

INDIAN GAMES.

BY ANDREW MCFARLAND DAVIS.

"THERE are," says Father Brebeuf in his account of what was worthy of note among the Hurons in 1636,¹ "three kinds of games particularly in vogue with this people; cross, platter, and straw. The first two are, they say, supreme for the health. Does not that excite our pity? Lo, a poor sick person, whose body is hot with fever, whose soul foresees the end of his days, and a miserable sorcerer orders for him as the only cooling remedy, a game of cross. Sometimes it is the invalid himself who may perhaps have dreamed that he will die unless the country engages in a game of cross for his health. Then, if he has ever so little credit, you will see those who can best play at cross arrayed, village against village, in a beautiful field, and to increase the excitement, they will wager with each other their beaver skins and their necklaces of porcelain beads."

"Sometimes also one of their medicine men will say that the whole country is ill and that a game of cross is

¹ Relations des Jésuites, Québec, 1858, p. 113.