

savages; upon the return of the French, he settled at Three Rivers (still acting as interpreter), where an estate was granted to him. As Brébeuf here informs us, he spent the winter of 1635-36 at Allumettes Island. In February, 1641, Marguerie and Thomas Godefroy de Normanville were captured by the Iroquois, who, however, brought their prisoners back to Three Rivers in the following April. This episode is described at length by Vimont in the *Relation* of 1641, chaps. ix. and x.

Oct. 26, 1645, Marguerie married Louise, daughter of Zacharie Cloutier, a carpenter who had come over with Sieur Giffard (vol. vi., note 8). While crossing the St. Lawrence near Three Rivers (May 23, 1648), Marguerie and a companion, Jean Amiot, were drowned—their canoe being overturned in a sudden storm. Marguerie was noted for his fine physique, courage, and address. Lalemant praises both him and Amiot, not only for courage and skill, but because they “had, in the opinion of all the country, led blameless lives.”

Marguerie's sister Marie became the wife of Jacques Hertel (vol. ix., note 3).

5 (p. 81).—This was a favorite game among the Canadian Indians. Boucher (*Hist. vérité*, chap. x.) thus mentions it: “The Game of Straws is played with little straws, which are made for this purpose, and which are divided very unequally in three parts, as in hazard. Our Frenchmen have not yet been able to learn this game. It is full of vivacity; and straws are among them what cards are with us.” Perrot (*Mémoire*, Tailhan's ed., pp. 46-50) gives a detailed account of the game; but his description is, according to Lafitau (*Mœurs des Sauvages*, part 2, pp. 350-352), “so obscure as to be almost unintelligible.” Charlevoix and La Potherie also attempt, but not very successfully, to describe the game; the former confesses (*Journ. Hist.*, p. 318) that “he does not at all understand it, except that sometimes the number nine wins the game.” Tailhan (*ut supra*, pp. 187, 188) cites these writers, and adds, “I am not more fortunate than my predecessors, and the game of straws remains for me an undecipherable enigma.” In general, however, it may be said that this was a game partly of chance, partly of skill; it was played with straws or rushes, the size of a wheat-stalk, and about ten inches in length. These were unequally divided into small bunches, and passed to and fro in the hands of the players—“with inconceivable dexterity,” as Lafitau says. He adds: “Uneven numbers are always lucky, and the number nine higher than all others. The division of the straws makes the game run high or low, and increases the bets, according to the different numbers, until the game is won. It is sometimes so eager, when the Villages play against one another, that it lasts two or three days.” This game