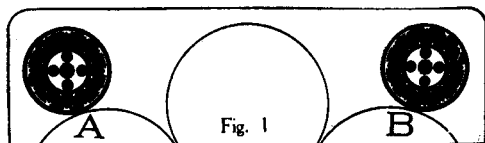


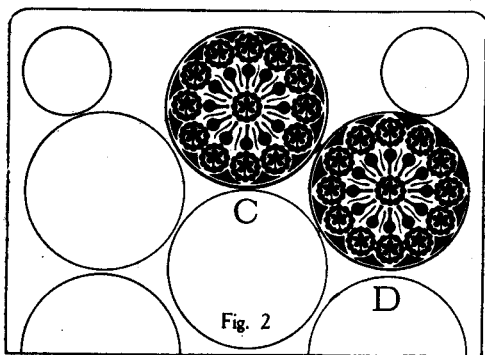
What the Deland Automatic Deck does for you

Every design is a clock. - - you merely tell time



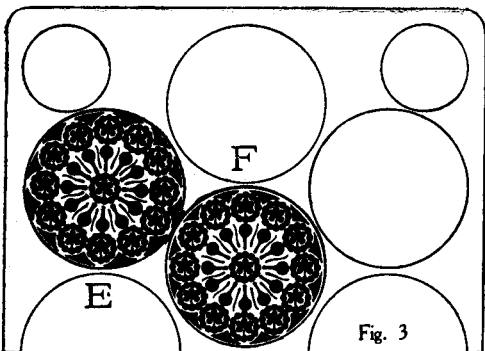
CLOCK A tells the card on the
TOP of the deck.

CLOCK B tells the card on the
BOTTOM of the deck.



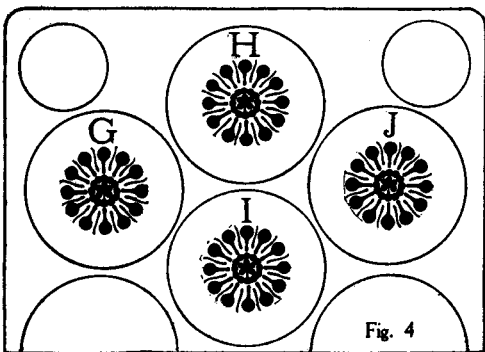
CLOCK C tells the location of
ALL the **DIAMONDS**.

CLOCK D tells the location of
ALL the **CLUBS**.



CLOCK E tells the location of
ALL the **SPADES**.

CLOCK F tells the location of
ALL the **HEARTS**.



CLOCKS G and **H** show the
number of cards left on the
table after the deck has been
cut.

CLOCKS I and **J** show how
MANY cards have been cut.

These cards when packed are arranged as shown in Figure 5. **DO NOT** disturb this arrangement until you read the directions that follow.

Always Discard The Joker.

NOTE CAREFULLY.—All the following tricks, with the exception of Trick No. 1, are possible only when the deck is arranged as shown in Figure 5. The cards are arranged in this manner when sold under seal; if they become mixed simply commence with the Ace of Diamonds which you can lay face upon the table and follow with the balance of the cards shown. Always discard the Joker.

When the pack is once in this order it is "stacked" and must only be "false shuffled." This is accomplished by taking any number of cards from the bottom in a solid bunch and placing them on top. This is done as in a regular shuffle and if accomplished quickly will have the appearance of being a genuine shuffle. This operation can be repeated indefinitely without disturbing the arrangement; the cards can also be cut as often as desired.

TRICK NO. 1.—"HOW TO READ ANY CARD FROM ITS BACK." Note Figure 1, Letter A on the front page of this circular; also note Figure 6 which is an enlargement of Figure A.

In your mind picture this circle as the face of a clock and the little white spots, which are shown in one of the circles, as the "time." A white spot at "one o'clock" designates an Ace; at "two o'clock" a Deuce, and so on until "eleven o'clock" which designates a Jack; at "twelve o'clock" a Queen and in the center a King. The Suits are shown by the four circles

grouped around the center. Top circle designates a Diamond; right—Clubs; bottom—Hearts; left—Spades. A good rule for remembering this order is to memorize the following expression:
De Land's Cards Have Superiority
Diamonds, Clubs, Hearts, Spades

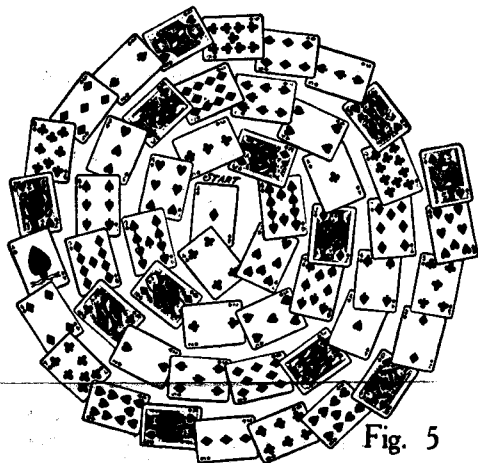


Fig. 5

TRICK NO. 2.—"HOW TO ALWAYS TELL THE BOTTOM CARD." This trick is accomplished in exactly the same manner as Trick No. 1; with the exception that you use the clock in the upper right hand corner of the card (Figure 1, Letter B). When the cards are arranged as shown in Figure 5, this circle always will designate the **BOTTOM** card.

TRICK NO. 3.—"HOW TO TELL HOW MANY CARDS HAVE BEEN CUT." In order to accomplish this trick, it is necessary to cut the deck so that the Ace of Spades is the **BOTTOM** card. With the deck arranged as above in Figure 5, the Ace of Spades as the bottom card, the four clocks illustrated on Figure 4 will tell how many cards have been cut; also how many cards are left on the table.

In order to cut the Ace of Spades to the bottom of the deck without exciting suspicion, it is best to fan out the deck (face up), and while showing it to your audience in this manner, to remark that the deck is well mixed and you show that the colors and suits are all separated. When you locate the Ace of Spades, merely cut the deck at this point, leaving the Ace of Spades on the bottom.

To fully understand the working of this Trick, first place the deck in the position described above (with the Ace of Spades on the bottom), lift the top card, look on Clock 1 (Figure 4) and you will note a white mark at **ONE** o'clock which shows that **ONE** card has been cut. Lift the second card and look in the same Clock and you will note a white mark at **TWO** o'clock which shows that **TWO** cards have been cut. Now count off six cards from the top, look in the same Clock and you will find a white mark at **SIX** which shows that that number of cards has been cut.

Now cut deeper (say 13 cards) and you will note that the ONE o'clock in Letter I and the THREE o'clock in Letter J are both marked with white spots, this designating that 13 cards have been cut. Cut again, say 26 cards, and you will note that the white spots are shown at TWO o'clock in Letter I and SIX o'clock in Letter J, showing that 26 cards have been cut.

Figures G and H operate in exactly the same manner. Clock G shows the first figure and Clock H shows the second figure, but these figures designate the amount of cards left on the table.

NOTE.—When the figure 0 is designated, the entire 12 figures of time are shown. For instance: Cut 10 cards and you will note that Figure ONE is shown in CLOCK I and that all the figures are dotted in Clock J.

TRICK NO. 4.—“HOW TO INSTANTLY NAME THE LOCATION OF ANY CARD.” First, refer to Figures 2 and 3 and note Figures C, D, E, and F. Each of these figures represents a suit and each figure is regarded as a clock. (Note explanation on the front page; it shows where all four suits are found.)

For example.—If you are to locate the Ace of Diamonds, look at Figure 2, Letter C, and look at ONE o'clock. If you locate the Six of Hearts, look at Figure 3, Letter F at SIX o'clock.

Figure 7 shows WHERE you look to locate the various cards. I is an Ace, II is a Deuce, VI is a Six, etc. XI is Jack, XII is Queen and the center design is the King.

Figure 8 shows an enlargement of these designs and this is how to read them: Note the five leaf clover in the center and the clock which surrounds this clover. Each leaf in the clover has a value as 10 - 20 - 30 - 40 and 50. You read the clock as if you were telling time.

1ST EXAMPLE.—With the deck in position as shown in Figure 5, you are requested to name the location of the Ace of Hearts. Look at the top card, in the Heart clock (Figure 3, Letter F) and look at ONE o'clock. You will find that the second leaf in the clover is missing, also that the clock is broken at SEVEN. Look at Figure 8 and note that the second leaf has a value of 20. 20 and 7 means 27.—The Ace of Hearts is the 27th card from the top.

2ND EXAMPLE.—With the cards in the same position, locate the Three of Diamonds. Look in the Diamond clock (Figure 2, Letter C) at THREE o'clock. You will find the fourth leaf of the clover missing (meaning 40) and the clock is broken at 5.—The Three of Diamonds is the 45th card from the top.

3RD EXAMPLE.—With cards in the same position, locate the Nine of Spades. Look in the Spade clock (Figure 8, Letter E) at NINE o'clock. You will find NONE of the clover leaves missing (which means that your card is nearer the top than ten). The clock is broken at 8.—The Nine of Spades is the EIGHTH card from the top.

NOTE.—The TOP card ALWAYS tells you the location of EVERY card in the deck. A little practice and you can locate ALL cards INSTANTLY, just as easy as telling time.

TRICK NO. 5.—“HOW TO NAME EVERY CARD IN THE OTHER FELLOW'S HAND.” In order to accomplish this experiment it is necessary that the performer memorize the above arrangement which is very simple on account of the cards running always three points higher in Diamonds,

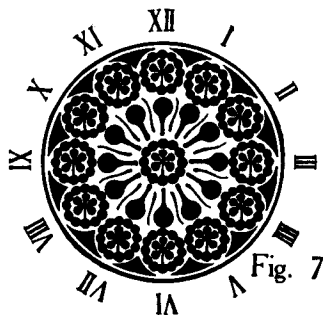


Fig. 7

Clubs, Hearts and Spades and as long as all the cards are taken from the pack at the same place it is only necessary that the card be sighted that was next to the bunch removed which will give you the key to every card in the spectator's hand. The simplest method of getting a glance at this card is to cut it to the bottom after the cards are removed in a bunch.

For instance.—If the Two of Diamonds is the card you cut to the bottom of the deck (this having been the card above the bunch which have been extracted) you simply add three to two, making five. Clubs follow Diamonds; the answer would be Five of Clubs. For the next card add three to five, which is eight. Hearts follow Clubs; the next card would be Eight of Hearts. For the next add three to eight, which is eleven; Jack stands for eleven; Spades follow Hearts; the next card is the Jack of Spades. Add three to eleven as follows: 12, 13, 1.

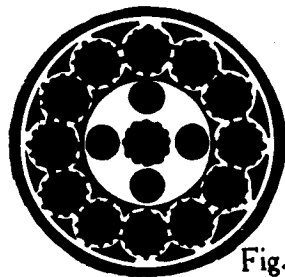


Fig. 6

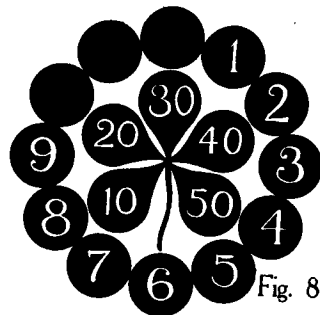


Fig. 8

Diamonds follow Spades and the next card would be Ace of Diamonds, etc. Continue until you have called all the cards and you will have named every one correctly.

NOTE.—As you name each card, ask them to give it to you. Place it on the bottom of the deck. When you have named all the cards and when they have all been passed back to you, the deck will again be in proper rotation.

TRICK NO. 6.—**"HOW TO DEAL A ROYAL STRAIGHT FLUSH."**—When the cards are in the arrangement shown in Figure 5, cut the Deuce of any suit desired to the bottom of the deck and deal out four hands, one card at a time, and you will have a Royal Straight Flush in the same suit as your bottom card and the other players will have a straight flush in a different suit.

TRICK NO. 7.—**"HOW TO DEAL OUT A PERFECT BRIDGE HAND"**—In the arrangement shown in Figure 5, you will note that every fourth card is of the same suit. Therefore, if the entire deck is dealt to four hands, each hand will contain thirteen cards of the same suit.

To present this trick, start by asking someone if he has ever held a perfect bridge hand. Naturally, he will say "No," and you will say that you will show him how it should be done. Merely have the deck cut by one or more spectators. (The oftener it is cut, the better the effect.) After the last cut, call attention to the fact that you will not touch the deck, and ask the person who is to deal to pick up the deck and to deal out four bridge hands. After the four hands are dealt, it is best to mix up the other three hands (so that no one will know that these are also perfect hands with thirteen similar cards in each.)

After the cards have all been dealt, merely ask the dealer to pick up his own hand. To everyone's astonishment, it will be a perfect hand on which a 7-bid can be made.

MEANING OF "STRIPPER EDGE" — Cards containing a "stripper edge" are cut taper, that is, one end narrower than the other. If, therefore, the narrow ends are all one way, and a card is selected by some one of the company, you unobserved, turn the other end of the pack toward him (noticing that he does not turn the card) so that when he returns the selected one, the broad end of the card projects beyond the narrow end of the others, and can be easily felt and withdrawn, without looking at the cards. Should the cards be turned in different directions, after playing a game of Bridge, for instance, they can be immediately brought all one way by taking the extremities in each hand, the back of the cards uppermost, the thumbs on one side, the first two fingers on the other; press lightly and draw in opposite directions, then lay the one part of the cards on the other so that the narrow ends are all one way; the pack is then ready for various tricks. It is always best to commence with the following tricks, as you can have the pack ready prepared for it. **To Separate the Red Cards From the Black at One Cut.** — Have the pack prepared as follows: The narrow ends of the red cards one way, and the black the other, shuffle them well and they are ready. Show that the black and red cards are indiscriminately mixed, and then take them as before described, separate the cards by drawing in opposite directions, turn each half so as to bring the narrow ends one way, lay one-half on the other, and show that all the reds and blacks are separate. The pack is now ready for other tricks.

The Four Ace Trick — Pick out the four Aces, lay them on the table, then place them separately in the pack at different parts (reversing the pack before doing so). Then give them to be shuffled, take back the pack, put it for a moment behind you when the Aces can immediately be withdrawn and slipped into the pocket; give back the pack, saying, "Excuse me, you must pick out the Aces." The person will not be able to find them, so you then produce them from your pocket.

To Find a Card in Any Wishd Position — Have a card selected, reverse the pack carelessly so as to be unobserved; the card is then returned and shuffled by some one. Take the pack, put it behind you for a moment, draw the selected card and leave it at the bottom. Now ask, "How many from the bottom would you like your card to be?" at the same time (holding the pack in your left hand) drawing that card a little toward you with the thumb of the right hand. It is now easy to draw cards from the bottom without moving the selected one, which can be drawn out at the number desired.

How to Allow a Number of Persons Each to Select a Card and to Pull Them Out of the Pack One After the Other, or All at Once as May be Desired — Let a number of persons, say four or five, each draw a card, but reverse the pack and have each card returned and shuffled before allowing the next to be selected. When the last card has been returned, you can either draw them on the table face uppermost, putting the pack under the table or hat or behind you; or have your hands covered with a handkerchief, and draw them out singly, asking the persons who selected cards to claim theirs as you show it.

To Allow All the Cards to Fall Except the One Drawn — Have a card selected, reverse the pack as usual, and shuffle, then take the pack at the narrow end, where the wide end of the drawn card projects, between the thumb and middle finger, holding the back of the cards to the company; it is very easy to let all the cards but that one fall on the table, then ask what the card was and show it. Now get the cards all one way, as directed at the commencement.

To Pass a Selected Card Through a Table — This trick must be done seated at a table. Have a card chosen, reverse the pack, the card is returned and shuffled. You take the pack and put it for an instant under the table, when you draw out the card and leave it on your lap. Now lay the pack on the table, ask the name of the card, then bring it from under the table, and show that there is no other card of the same sort in the pack.

It will be easy for a person to invent his own tricks after thoroughly understanding the arrangement of the cards.