

tending against Village, as to who will play crosse the better, and betting against one another Beaver robes and Porcelain collars, so as to excite greater interest.

Sometimes, also, one of these Jugglers will say that the whole Country is sick, and he asks a game of crosse to heal it; no more needs to be said, it is published immediately everywhere; and all the Captains of each Village give orders that all the young men do their duty in this respect, otherwise some great [130] misfortune would befall the whole Country.

The game of dish is also in great renown in affairs of medicine, especially if the sick man has dreamed of it. This game is purely one of chance: they play it with six plum-stones, white on one side and black on the other, in a dish that they strike very roughly against the ground, so that the plum-stones leap up and fall, sometimes on one side and sometimes on the other. The game consists in throwing all white or all black; they usually play Village against Village. All the people gather in a Cabin, and they dispose themselves on poles, arranged as high as the roof, along both sides. The sick man is brought in in a blanket, and that man of the Village who is to shake the dish (for there is only one on each side set apart for the purpose), he, I say, walks behind, his head and face wrapped in his garment. They bet heavily on both sides. When the man of the opposite party takes the dish they cry at the top of their voice *achinc, achinc, achinc*, "three, three, three," or perhaps *ioio, ioio, ioio*, wishing him to throw only three white or three black. You might have seen this winter a great crowd returning from here to their Villages, having lost their moccasins [131] at a time