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The young man's book of amusement

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A curious Recreation with a Hundred Numbers, usually called the Magical
Century

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*A curious Recreation with a Hundred Numbers,
usually called the Magical Century.*

If the number 11 be multiplied by any one of the nine digits, the two figures of the product will always be alike, as appears from the following example :

11	11	11	11	11	11	11	11	11	11
1	2	3	4	5	6	7	8	9	
—	—	—	—	—	—	—	—	—	—
11	22	33	44	55	66	77	88	99	

Now, if another person and yourself have fifty counters a-piece, and agree never to stake more than ten at a time, you may tell him, that if he will permit you to stake first, you will always undertake to make the even century before him.

In order to do this, you must first stake one, and remember the order of the above series, constantly add to what he stakes as many as will make one more than the numbers 11, 22, 33, &c. of which it is composed, till you come to 99; after which, the other party cannot possibly make the even century himself, or prevent you from making it.

If the person who is your opponent has no knowledge of numbers, you may stake any other number first, under 10, provided you afterwards take care to secure one of the last terms, 56, 67, 78, &c. or you may even let him stake first, provided you take care afterwards to secure one of these numbers.

This recreation may be performed with other num-

bers; but, in
number to be
greater than w
remainder will
take. Suppos
ained is 52, (m
of counters,) and
six; then divid
will be the num
over the other st
will make it equ
divided; and so

Two Dice being
Points on ea

After any pers
take, bid him do
them, and add 5
own by 3, and add
die to it. This be
own, and having
will be a number
of which, to the le
first die, and the
number on the oth
Suppose, for exa
the first die which
other 3; then if to
first, there be add

bers; but, in order to succeed, you must divide the number to be attained, by a number which is a unit greater than what you can stake each time: and the remainder will then be the number you must first stake. Suppose, for example, the number to be attained is 52, (making use of a pack of cards instead of counters,) and that you are never to add more than six; then dividing 52 by 7, the remainder which is 3, will be the number you must stake first; and whatever the other stakes, you must add as much to it as will make it equal to 7, the number by which you divided; and so on.

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Two Dice being thrown, to find the Number of Points on each Die, without seeing them.

After any person has thrown two dice, upon a table, bid him double the number of points on one of them, and add 5 to it; then let him multiply this sum by 5, and add the number of points on the other die to it. This being done, desire him to tell you the sum, and having thrown out of it 25, the remainder will be a number consisting of two figures, the first of which, to the left, is the number of points on the first die, and the second figure, to the right, the number on the other.

Suppose, for example, that the number of points of the first die which comes up, is 2, and that of the other 3; then if to 4, the double of the points of the first, there be added 5, and the sum which is 9, be