the cards without displacing those three,