

READ "NORTHERN LIGHTS AND SHADOWS."



THE ESQUIMAU GAMES

Are of the most primitive character, but are, nevertheless, amusing, especially when well understood. For their due appreciation, some explanations are necessary. Chief among them is the:

I. **Awngniack-Mooalowit.**—Which demonstrates the Esquimaux' method of hunting seals upon the ice-floes. In this game one Esquimau simulates the seal, while another, armed with his ivory-tipped harpoon, crawls stealthily upon him. The seals usually sleep near the margin of the ice-pan, from which position, at the least alarm, they may take to the water. Their naps endure for only about 30 seconds each; and during their moments of wakefulness, the hunter, always upon the alert, must so exactly imitate their movements as to awaken in them no suspicion of his presence; otherwise he loses his prey. In the representation of the hunt, the hunter, after killing his seal, draws it to the center of the ice-pan, where he proceeds to skin it and divide its fat with his companions, in the typical Esquimau manner.

II. **Neuk.**—A curious method of wrestling, in which the wrestlers lie upon their backs, with arms tightly interlaced. The wrestling is done entirely with the legs in midair, and the more expert or stronger of two participants forces his adversary to describe an amusing somersault.

III. **Namargaak.**—This game illustrates the method employed by a successful hunter to transport the body of a reindeer. In the game, two men lie upon their backs, each holding the other by the feet. The hunter crawls under their interlaced legs, raises this improvised reindeer upon his back and carries it to his igloo.