

HOW TO TELL A FORTUNE.

If a lady's fortune is to be told, card No. 7 represents the person; if a gentleman's, then card No 26. In either case, the card must be placed in the centre of the table, after which, shuffle the rest of the pack and place them one at a time on the table, face up, as follows: First three over the person in a line from left to right, then three in a line underneath the same, then three on the left in a line from top running down, three on the right the same, then three more top, bottom, and sides, until the pack runs out.

The cards over the person bear direct to the person, and are slightly controlled by those that lie very near to him; the cards underneath bear slightly to the person, but more to his friends and enemies, those on the right bear a direct influence, while those on the left influence the other cards; the nearer the card to the person, the more important and stronger the effect, while the farther away, the less the influence is felt.

After the cards are laid out, examine them carefully, study out their relation one to the other, see where the strongest influence comes from, note the position of every card, and how one card controls another, decide carefully if the meaning you gather concerns the person whose fortune is being told, or relates to his friends or enemies; after these points are settled in your mind, the result can easily be explained.

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Play "Cuckoo" for Fun.

Cards of Fate.

THE MEANING OF THE CARDS.

- No. 1. The Ship, bearer of news from afar.
- " 2. The Cavalier, a friend, who may bring good news.
- " 3. The Lillies, indicates the future.
- " 4. The Fox, mystery.
- " 5. A letter or communication.
- " 6. The Scythe, danger or trouble.
- " 7. The Woman.
- " 8. The Key, insight to secrets or mysteries, best of a bargain.
- " 9. The Moon, fame or success.
- " 10. The Crossroads, unsettled business, and difficult matters to decide.
- " 11. The Tree, matters concerning family or relations.
- " 12. Disaster, or death.
- " 13. Mountains, friendship.
- " 14. Clouds, if the bright side is towards the person, joy or pleasure; the dark side, threats, bad wishes.
- " 15. Punishment. No. 16. The Stork, a long visit.
- " 17. The Heart, feeling, affection.
- " 18. The Stars, foretells.
- " 19. The Clover Leaf luck.
- " 20. The Sun, success, blessings.
- " 21. Anchor, hope, confidence.
- " 22. Child, good friends, and well-wishers.
- " 23. The Mouse, a loss, misfortune.
- " 24. The Cross, a trial, trouble.
- " 25. The Roses, a happy, useful life.
- " 26. The Man.

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