

AN EXPOSITION

OF

GAMES AND TRICKS WITH CARDS.

BY

J. H. GREEN,

THE REFORMED GAMBLER.



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## CHAPTER I.

The Invention of Cards—How to tell a Card Thought of—How to Shift or Change Cards from one position to another—The Four Associates—How to make a Card jump out of the Pack—How to change Cards to Pictures—Three Jacks as Thieves Caught by a Policeman—How to Burn a Card and Find it in a Watch.

### INVENTION OF CARDS.

CARDS have been for many centuries in use, having, as it is generally believed, been invented about the year 1390 to amuse Charles the Sixth, King of France, of whose wisdom it must be confessed, historians do not speak very highly. Upon this circumstance the ingenious Mr. Malkin has observed, that the universal adoption of an amusement which was invented for a fool is no very favorable specimen of the wisdom of mankind. Other historians attribute their invention to a more classic and ancient end, and give the credit (if there be any) of their invention to the Romans.

Having introduced this slight sketch as an introductory as to the history of cards, the writer will now endeavor to show, by the following pages, how their use has been perverted, and also expose the baseness of the deceptions used by tricks at cards, some of which are constantly being practiced in all games, and in all parts of the country.

## MYSTERIOUS TRICK OF THIRTY SIX CARDS; TELLING THE CARD YOU LOOK AT WITHOUT SEEING THE PACK.

To perform this trick you must take a pack of cards containing fifty-two in number. Then take out the two, three, four, and five spots of each suit, (meaning the spades, hearts, diamonds and clubs). Then commence as follows with the remaining thirty-six: Commencing with six of diamonds, face downward, seven of clubs, eight of hearts, nine of spades, ten of diamonds, jack of clubs, queen of hearts, king of spades, ace of diamonds, six of clubs, seven of hearts, eight of spades, nine of diamonds, ten of clubs, jack of hearts, queen of spades, king of diamonds, ace of clubs, six of hearts, seven of spades, eight of diamonds, nine of clubs, ten of hearts, jack of spades, queen of diamonds, king of clubs, ace of hearts, six of spades, seven of diamonds, eight of clubs, nine of hearts, ten of spades, jack of diamonds, queen of clubs, king of hearts, ace of spades.

After having arranged the cards in the order above mentioned, they may be cut by all in the house, or as many as please, and by placing the cut under the pack each time the relative position will not be changed. Then ask the person who has the cards in his hand what card he has at the bottom of the pack, (the faces being down) he answers, giving the size of the bottom card, then you can answer positive, by calling the card one size smaller. For example, the nine of clubs is at the bottom, the eight of diamonds will be upon the top, the second will be the seven of spades, the third the six of hearts, the fourth the ace of clubs, the fifth the king of diamonds, and thus you will find them completely arranged throughout the pack. At the conclusion of this feat you may shuffle them over and under by holding the main pack in the left hand, and slipping the



cards of one at a time in the right hand, one over and the other under, until you change them entirely through the pack, then return the pack to the right hand and repeat the over and under shuffle. Then you can deal them out into four parcels, nine at a time, and you will find the nine hearts in one pile, the nine diamonds in the second, the nine spades in the third, and clubs in the fourth.

#### TO TELL A CARD THOUGHT OF.

Take a pack containing fifty-two cards, then lay out one card, any card you see proper. Then divide the cards into three rows, by laying them down face upward. When you have laid down three begin at the left and lay one upon the first, so continue to the right until you have laid out the fifty-one; at the same time request some person to think of a card. When they are laid out, ask which parcel the card is in, he tells you, place that parcel in the middle of the other. This done, lay them out again in three parcels, so continue to do for four times, and the card he thought of will be the twenty-sixth card.

#### THREE JACKS AS THIEVES, CAUGHT BY A KING AS A POLICEMAN.

Take a pack of cards, and look out the four knaves; lay one of them privately on the top of the pack, and lay the other three down on the table, saying, here you see are three knaves got together, about no good, you may be sure; then lay down a king beside them, saying, but here comes the constable, and catches them together. Oh, says he, have I caught you together? Well, the next time I catch you together, I'll punish you for your rogueries. Oh, but, they say, you shan't catch us together again in haste; so they conclude to run three several ways. Well, I'll go here, says one; so take one

of the knaves and put him at the top of the pack. And I'll go here, says another; so put him at the bottom. And I'll go here, says a third; so put him in the middle. Nay, says the constable, if you run, I'll make sure of one, so I'll follow the first; then take the king, and put him at the top, and let any one cut the cards asunder two or three times, and then deal; cut the cards one by one and you shall find the three together, and the constable with them.

#### TO BURN A CARD AND FIND IT IN A WATCH.

One of the company draws a chance card, and you ask for three watches from the spectators, which you fold up in separate pieces of paper in the form of dice boxes, which are laid on the table, and covered with a napkin—the card chosen is burnt, and the cinders put into a box—shortly after the box is opened, the ashes are not there. The three watches are put on a plate, and some one of the company chooses one, the same person opens the watch, and finds under the glass a small piece of burnt card; and in the watch case under the watch, is found a miniature card, resembling the one burnt.

#### EXPLANATION.

The card chosen is known by the arrangement we have explained. The watches are placed, well covered with paper, on a little trap; the trap is described in the cutting, tearing and mending a handkerchief. When you have made known to the confederate the card which is chosen, he stretches his arm to the table to take one of the watches, and deposit there what is requisite; the watches must be covered with a napkin, which is supported by bottles, or somewhat else, otherwise the hand of the confederate would be seen, or the napkin would be seen to move. As for the means employed to cause the ashes of the burnt card to disappear in the box, it

consists in putting into the cover a piece of wood or paper which exactly fits it, and falls down to the bottom when the box is shut; this piece of wood or paper being of the same color as the inside of the box, operates as a double bottom, and hides the ashes from the view of the deceived spectator, who at that minute is tempted to believe that the ashes are gone out to be combined afresh, and to produce the miniature card which is found in the watch.

#### HOW TO SHIFT CARDS.

Hold the pack of cards in your left hand, so that the palm of your hand may be under the cards: place the thumb of that hand on one side of the pack; the first, second, and third fingers on the other side, and your little finger between those cards that are to be brought to the top, and the rest of the pack. Then place your left hand over the cards in such a manner that the thumb may be at one end and the forefinger at the other.

The hands and the two parts of the cards being thus disposed, you draw off the lower cards, confined by the little finger and the other parts of the right hand, and place them, with an imperceptible motion, on the top of the pack.

But before you attempt any of the tricks that depend on *making the pass*, you must have great practice, and be able to perform it so dexterously and expeditiously, that the eye cannot detect the movement of the hand, or you may expose yourself.

#### THE FOUR ASSOCIATES.

Let a person draw four cards from the pack, and tell him to think of one of them. When he returns you the four cards, dexterously place two of them under the

pack, and two on the top. Under those at the bottom you place four cards of any sort, and then, taking eight or ten from the bottom cards, you spread them on the table, and ask the person if the card he fixed on be among them. If he say no, you are sure it is one of the two cards on the top. You then pass these two cards to the bottom, and drawing off the lowest of them, you ask if that be not his card. If he again say no, you take that card up, and bid him draw his card from the bottom of the pack. If the person say his card is among those you first drew from the bottom, you must dexterously take up the four cards that you put under them, and placing those on the top, let the other two be the bottom cards of the pack, which draw in the manner before described.

#### TO MAKE A CARD JUMP OUT OF THE PACK.

Take a pack of cards, and let any one draw any card that they choose, and afterward put it into the pack, but so that you know where to find it at pleasure; then take a piece of wax and put it under the thumb nail of your hand, and fasten a hair to your thumb, and the other end of the hair to the card, then spread the pack of cards open on the table, and say "come forth," and the card will jump out of the pack. †

#### HOW TO CHANGE CARDS TO PICTURES.

Take a pack of cards, and paint the backs of one half of the pack with what figures you think fit, as men, birds, women, flowers, &c. Also, paint the faces of the other half of the cards in the same manner; thus, you will have a complete pack of odd pictures, and may, by showing the faces of that part of the pack whose backs only have been painted, and then by a momentary

shuffle, apparently transform them into a set of grotesque figures, produce much amusement :

There is another manner of making the pack ; it is as follows:—Take a dozen cards or more, and draw a line from the right hand upper corner, to the left hand lower corner of the face of each of them ; they will thus be all equally divided. Then paint part of some odd figure on the right division of each card, leaving the left untouched. By a little dexterity, you may now seem to transform a set of common cards into a painted pack.

## CHAPTER II.

Hoyle on All-fours, High, Low, Jack, or Old Sledge—Three up, &c., with numerous cheats exposed—Dealing a big Hand—Turning a Jack every Deal—Watching the Tens, Signs—Cheats in Shuffling—Cutting and Dealing in Three up—Marked Cards, &c.

## ALL FOURS.

THIS game is much played by all classes of gamblers. Mr. Hoyle gives the following rules for this game :

“ The game of all fours is played by two persons with an entire pack of cards. It derives its name from the four chances therein ; for each of which a point is scored, viz. : High—the highest trump out ; Low—the lowest trump out ; Jack—the knave of trumps ; Game—the majority of pips reckoned for the following cards, as the players may have in their respective tricks, namely : for an ace, four ; for a king, three ; a queen, two ; a knave, one ; and ten for a ten

*Hand.*—The cards each player receives from the dealer constitute a hand.

*Trick.*—When each player has played a card, they constitute a trick, and the person who plays the best card wins the trick.

## LAWS OF THE GAME.

1. If, in dealing, the dealer exposes the face of any of his adversary's, or his own cards, a new deal may be demanded.

2. If discovered, before playing, that the dealer has given his adversary or himself too many cards, there must be a new deal ; or, if all agree, the extra cards may be drawn by the dealer from the opponent's hand ; but

if a single card has been played, there must be a new deal.

3. No person can beg more than once in a hand, unless all agree.

4. In playing, you must either follow suit or trump, on penalty of your adversary's adding one point to his or their game

5. If either scores his game erroneously, it must be corrected, and his opponent is entitled to one or four points, as shall have been agreed upon.

6. A person laying down a high or low trump, may inquire if it be high or low.

#### RULES OF PLAYING.

1. The game consists of points. After cutting for deal, the highest or lowest, as may be agreed upon, wins. The dealer will then give each player six cards, beginning at his left, dealing one or three at a time; after which, the topmost card of the remainder of the pack is turned up, and is the trump

2. If the card turned up should be a knave, (jack,) he dealer is entitled to score one point to his game.

3. If the eldest hand should not like the cards dealt him, he may say, "I beg;" when the dealer may give each player a point, or deal three more cards to each, and then turn up the top for trump. But if that should be of the same suit as the first trump, he must continue dealing three, and turning up, until a different suit occurs.

4. The cards rank as at whist; and each player should strive to secure his own tens and court cards, or win those of his adversary; to obtain which, except when commanding cards are held, it is usual to play a low one, in order to throw the lead into the opponent's hand.

5. Endeavor to make your knave as soon as you can

6. Low is always scored by the person to whom 1. is dealt; but jack being the property of whoever can win or save it, the possessor is permitted to revoke, and trump with that card.

7. Win your adversary's best cards when you can either by trumping them, or with superior cards of the same suit.

#### DECEPTIONS USED IN THE GAME OF ALL FOURS.

This is all that Mr. Hoyle says in relation to this game; and I will now endeavor to show the reader what changes the sporting gentry have made in this game, in order to render it more suitable for their purpose. Mr. Hoyle says it is played by two persons: it is now played by any number, from two to six; but more than six cannot play, for, if there should be a beg, the cards would not go round. When played by four persons they may, if they choose, play in partnership, as at whist. Any other number than four cannot play in partnership; consequently, each is for himself, and scores his own game. According to Mr. Hoyle, the points to be made before the game is concluded are ten; they are now universally reduced to seven; and the game is most commonly called *seven up*, or *old sledge*. This reduction seems not to have satisfied the desires of the gambler; for short games, of quick termination, it is reduced to five. These games are substantially the same, the only difference being in the number of points played for.

The game of all fours, seven up, five up, or old sledge, has, perhaps, as many advantages for gamblers as any other game that is played by them, and, consequently, as many inducements for them to master it. There is no game so generally known by all classes of persons, and very often it is learned in the parlor at a very early age. Children of both sexes, under twelve years of age,



often play well at this game. Hence the professional gentleman will find victims at this game, when he might in vain seek for one to engage in any other. The gentleman of ease, the merchant, the clerk, and some of almost all classes of persons, will engage in this game. Perhaps, at first, merely to while away a few leisure hours that pass heavily by, and in order to divert the mind, they will make the game interesting by making small bets, which generally have the effect to engage the man's whole mind in what he is then about; and thus is the desire for amusement and diversion, coupled with a probability of gain, so fed and strengthened, that it ere long grows into a passion for the card-table, as strong and as difficult of restraint as any passion that actuates the human bosom.

In all fours the best cards to steal out are the ace, the deuce, and the jack. After having possessed themselves of these, they will make a trump of the suit they have stolen, by slipping the cut. Suppose, for instance, the dealer has three points to make; he steals out the ace, deuce, and jack of one suit; he then makes that suit trumps, his adversary leads, generally, some low card, in order to turn the lead to the dealer. The dealer then plays his jack, and saves it, and then shows ace and deuce, and is declared out. In such cases, he may or may not keep all the cards he has in his hand, as the cards are scarcely ever counted when one shows out; or if he is afraid of it, he may put three low cards in his lap, or he will palm three; by either of which tricks he hides his theft. The cards, in this game, are marked that they may be known by their backs.

Stocking is practiced more, perhaps, in this game, than in whist, as it is more easily done. As the cards are not shuffled as much, it renders stocking far more easy

and certain. The object of stocking, in this game, is to get high, low, jack, and ten of a suit, and make that suit trumps. By slipping, they are often stocked as follows: while gathering the tricks that have been won, the player who intends to stock, will put three low cards on the top of three high cards; and, his deal coming next, he keeps them at the top by deceptive shuffling, and places one of the same suit as the high cards were of at the bottom, and then he slips the cut. And, if he is playing two-handed, he gets the second and third; or, if four-handed, his partner gets them, which is all the same. And then, while dealing off the last card, he very adroitly turns up the bottom card for trumps, and is not suspected, as it is very common for the dealer at the last to deal off four cards, and let the bottom one of that four fall face up for trumps. But instead of all four coming from the top of the pack, the fourth one is from the bottom. This trick, from its being so simple and easy to perform, is often practiced.

*Watching the tens.*—As the tens and aces are of much importance in making the game, they are particularly marked and watched by the gambler, so that he can make quite accurate calculations as to the amount of game that is out, and will know how to play accordingly. This, of course, is not thought of by any except the professional gentry.

*Turning jacks every deal.*—This is a gross deception, accomplished by stocking and dealing from the cut. The professional gentry do it as follows; they will take a jack of a suit, and place three good cards of that suit, upon it, and then three low cards of some other suit, on these again; they will then keep these cards on the top, and not alter them while shuffling. They are then cut by the other party, and the cut lies on the table

until they have dealt and turned a trump; which they carelessly throw on the cut, and then lay down the pack and look at their hands. Now, if you beg, he picks up the cut that has the trump on it, and deals from it, and gives his opponent the three low cards, and himself the three high cards, and turns the jack. The opponent not bearing in mind that the trump was placed on the cut, the deception passes undetected.

Changing packs, or wringing in "cold decks," is practiced in this game to a great extent, and of course any kind of a hand the person wishes is got by this trick. Frequently a player will supply himself with a pack of cards such as he knows are in general use where he is, and then retire and mark all the principal ones, and then, when playing, "wring" this pack in for the purpose of having cards that are marked all through by himself.

*Playing in partnership.*—It frequently happens in this game, as well as at whist, that three secret partners will be playing against one whom they have seduced into a game; and they have an advantage here that they do not have in whist, as they can play four-handed, and still be in no visible partnership; but they always play in one another's hands, as it matters not which of them wins, they being partners. This is frequently done also by two against one, playing three-handed.

*Playing by signs.*—This is done perhaps in this game more than at whist, as it is done when they are playing in open partnership at a four-handed game, or when they are playing in secret partnership at a three, four, five, or six-handed game. By signs they tell one another what they have in their hands, when to beg, and when to stand and what to play; all this can be done, and they will defy an old gamester to detect them, as their signs have no appearance of being designed

as such; so that the nicest observer would always fail to get any ocular evidence that they were playing by signs

*Big hands.*—This is a hand that is stocked, and is put up very often in playing for fun, in order to get bets on it, as it is much more easy to stock in playing for fun than otherwise, as there seems to be no occasion for watching, and the dealer will so stock them as to give his opponent a hand that he would be easily enticed to bet on; for, to all appearance, it would be as easy for him to make four as two, and he very readily bets on it. Now, we will suppose him to be three. He gets, at the next deal, an ace, king, queen, jack, ten, and deuce of diamonds, and clubs are turned up trumps. He gives himself six low cards without any game. You then beg; he runs them, and gives you the remaining three kings, and himself the remaining three aces, turning a club for trumps. If you are silent, he will say, "My hand is poor, and I will give you all you can make," and, you having a very superior hand, viz., ace, king, queen, jack, ten, and deuce of trumps, with the kings of spades, clubs, and hearts, will claim four times, and so would any player, from the poorest to the best; your hand bids more than fair to make it. But he will readily offer to bet you cannot; the greater the amount, the better for him, as he is sure of winning. He takes your bet, and plays; and after you have played out your trumps, his three aces catch your three kings, which altogether count him twenty-one, while your ace, king, queen, jack, and ten of trumps, count you but twenty, and he wins the game. This hand is very deceptive, and unusually enticing; it will deceive the very best players, and I have seen men bet on it the second and third time, thinking they had surely made a misplay; but it is impossible for them to

win unless the dealer chooses to let them, in order to entice them still further on, or to get a larger bet on the same game again; for which purpose they sometimes choose to play in a manner that is called throwing the game away, in order to make you think that when you lost, you might have won if you had played rightly. I have seen bets run as high as five to one in favor of this hand; so certain was the holder of winning, that he readily risked this odds; but he invariably lost.

There is another hand, called a *big hand*, that is sometimes played in this game. It is a trick, and is done as follows: You may be playing for amusement only; the dealer will lay out two hands, with their faces upward; one will be a very good hand, and the other a very poor one. He will then tell you that you can make any suit trumps which you please, and take choice of hands. Of course you will make the trump to suit the best hand. He will then offer to bet you a sum that you cannot take the good hand, and make four, or the poor hand, and make one. The good hand promises so fairly to make four, that you would be very likely to bet and take the good hand. But you would lose; for you could only make high, low, jack, and ten for game, while he would make eleven and beat you. This is a very enticing trick and I would advise all persons not to bet on it, if it should ever be proposed to them. The player says, you may have choice; but he, by all means, prefers that you would take the large hand, and try to make four; for the little hand can always make one if played right; but very few men who play cards will make one from it. None but veterans, or such as have, through particular favor, been initiated into the secret by them, will do it; for there are so many ways to play it wrong, that it is seldom played right. There are, also, other games,

where the cards are turned up similarly to the one just described; but never suffer yourself to be enticed into betting on any of them; for the man that will propose them will always beat you.

*Three up.*—The points in the game of all fours are frequently reduced to three; for what purpose I know not, unless to enable the gambler to strip his victim much sooner than he might otherwise be able to do; it being a well-known fact, that the habitual gamester generally prefers short games. When this game is so rendered, it is called “three up;” at which, each player receives but three cards, and a trump is turned. It is just like five up in every other respect; and the person who makes three points first, is out, and wins the game. There is great room in this game for the gambler to exercise his tricks. Every cheat that is practiced in seven up, can be practiced in this game. The following are but variations of some of the principal cheats in seven up. A and B may be playing; A steals out seven cards, as follows; he takes the ace, king, queen, jack, five, and six, (as we will suppose,) of hearts, and a five of spades. He then puts down the six of hearts, back up; this is meant for the trump. On this he places next the five of hearts, then the ace, then the five of spades, then the queen, then king, then jack. A has these cards stocked in this manner; and when it is B’s deal, A will take the pack to cut, and has a right to shuffle them; in doing which, he palms those seven cards on the top; then cuts and slips the cut on top again, and hands the cards to B to deal. A gets the king and two fives, while B gets the ace, jack, and queen. A will then beg, and at the same time say to B, “If you will give me one, I will make three;” B thinks this almost impossible, as he supposes that his ace, queen, and jack are good for high

jack, and game. He will be apt to bet that he will make it. And if he should bet, as he would be likely to do, A will play his five of spades, B will play his jack, and leads his ace. A plays his five of hearts; B leads his queen, and A takes it with his king, and makes low, gift, and game. B having given him one, and his five being low, he has king and queen, which make him five for game. B has ace and jack, which make him five also; but as he dealt, (the dealer losing all tie games,) A makes three times, and wins

Another cheat is practiced in three up, as follows: A and B are at play; A is one, and B is two points. A deals, and gives B three aces; that is, the ace of spades, hearts, and diamonds, and clubs will be trumps. B begs, well knowing that some one of the suits of which he has the ace will be the next trump. He will then feel sure of winning, as his ace will be high. He will be very apt to say, "It matters not what is trumps; I shall go out." A will say, "If you will bet me three to one, I will bet you do not go out." And as B considers that A is ignorant of what he holds, he will feel safe in betting him; which if he does, A will run them, and turn up for trump the jack of clubs, which makes him, also, two. Now, as clubs was first trumps, he must still run further, and A turns another jack, which wins him the game, as high is of no avail when the dealer has but one to make, and turns jack. This trick is done by stocking and palming, and is well understood by all the gamblers.

I have not attempted here to give a full and complete knowledge of all the cheats that are practiced in these games. If the expositions here given shall deter persons from betting and gambling, my purpose will be accomplished, as gaming can never result in good, and is sure to result in evil. If one, by losing, should receive a

profitable lesson, and reform, the other, by winning, receives new encouragement to continue in his evil course, daily spreading ruin and misery where, before, all had been peace and contentment.

HOW TO HOLD FOUR KINGS IN YOUR HAND AND BY WORDS SEEM TO CHANGE THEM INTO FOUR ACES AND AFTERWARD TO MAKE THEM ALL BLANK CARDS.

Take four kings in your hand, and apparently show them, then after some words and charms, throw them down upon the table, taking one of the kings away, add another card; then taking them up again, and blowing upon them, you show them transformed into blank cards, white on both sides, then throwing them down with their faces downward, take them up again, and blowing upon them, you show four aces. To do this feat, you must have cards made on purpose, half cards we may call them; that is, one half kings and the other half aces, that by laying the aces, one over the other, nothing but kings will be seen, then turning the kings downward, the four aces will be seen; but you must have two whole cards, one a king to cover the aces, or else it will be perceived; and the other an ace to lay over the kings when you mean to show the aces; when you would make them all blank, lay the cards a little lower, and hide the aces, and they will appear all white.



## CHAPTER III.

DOG LOO, or the way they play it on Red River: together with the following: The Trick played by the Peter "Funk" Brokers of New Orleans—How to nail a card to the wall by a pistol shot—The way to change a card by words—How to make a card a person draws from a pack dance on the wall—How to change a card locked up in a box—How to tell each card in the pack without seeing them.

## DOG LOO, OR THE WAY THEY PLAY IT ON RED RIVER.

AMONG the early settlers of Shrieveport, Louisiana, was the notorious Dr. Bennett, better known as the Napoleon Thimble-Rigger. The Doctor had many friends as well as enemies among the citizens. By the latter he was treated as all gamblers should be. In other words they gave him the cold shoulder. Among these was an Israelite who was one of the speculating kind. He had never been known to make a bet, although a great shaver in his business, which amounted to about the same as that the Doctor was concerned in. He was a discounter of promissory notes. The Doctor being a shrewd man discovered the Israelite's weak points, and laid a bait for him which I will here explain. The Doctor had a very fine dog, which he shut up two days without feeding him. He then told a secret partner to go and get into conversation with the broker, and he would soon come by with his dog, which the partner would call into the office and tell the broker to weigh him; and he (the owner) would pass on and make no stop. The partner was also to suggest to the broker the great probability of winning some champagne on the weight of the dog, as he, after weighing him, would

know his weight better than the owner. The plan pleased the Israelite, as he knew the Doctor to be a man always ready to bet. He weighed the dog, and turned him loose. The dog went home to his owner, who then gave him some two or three pounds of meat to eat, and then walked back by the office with his dog, and made a stop to converse with some of his acquaintances. The broker proposed to make a trifling bet that he could tell the dog's weight as near as the owner; and finally a very large bet was made. The merchant guessed first, and the owner guessed about one pound more, and won; for the meat he had just given his dog made about that difference. The broker was lood, and could not, for a long time, account for his being deceived, as but a few minutes had elapsed since he had first weighed the dog. But he had, unwisely, suffered himself to be drawn into a bet with a man who made betting his whole business, and who never calculated to be beaten, or do an honest act as long as he could find a dishonest one as a substitute.

#### A TRICK PLAYED BY THE PETER FUNK BROKERS OF NEW ORLEANS.

This cheat or mode of robbery is played upon many an unsuspecting Western man who carries his produce to that market and receives Southern money in exchange. This makes it necessary that he should find a broker and make the necessary exchange of funds before he leaves the city, as Southern money is more valuable in the South than the West, and the Western money more valuable in the West than the South. It is very common to see a dozen of these Peter Funk gambling brokers at a time during banking hours loiter around banks and exchange offices watching for a man who

may have money that he wishes to exchange for that of some other state; and if he sees a man who wishes to effect an exchange, he will step up to him, and say, "I think I learned you had some funds you wished to exchange." If he says, "Yes," the other will then say, "I got a sum exchanged this morning, and I think the broker has more which he will exchange on favorable terms, and I will willingly walk with you to his office to see him." After reaching the office, everything appears like a regular broker's establishment. The one in the office will inquire the amount of your funds, and then draw you a check on some good bank in the city. When you present this check the bank knows nothing of any such man, and tells you it is a forgery. When you return to the broker's, the place is shut up, and no one knows of any such person, and you find you have been most wickedly swindled. Persons visiting New Orleans, and having money to exchange, should be very careful about taking checks, as this cheat is often practiced when there is a chance of getting a pretty good amount, and then these sharpers change the scene of their operations to some other place. The man returns to the house where the exchange broker had but an half hour before held forth, where he will find the room converted into a grocery, and in charge of another man and in place of a display of checks, drafts, and money, he will find as a substitute, potatoes, corn, oats, &c. He is done for it and can't help himself.

#### HOW TO NAIL A CARD TO THE WALL BY A PISTOL SHOT.

A card is desired to be drawn, and the person who chooses it is requested to tear off a corner and to keep it, that he may know the card—the card so torn is then burnt to cinders, and a pistol is charged with gun-

powder, with which the ashes of the card are mixed. Instead of a ball a nail is put into the barrel, which is marked by some of the company. The pack is then marked by some of the company. The pack of cards is then thrown up in the air, the pistol is fired, and the card appears nailed against the wall—the bit of the corner which was torn off is then compared with it, and is found exactly to fit, and the nail which fastens it to the wall is recognized by the person who marked it.

## EXPLANATION.

When the performer sees that a corner has been torn from the chosen card, he retires, and makes a similar tear on a like card. Returning on the theater, he asks for the chosen card, and passes it to the bottom of the pack, and substitutes expertly in the place the card which he has prepared, which he burns instead of the first. When the pistol is loaded he takes it in his hand under the pretense of showing how to direct it, &c. He avails himself of this opportunity to open a hole in the barrel near the touch-hole, through which the nail falls by its own weight into his hands; having shut this passage, he requests one of the company to put more powder and wadding into the pistol; whilst this is doing, he carries the nail and card to his confederate, who quickly nails the card to a piece of square wood, which stops, hermetically, a space left open in the partition, and in the tapestry, similar to the rest of the room, and by which means, when the nailed card is put in, it is not perceived; the piece of tapestry which covers it, is nicely fastened on, the one end of which the confederate holds in his hand. As soon as the report of the pistol is heard, the confederate draws his thread, by which means the piece of tapestry falls behind a glass—the card appears the same that was marked—and with

the nail that was put in the pistol. It is not astonishing, that this trick, being so difficult by its complexion to be guessed at, should receive such universal applause. N. B. After the pistol has been charged with powder, a tin tube may be slipped upon the charge, into which the nail being rammed along with the wadding, by inclining it a little in presenting to one of the spectators to fire, the tube and contents will fall into the performer's hand to convey to his confederate. If any one suspects that the nail has been stolen out of the pistol, you persist on the contrary, and beg the company at the next exhibition to be further convinced; you then are to show a pistol, which you take to pieces to show that all is fair without any preparations—you charge it with a nail, which is marked by some person in confederacy with you, or you show it to many people on purpose to avoid its being marked. In this case the card is nailed with another nail, but to persuade the company that it is the same, you boldly assert, that the nail was marked by several persons, and you request the spectators, to view it, and be convinced.

#### THE WAY TO CHANGE A CARD BY WORDS.

You must have two cards of the same sort in the pack, say the king of spades. Place one next the bottom card, (say seven of hearts,) and the other at top. Shuffle the cards without displacing those three, and show a person that the bottom card is the seven of hearts. This card you dexterously slip aside with your finger, which you have previously wetted, and taking the king of spades from the bottom, which the person supposes to be the seven of hearts; lay it on the table telling him to cover it with his hand.

Shuffle the cards again, without displacing the first

and last card, and shifting the other king of spades from the top to the bottom, show it to another person. You then draw that privately away, and taking the bottom card, which will then be the seven of hearts, you then lay that on the table and tell the second person (who believes it to be the king of spades) to cover it with his hand.

You then command the cards to change places; and when the two parties take off their hands and turn up their cards, they will see to their great astonishment, that your commands are obeyed.

#### TO MAKE A CARD WHICH A PERSON HAS DRAWN DANCE ON A WALL.

One of the company is desired to draw a card, which you shuffle again with the others; and it not being found in the pack, you then order it to appear on the wall. The very card which was drawn instantly obeys; then advancing by degrees, and according to orders, it ascends in a straight line from right to left, and disappears on the top of the wall.

Soon after it appears again and continues to dance upon a horizontal line. (See explanation to the card locked up in a box.)

#### TO CHANGE A CARD LOCKED UP IN A BOX.

You ask a person to give you any card he pleases out of the pack, and you let him put it into a box which is locked up before the company. You then take a few cards, and desire another to draw one and remember it, which he does, and the cards are laid aside. You now unlock the box and the card which the second person drew, is in the box instead of the one which is locked up.

#### EXPLANATION.

A box must be made on purpose with a double bot-

tom; on the false one is laid the card which the first person chose.

In locking the box, by a secret spring, the false bottom is raised with the card, and firmly united to that part where the hinges are. On the real bottom lies another card, which had been previously and secretly deposited there.

In making a person draw a card a duplicate of this is forced upon him; for if he attempts to draw another, under some pretense you shuffle the cards again, till at last he takes the very card you intend for him. This card you know by feeling it, it being purposely longer than any of the rest, and is in fact a conjuror's secret card. You must never let one of those *particular* or *brief* cards remain in a pack when you give it to be examined.

N. B. This trick may be varied. A pound note can be changed into a five pound note, &c. but it ought to be something which will lie in a narrow compass, in order that the false bottom may fall closely into its place. Formerly bird seed was converted into a living bird by false lids, but these are more liable to detection than false bottoms; on the false lid bird seed was glued, and the box when shown to the company appeared to be full thereof. By drawing up the false lid close to the real one, a bird which had been previously placed there is then discovered. The false bottoms are certainly preferable.

TO TELL THE NAMES OF ALL THE CARDS IN THE PACK,  
BEFORE YOU SEE THEM

Take a pack of cards, and after you have shuffled them, lay them down on the table with the backs uppermost, then say, "Now I will tell you the names of all the cards in the pack, except one, before I see them:"

having said so, draw off the uppermost cards and say, "This is my partner. This is he by whose assistance I shall discover all the rest of the cards in the pack." Then put him to your mouth, as though you charmed him, and repeat some magic words; and taking off the next card from the pack, say, "there is my partner," naming the Jack of clubs or any other card laid down, and thus proceed until you tell each card in the pack before you see them.



## CHAPTER IV.

One hundred deceptions in the game of Whist, Stocking, Palming, "Lapping," Shuffling, Cutting, Dealing, Stealing, with too many other cheats to communicate in this chapter, with an incident that came immediately under the writer's observation, which should alone, without the one hundred tricks, be sufficient to deter any young man of common sense from staking anything upon a game or trick at cards.

THIS is probably one of the most scientific of all the games that are played with cards, requiring deeper study and longer practice than any other to be thoroughly understood and successfully played. The strict silence which is required to be observed during the progress of it, gave rise to the name by which it is called. Mr. Hoyle, in his Treatise on Gaming, has given a very particular account of this one; and when it is played as he directs, it is a comparatively fair game. But this is no sufficient reason for perpetuating a recreation, which at every step, exercises the most dangerous influence over the minds and actions of those who practice it. This game, however, in common with all others, as played by the habitual votaries of gaming, is a continual series of intrigue and fraud. Those who are addicted to it spare no pains to render themselves complete masters of the various cheats by which they expect to succeed; the principal of these I design to expose; and gladly would I enter into the most minute details of every artifice at present practiced among gamblers, would my limits permit me to do so.

The principal cheats in the game of whist are stock-

ing, palming, marking, signs, mis-dealing, and changing packs. These I will explain in the order in which I have mentioned them; and, first, stocking. This fraud in playing cards is, to the gambler, an important one, as it generally enables him to get such cards as he wishes, or to give them to his partner, in a manner that seems to be accidental good luck. Stocking is placing cards in such a position in the pack as that the cheater is able to know whereabouts in the pack they are, and to know to whom they are dealt. But the grand object is for the person who stocks them to get them himself; which if he or his partner should do, he wins; if not, he cautiously acts on the defensive. Gamblers, when they have stocked cards, can almost always shuffle in so deceptive a manner as not to alter the positions of the particular cards they have stocked; and by that means, they will, although the pack appears to be well shuffled go where the gambler intends they should go.

One way of stocking, in games that are played with a trump, is this, if a particular suit is wanted for trump, this will be obtained by placing one of the desired suit at the bottom of the pack, and keeping it there throughout the shuffle. Then, when the pack is cut, the gambler will put it under at the bottom of the pack; but the dealer, instead of putting it there, takes it in his left hand, and draws the other part of the pack to him with his right, as if he would put it on top; but as his two hands come together, he so dexterously slips the cards in his right to the bottom of those in the left, that the keenest eye cannot detect the cheat. The pack remains the same as before cut, with the one at the bottom which he placed there; and as all the pack is dealt out, and the bottom one turned up for trumps, he has the one he wants. The base cheat of stocking is apt to be

practiced to a greater or less extent every deal, and gives advantages that could not be obtained without its use. It is done in almost all games, and in a great variety of ways, some of which I shall explain as I proceed. None need think of detecting it but the most expert gamblers; and even they have it often practiced upon them, and are beaten by it.

In whist they stock principally to get the honors, that is, ace, king, queen, and jack, of the suit that is trump. These, when they are all on one side, count them four, and this is a great stride toward the game. It is also of some consequence to a gambler to get a "sequence" by stocking the cards; but they prefer making sure of the honors, and running their risk for an equal share of the good cards. A still more dangerous method of stocking is at times carried on by the gambler, and by means of which he is certain of winning any amount which he can succeed in enticing a man to bet with him; and I know of no baser piece of villany in the whole routine of card-playing than this vile artifice, which gives the gambler every advantage, by which he is enabled to rob his victim with as much ease as he will deal his cards, and without the least remorse of conscience attending this and the like intrigues.

When a gambler intends practicing this cheat, that is, the mode of stocking of which I have just spoken, he retires, and obtains a pack like those in general use, which is always easy to be done. He then will retire and stock them just as he wishes, which he can do so as to make any number of points, from one up to ten, and is enabled to go completely through a game the first hand, if he choose to do so. Should he wish to go out the first hand, he will stock them as follows: Making any suit trumps that he chooses,—we will suppose that he

makes clubs trumps,—he will take the ace, king, queen jack, ten, nine, and eight of clubs; then, of spades, the ace, king, queen, and jack; of diamonds, the ace and king. He then takes the balance of the pack, and lays out three cards face up, and puts one of those he has selected out upon these three, and goes through the whole pack in this way, having one of the clubs for the last and top card; this will be the trump; and as the cards he picked out were placed every fourth card throughout, the dealer or the one who stocked them gets them. He will then trump the first, if necessary, in order to win it, and will keep the lead throughout, winning every trick, which counts him six; and possessing the four honors, counts him four, which makes him ten, and the game is won. And the way this pack, already stocked, is introduced on the table, is as follows (it is called *coming the change*):—the dealer will have the stocked pack lying privately in his lap, and when the cards they will be using have been cut, and are ready to be dealt, the dealer slips his left hand up to the under edge of the table, as if to receive the pack which is on the table, and which, at the same time, he is drawing to him with his right hand, as if to place it in his left, in which he would hold it to deal from; but in reality he carries his right hand down into his lap, and lodges its contents there, and brings up his left hand over the table, and commences dealing from the stocked pack, while some of his secret partners, who are seated about in the same room, will privately take the pack out of his lap, and convey it away, that there may be no means of detecting the fraud by the discovery of two packs. This fraud is put in practice when bets run high, and there is a probability of winning a large wager.

Another method of stocking when it is intended to

change the packs, is sometimes put in practice; the object of which is to deceive the opponent in his own hand, by giving him a hand from which it would appear quite certain that he could make from four to eight or nine points. This is done in order to entice him into a bet. We will suppose a player to lack five points of the game: the dealer deals him a hand of the highest order, having in it the four honors, and other good trumps, with regular sequences of other suits, and he feels quite sure of winning; and when the dealer proposes to bet him that he cannot make two, or even one trick over six, he will be readily induced to bet on the strength of his hand; and this is just what the dealer has been striving for.

The manner of stocking the pack in this case is this: the person who intends practicing this cheat will retire, and if he makes clubs trumps, he will select out the ace, king, queen, jack, ten, and nine of clubs; these are the six highest trumps. He will put with these the ace, king, queen, jack, ten, nine, and eight of spades; this hand is for his opponent; and from having two regular sequences, he will be very sanguine of beating, thinking it more than likely that his partner has some of the seven remaining low trumps, or that they are scattered between the other three players. By the time his are all played out, he will have drawn from the other players their trumps, and can win, as he supposes, the other tricks by leading from his spade sequence; but he will be deceived, for the dealer gives himself the seven low trumps—a regular sequence of diamonds from ace to nine; that is, the ace, king, queen, jack, ten, and nine. This hand is for himself, and the way in which he puts the pack together so as to get these cards, and to give his opponent the other cards is this: he will take the

first selected hand, and lay down one card from it, face up; then put upon it two cards from the part of the pack left after the selection, then one card from the hand which he wants for himself, then one from his opponent's hand, and two from the other portion, &c., until the whole are put together. Then, when they are wanted they are introduced upon the table as in the other case. We will suppose that A and C are partners, and B and D are their opponents: A will introduce this pack upon the table when B and D are yet wanting five points; his left-hand opponent, B, gets the hand containing the high trumps. A's partner, C, knows that this pack has been introduced, and in order to entice B and D to a bet, C will say, "We have nothing, and might as well give B and D all they can make." Then B, holding so good a hand, will claim the game, as he has the four honors, which count him four, and, besides, a regular sequence of spades, which is good for every trick after the trumps are all played, and he feels sure that he can make three or four odd tricks, and one is enough to win the game for him. He will persist in being allowed the game; but A opposes, and offers to bet on it, and B feels so very confident, that he will accept of a bet on such a hand; and if A should fail getting a bet on better terms, he will bet B that he will not make one odd trick. This bet he will be certain to take, and they then play. B trumps, and wins the first and the five succeeding tricks; A still has one small trump, and wins the seventh trick, and leads from his sequence of diamonds, and makes every trick after that, and of course gets the *odd* trick, and B loses. These methods of stocking cards for the purpose of winning the game, are but a few among the many methods by which the wicked gambler will en-

deavor to strip those who will throw themselves in his way.

*Stealing out cards, and palming.*—The cheat of stealing cards is practiced as often, perhaps, as any other fraud in card-playing. It is of great advantage to the gambler, and gives him an opportunity of forming very good winning hands. In whist, the most desirable cards to steal out are the "honors," and sometimes all four will be stolen out by one man, that is, the honors of one suit; and then he will make that suit trump by keeping one of them at the bottom. This can be done by the backs as well as by the faces, for the cards in general use now by the gamblers can all be known by the backs, and a player will know by the backs where any particular card is dealt; and if he should not steal the honors, he can deal them to himself or his partner, by dealing off the second card instead of the top card, whenever the top card is one that he may want for himself; and if he should steal two of the honors out, he will hide the theft by dealing each player two cards twice; then all will have their proper number, and his theft remain hid; or he will miss giving himself a card twice during the deal, and hide the theft by that means; or he will give himself two twice during the deal, and have sixteen, while the others have but twelve each; he will then hide his theft by concealing four cards that are poor in the palm of his hand, and in gathering a trick will place all upon his bunch of tricks. And as his tricks are all bunched, the players will depend on counting the tricks of the other party to determine who has won the odd trick; and hence he succeeds in hiding his theft. These barefaced cheats are constantly being practiced all over the country by gamblers of every grade, and they generally perform them so artfully as not to be detected.

*Playing by signs.*—Most gamblers travel through the country in partnership; that is, two or more will be in secret partnership, that when they are all playing at the same table, they may assist each other. And it is no matter which of them wins, as they will divide the spoils. This being the case, it is of importance that they should be able to carry on a secret correspondence in order to understand one another. This is done by various signs, perfectly understood among those who are confederates. The principal mode of giving signs is the way in which a player will take hold of his cards, and hold them in his hand. By slight movements of the fingers, he will convey to his partner a knowledge of all the principal cards in his hand. These and various other signs are as intelligible from the one to the other as the plainest words could be, and they are used in all games more or less, and in every variety of way, with the evil design of more easily fleecing those who will play with them.

*Marking cards.*—This is done in many different ways. Almost all gamblers play with cards that are marked by the manufacturers; but it is of those that are not so marked that I now speak. If the marks should be strange to the gambler, he will mark them to suit himself. This will be done when none are suspecting it, and is generally done while being held in the hand, and with the nails or by small scratches on their edges, or by bending the corners in a manner understood by themselves; sometimes by turning the card face up, and marking the face with the thumb nail, or any hard thing that will make a mark that will show on the back. There are many methods of marking cards, each player having his own peculiar way, and it would be quite impossible to give an *expos * of them all. What I have said on this subject I hope will be deemed sufficient.



*Playing three against one.*—All over our country where gambling is carried on, there is always more or less partnership existing. When gamblers are in cities, they frequent those places of resort that are most likely to furnish them with the greatest number of victims, and where they can best carry on their nefarious occupation to the ruin of all whom they may be able to seduce into play; and in the west and south-west, where there is a great deal of travel on steamboats, there are, nearly every trip, some of this class of men on board. Here, as in cities, do they gamble to a very great extent. By traveling up and down the river in steamboats as passengers, they fall in with many business men, who have money, and many who for sport, or with the hope of gain, will play cards almost at any time. And if they have not before fallen in company with gamblers, they are very apt to consent to play readily. As this class of men are generally as cautious, polite, and genteel in their manners as possible, in order that they may the better conceal their true character, and as there are, mostly, several of them in partnership, they will not be long without getting up a game. Three of them will get to a card-table, and as they will want four, they will politely inquire of a gentleman if he plays whist, this being a game very generally understood, and considered genteel; and hence they will have very little if any hesitation in asking a gentleman to play it. And if he consents to play, but protests against betting, they will content themselves with a proposition to play for the cost of the cards, or for glasses for the company. This will hardly be objected to; but the next sitting, having become somewhat acquainted, they will insist on playing for a sufficient sum to make the game interesting; and there are few men who will, under such circumstances, play cards,

that will refuse to play for a quarter each, in order to render the game of some interest. Now, when a man sits down to a table where there are three secret partners, it makes no difference whom he draws for his partner; he will, of course, get one of the three. He is then at play with three well-skilled adversaries, and the man who is perforce his partner, will play as much as he can that he may lose, that he may in the end win; for whatever the other two win will be divided after the game is closed.

A man can never win against such odds; and after losing a few games, he will become somewhat excited, and think himself unlucky, as all men like to win, whether it be little or much they are playing for. A man will, in cases like the above, be apt to propose doubling the bet, and if he does not, his partner will do it, holding out at the same time, the probability of winning some of the games; and every game which they may win that has been doubled, will make up for two that were lost before. This is generally enough to do away with his predeterminations, and he puts up again and again, but still continues to lose as long as he has anything to lose and will play; and finally gets up from the table bitterly regretting the unlucky moment he suffered himself to be beguiled into the commission of an act he had ever considered as sinful and ruinous in the extreme.

I have known young men to be invited to play whist, and at first they would play for a quarter a game. They would lose, and become excited, and then double, in the hopes of winning, thinking it unreasonable that they should not win a single game; but still they lost, for they could have no chance of winning a game against the professional skill of the old gambler, and played on

against matchless odds until they were drained of their last dollar.

I was a passenger on a boat on the western waters, several years since, and a young man whom I knew to have played against three secret partners, sat down at first for amusement only, and with a strong determination not to bet a cent. He played, became interested in the game, and consented to play for a quarter a corner, and he lost several games. He became still more interested, or rather excited, and doubled in order to win; but he lost again, and doubled again, and continued losing and doubling, until from a quarter he doubled up to the amount of one hundred and twenty-eight dollars, which he bet on a single game. But he or his partner never won the first bet, or came any nearer ten than six points. And when he quit the table he was a loser to the amount of *six hundred dollars*. This young man was a good, moral young man, and hated gambling; but he, in an evil moment, consented to play just for amusement, and paid dearly for it. The three gamblers with whom he had been playing, retired after he left the table, and divided the spoils between them. Such things as these are almost every-day occurrences in the haunts of the gamblers, who scruple not to use every means to carry out their purposes.

## CHAPTER V.

Gamblers' pretended witchcraft exposed.—Dropping the Pigeon.—The forced Card Trick exposed.—Bending—Shifting—Turning—Stealing, &c.—Three Jacks “in a Horn.”—The Game of Thimbles, *alias* little Joker, or the best Two in Three.—The trick of Thirty-One, or the Fascinating Game, or trick played by Dr. Bennett, *alias* Charles James Fox, of England.

GAMBLERS' PRETENDED WITCHCRAFT EXPOSED, OR THE WAY TO TELL THE CARD YOU THINK OF.

THE gambler is always ready to make a penny by any means he can. If he cannot get a man to sit down to play a game of cards with him, he will by degrees introduce some trick at cards, which he will be likely to bet on.

A gambler will take a pack of cards, and say to a bystander, “I can tell the card you think of,” which would be doubted, yet it can be effected. And for the purpose of preventing such imposition, I will lay down the principles of the trick so plainly, that the detection of the cheat will require no great sagacity or penetration. He will throw upon the table, or give to the dupes, some five or ten cards to examine, of which they are requested to make a selection. They each select one, and then return him the cards, which he takes, and makes a false shuffle, keeping the ones he gave out for selection either at the top or bottom. He then takes them by parcels from the other part of the pack, with the exception of *one* which he takes from the parcel given for selection, and throws down, say from ten to fifteen of the main body, with one of the selected exposed. Turning them face upwards, he will remark, “When any of you who

had the privilege of selecting discovers the card exposed, please say, *I see it;*" and when the person selecting discovers the card he selected, he says, *I see it.* The gambler can then tell that the card he throws down, which has been taken from the main body, is the one he in his mind had previously selected, and thus he continues until all are thrown upon the table. After he has been told by each that there is one among the ones exposed, he will proffer a bet that he can tell which. He can; and if all should happen to think of the same, it makes it the more easy for him to recollect, and in that case only one parcel will be exposed. He then puts them into the pack and shuffles them thoroughly, and will tell you to draw any card you please, and lay it upon the top, and he will make it the one you thought of. You do so; and supposing you to have first thought of a ten of clubs, and in drawing you draw the ace of diamonds, he tells you to lay it upon the top. You do it. He then remarks that the card upon the top is the card. You feel confident he is mistaken, as you thought of the ten of clubs; the one on top is the ace of diamonds; but don't bet, for in the twinkling of an eye, he puts the ten upon the top, and removes the ace to the centre of the pack. The change being effected, he may even pass the cards to you, that you may be more certain that you cannot be deceived. You make your bet; and, when it is too late, discover that you have been imposed upon. He pockets your cash, and laughs at your ignorance and simplicity. From this any one can understand this trick, as well as learn to what an extent villains will tax their ingenuity to plan out and practise such despicable cheats for the purpose of swindling those who do not understand them

## THE FORCED CARD TRICK EXPOSED.

There are other methods of putting up cards for the purpose of knowing the order in which they will run off. The above, however, is sufficient to satisfy any one that this can be done, and that none need bet against it with the expectation of winning.

There are other tricks of drawing cards. A man will hold you a pack of cards, and tell you to draw one; and after you have drawn one, you put it back in the pack, and shuffle the pack. He then offers to bet that he can tell what it is. You might, after the pack had been so well shuffled, suppose it quite impossible. But do not bet on it, for he can tell. If they should be advantage cards, he can tell by the back when you draw it out; if they are not, he will sometimes force a card. This is done by projecting a little some three or four cards that he knows, and has previously looked at. These cards, by projecting a little, are most handy to you, and you will be likely to take one of them; if so, he knows what you have got as soon as you draw it.

## BENDING, SHIFTING, TURNING, STEALING, &amp;c.

There is another trick of bending the whole pack back a little; you then draw one, and while you are looking at it, he will bend the pack in a contrary direction, and when your card is put in the pack, from being bent in a contrary direction, it will press against the others, and wherever it may be, will cause a slight opening, and by that he can always tell where it is.

This trick is sometimes practised as follows: a man will take a pack of cards, and show you the top card, and say, "You see this card on top;" and after you have looked at it, he puts it back; perhaps it may be ten of hearts. He will say, "I will bet you it is the ace of

spades ;" but you have seen it, and you know it is not. He then has the ace in the middle, and slips the bottom part of the pack on the top so quickly that you cannot see him do it. He will then say, "Now, sir, I will bet you that this top card is the ace of spades ;" and you might be willing to bet, not knowing that he has changed them ; but, in betting, you would certainly lose by his artifice.

At other times, he will face one half of the pack against the other, and after showing the top card, he will turn the pack over, and the one on that side will be what he said the one on the other side was ; and you will be deceived by not noticing his turning the pack over.

#### THE THREE JACKS "IN A HORN."

There is a trick often played called "the three jacks." A man will seemingly have three jacks on the top of the pack. He will put the three top cards, which you suppose to be jacks or aces, whichever he shows you, in various parts of the pack. He will then take one and put it in near the bottom, and another near the middle, and another higher up, and then let you cut the cards. He then offers to bet that they are all three together in some part of the pack, which they cannot fail of being, as he has three other cards on top of the jacks when he shows you their faces, which he disperses in their stead, not moving the jacks, and the cut only places them in the middle of the pack.

#### THE GAME OF THIMBLES, *alias* LITTLE JOKER, OR THE BEST TWO IN THREE.

This game is always played by thieves of the meanest kind, and, in fact, but few men who follow gambling but play the game of THIMBLES OR LITTLE JOKER about race-tracks, and places where there is a large gathering.

The person playing it will have three thimbles and a small ball. This he will shift about from one thimble to another; sometimes letting you plainly see which he puts it under, in order to make you feel confident that you can tell where it is. After they have changed it several times, they will offer to bet that you cannot tell which it is under. Let not this trick deceive you, for you never could tell by their movements where it is; for they can change it, and you cannot see them do it; and when you think it is under one, it is under another, and you will certainly be deceived. Then, if they did not deceive you by their movements, the odds of the thimbles are against you, for you can only choose one of the three, while he has two to your one. This game or trick is vastly deceptive, and none can win at it, if the player wills that they should lose.\*

THE TRICK OF THIRTY-ONE, OR THE FASCINATING GAME  
OR TRICK INVENTED AND PLAYED BY DR. BENNETT,  
ALIAS CHARLES JAMES FOX, OF ENGLAND.

A trick often introduced by "*sporting men*," for the purpose of deceiving and making money by it. It is called "thirty-one." I caution all not to play or bet with a man who introduces it; for, most probably, if he does not propose betting on it at first, he will after he gets you interested, and pretend to teach you all the secrets of it, so that you can play it with him; and perhaps he will let you beat him if you should play in fun; but if you bet, he will surely beat you. It is played with the first six of each suit—the *aces*, in one row, the *deuces*, in another, the *threes*, in another; then the *fours*, *fives* and *sixes*—all laid in rows. The object now will be to turn down cards alternately, and endea-

\* For particulars see incident in the last chapter of this work, entitled, "The game of THIMBLES, OR BEST TWO IN THREE."



vor to make thirty-one points by so turning, or as near to it as possible, without overrunning it; and the man who turns down a card, the pips of which make him thirty-one, or so near it that the other cannot turn down one without overrunning it, wins. This trick is very deceiving, as all other tricks are, and requires much practice to be well understood. The persons using it I have known to attach great importance to it, and say that Mr. Fox, of England, was the first to introduce it; and that it was a favorite amusement of his. Be this as it may, it should never have any influence in determining a person to play it, even though he may think that he understands it well. I have known a man to play at this game every day for a month, and he thought he understood it thoroughly; he then bet on it, and lost about three thousand dollars in a very short time. This should teach all persons to know that gamblers never calculate on being beaten at their own game; and if they should, it is by another gambler, who is a little smarter than themselves in the practice of intrigue—not by a novice.

#### DROPPING THE PIGEON.

This fraud is often practised upon the unsuspecting. Sometimes by a pin-box or needle-case, at other times by a five cent piece or some other coin. Men who will not play cards are often swindled by this trick. The way it is done I will explain, by relating a game which was played in Cincinnati. A young man had come to the west for the purpose of purchasing a small quantity of land. Some of the gamblers became acquainted with his errand, and determined to have his money. They could not get him to play any game, for he knew none. Two of them combined to effect their purpose,

and they agreed to drop the pigeon on him, saying, that they knew he would bet on it. This pigeon is a curiously contrived needle-case, which opens at both ends, but has but one visible opening. This is filled with needles. The secret opening at the other end also has needles in it, but they are stuck into cork, or some such substance, to keep them from rattling. In this affair the two gamblers pretended to be entire strangers. One of them invited the young man to take a walk with him; he consented to do so; the other took the case, and went on ahead out of sight, and dropped the case in the road. The gambler and the young man behind came up with the case, and the gambler, who was watching, picked it up, and said, "See here, we have a fine needle-case, and we will have a joke on the owner, if we meet with him." He then opened the visible opening, and turned out the needles into the young man's hand, and told him to keep them while he put pins in their place. This he did, and shut the case up again. Presently the secret partner of the gambler came, meeting them as a stranger, and inquired if they had seen a very nice needle-case, which he had lost a while before. The young man, who still held the case, replied, "Yes, I have it here; but it is no needle-case; it is a pin-case." "O, no," said the man, "it has some very fine needles in it." The gambler then said, "I would like to bet you that there are no needles in the case." The owner of the case gave it a shake, and rattled the pins, and then said, "I will bet there are." The gambler pulled out a five dollar bill, and offered to bet five dollars. The owner of the case replied, that he would bet four hundred dollars. The gambler said that he had not so much money. The young man felt so confident that he would win, if he should bet, that he offered to bet twenty

dollars. "No," said the owner, I will bet four hundred dollars, and no less." The gambler said to the young man, "Let us bet him the four hundred dollars; I will bet one-half of it." The young man put up his half, and the gambler then said, "I have not the money now with me; do you put it up for me, as we can but win." The young man said he had not so much with him, but he would put up his gold watch to make up the balance. He did so, and the gambler held the stakes. The owner of the case pulled out the stopper, and turned out the pins. They then laughed at him; he said there should be needles somewhere in it; he then opened the secret opening, and there were some dozen or two fine needles stuck there, and of course he won, as he bet there were needles still in the case. The young man's feelings can better be imagined than described. I saw him after this, and he told me he had not written home since, and should not until he should have retrieved his loss. He told me that if it should be known at home how he had lost his money, he would be ruined in the estimation of all who knew him, and that he never intended to go or write home, until he had made as much or more than he had lost.

Another mode of dropping the pigeon, is frequently practiced, by folding up two five cent pieces in a paper, the two being separate, one on each side. The paper is dropped and managed same as the needle-case or pin-box. This trick is much practiced at Cleveland, Ohio.

## CHAPTER VI.

The game of Eucre—Tricks in Horse-racing; or the Gourd game as played in Kentucky—Ten duplicate cards.—How to make a card chosen catch in a man's teeth—Jack Tar's Prayer Book; or the Pack of Cards

## EUCRE.

THIS is a game much played, but it is not to be found in Mr. Hoyle's Treatise. As it is not my purpose to teach games, I shall forbear to give any knowledge of the manner of playing this game to those that are now ignorant of it. This game is much played in various parts of the country, particularly south and west, as a parlor amusement; and on that account is much more dangerous than if it were confined to the haunts of the gambler; for it is very seldom that youngsters, who acquire a knowledge of gaming in the parlor, confine it to that place; when, in most of such cases, if they had been under the necessity of visiting the haunts of the gambler for their first rudiments, they would never have learned at all. The game is also played by all classes of gamblers in almost all kinds of places; and the young man who has learned this game in the parlor, will, when he is traveling on steamboats, or puts up at hotels, find what he supposes to be gentlemen innocently amusing themselves with a game of which he knows no harm; and should he be invited to sit and play, he readily accepts, feeling quite honored at being invited to play a friendly game with strangers, who have every appearance of being gentlemen. The next thing he will be apt to hear is, What shall we play for? Perhaps they will be so very moderate the first time, as to decide to play for a

quarter a game; and as he is among strangers, whom he takes to be gentlemen, he does not like to appear penurious, and so suffers himself to be almost insensibly led into staking on a game that he will not be apt to win even once, and all from having learned it as a social amusement in the parlor.

This game, like others, is subject to various cheats, such as marking the cards, sometimes stocking, playing by signs, playing two and three secret partners against one, stealing out and retaining cards from one deal to another; besides, a man will often take, when it is his deal, more cards than his proper number, and secrete some of the poorest until a good opportunity for putting them back in the pack arrives. A jack is the most desirable card to retain, as it will be a trump in two suits. In playing four-handed, the game may be played in partnership. If two of the company should be of the patent order, they are certain to beat the other two players; this they will do by signs previously understood between them, by which they will tell one another what is in their hands, when to turn the trump down, what to make the trump when it is their turn, how to play when it is the other's lead, as follows: A and C are sitting opposite, and are, in secret, partners; B and D are partners, but not of the patent order; B, who sits to the left of C, has the deal, and plays alone. C knows, by marks, what he holds in his hand, and if he has an odd card that is not a trump, C will give a sign to lead that suit if he has it, and if B's card is larger, C will trump it, and break his march, and B can then make but one point; when, if A and C had not played by signs, B would have made four points; for even if B should hold ace of the suit which A led, he must play it, and C would win it by trumping. Another case in which

signs are much used, is this: B may deal, and all the players may pass; B, the dealer, for the want of good cards, turns the trump down; it then becomes A's turn to make the trump; C, his partner, holds a hand sufficient to venture alone; he gives A the sign, and A makes the trump to suit him, and he plays alone, and makes four points, where he might not, but for this artifice, have made any thing. Again, by the artifice of signs, they know how to preserve trumps, and not play two when one will answer: B may lead—A will not trump, knowing by signs that C, his partner, has a high trump. He will play some unimportant card, and let the trick still belong to B; D may trump or leave it B's trick, but C will by all means win it by high trumping, if he must; this artifice saves A's trump for another trick. Then the cheat of so scratching and bending the corners of the aces and jacks, and some other principal cards, that one can cut so that his partner or himself will get them, is often practiced by the patent gentry. In this game, which is played daily on the western waters on board of the various steam-packets, players will often seek to get the officers of the boat engaged, seemingly only for amusement. This is to them one of the quickest and best means of getting at play with the passengers. The officers of the boat, feeling bound to treat passengers well, will politely sit down and play for amusement, as invited, and being soon called away to their duty, will be very likely to introduce some of the passengers to supply their places.\* This is just what the sporting man wishes; and soon he will propose playing for cigars, or for their glasses, or the cost of the cards. This passes off very well: he has succeeded in

\* Watch this class of officers.

getting acquainted with some of the passengers, and at the next sitting, playing for money will be introduced, and it is generally no hard matter to get gentlemen to play for money; for gambling has become so prevalent here, that few, indeed, think of sitting down to amuse themselves without playing for something, however small the amount; and every man, who is not a professed gambler, is inevitably bound to get up loser. And as one dissipation leads to another still more exciting, so one game leads to another; and often the game of eucré will be laid aside for that which is more exciting and ruinous—the faro bank, for instance, at which nine out of every ten that will continue to bet against it will certainly ruin themselves. And I will here add, let not a man's appearance, or conversation and manners, so far interest you in his behalf as to cause you to consent to take any kind of game with him; for it is running a great risk without an adequate compensation.

#### THE TEN DUPLICATE CARDS.

Select any twenty cards; let any person shuffle them; lay them by pairs on the board, without looking at them. You next desire several persons, (as many persons as there are pairs on the table;) each to look at different pairs, and remember what cards compose them. You then take up all the cards in the order they lay, and replace them with their faces uppermost on the table, according to the order of the letters in the following words:

M	U	T	U	S
1	2	3	4	5
D	E	D	I	T
6	7	8	9	10
N	O	M	E	N
11	12	13	14	15
C	O	C	I	S
16	17	18	19	20

(These words convey no meaning.) You will observe that they contain ten letters repeated, or two of each sort. You therefore ask each person, which row or rows the cards he looked at are in; if he say the first, you must know they must be the second and fourth, there being two letters of a sort (two U's) in that row: if he say the second and fourth, they must be the ninth and nineteenth, (two I's) and so of the rest. This amusement which is very simple, and requires very little practice, will be found to excite, in those who are unacquainted with the key, the greatest astonishment.

The readiest way is to have a fac-simile of the key drawn on a card, to which you refer.

#### TRICKS IN HORSE-RACING, OR THE GOURD GAME AS PLAYED IN KENTUCKY.

The race-ground may be justly styled an immense gambling-house. There is generally not a building on a race-course, that is not, in part at least, occupied by the gamblers; from the one who bets his thousands on his horse, to the petty blackleg who plays "thimbles" for a picayune. All those games and cheats used by gamblers are put in practice here, on all parts of the ground. In the Southern States, the females visit and share in the excitements of the race to quite as great an



extent as the genteel portion of the males. They go there, and select their favorite horse, and often bet largely on the races. All these things, taken together, render the race-course more extensively injurious in its influence than any other resort of gamblers.

Having spoken elsewhere of the various cheats in gambling, I will here relate one used in horse-racing. There was a man in Kentucky noted for making match races; and a club of men went to the expense of procuring a fast horse in order to beat a horse which he boasted much of. The jockey closed the agreement for a race with a bet of about two thousand dollars; and the club was very certain of beating him. When the day arrived for the race, and the horses started, the club horse went ahead of the jockey's immediately, and took the inside track, nearest the fence. At the first turn, he fell to his knees, and while recovering himself, the slow horse got ahead of him, and after running some distance, the fast horse fell again, and the jockey's slow horse won the race. The fast horse having become lame from his fall, his owners were much chagrined at their misfortune; and on the next morning went to the jockey's lodgings, to endeavor to close another race with him. The landlord informed them that he had left the evening before, soon after the race was over. This sudden departure, after a successful race, excited their suspicions of foul play. They then examined the track, and found that the jockey had dug a number of small holes on the inside of the track, and put gourds into them; spreading a little loose dirt over them; and when the fast horse ran close to the fence, he would tread on these gourds, and would sink and stumble; thus giving the slow horse an opportunity of running ahead of him. When this discovery was made, they decided on having

a race at all events, and so chased the gentleman nearly a hundred miles, but did not succeed in overtaking him. This race was as interesting, or more so, than the first. The jockey was a very noted character, among those of his profession, and well known generally, and, as may well be supposed, was never afterward allowed to enter a horse on any course throughout the state.

#### HOW TO MAKE THE CARD CHOSEN CATCH IN A MAN'S TEETH.

You ask a person to draw a card, which he does, and putting the pack of cards in a boy's mouth, you tell him that card shall only remain there. You then give the card a blow, and all fall down except the card that was drawn.

#### EXPLANATION.

Having forced a particular card upon a lady or gentleman, you take care to put this card only between the boy's teeth, and the rest you can easily jerk away.

This trick may be varied. You may put the cards into the boy's pocket, and ask the lady or gentleman whether you shall draw that card out, or leave it by itself. Whichever is desired, you can easily do, having already separated the card from the pack while putting them into the pocket.

#### JACK TAR'S PRAYER BOOK, OR THE PACK OF CARDS.

A nobleman in the city of London who kept a great number of servants, had employed as a *confidential servant* an old superannuated JACK TAR. Jack soon became the decided favorite, and upon him did he place all of his most important services. This excited great jealousy among the others, who, in order to prejudice their master, put into his pocket a pack of cards, and then accused Jack in broad terms of being a gambler.

Jack was called up, and closely interrogated, but he denied the fact, at the same time declaring he never played a card in his life. To be more fully convinced, the gentleman ordered him to be searched, when behold a pack of cards was found in his pocket. Highly incensed at Jack's want of veracity, the nobleman demanded in a rage, how he dared persist in an untruth?

"My lord," replied he, "I certainly do not know the meaning of a card: the bundle in my pocket is my almanac."

"Your almanac, indeed? then I desire you will prove it."

"Well, sir, I will begin. There are four suits in the pack, that intimate the four quarters in the year. There are thirteen cards in a suit; so there are thirteen weeks in a quarter. There are also the same number of lunations; twelve signs of the zodiac, through which the sun steers his diurnal course in one year. There are fifty-two cards in a pack; that directly answers the number of weeks in a year. Examine them more minutely, and you will find three hundred and sixty-five spots, as many as there are days in the year; these multiplied by twenty-four and sixty, and you have the exact number of hours and minutes in a year. Thus, sir, I hope I have convinced you it is my almanac; and by your lordship's permission, I will prove it my prayer-book also. I look upon the four suits as representing the four prevailing religions, Christianity, Judaism, Mahometism and Paganism; the twelve court cards remind me of the twelve patriarchs, from whom sprang the twelve tribes of Israel, the twelve Apostles, the twelve Articles of the Christian faith.

"The king reminds me of the allegiance due to his majesty. The queen of the same to her majesty. The

ten brings to my recollection the ten cities in the plains of Sodom and Gomorrah, destroyed by fire and brimstone from heaven; the ten plagues of Egypt; the ten commandments; the ten tribes cut off for their vice. The nine reminds me of the nine muses; the nine noble orders among men. The eight reminds me of the eight beatitudes; the eight persons saved in Noah's ark; also the eight persons mentioned in the Scripture to be released from death to life. The seven reminds me of the seven ministering spirits that stand before the throne of God; the seven seals wherewith the book of life is sealed; the seven liberal arts and sciences given by God for the instruction of man; the seven wonders of the world. The six reminds me of the six petitions contained in the Lord's Prayer. The five reminds me of the senses given by God to man—hearing, seeing, feeling, tasting and smelling. The four puts me in mind of the four Evangelists; the four seasons of the year. The three reminds me of the Trinity; the three hours our Savior was on the cross; the three days he lay interred. The two reminds me of the two Testaments; the two contrary principles struggling in man, virtue and vice. The ace reminds me of the only true God to adore, to worship, to serve; one faith to believe; one truth to practice, and one good master to serve and to obey."

"So far is very well," said the nobleman; "but I believe you have omitted one card, the knave."

"True, my lord; the knave reminds me of your lordship's informer."

The nobleman became more pleased with Jack than before, freely forgave him, raised his wages, and discharged the informer.

## CHAPTER VII.

Tricks of Peter Funk Mock Auctions of New York—The old Grandmother's Trick—Pug Ugly, or the man that told ages—The Card in the Egg—The Charmed Twelve—To tell the card thought of in a circle, &c.

## PETER FUNKS.

THIS class of swindlers is composed of "fancymen," "gamblers," and "bullies," who are called the "protectors" of the lowest order of females, or in other words the *lovers* and *pensioners* of "midnight nymphs of the pave," of the most abandoned kind, inmates of "panel houses" and *five-point rookeries*. These gentry are, as will naturally be expected, well skilled in the mysteries of pocket-picking and petty thieving, and are a very numerous fraternity.

The tricks of these scoundrels are such in many cases as are calculated to deceive, as sometimes happens, the most cautious "bargain hunter" and "curiosity finder."

In order to conduct, successfully, a *mock auction shop*, ten or twenty, or perhaps thirty, of these worthies associate themselves together, and by assuming disguises, such as dress and actions, they are able to personate, and correctly too, all kinds of people. Now, it must not be supposed that the "stock in trade" of these establishments is all worthless; far from it. Yet, such are their plans, that it would be almost impossible for a buyer to remove anything valuable from the place. During *business hours* a blood flag is hung out, and the various characters personated by the party are properly arranged, and assisted as they are by the *sham* "crying" of the auctioneer, passers-by naturally presume all to be right within: so cleverly deceived are they that even to

enter and mingle with the crowd, none save a "knowing one" could detect the cheat.

A trick often practiced by the New York Funks is to knock off to a stranger a genuine watch for much less than its real value. The buyer having paid for it, and about to leave the shop, is met at the door by one who appears to be a new comer, who insists upon seeing his bargain, as he is a trader of jewelry himself. The sympathizer, after dwelling with considerable force upon the deception of auctions in general, winds up by pronouncing the watch in question to be worthless. Whereupon the victim returns for *justice*, and is offered the privilege of having it put up and sold over again. The watch is soon sold, but only for a third of what he paid, which is accordingly handed over.

Another watch is put up, an article entirely worthless, (made expressly for the purpose) with the assurance by the *crier* that "this one is a real genuine gold patent lever," adding, that "it must be sold, as the owner is out of employment and is compelled to sell it for just what it will bring, as his wife and children will be turned out of doors, into the street, this very day, unless he can raise enough of money to pay his rent."

After a lively bidding by all parties it is struck off for forty or fifty dollars. The victim after paying for it soon finds himself to be doubly duped, and without the smallest chance of recovering one cent of his departed dimes, as the laws of New York cannot reach the guilty parties, strange as this may seem.

Another trick consists in having the genuine watch after it is struck off, handed back to the crier under pretense of taking down the number, when another is adroitly substituted in its stead, but of no value whatever.

Others will put up a single article, and after running it up to quite a reasonable price knock it down to a strange bidder. The article sold is mostly in value what it appears to be, and the purchaser appears pleased with his luck, yet he is coolly informed, after having been invited to a remote corner of the apartment, fitted up for such *settling operations*, that he must take probably fifty or sixty dozen of the same, already done up in packages; as he had, in buying, certainly agreed to take the whole lot at the same price. There is no getting off; "your money or your life," and money it is, which is no sooner paid over, than the receiver quickly slips out, and both money and Funk are seen sliding down street. The unfortunate dupe finds, upon subsequent examination, that the whole of his bargain is not worth a penny, save the first article.

Again, a buyer upon paying for a dearly bought prize is told by the "funk," should he offer a small bill, that it is not good, and so on, until, probably, a *fifty* is produced. That is not bad, oh, no! and it is smilingly received, while the clerk proceeds to make out a long list of each article; and the amount never fails to even exceed the sum of money given to exchange. The reader will readily imagine the rest; the purchaser having been so sadly fleeced. Thus, trick upon trick is hourly practiced by those thieves, and in a way that renders it unsafe to enter their shops, which may be easily distinguished from all others by the impudence of the inmates, and the constant jabbering of the mock auctioneers of these dens during the time of funk sales.

At other times they will watch until they discover from all exterior appearances a kind-hearted countryman; when approaching their quarters, they will lay a bait of sympathy for him by one of the party, whose tears

are most shallow. Posting himself in front of auctioneer Peter, with both hands raised, imploring him not to sell the watch, which he apparently is about to knock down, that it was a present to him from his grandfather, who had paid twenty pounds for it but a few months since, and sent it to him from the old country. Peter still insists upon selling it, if he does not get more than five pounds; that he cannot wait any longer, the time having expired, &c., &c.

All who do not understand these villains will feel a sympathy for the *shallow-tear Funk*, who generally extorts commiseration sufficient from some one present to bid off the article at ten times its value, on a promise that the weeping *Funk* will redeem it, and save the stigma which otherwise would rest upon him for the little respect he had for his good old grandfather who lives in the old country.

#### THE OLD GRANDMOTHER'S TRICK—PUG UGLY, OR THE MAN THAT TOLD AGES.

This trick is often played upon the unsuspecting, and seldom fails to accomplish the ends of the gambler. The most common way of introducing it is the way "PUG UGLY was in the habit of playing." Pug would take from a pack of cards two of the same size, say, for illustration, two jacks, or aces. He would then remark that he could tell any man's age. This would soon call some person to test him, as such a thing would appear very strange indeed. Pug would then take the two cards selected to perform the trick with, say, for illustration, the ace of clubs and ace of diamonds, lay them side by side in the pack, cut the cards several times, and then remark, if they would come out three times side by side, without shuffling, he would tell their age. He would then take them from the top of the



pack, one at a time, throwing each card face upward, as it fell, repeating their names, ace of clubs, ace of diamonds, &c., remarking, that if they come out three times together, he would tell the person's age. They come out twice in the same way they went in, and the third time he would assure his audience was the charm. He then would separate the pack about the center, and take one half and lay it upon the table. Then he would take one of the two cards which he had selected and passed twice through the pack, and lay down by the portion of the pack he leaves; he then would ask the person whom he wishes to fleece to place his fingers upon it that it may not get out. This the "green un" generally would do without hesitation. Pug would then take the other part of the pack, and the other card and step aside, at the same time remarking, "keep your finger close upon it." It has now arrived at the point where the secret partner steps up and remarks to the novice, let us fool him just for the fun of the thing, by placing that card in the center and substituting another. The change is made, and the Pug returns, picks up the card which the novice has under his finger; calling it by the name of the one his secret partner had changed, he will take the other of the same size, say, they might have been the ace of clubs, and ace of diamonds; he would remark, here is the ace of clubs, and ace of diamonds, they are going in the third time together. This causes much laughter, and several bets of glasses to drink would be offered, they would not come out together. All of those bets Pug would take, and commence turning the cards off of the top of the pack face upward, one at a time, saying all the time ace of clubs, ace of diamonds, repeating until the one placed in the upper part of the pack comes; he then will say, there

comes one, and the next card is the other ace, and I will bet fifty dollars. His secret partner would offer to take a bet of one hundred dollars that the top card is not the ace he says it is, and at the same time Pug would start the card off, as though he would turn it, showing it to be another card. This he would be prevented from doing by the secret partner, who would insist upon a bet that the ace was not on top. Pug would contend that it was, if the man whom he had told to place his finger upon it had not removed it. The man denies having done so, which is true, as the Pug's secret partner had done it for him. Pug would always offer to bet a larger amount than the secret partner proposed to bet, and he declines betting, for this reason, that he has not sufficient money. Pug would then banter the victim for a bet, that the ace is the next card. The victim sees that it is not, and is disposed to take the bet, that the top card is not the ace spoken of. The money being staked the victim takes off the top card, which to his great surprise he finds is the identical card spoken of, and that instead of having his age told he is "sucked in" by a robber. All he can do is to bite his fingers, and have more hard sense the next time than to be "done for" by "Pug ugly," or any other villain.

## EXPLANATION.

The way Pug would do to deceive, he would take the ace he had and put it on the top of the card which he would claim to be the other ace, and then lay these two cards upon the top of the portion of that pack he held in his hand. He then would take the other part of the pack which would have the ace in that he had left on the table, this would leave one ace on the bottom of the pack faced, and the other ace about midway of the part on top; he would then keep saying over the names of the

two aces until he would come to the ace in the center, then he would turn that up, when it is well understood that the next card is not an ace, the bet is made to that effect that the ace is not the top card. But Pug never lost, as he could turn over the pack in the twinkling of an eye, and thus make his trick a great mystery to all who see it performed. Also, generally satisfying them that the man who would stoop to such dirty petty stealing, is a character mean and low enough to satiate his own base pride of accomplishing the most dirty trick known to, or capable of being done by man. And this character is the one which best fits PUG UGLY.

Having in the preceding sketch given a place to a most extraordinary being under the title of PUG UGLY, the writer would now briefly remark, that he does not attempt to give a full description of Pug's features; that he claims no power of delineation either with pen or pencil, sufficient to give even a fair outline of Pug's face, say nothing of his Pug-nose, broad mouth, small eyes, deeply sunk in his head, long heavy eye-brows, pock-marked face, &c., &c. And as for his honesty, that has been decided by all of the gambling and thieving fraternity, to be rotten and polluted to the very core—so far beyond all moral hope, that even the gambler's heart itself claims nothing good for Pug. But as Pug is such an uncommon being, I will give some few of his peculiarities so far as genius is concerned. Pug has much of the low, monkey cunning, as well as the features of ring-tail himself. Aside, however, from his little stealing qualities, he is quite an imitator of sounds. He could so correctly imitate the sound of the rattle of dice, that he was, during his travels in the Southern States, enabled to make a large raise of money, playing for colored men, both bond and free, the game of Chuck-er-luck.

His success was owing entirely to palming the three dice at one time; and although without a tooth in his head (unless they were artificial) he would, mysterious as it may seem, cause such a rattling within his dice-box, as to deceive even the most expert colored man of the South, or the famous Pete Williams himself. PUG was a great thimble-player during his travels South, and also noted for playing trunk-loo (which means, in other words, breaking open trunks and bearing off their contents.) But I will drop PUG for the present, as he has of late years become one of the upper-crust of faro players in New York and Philadelphia; but in conclusion I will say, in honor to the colored population, that PUG is generally believed to be a white man!

#### THE CARD IN THE EGG.

To do this curious feat, you must have two sticks exactly resembling each other in appearance; one of these sticks must be made so as to conceal a card in the middle of it; for this purpose it must be hollow from end to end, and have a string to throw the card into the egg at pleasure.

The operation is this: peel a card, roll it up, put it into the false stick, and there let it lie until you have occasion to make use of it. Take a pack of cards, and let any person draw one, but be sure to let it be a similar card to the one which you have in the hollow stick. This must be done by forcing (which means, you must have the card you wish drawn protruding so as to be most easy for the person who draws to catch hold of.) The person who has chosen it will put it into the pack again, and while you are shuffling, let it fall into your lap. Then, calling for some eggs, desire the person who drew the card, or any other person in the company, to

choose any one of the eggs. When they have done so, ask the person if there be anything in it. He will answer there is not. Take your egg in your left hand, and the hollow stick in your right: break the egg with the stick, let the spring go, and the card will be driven into the egg. You may then show it to the spectators; but be sure to conceal the hollow stick, and produce the solid one, which place upon the table for examination.

#### THE CHARMED TWELVE.

Let any one take a pack of cards, shuffle, take off the upper card, and, having noticed it, lay it on the table, with its face downward, and put so many cards upon it as will make up twelve with the number of spots on the noted card. For instance: if the card which the person drew was a king, queen, knave, or ten, bid him lay that card, with its face downward, calling it ten; upon that card let him lay another, calling it eleven, and upon that, another, calling it twelve; then bid him take off the next uppermost card; suppose it to be nine, let him lay it down on another part of the table, calling it nine, upon it let him lay another, calling it ten, upon the latter another, calling it eleven, and upon that another, calling it twelve; then let him go to the next uppermost card, and so proceed to lay out in heaps, as before, until he has gone through with the whole pack.

If there be any cards at the last, that is, if there be not enough to make up the last noted card, the number twelve, bid him give them to you; then, in order to tell all the number of spots contained in all the bottom cards of the heaps, do thus: from the number of heaps subtract four, multiply the remainder by fifteen, and, to the product, add the number of remaining cards, which he gave you; but if there were but four heaps, then those

remaining cards alone will show the number of spots on the four bottom cards. You need not see the cards laid out, nor know the number of cards in each heap, it being sufficient to know the number of heaps, and the number of remaining cards, if there be any, and therefore you may perform this feat as well standing in another room, as if you were present.

#### TO TELL THE CARD THOUGHT OF IN A CIRCLE OF TEN.

Place the first ten cards of any suit in a circular form, the ace being counted as one. Request a person to think of a number or card, and to touch also any other number or card; desire him to add to the number of the card he touched the number of the cards laid out, that is, ten; then bid him count that sum backward, beginning at the card he touched, and reckoning that card at the number he thought of; when he will thus end it at the card or number he first thought of, and thereby enable you to ascertain what that was. For example: suppose he thought of the number three, and touched the sixth card, if ten be added to six, it will make sixteen; and if he count that number from the sixth card, the one touched, in a retrograde order, reckoning three on the sixth, four on the fifth, five on the fourth, six on the third card, and so on, it will be found to terminate on the third card, which will therefore show you the number the person thought of. When the person is counting the numbers, he should not call them out aloud.

## CHAPTER III.

Poker or Bluff—Cheating in twenty-card Poker—Four-handed—Three-handed—Two-handed—Playing by Signs—Marking—Cutting—Shuffling—Dealing—Stealing—Spring-Tables—Pullies, or the Biters bit—General remarks on the Game—Pop gun trick with cards, &c., &c.

THE methods of cheating at poker are so very numerous, that I do not think it requisite that I should give an account of the whole of them; but will give only a few examples in this place, which I hope will abundantly suffice.

Frequently, while playing four-handed, many very large betting hands are dealt out, and the players will bet freely on them: but in such cases, the dealer, or some one else at the table, who is a secret partner of his, will have a better hand, and win. These hands are put out by stocking, in various ways, some few of which I will explain. One, when it comes to be his deal, will purposely disarrange the cards, so that he may have a pretense for turning the cards face up. He will then place four aces at the bottom, and four kings at the top. He will then turn the backs up, and shuffle them by drawing the top and bottom cards together from the pack, and throwing them in a heap on the table. He will go through the pack in this way twice; then, if the right-hand man is his secret partner, he will most probably not cut them; and if he should cut them, he will cut four, eight, twelve, or sixteen; they are then dealt, and will come out in fours. The man opposite the dealer will get a great betting hand, that is, four kings, while the dealer will get four aces, and win all that is bet on that game.

Sometimes they are stocked in the following manner; the tens, jacks, queens, and kings, are assorted, and all of a kind put together, and the four aces on the top. The dealer will then hold them in his left hand, slip them off into his right hand, running them over and under, first on the top, and then under the bottom, until he has run off sixteen. He will then put the sixteen on the top of the remaining four in his left hand, and repeat this again; and the third time he will run off eighteen, and then place the odd two under the eighteen. His secret partner will then not cut at all, or cut four, eight, twelve, or sixteen: they are then dealt, and each player gets a splendid betting hand; that is, one has four jacks, another four queens, and one four kings; but the dealer has four aces, and will beat them all. These examples are in four-handed poker

#### EXAMPLES IN THREE-HANDED POKER.

The following is in what is called *three-handed* poker. The dealer will have the cards assorted as in the last example, and will place four kings or queens on the top of the four aces, and these eight will be on the top of all the rest. He will then couple them top and bottom, as in the last example, until he has run off twelve. This he will do three times, and one will cut them. He will then slip the cut on top again, and deal them. One of the players will get four queens, another four kings, and the dealer four aces. There will be high betting when such hands are out, but the dealer wins, cheating in the manner just described. Or the dealer, if his right-hand man is his secret partner against the other, may, the third time he is coupling the cards, preparatory to dealing them, couple off eighteen, and then the one on his right will cut but two cards, which will bring them the same as before.



## TWO-HANDED POKER.

The same cheat is practiced in playing two-handed, &c. follows:—the dealer will take any four of a kind, and place them on the top of the pack; having placed a smaller four immediately under the four on top, he will then couple them top and bottom, as before, until he has run off eight: this he will do three times, and let them be cut, and the cut he will slip on the top, and proceed to deal them, giving his adversary the smaller four, while he gets the larger four, and is prepared to beat him

## CUTTING, SHUFFLING, DEALING, STEALING, &amp;c., &amp;c.

From what has been already said, it must be very evident that no man is secure from the artifice of the gambler; so long as he will play at all, he may rest assured that he will, in the end, come out loser; for the methods of cheating are almost innumerable; a large octavo volume would not contain a full description of them all, and in this work, I can only give a few of them, that may serve as a specimen. A majority of gamblers have arrived at such perfection in the art of dealing, that they will deal the second card from the top instead of the top card, and will go all through the pack in that manner; and you may look directly at them, and will not be able to detect the cheat. They will, at other times, have a hand which they have stolen out, and will smuggle it under the bottom; then, in the course of dealing, they will deal this hand just where they please, and defy you to discover their dealing from the bottom. A gambler will often deal himself six or seven cards, when he should have but five, and if he can make a good hand, by laying out the two poorest in his lap, he will do so; or if he cannot make a good

hand, he will take the two best to help him in his next hand. This cheat is very often practiced.

I will here relate a case which occurred on a steamboat not long since, as going to show how well men will play more than their number. A gambler got to playing with a man whom he mistook for a green Hoosier that knew nothing of playing scientifically. But he was sadly deceived. The gambler, from the beginning played somewhat carelessly, supposing that it needed no science to beat the Hoosier, but the gambler lost, and commenced playing as scientifically as he could. He still lost, and finally lost nearly all he had, before he quit; and after quitting, they went to the bar to drink. The gambler said to the Hoosier, "You beat any man for luck I ever played with. I've lost my money with you, and it makes no difference: I will be honest with you; you did not know it, but I played six cards all the time, and your luck beat it." "Well," said the Hoosier, "since you have been so frank, I will also be frank; I have played seven cards all the way through, from the word go; besides stocking and palming and occasionally stealing, for the sake of variety." The gambler was greatly surprised, and swore that he would not have supposed that he much more than knew one card from another; but he was deceived in the man, and it would not have done for him to have shown any anger, as he first confessed having cheated the Hoosier, who was in reality a most expert gambler, who had purposely assumed that disguise.

#### "SIGNS," OR "ITOMS."

Again, gamblers, for mutual advantage, generally travel in small companies, and in secret partnership. I have again adverted to this, in order to mention one of

the ways in which they often turn their partnership to good account. They almost invariably feign to be total strangers to each other, the better to carry out their base designs; and when one or two of them are seated at a table at play with some whom they wish to fleece, one of the company will seem to be a total stranger to every body, seats himself in sight of a man's hand, who is at play, and is not one of the confederates; and if he shows, by word or act, that he would rather he would not, he will readily protest that his only motive is the gratification of an idle curiosity; that he scarcely knows one card from another. And very probably, after such protestations from one who appears a stranger, and, withal, an honest gentleman, he is suffered to continue to look into the player's hand. If he should be asked to play, he will say, "I cannot, as I have never learned; indeed, I scarcely know the cards." He will take this course in order that his looking into the hands of the players may not be objected to. And his motive in looking into the hands is to give his secret partners signs. This he will do in various ways. I have known men who would give signs, that were perfectly intelligible, by the different manner in which they would blow their cigar smoke. And in order to evade suspicion, I have also known signs to be conveyed through two and three different persons, who were secret partners of the players, and were sitting in different parts of the same room; and the signs would always reach the player in time to benefit him. This is often done when there is danger of being detected, if he should look at the man who is looking in the other's hand for his signs. Nor is it a matter of importance whether there is a room full or not; for they will prac-

tice these artifices before a room full as soon as if there was a very small number of persons present.

At other times, when a man has lost much, one of the company will go to him and form an acquaintance, if it does not already exist, and will say to him, "You are much the loser with A or B, and I am acquainted with him, and if you will in confidence accept the offer, I will do you a favor, by which you will stand a chance of getting your money back again. Do you engage with him in play, and I will sit back of him, and give you correct signs from his hand, so that you can know how to govern your bets." Nothing appears more generous than this; and a man is apt to be eager to avail himself of any means that promises to restore him his lost money, and will feel highly elated that he has met with an unexpected friend, and will flatter himself with the idea of winning all the man has; feeling that if his pretended friend should succeed in giving him correct signs one hand out of four, it will be sufficient to enable him to win much from him. This is all the basest deception. The man proposing this mode of playing is a secret partner of the winner, and their design is to swindle the man still further. Both are fully apprised of the plan; and when they succeed in getting the loser to play again, (they generally have cards which they know as well by the backs as by the faces,) if the winner should have a large hand, and the loser a larger one, he (the winner) will bunch his cards so closely that the one behind cannot see to give signs, and he then suffers himself to be run off. And if you should have one or two pairs, (which he will know by the backs,) and he should get the same, though a little larger, he will then permit the man to give signs, that he has only one or two pairs, as the case may be, and all that he can entice the loser to

bet, he will win from him. The gambler, under these circumstances, will "bluff," (which means in the gambling phrase betting on small worthless cards) only when his hand is better; and, frequently, in order to set his victim to bluffing, he will, by stocking, palming, &c., deal him three aces and a pair of kings, while he himself gets four tens or jacks. If a man will bet largely and bluff, he will do it on such a hand; and the gambler, by this artifice, will frequently ruin a man in a few games.

TABLE WITH THE HOLLOW EGG, &c.

I have also known men, who were apparently engaged in commercial business, whose stores were, in the upper apartments, extensive gambling establishments. These men will invite persons to call at their store or place of business, saying that they have there a very nice room, very retired, and secure from all intrusion, where their friends can come and enjoy themselves in quiet, and plenty of choice wines with which to regale themselves, but of those who go to such places, none ever come out winners. In New Orleans I became acquainted with a merchant who had in his store such a room. He had a great number to play with him, and all of them continually lost. Men who were professed gamblers here found their tricks and artifices set at naught, and themselves losing at every trial. They became dissatisfied, and suspected some extraordinary trick being used. They combined, for the purpose of ascertaining, and soon learned, from some person in his employment, the whole secret. This table was constructed with a hollow leg, and in that leg, where the knee would rest against it, was fixed a small peg, which would strike against his knee on a small wire's being pulled, which was attached to the peg, and passed out at the bottom of the leg, and under the floor to the side of the room, thence up stairs

directly over the table. And from the center of a fine moulding in plaster hung a rich lamp; the moulding was hollow, and so constructed that a man, who was a secret partner, could be overhead, and see into the hands below, and give his partner signs from above, previously agreed upon, by pulling the wire. This advantage was sufficient to ruin any man who played with him, and enabled him to make money faster than he would be apt to do in the common course of mercantile business; which, in fact, he cared nothing about, only as a cover for his gambling. This man's establishment was broken up, and he fled.

SPRING TABLES, PULLEYS, &c.; THEOR BITERS FIT.

In other establishments, I have seen what are called spring tables. These tables enable a man to play an undue number of cards quite secure from detection. There is in the table a crack or split, which seems to be from a defect in the wood. The whole bottom of the table is boxed up, as if it had a drawer, and the inside is so fixed, that a card let down into this crack will stand upright. The player can at any time push it up by means of a peg, which projects a little from the bottom of the table, using his knee for the purpose. This enables the player to keep cards in reserve, as well as to deal himself more than his number, and hide the poorest.

There is another cheat, commonly called the *pulleys*, very similar to the first table described; but the table itself is without any machinery. A man takes his stand overhead, and has a string that passes down the wall and under the floor immediately under the player's foot where a spring is fastened to the floor in which is a small peg which passes through a hole and comes in

contact with the foot. The string is made fast to this spring on the under side, and when pulled, the peg protrudes and strikes the bottom of his foot whenever the string is pulled. Among the many cases of this kind that I have known is the following, which I think worthy of insertion, as showing the industry one gambler will use in order to defeat another. A small company of gamblers had prepared a room and table in this way, by which they were very successful in fleecing the old as well as the young player. They continued to practice their wicked artifice in this room for some time, until they enticed a couple to their room, whom they supposed to be "suckers;" (an epithet applied to those who are unacquainted with the tricks of gambling, and are consequently easily fleeced.) One of these was a young man, and they called him Perch. They played, and beat Perch out of his money. This he could not account for, as he was a smart gambler, except on the supposition that pulleys were used. He accordingly set his wits to work to contrive a plan by which he might be equal with them. And as the table was in a lower room, he was sanguine of success. On a favorable opportunity, he went to the house, and pressed off an outside board opposite to the table, and saw the string; this at once determined him what to do. At night he placed his partner outside, with instructions to intercept all signs by holding the cord, while he went inside and engaged in play. And soon Perch got a very fine betting hand; and the winner, who was depending on the customary sign, not receiving it, supposed that Perch's hand was good for nothing, and he bet freely until the stakes were several hundred dollars. The man overhead seeing him about to lose their money, pulled with all his might, but the sign did not reach his

partner below, who staked all his money that his cards were the best, and lost. By these means, Perch was enabled to get some hundred or two dollars winner, and made good his retreat without his plan being discovered. By this discovery which Perch had made, the house was broken up, and the gambler was frequently tantalized by his acquaintance, who would say to him, that he had been fishing for suckers, but instead, had caught a Perch, that ran off with the bait.

#### GENERAL REMARKS.

Gambling with cards is carried on in many large cities under various covers. There are many establishments which, in front, seem to be doing a lawful business; but the rear and upper stories are extensive gambling establishments. The principal cover, or that which is used more than any other, is the sign of "Coffee-house," or licensed groggery, the majority of which I look upon as being the greatest fountains of sin and wretchedness that curse our land. A great number of these dens of iniquity are well furnished with the various implements of gambling, together with a plentiful supply of that liquid poison, which civilization and refinement have everywhere introduced to steal away the mind and ruin the soul. This powerful auxiliary of vice is seldom dispensed with. In these vile haunts, "birds of a feather flock together;" here, shut up from every human eye, (except such as they can seduce into gaming,) they pursue their nefarious calling to the ignominy of thousands, who oftentimes have not the remotest idea of what has ruined them. The wife, the children, the unsuspecting and helpless ward, are all made to feel the misery flowing from this source, without knowing or even suspecting, from whence it comes.

I am now about to close what I have to say upon this



game, (poker,) and I hope the reader will not entertain a doubt but that the greatest villany and rascality attend not only this, but every other game, when played for a wager; that none are safe; the oldest and most adroit gamblers are frequently without a dollar to their names. A man who becomes a gambler, becomes a wanderer through the world, without a settled home, without respectability or real friends; a sort of highwayman, whose hand is against every man who possesses money; a complete drone, who never dreams of living honestly, but by filching from the producer that which he procured by honest and persevering toil.

#### POP-GUN TRICK WITH CARDS.

To perform this feat, provide a round hollow stick about ten inches long and three quarters of an inch in diameter, the hollow being three-eighths of an inch in diameter. Also, have another round stick to fit this hollow, and slide in it easily, with a knot to prevent its coming through. Our readers will clearly understand our meaning when we say, that in all respects it much resembles a pop-gun, with the single exception that the stick which fits the tube must be of the full length of the tube, exclusively of the knob.

Next, steep a card in water for a quarter of an hour, peel off the face of it, and double it twice across, till it becomes one-fourth of the length of a card, then roll it up tightly, and thrust it up the tube till it becomes even with the bottom. You then thrust in the stick at the other end of the tube till it just touches the card.

Having thus provided your magic wand, let it lie on the table until you have occasion to make use of it, but be careful not to allow any person to handle it.

Now take a pack of cards, and let any person draw

one; but be sure to let it be a similar card to the one which you have in the hollow stick. This must be done by forcing. The person who has chosen it, will put it into the pack again, and, while you are shuffling, you let it fall into your lap. Then, calling for some eggs, desire the person who drew the card, or any other person in the company, to choose any one of the eggs. When he has done so, ask if there be anything in it. He will answer, there is not. Place the egg in a saucer; break it with the wand, and pressing the knob with the palm of your right hand, the card will be driven into the egg. Then show it to the spectators.

A great improvement may be made in this feat, by presenting the person who draws the card with a saucer and a pair of forceps, and instead of his returning the card to the pack, desire him to take it by the corner with the forceps and burn it, but to take care and preserve the ashes; for this purpose you present him with a piece of paper (prepared as hereafter described,) which he lights at the candle, but a few seconds after; and before he can set the card on fire, it will suddenly divide in the middle, and spring back, burning his fingers if he do not drop it quickly. Have another paper ready and desire him to try that; when he will most likely beg to be excused, and will prefer lighting it with the candle.

When the card is consumed, say that you do not wish to fix upon any particular person in company to choose an egg, lest it might be suspected he was a confederate; therefore, request any two ladies in company to choose an egg each; and having done so, to decide between themselves which shall contain the card; when this is done, take a second saucer, and in it receive the rejected egg, break it with your wand, and show the egg round to the company; at the same time drawing

then attention to the fact of those two eggs having been chosen from among a number of others, and of its not being possible for you to have told which of them would be the chosen one.

You now receive the chosen egg in the saucer containing the ashes, and having rolled it about until you have blacked it a little, blow the ashes from around it into the grate; you then break the egg with the same wand, when, on touching the spring, the card will be found in the egg.

*The method of preparing the paper mentioned in the above feat is as follows:—*Take a piece of letter paper, about six inches in length and three quarters of an inch in breadth, fold it longitudinally, and with a knife cut it in the crease about five inches down; then take one of the sides which are still connected at the bottom, and with the back of the knife under it, and the thumb of the right hand over it, curl it outward as a boy would the tassels of his kite; repeat the same process with the other side, and lay them by for use. When about using them (but not till then, as the papers will soon lose their curls if stretched,) draw them up so as to make them their original length, and turn the ends over a little, in order that they may remain so; when set on fire, they will burn for a minute or two, until the turn over is burnt out, when the lighted ends will turn over quickly, burning the fingers of the holder: this part of the trick never fails to excite the greatest merriment.

## CHAPTER IX.

The Game of Thimbles—Dr. Bennett the King Thimble player—The young man with two such piercing eyes—Best two in three—Patch-Coat; the Gentleman's Game, or, Diamond cut Diamond—The Mysterious Wafers—Advantageous Wager—Gambling Law of Kentucky.

## THE GAME OF THIMBLES.

Who has not heard of the game of Thimbles? For the edification of those who have been so *fortunate* as never to have seen it, we will briefly describe it.

The sporting *gentleman* produces three common sewing thimbles and a small ball, and placing them on his knee or some smooth surface, commences operations by rolling the little ball by his third finger under each of the thimbles, which are in a row, lifting first one and then another, as the ball approaches it, with his thumb and forefinger, and playing it along from one to the other. When all is ripe he suffers the ball to stop, half disclosing, half concealing its resting place. Hands are then lifted, and the easy dupes make their bets as to the identical thimble under which the ball may be found. The strength of the game lies in the legerdemain by which the gamester removes the ball and places it under any thimble he may choose, after the bet is made.

Thousands of dollars have been lost at this game. Some years ago, I took a trip upon one of the fine Southern steamboats up Red River to the foot of the Raft. As usual there was a large number of passengers on board, among them the celebrated Dr. Bennett the inventor of the game of "Thimbles!" The Dr. frequently amused the passengers with several games, particularly one called "Calculation," which seemed to

be his favorite, and brought him quite a revenue during the trip. The Doctor himself was quite a subject of curiosity and study to us, having heard so much of his unrivaled shrewdness as a "*sportsman*," and the vast amount accumulated by him by the little game of Thimbles. Indeed, it was said that he was the moving cause of several penal statutes, in regard to gaming on Thimbles, having been enacted in the states of Georgia, Alabama, Mississippi and Tennessee.

One evening after supper it was insisted by some of the passengers that the Doctor should exhibit the game of Thimbles, which with his usual modesty he declined to do, protesting among other things that he had no thimbles. This difficulty was easily remedied, a messenger was dispatched to the ladies' cabin, and soon returned with the required number. The Doctor made him a little ball of paper and commenced his performance. At first he was quite unlucky—but he paid up punctually, and consoled himself with a favorite expression of his, that "sometimes I am very severe, then again not quite so sly."

Among the lookers-on was a young gentleman from the good old state of Connecticut, on his first visit "South." He was on his way to the head of navigation with a pretty little stock of groceries, by way of trying his fortune in the great West. He soon manifested much interest in the game, declaring he knew the thimble under which the ball might be found. The Doctor gave him a knowing wink and told him in a whisper not to tell. But so often did our friend "guess" right, that he laid aside all scruples of conscience, and desired to be permitted to bet a few dollars. To this proposition the Doctor at first objected, declaring "he did not like the young man's eye, it was too keen," that

he saw the ball, &c. This seemed to please the Connecticut Yankee very much, and made him more anxious to bet.

After much parley and a good deal of reluctance on the part of the Doctor, it was at last agreed that Connecticut might bet a *few* dollars, "*just a few*," if he would allow the Doctor a little chance against *two such piercing eyes* as he had, by betting two to one. This being at length settled, our young friend put up his twenty dollars against the Doctor's ten. Hands off and all being ready, he lifted the thimble and sure enough there was the ball. The Doctor gave up the money and all enjoyed a hearty laugh at his expense. This was the largest bet that had been made that evening. The Doctor observed, "sometimes he was not so sly." The ball and thimbles were again put in motion—again all being ready our lucky friend proposed to bet—but the Doctor declared he must have some chance against such great odds as "*Yankee eyes*," and insisted on three to one, or thirty dollars to ten being made. This was also accepted: again the thimble was raised, and sure enough there was the ball. Our friend again pocketed another ten, and again the "*social hall*" rang with laughter at the Doctor's expense.

The thimbles were again arranged; this time we observed the game closely, as we thought from his repeated losses the Doctor was hardly entitled to that great reputation for cunning and sagacity which had ever been attributed to him. Now, in the moving of the little paper ball, we thought we discovered the source of the Doctor's misfortunes, for becoming a little unrolled, a portion of the paper of which it was made, stuck out from under one of the thimbles. This our Connecticut friend plainly saw, and we presumed the

Doctor, through old age, (now about 70) had his sight so impaired as not to be able to see it, and could not, therefore, play his game with his accustomed adroitness. But the tale was soon told. Our "Yankee friend" proposed to double the bet, "having the thing so dead" The Doctor impatient of repeated losses, told him to make it hundreds instead of tens. This was done, and our friend bet three hundred dollars against one hundred dollars, (just here I thought it a shame to take advantage even of a professional gambler's blindness, for the location of the ball was evident.)

The money up, "Connecticut" was all impatient to realize his expectations, and in great eagerness he again raises the thimble—and sure enough, it was not there! He had reached the climax of the Doctor's expectations in regard to his ready cash and willingness to bet, and he could not win. We have seen many pictures of disappointment, but the appearance of that young man's countenance we can never forget. The laugh was now uproarious. As much as you have pitied the poor dupe the laugh was irresistible—but the poor fellow, "like the boy the calf run over, saw nothing to laugh at." He was a statue of amazed misery. The Doctor coolly pocketed his cash, while our friend stammered out his astonishment with the declaration that all was not right, that he had never been beat before, and had surely been taken in.

"Never mind," says the Doctor, "what's a few hundred dollars to a young man with your eyes? The ladies all admire them—I heard them speak of them to-day—and you won twice out of three times—that's the best two in three any how."

## PATCH-COAT; THE GENTLEMAN'S GAME, OR, DIAMOND CUT DIAMOND.

"Sure they are statesmen, met for public good,  
For some among them boast of generous blood."

THE game of "loo" is a favorite one among the persons employed in the management of iron forges in Pennsylvania. There, too, as in other places, are found men of whom better things should be expected, entering into plans by which the unsuspecting may be fleeced. At one of the most extensive forges near Pittsburg, the proprietor was one of the first to "shave" any stranger that might be so unlucky as to fall in his way. Among the principal victims, was the subject of this article, known by the sobriquet of "Patch-coat." This name he took from the fact that large patches of different colors covered the principal part of his coat, or, what had been a coat. "Patch-coat" was the order of the day; and "Patch-coat," at the loo-table, was the victim at night. Several months had the party led themselves at the expense of "Patch-coat." "Patch-coat" was such an one as would naturally make a man *suspicion* him for "knowing a thing or two, providing he could think of it." But the time had now come for some evidence of his sagacity to put forth. Mr. Mc——, the owner of the forge, and some others of the same stamp, had learned that "Patch-coat" was in funds; and accordingly, that night Mr. Mc—— declared to him he would have a *gentlemanly* game of loo at the parlor of Mr. O'Donoho. "Patch-coat" gave his consent to make one of the party. At the hour appointed, the party met—five in number. "Patch-coat" had several hundred dollars; and the *gentlemen* knew it. The game commenced at one and five; and soon a large amount was on the board. "Patch-coat" had



stood his hand for several "deals," by which means he subjected Mr. Mc—— and his party to a severe loss. Mc—— was much excited, and offered to bet two hundred dollars that he would "loo the board." "Patch-coat" signified as though his antagonist had better not banter too much; for, if he did, there was no knowing what might occur. Mc—— still boasted upon the honor of an Irish gentleman, that he could bate any man that wore patches on his coat, that would play his game; and that was the gentlemanly game, trusting to the cards for the first three tricks. About this time "Patch-coat" noticed the *honest* Mr. Mc—— drop three cards, and before the deal, proffered to "bate any gentleman present, if *clubs* were trumps, and that he would 'loo the board.'"

"Patch-coat" gave him a significant look, as much as to say, "Don't push the banter at me too hard," at the same time casting a wishful look at the money on the table, which had increased to several hundred dollars. He remarked,

"Mr. Mc——, I will try you a three hundred dollar bet, that you don't win the first loo, if clubs comes trumps."

"Down with your dust," said Mc——, "before the dealer turns trump."

"Patch-coat" drew from his pocket the money, and placed it on the table—Mr. Mc—— followed. In the mean time, "Patch-coat" gently raised the three cards from Mr. Mc——'s lap, and placed the three given him by the dealer thereon. This was done without the slightest suspicion of foul play from Mc——, or the O'Donoho party. The trump was turned, and showed itself a club. Here the eyes of Mc—— brightened, as well as those of "Patch-coat."

"It's meself that stands," said Mr. Mc——, striking his hand upon the table, and, at the same time, cautiously taking from his lap the three cards.

"I stand, too," said "Patch-coat."

"You're a brave lad, 'Patch-coat,'" was the quick response of Mr. Mc——, laughing at the same time at what he supposed would be the result.

"It is your first draw, Mr. Mc——," said the dealer. "How many will you take?"

"And sure it's meself that will stand, on the faith of the trump, that I am bountifully supplied."

"I will stand, too," said "Patch-coat." "I think this hand will answer my purpose this time. So, Mr. Mc——, give us a lead."

"Thin play to that, my lad," said Mr. Mc——, at the same time throwing from his hand a card, which fell face upward, and proved to be a diamond. There the scene changed. The astounded Mc——'s eyes opened, as it were, to the magnitude of saucers, as "Patch-coat" played the ace, king and queen of clubs, and gracefully pulled down the stakes.

Mr. Mc—— sprung quick to his feet, and as soon as he could give utterance, said, "Gintlemen! I'll *quot!* There's chating about the board. I sat down here to play a gintleman's game."

"Patch-coat" gathered the cash, and left Mr. Mc—— and the trio to settle their losses.

#### THE MYSTERIOUS WAFERS.

In the presence of the company, place on each side of a table-knife three wafers; take the knife by the handle, and turn it over several times, to show that the wafers are all on. Request one of the party to take a wafer from one side of the blade, turn the knife over two or three times, and there will seem to be only two wafers

on each side; take off another wafer, turn the knife as before, and it will appear as if only one wafer were on each side; take the third wafer off, and again turn the knife dexterously twice or thrice, and it will appear as if all the wafers had disappeared from each side. Next, turn the knife once or twice more, and three wafers will appear on each side, as at the first. In performing this trick, use wafers all of one size and color, and always have one side of the knife uppermost, so that the wafers may be taken one by one from that side; three wafers will thus be left untouched on the other side; and after you have made it appear that there are no wafers on either side, you may, to all appearance, show three on each. When turning the knife, you must, as you lift it up, turn it completely round with your finger and thumb, so as always to bring the same side uppermost.

#### ADVANTAGEOUS WAGER.

Request a lady to lend you a watch. Examine it, and give a guess as to its value; then offer to lay the owner a wager, considerably below the real value of the watch, that she will not answer to three questions which you will put to her consecutively, "My watch." Show her the watch, and say, "What is this which I hold in my hand?" she, of course, will not fail to reply "My watch." Next, present to her notice some other object, repeating the same question. If she name the object you present, she loses the wager; but if she be on her guard, and remembering her stake, she says, "My watch," she must, of course, win; and you, therefore, to divert her attention, should observe to her, "You are certain to win the stake, but supposing I lose, what will you give me?" and if, confident of success, she replies for the third time, "My watch," then take it, and leave her the wager agreed on.

## GAMBLING LAW OF KENTUCKY.

Steamboat travelers in the West will do well to read this law, and remember that over one thousand miles of the Ohio and Mississippi rivers are subject to the laws of Kentucky—likewise, that the States of Ohio, Indiana, and Pennsylvania have similar laws. The traveling community, we hope, will bear in mind the 8th section.

SEC. 1. *Be it enacted by the General Assembly of the Commonwealth of Kentucky,* That if any person shall keep a room, building, arbor, booth, shed, tenement, boat, or float, to be used or occupied for gambling, or shall knowingly permit the same to be used or occupied for gambling; or if any person, being the owner, superintendent, or agent, of any room, building, arbor, booth, shed, tenement, boat, or float, shall rent the same to be used or occupied for gambling, the person or persons so offending, shall, on conviction thereof, be fined in any sum not less than fifty, nor more than five hundred dollars; and if the owner, his or her superintendent, or agent, of any room, building, arbor, booth, shed, tenement, boat, or float, shall know that any gaming-tables, apparatus, or establishment, is kept or used in such room, building, arbor, booth, shed, tenement, boat or float, for gambling and winning, betting or gaining money, or other property, and shall not forthwith cause complaint to be made against the person so keeping or using such room, building, arbor, booth, shed, tenement, boat, or float, he or she shall be taken, held, and considered to have knowingly permitted the same to be used and occupied for gambling.

SEC. 2. If any person shall keep or exhibit any gaming-table, establishment, device, or apparatus, to win or gain money, or other property of value, or to aid,

assist, or permit others to do the same; or if any person shall engage in gambling for a livelihood, he shall be deemed and taken to be a common gambler, and, upon conviction thereof, shall be imprisoned and kept at hard labor in the penitentiary, not less than six months, nor more than three years, and be fined, at the discretion of a jury, not less than fifty nor more than five hundred dollars, to be paid into the treasury of the county where such conviction shall take place, for the use of common schools therein, to be divided among the accepting school districts in such county, in proportion to the number of taxable inhabitants in each district.

SEC. 3. If an affidavit shall be filed with the magistrate, or police judge of any town or city, before whom complaint shall be made of an offence against any provision of this act, stating that the affiant has reason to believe, and does believe, that the person charged in such complaint has upon his person, or at any other place named in such affidavit, any specified articles of personal property, or any gaming-table, device, or apparatus, the discovery of which might lead to establish the truth of such charge, the said magistrate or judge shall, by his warrant, command the officer who is authorized to arrest the person so charged, to make diligent search for such property and table, device, or apparatus, and if found, to bring the same before such magistrate or judge; and the officer so seizing shall deliver the same to the magistrate or judge before whom he take the same, who shall retain possession, and be responsible therefor, until the discharge, or commitment, or letting to bail of the person charged; and in case of such commitment, or letting to bail of the person so charged, such officer shall retain such property, subject to the order of the court before which such offender

may be required to appear, until his discharge or conviction. And in case of the conviction of such person, the gaming-table, device, or apparatus shall be destroyed, and the property shall be liable to pay any judgment which may be rendered against such person and after the payment of such judgment and costs, the surplus, if any, shall be paid to the use of the common schools aforesaid; and in case of the discharge of such person by the magistrate or court, the officer having such property in his custody, shall, on demand, deliver it to such person.

SEC. 4. If any person, called to testify on behalf of the same, before any justice of the peace, grand jury or court, upon any complaint, information, or indictment, for any offence made punishable by this act, shall disclose any fact tending to criminate himself in any manner made punishable by this act, he shall thereafter be discharged of and from all liability to prosecution or punishment for such matter of offence.

SEC. 5. It shall be lawful for any justice of the peace, chief magistrate of any municipal incorporation, or judge of any court of record, upon complaint, upon an oath, that any gaming-table, establishment, or apparatus, or device, is kept by any person for the purpose of being used to win or gain money, or other property, by the owner thereof, or any other person, to issue his warrant, commanding the sheriff or constable, to whom the same shall be directed, within the proper jurisdiction, after demanding entrance, to break open and enter any house or place wherein such gaming establishment, apparatus, or device shall be kept, and to seize and deliver the same to the clerk of the Circuit Court, who shall keep the same to the next term of the court, and the judge of the court shall then, if there be no necessity for keep-

ing the property to be produced on the trial of an offender against this act, have a jury summoned to try the fact, whether the property taken be used or was made for gaming; and if the finding shall be, that the property was made or used for gaming, the court shall order the property to be broken up and sold, and the proceeds shall, after the payment of costs, go into the treasury of the county for the use of the common schools.

SEC. 6. If any person or persons shall, through invitation or device, persuade or prevail on any person or persons, to visit any room, building, arbor, booth, shed, tenement, boat or float, kept for the use of gambling, he or they shall, upon conviction thereof, be held responsible for the money or property lost by such invitation or device, and fined in a sum not less than fifty and not more than five hundred dollars.

SEC. 7. It shall be the duty of all sheriffs, constables, and all county and commonwealth attorneys, to inform and prosecute all offenders against this act; and upon refusal thereof, they shall pay a fine of not less than fifty nor more than five hundred dollars.

SEC. 8. *If any commander, owner, or lessee of any boat or float shall knowingly permit any gambling for money or property on such boat or float, and does not immediately prevent the same, he or they shall be taken, held, and considered to have knowingly permitted the same to be used and occupied for gambling, and, upon conviction thereof, shall be held responsible for the money or property so lost, and fined in any sum not less than one nor more than five hundred dollars.*

SEC. 9. The fines and forfeitures incurred under this act, in any of the cities or towns of this State, for offences committed in the said cities and towns, shall go

into the treasury of the town or city, for the use of the free schools thereof.

SEC. 10. This act shall be given in charge to the grand jury by the circuit judges of the several judicial districts, in their respective counties.

SEC. 11. This act shall take effect the first day of June, 1848.

SEC. 12. That any person or persons who shall be guilty of dealing "faro," or any other banking game, shall be held and deemed a common gambler, according to the provisions of the second section of this act.



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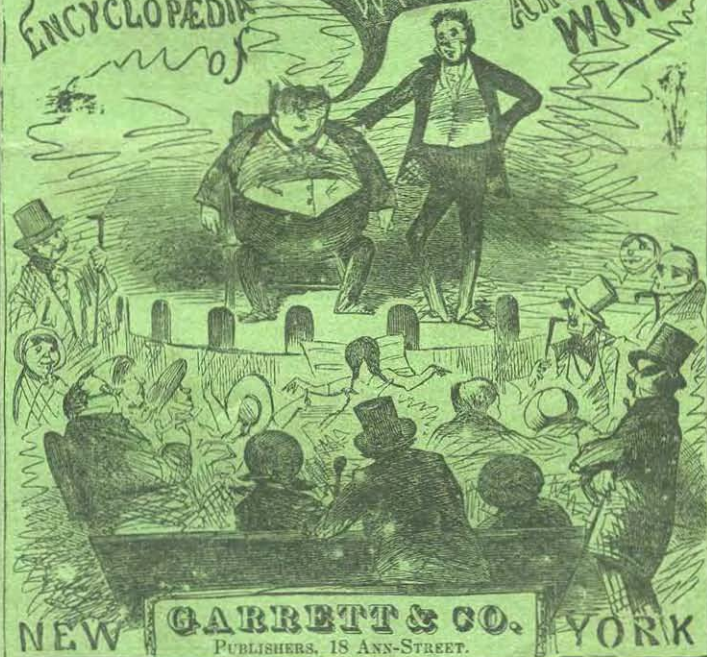
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New York, 1850

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