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The young man's book of amusement

Halifax, 1848

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

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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 :

Let the person who has drawn the two cards deduct the number of each of them from twenty-six, which is half the number of the pack, and after adding the remainders together, let him tell you the amount, which you privately deduct from fifty-two, the total number of all the cards, and the remainder will be the amount of the two cards.

Example.—Suppose the two cards to be as before, ten and seven; then the person deducting ten from twenty-six, there remain sixteen, and deducting seven from twenty-six, there remain nineteen; these two remainders added together make thirty-five, which you subtract from fifty-two, and there must remain seventeen for the amount of the two cards, as before.

To discover the Card which is drawn, by the throw of a Die.

Prepare a pack of Cards, in which there are only six sorts of cards. Dispose these cards in such manner that each of the six different cards shall follow each other, and let the last of each suite be a long card. The cards being thus disposed, it follows, that if you divide them into six parcels, by cutting at each of the long cards, those parcels will all consist of similar cards.

Let a person draw a card from the pack, and let him replace it in the parcel from whence it was drawn, by dexterously offering that part. Cut the cards several times, so that a long card be always at

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