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The young man's book of amusement

Halifax, 1848

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

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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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This amusement may be performed with a single person, by letting him fix on three, four, or more cards. In this case you must shew him as many parcels as he is to choose cards, and every parcel must consist of that number, out of which he is to fix on one, and you then proceed as before, he telling you the parcel that contains each of his cards.

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*To tell the Amount of the Numbers of any Two
Cards drawn from a common Pack.*

Each court card in this amusement counts for ten, and the other cards according to the number of their pips. Let the person who draws the cards add as many more cards to each of those he has drawn as will make each of their numbers twenty-five. Then take the remaining cards in your hand, and seeming to search for some card among them, tell them over to yourself, and their number will be the amount of the two cards drawn.

For example,—Suppose the person has drawn a ten and a seven, then he must add fifteen cards to the first to make the number twenty-five, and eighteen to the last for the same reason: now fifteen and eighteen make thirty-three, and the two cards themselves make thirty-five, which deducted from fifty-two, leave seventeen, which must be the number of the remaining cards, and also of the two cards drawn.

You may perform this amusement without touching the cards, thus :