HOW TO TELL "FORTUNES"



WHICH PLAYER AND AUDIENCE MUST NOT TAKE SERIOUSLY

THERE is no more amusing diversion for a frivolous half-hour's entertainment than that of fortunctelling by cards. Young or old enjoy it, and with a ready tongue the combinations presented may be so varied that quite surprisingly good predictions can be made.

Surround the whole business with as much mystery as possible. Insist that all shuffling be done by the subject himself, and that cutting is always carried out with the left hand.

Learn the meanings of the cards by heart. This is not difficult, and by doing so one is enabled to tell a fortune quickly: always a more impressive proceeding than telling it card by card.

These are the generally accepted meanings of the cards:

CLUBS

Ace of Clubs, wealth and prosperity. King of Clubs, upright, affectionate. Queen of Clubs, deeply in love. Knave of Clubs, generous and sincere. Ten of Clubs, a fortune from an unexpected quarter. Nine of Clubs, obstinacy; disputes with friends. Eight of Clubs, love of money. Seven of Clubs, fortune and great happiness. Six of Clubs, lucrative partnership. Five of Clubs, marriage with a wealthy person. Four of Clubs, inconstancy.

Three of Clubs, a second or third marriage. Two of Clubs, opposition.

SPADES

Ace of Spades, a love affair; if reversed, a death. King of Spades, an ambitious person. Queen of Spades, a treacherous friend. Knave of Spades, indolent, but well-meaning. Ten Spades, an unlucky card. Nine of Spades. the worst card in the pack; sickness or loss of fortune. Eight of Spades, opposition from friends. Seven of Spades, sorrow. Six of Spades, great fortune. Five of Spades, success; a happy marriage. Four of Spades, illness; small loss of money. Three of Spades, an unfortunate marriage. Two of Spades, a death,

HEARTS

Ace of Hearts, pleasure; if with Spades, quarrelling; if with Diamonds, news of an absent friend; if with Clubs, merrymaking.

King of Hearts, nice, but hasty and passionate. Queen of Hearts, fair and affectionate. Knave of Hearts, the subject's dearest friend. Ten of Hearts, the antidote of bad cards that lie near it, but confirming the good. Nine of Hearts, wealth; this is also the wish card. Eight of Hearts, feasting and merry-making. Seven of Hearts, fickle. Six of Hearts.

generous, easily imposed upon. Five of Hearts, waverer, changeable. Four of Hearts, marriage late in life. Three of Hearts, imprudent; hot-headed action, which has disastrous consequences. Two of Hearts, extraordinary success and good fortune.

DIAMONDS

Ace of Diamonds, a letter; the card next to it will indicate its nature. King of Diamonds, hot-tempered. Queen of Diamonds, coquette. Knave of Diamonds, a selfish person. Ten of Diamonds, money. Nine of Diamonds, a roving person.

Bight of Diamonds, marriage late in life. Seven of Diamonds, a gambler. So a gambler of Diamonds, unhappy marriage. Three of Diamonds, quarrels,

laws uits,

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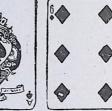


Fig. 2.—Cards Foretelling a Wish About a Love Affair, Leading to an Early Marriage.

and disagreements. Two of Diamonds, a serious love affair.

There are two effective ways of for-

For the first, ask your subject to shuffle the cards very thoroughly and to wish all the time. Then cut them into three piles with the left hand. Should the wish-card (the nine of Hearts) be one of those cut, it is a lucky omen.

Notice the two other cards and their possible bearing on the wish. Now, after lifting the cards and putting them together with the left hand, proceed to divide them into piles in this fashion:

The first pile is to yourself. The second, to the house. The third, to your wish.

The fourth, what you do expect. The fifth, what you don't expect. The sixth, sure to come true. The seventh, foretells the happenings of to-night.

Arrange these piles, as you deal out the cards, one by one, in a semicircle. Then proceed to read them off by their meanings.

Another and rather more complicated method is to ask the person whose fortune is being told which King he will be (if it is a woman, one would naturally ask which Queen).

After the wishing has been done as before, the fortune-teller lays out the cards

in rows seven in a row.

To read the fortune the teller must start from the King or Queen chosen, counting seven from him or her in every case.

The King

or Queen of the same suit will always be the lover or sweetheart of the one whose fortune is being told, and the Knave being their thoughts, it is, of course, quite easy to discover their feelings.

It is rather a good plan to write the meanings of the cards on an old pack. By using this a few times a rapid flow of ideas will much more readily be induced. It might be mentioned that a too strict adherence to rule is by no means either necessary or desirable in fortune-telling. Tell what the combinations of cards suggests to you—quite irrespective of the exact meaning of each—and you will be infinitely more amusing and obtain much greater fame as a wizard.

A few prediction s are shown by the accom panying diagrams. Fig. 1 depicts the manner of dealing out the cards in sets of seven, and in what respect each is

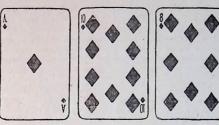


Fig. 3.—Foretelling the Receipt of a Letter about Money; but Good Fortune will not Permit the Recipient to Marry Until Late in Life.

to be read. Fig. 2 shows three cards which might conceivably come together in any one set. They would be read as foretelling

the following: You will geta wish (Nine of Hearts), which is about a love affair (Ace of Spades), and it will lead to an early marriage (Six of Diamonds).

Fig. 3 conveys the following: You will get a letter (Ace of Diamonds) about

money (Ten of Diamonds). Your good fortune, however, will not permit you to marry until late in life (Eight o f Diamonds). The five cards repre-4 tell that

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ject's dearest friend (Knave of Hearts) will make the acquaintance of a flirt (Queen of Diamonds) and will shortly after suffer illness slight loss of money (Four of Spades), but afterwards he will

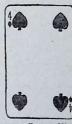
fall in love with a fair, affectionate woman (Queen of Hearts) and enjoy extraordinary success (Two of Hearts).

A THROW OF THE

Although forcasting of the future from dice is one of the most ancient methods of prediction, it is curiously enough almost un-

known in modern days. For this reason it is of special value to the home entertainer, and will prove much simpler than cards, the meanings being easier to learn as well as fewer in number.





First chalk a magic circle on the table, then obtain a small cup or box to shake the dice in.

Three dice only should be used.

The person whose future is at stake must shake and cast the dice in the circle. This, as in card fortune-telling, should be done with the left hand.

Three tells you of an approaching accident; four, a rise in your position; five, that you will make the acquaintance of one who will be a friend; six, predicts

loss; seven, a scandal; eight, a reproach—that is not undeserved; nine, a wedding; ten, a christening; eleven, trouble for one you love; twelve, an important letter; thirteen, tears; fourteen, beware of an enemy; fifteen, good luck and happiness; sixteen, a journey; seventeen, a water journey; three sixes, or eighteen points, is a very good sign. It means great profit in business, or something the person wishes for very much.

THE ENL



WE ARE SEVEN

(With apologies to William Wordsworth)

By DICK PENFOLD

1

I met a little Greyfriars Boy Fifteen years old, he said; His hair was thick with many a curl That cluster'd round his head.

II

He had a pleasant, sunny air,
For footer he was clad;
His eyes were fair, his cheeks were rare,
His beauty made me mad.

11

"Comrades and chums, my little boy,
How many may you be?"

"How many? Seven!" Bob Cherry said, And, wondering, looked at me. IV

"And where are they? I pray you tell!"
He answered, "Seven are we;
Four chaps in Study One do dwell,
And then there's little me!"

V

"You say there's four in Study One, And you hang out elsewhere; And yet you tell me you are seven! There's some mistake I swear."

VI

Then did the youthful Bob reply,
"Seven worthy chums are we;
There's Wharton, Nugent, Inky, Bull—
And I'm as good as three!"