

&c., the dealer quietly pulls the cards from the ends, that is, endways. After making the last turn, the dealer instantly runs them in endways, as described before; the cards may then be shuffled any length of time without ever changing their relative positions. The cards will be apparently displaced, but it is not really the case; the cards remaining adhered two together all through the deck during the process of shuffling. This may appear almost incredible, but it is strictly true, and it is owing to the manner in which they are cut, and from the fact of their being sanded. After being put in the box they are managed in the same way as common strippers. I will here state that the common stripper, after being pulled and run in, cannot be shuffled again without displacing the position of the cards; hence the advantage of rakes over strippers.

Hollows and Rounds.

The next kind of cards which I shall describe are called hollows and rounds, and squares and rounds. These two

kinds of cards are acknowledged by gamblers to be the most ingenious now in use, which is, beyond a doubt, true. The hollows and rounds are made in the following manner: It is first decided how they are to be arranged, as in the case of the strippers, mentioned above; then one half of the deck is cut so as to leave each a little rounded on the edges, which makes them a trifle wider in the middle than at either end; the other half of the deck remains square. Now, by placing the two half decks together they can be stripped or pulled the same as the common strippers — the difference being that the common strippers are stripped by being pulled lengthways and from the ends, while the hollows and rounds are stripped by pulling them lengthways from the middle of the deck; thus, a person who has seen a deck of common strippers, could not pull a deck of rounds or a deck of rakes either, and consequently would think they were fair cards; and another great advantage which these cards possess over others, is that they can be turned around and thrown about the table, and still they are not divested of their fraudulent character as strippers and rakes would be, should they be used in the same manner.

There are some few persons, who, having heard of strippers, often turn the cards around if they suspect they are being cheated; such a proceeding would have no effect whatever upon such a card as just described; hence the bettor in such a case would be satisfied that he was playing against a square game. I am told that many professional gamblers could be swindled five or six years ago with this kind of card. Squares and rounds are made much in the same manner — they are cut to pull from the ends, like rakes; they also can be turned round without producing any effect on them; also, like hollows and rounds, they can be shuffled after being pulled and run in without changing the relative position of the cards; they take two and use them otherwise in the same manner as described of the common strippers. It will readily be perceived how easily the uninitiated can be swindled at this game with these ingenious contrivances of the professional gambler. The reader (if he is not a gambler) will now presume that he has learned all the secrets of the game of Faro, and if the cues should come out correct by his keeping, that it would be an impossibility for the gambler to swindle him at the game of Faro. To such I must say that

they are still ignorant of the entire system of this game. I have yet some very important expositions of this game to make which I have no doubt will surprise the readers as much or more than the expositions I have already made.

Fifty Threes.

I shall first give an exposé of a particular kind of cards known among gamblers as fifty threes; this is a prepared deck containing fifty three, one more than a legitimate deck contains. This odd card is never seen by the bettor; the cues come out correct and there is nothing seen which the bettor can complain of. The advantage of this peculiar deck of cards to the gambler is that it gives him one sure turn during each deal, and is usually played on the last turn. When it comes to a call, the bettor cannot win, no matter where he makes a bet; but, on the contrary, he is sure to lose; he can neither call the last turn correct nor win a bet at this time. It will be perceived that this is a vast additional percentage in favor of the game, so great that a person cannot beat it