PAGE	CHAPTER VII.	
nbling Story hta, — n that ntains 50	Retreat of the Blackfeet. — Fontenelle's camp in danger. — Captain Bonneville and the Blackfeet. — Free trappers — their character, habits, dress, equipments, horses. — Game fellows of the mountains — their visit to the camp. — Good fellowship and good cheer. — A carouse. — A swagger, a brawl,	100°
mode curios-	CHAPTER VIII.	
ckfeet, Fork. eleva- e — its k Hills dogs. itry. — ting. —	Plans for the winter. — Salmon River. — Abundance of salmon west of the mountains. — New arrangements. — Caches. — Cerré's detachment. — Movements in Fontenelle's camp. — Departure of the Blackfeet—their fortunes. — Wind Mountain streams. — Buckeye, the Delaware hunter, and the grizzly bear. — Bones of murdered travellers. — Visit to Pierre's Hole. — Traces of the battle. — Nez Percé Indians. — Arrival at Salmon River.	107
Treas- in trail. Valley. tenelle, neamp- of rival Black-	CHAPTER IX.	
	Horses turned loose. — Preparations for winter-quarters.  — Hungry times.— Nez Percés, their honesty, piety, pacific habits, religious ceremonies. — Captain Bon- neville's conversations with them. — Their love of gambling	117
	CHAPTER X.	
charac- 72 Mr. Yankee	Blackfeet in the Horse Prairie. — Search after the hunters. — Difficulties and dangers. — A card party in the wilderness. — The card party interrupted. — "Old Sledge," a losing game. — Visitors to the camp.— Iroquois hunters.— Hanging-eared Indians.	12
ith the	CHAPTER XI.	
— The ade. — 83	Rival trapping parties. — Maneuvering. — A desperate game. —Vanderburgh and the Blackfeet.—Deserted	