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The young man's book of amusement

Halifax, 1848

The Card change by the Word of Command

[urn:nbn:de:bsz:31-100120](https://nbn-resolving.org/urn:nbn:de:bsz:31-100120)

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.

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.

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,

and shew a person that the bottom card is the seven of hearts. This card you dexterously slip aside with your finger, which you have previously wetted, and taking the king of spades from the bottom, which the person supposes to be the seven of hearts, lay it on the table, telling him to cover it with his hand.

Shuffle the cards again, without displacing the first and last card, and shifting the other king of spades from the top to the bottom, shew it to another person. You then draw that privately away, and taking the bottom card, which will then be the seven of hearts, you lay that on the table, and tell the second person (who believes it to be the king of spades) to cover it with his hand.

You then command the cards to change places; and when the two parties take off their hands, and turn up the cards, they will see, to their great astonishment, that your commands are obeyed.

The Card in the Ring.

Get a ring made of any metal, in which is set a large transparent stone or piece of glass, to the bottom of which is fastened a small piece of black silk; under the silk is to be the figure of a small card: and the silk must be so constructed, that it may be either drawn aside or spread, by turning the stone round.

You then cause a person to draw the same sort of card as that at the bottom of the ring; and tell him

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