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The young man's book of amusement

Halifax, 1848

The Numerical Cards

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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