

Whole ART and MYSTERY
OF
MODERN GAMING

FULLY
Expos'd and Detected;

CONTAINING
An HISTORICAL ACCOUNT

Of all the
Secret Abuses

Practis'd in the
GAMES of CHANCE,

Under the following HEADS:

- | | |
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| <p>I. TABLES calculated betwixt the <i>Caster and Setter</i>, throughout the whole Course or Changes of the Dice, which prove HAZARD an unequal Game.</p> <p>II. The EXPENCES of <i>Hazard</i> fairly stated.</p> <p>III. The Nature, Use, and Importance of UNFAIR DICE and BOXES; with the manner of several Operations, fully and plainly expos'd, viz. <i>Loaded and scoop'd Dies, flat and barr Dies</i>, of several Sorts;</p> | <p><i>chain or link'd Dies</i>; the Art and Manner of working with a grate Box, <i>Eclipsing, Sighting, Waxing, and Topping, &c.</i></p> <p>IV. The same done with Reference to Games at CARDS, such as <i>Pharo, Basset, Picquet, Whisk, &c.</i></p> <p>V. The Description of a <i>Pharo-Bank</i>, with the Expences and Attendants.</p> <p>VI. To which is added, A remarkable STORY that happen'd at <i>Billiards</i>.</p> |
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2.

L O N D O N:

Printed and Sold by J. ROBERTS, at the *Oxford Arms* in *Warwick-Lane*, and
T. COX, at the *Lamb*, under the *Royal Exchange*. M DCC XXVI.

(Price 3 s.)

TABLE I. For FARO.

Diamond 1	Heart 1	Spade 1	Club 1
Heart 2	Spade 2	Club 2	Diamond 2
Spade 3	Club 3	Diamond 3	Heart 3
Club 4	Diamond 4	Heart 4	Spade 4
Diamond 5	Heart 5	Spade 5	Club 5
Heart 6	Spade 6	Club 6	Diamond 6
Spade 7	Club 7	Diamond 7	Heart 7
Club 8	Diamond 8	Heart 8	Spade 8
Diamond 9	Heart 9	Spade 9	Club 9
Heart 10	Spade 10	Club 10	Diamond 10
Spade King	Club King	Diamond King	Heart King
Club Queen	Diamond Queen	Heart Queen	Spade Queen
Diamond Knave	Heart Knave	Spade Knave	Club Knave
13	13	13	13

In all 52

N. B. This is a plain Method; and for Demonstration's sake you may lay the Cards as irregular in the Numbers as you please, it answers the same Intention. The

The Pack unopen'd, but laid according to the preceding Table.

First open them, and begin thus.

Take off the first 13 Cards, shuffled over and under one by one, and lay them down upon the Table; serve the next 13 Cards the same, so to the last 13, making 4 Parcels, which compleat the whole Number 52.

Shuffle each of these Parcels separately, making as much Variety as you please with each Parcel; it alters not the Design, as I said before. Observe carefully to put each Parcel one upon the other, and hold them pretty tight; then with your Thumb and the two middle Fingers of your right hand draw off one from the top, the other from the bottom at the same time, so throughout the Pack; then make a sham Shuffle, as you may have seen practis'd often before; then deal away your Cards, being first cut,

K

and

hier zum ersten
Mal erläutert,
später auch
angewendet

and each Card will win and lose by Succession throughout the Pack.

Observe then, when you alter the Course of the Cards, that those Cards will not serve a second Course; you must therefore fling them under the Table, and take a new Pack, which is the reason that a *Faro Bank* uses so many Packs of Cards.

The next Table is very different from the preceding: It shews you, that those Cards that win, win four times; and those that lose, lose four times through the Pack; with the manner how they are to be dispos'd of, so as to come up afterwards according to your pleasure with all the Ease imaginable.

Observe, that tho' there are as many winning as losing Cards, except one, in a Pack of Cards; yet they may be so artfully manag'd, as to secure any Card, that hath a Sum of Money depending upon it, to come up in the Place you shall think fit;
which

which is what I propos'd at the beginning of this Treatise.

This Method is like shooting with white Powder, that does Execution and makes no Report; I may therefore say with the Poet,

*Fistula dulce canit, volucres dum decipit,
auceps.*

I now proceed to Table II. at *Faro*, call'd *Even and Odds*.

N. B. *The Cards divided according to the following Table, I cause 2 Queens to win, and 2 to lose; and divide the Pack as you please, it will not in the least alter the Design.*

K 2

T A.

TABLE II.

	<i>Even Cards</i>	<i>Odd Cards.</i>
1	Queen	I
2	10	5
3	2	7
4	6	Knave
5	King	9
6	8	3
7	4	7
8	2	Queen
9	King	5
10	10	I
11	6	9
12	4	Knave
13	8	7
14	King	3
15	2	I
16	10	Knave
17	6	9
18	4	3
19	Queen	7
20	8	I
21	2	5
22	10	Queen
23	King	9
24	6	3
25	4	5
26	8	Knave

26

The Cards so placed, do as before ; with this difference, that you take 26 Cards instead of 13.

Lay them down upon the Table, then you may serve the other 26 Cards as you did the first (if you please) ; my reason for it is, that you may be certain your Numbers are right.

Now you may shuffle each Parcel (being 26) as confusedly as you please ; then put them together, and draw them through your Hand from top and bottom, as before instructed ; then cut and deal away, and you may depend upon it, that those Cards that win, win four times ; and those that lose, lose four times throughout the Pack.

'Tis necessary for you to know, that in case the Punter should change his Rule of Play, how you may as readily change the Course of Cards too, and so be provided against all Accidents whatsoever.

The

Cards laid thus *		Upon drawing 'em thro' my Hands from top to bottom, they come into this Form, viz.	
* Knave		8	
* 8		Knave	
Knave		8	
4		8	
Knave		4	
Knave		Knave	
4		4	
8		4	
4		8	
4		Knave	
8		4	
8		Knave	

Now shuffle and part every Card over and under, and they are invol'd according to your Intentions.

Knave, Knave, 4, Knave, 8, 8, Knave, 8, 4, 4, 8, 4

Inverted thus,

Knave
Knave
4
Knave
8

8, and so on, as in the Table.

This may be perform'd without a second Operation, which, I hope, is a sufficient Proof that Numbers may be changed into many Forms, and from as few or as many Causes as you think proper; but remember this, that it requires pliant Fingers as much as the Harpsicord, without which you'll never perform finely. From these and other preceding Rules that I have observ'd to you, I think really, without troubling you any farther, you may draw all Consequences to be wish'd or expected in a Pack of Cards.

You

You are to consider, that the Banker commonly Shuffles and Cuts at *Basset*; and in order to prove what I have often said, viz. That a Pack of Cards may be changed into any Form whatsoever, and that even by a School-boy when the first Principles are set down, I will give the following Example.

Suppose *a, b, c, d, e, f, g, h* to be certain Cards best known to yourself, it cannot be thought a difficult Task to joyn *a* to *e*, *b* to *f*, *c* to *g*, and *d* to *h*, and further to continue to 52 in the same Order.

This was allow'd a fair Way to Shuffle, and from the Consequence of this Rule you may vary ten thousand different Ways and more: I shall instance the Changes that are in 3 Figures only to prove the Variety in a Pack of Cards, viz.

N 2

Now

I	2	3
3	2	I
2	3	I
2	I	3
3	I	2
I	3	2

Six Changes.

Now if these Eight Letters (which I suppose Cards) were drawn thro' your Hand from top to bottom, as practis'd at *Faro*, then the Letters are changed to

<i>a</i>	<i>b</i>
<i>b</i>	<i>g</i>
<i>c</i>	<i>f</i>
<i>d</i>	<i>e</i>

This practis'd three or four times, you'll readily come acquainted with the Manner, and be capable of changing Numbers to come into their appointed Places; but I shall instantly open your Eyes, and destroy the Charm; Shuffle the Cards well and take
care

care they are not changed upon you, then bid Defiance to the Dealer.

I must observe to you, that the Sums of Money lost in *France* were so considerable, that the Princes of the Blood were in danger of being undone; and after many Persons of Distinction were ruin'd, the Court of *France* thought fit to forbid *Basset*; then *Faro* was invented, and soon after both were introduced into *England*, and after three or four Years Play here, it impoverish'd so many Families, that the Legislative Power took it into their Consideration to issue out Orders, which has suppress'd all common Gaming-houses whatsoever.

WHISK.