

act of sheer obstinacy. When accidents of this kind happen, the unfortunate withdraws quietly from the game if he can do so. If his injury will not permit him, his relations carry him to the cabin and the game continues until it is finished as if nothing had happened."

"When the sides are equal the players will occupy an entire afternoon without either side gaining any advantage; at other times one of the two will gain the two games that they need to win. In this game you would say to see them run that they looked like two parties who wanted to fight. This exercise contributes much to render the savages alert and prepared to avoid blows from the tomahawk of an enemy, when they find themselves in a combat. Without being told in advance that it was a game, one might truly believe that they fought in open country. Whatever accident the game may cause, they attribute it to the chance of the game and have no ill will towards each other. The suffering is for the wounded, who bear it contentedly as if nothing had happened, thus making it appear that they have a great deal of courage and are men."

"The side that wins takes whatever has been put up on the game and whatever there is of profit, and that without any dispute on the part of the others when it is a question of paying, no matter what the kind of game. Nevertheless, if some person who is not in the game, or who has not bet anything, should throw the ball to the advantage of one side or the other, one of those whom the throw would not help would attack him, demanding if this is his affair and why he has mixed himself with it. They often come to quarrels about this and if some of the chiefs did not reconcile them, there would be blood shed and perhaps some killed."

Originally, the game was open to any number of com-