Badische Landesbibliothek Karlsruhe

Digitale Sammlung der Badischen Landesbibliothek Karlsruhe

The young man's book of amusement

Halifax, 1848

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

<u>urn:nbn:de:bsz:31-100120</u>

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 bottom. D heaps, and card, tell hi the parcel i up that par

On the a the ace of will easily Show the the ace of s upon it, ar away the sp ing ace of h You then co places; and persons, on demonstratio A deception with one card a beart is po the card, you hold the other course, you si

on the table

you then kno

heart to torn

OF AMUSEMENT.

231

bottom. Divide the cards in this manner into six heaps, and giving a die to the person who drew the card, tell him that the point he throws shall indicate the parcel in which is the card he drew; then take up that parcel and show him the card.

The Convertible Aces.

On the ace of spades fix with soap, a heart, and on the ace of hearts a spade, in such manner that they will easily slip off.

Show these two aces to the company; then taking the ace of spades, you desire a person to put his foot upon it, and as you place it on the ground, draw away the spade. In like manner you place the seeming ace of hearts under the foot of another person. You then command the two cards to change their places; and that they obey your command, the two persons, on taking up their cards, will have ocular demonstration.

A deception similar to this is sometimes practised with one card, suppose the ace of spades, over which a heart is pasted lightly. After shewing a person the card, you let him hold one end of it, and you hold the other, and while you amuse him with discourse, you slide off the heart. Then laying the card on the table, you bid him cover it with his hand; you then knock under the table, and command the heart to turn into the ace of spades.

he two consider

twenty-ein

and after still to

ll you the me

fifty-tag lets e remainle sit ands to be see

educting to a

inetern; he

thirty-fig

there mist

the two con

raten, by ties

hich there are

cards in sect

cards shill

h suite le l

sed, it follows

els, by out

els Wille

the park s

m when

eat part. (8