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The young man's book of amusement

Halifax, 1848

The Three Magical Parties

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The Numerical Cards.

Let the long card be the sixteenth in the pack of picquet cards. Take ten or twelve cards from the top of the pack, and spreading them on the table, desire a person to think on any one of them, and to observe the number it is from the first card. Make the pass at the long card, which will then be at the bottom. Then ask the party the number his card was at, and counting to yourself from that number to sixteen, turn the cards up, one by one, from the bottom. Then stop at the seventeenth card, and ask the person if he has seen his card, when he will say *no*. You then ask him how many more cards you shall draw before his card appears; and when he has named the number, you draw the card aside with your finger, turn up the number of cards he proposed, and throw down the card he fixed on.

The Three Magical Parties.

Offer the long card to a person that he may draw it, and replace it in any part of the pack he pleases. *Make the pass*, and bring that card to the top. Next divide the pack in three parcels, putting the long card in the middle heap. You then ask the person which of the three heaps his card shall be in. He will, probably, say the middle; in which case you immediately shew it to him. But if he say either of

the others, you take all the cards in your hand, placing the parcel he has named over the other two, and observing to put your little finger between that and the middle heap, at the top of which is the card he drew. You then ask at what number in that heap he will have his card appear. If, for example, he say the sixth, you tell down five cards from the top of the pack, and then dexterously making the pass, you bring the long card to the top, and tell it down as the sixth.

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Several different Cards being fixed on by different Persons, to name that on which each Person fixed.

There must be as many different cards shewn to each person, as there are cards to choose; so that if there are three persons, you must shew three cards to each person, telling the first to retain *one* in his memory. You then lay those three cards down, and shew three others to the second person, and three others to the third. Next take up the first person's cards, and lay them down separately, one by one, with their faces upwards; place the second person's cards over the first, and the third over the second's, so that there will be one card in each parcel belonging to each person. You then ask each of them in which parcel his card is, and by the answer, you immediately know which card it is; for the first person's will always be the first, the second person's the second, and the third person's the third in that parcel where each says his card is.

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