upon a circular wooden dish, properly rock maple, almost exactly a foot in diameter, hollowed to a depth of about three-fourths of an inch at its center. This dish plays an important rôle in the older legends of the Micmacs. Filled with water and left over night, its appearance next morning serves to reveal hidden knowledge of past, present, and future. It is also said to have been used as a vessel upon an arkite trip. The dice of caribou bone are six in number, having flat faces and rounded sides. One face is plain, the other bears a dotted cross. When all the marked or all the unmarked faces are turned up there is a count of five points; if five marked faces and one unmarked face or five unmarked faces and one marked face are turned up one point results; if a die falls off the dish there is no count.

There are fifty-five counting sticks—fifty-one plain rounded ones about seven and a half inches long, a king pin shaped like the forward half of an arrow, and three notched sticks, each presenting half of the rear end of an arrow. These last four are about eight inches long. Three of the plain sticks form a count of one point; the notched sticks have a value of five points, while the king pin varies in value, being used as a fifty-second plain stick, except when it stands alone in the general pile. Then it has, like the notched sticks, a value of five points. Thus the possible points of the count are seventeen (one-third of fifty-one) on the plain sticks and fifteen (five times three) on the three notched sticks, a total of thirty-two; but by a complex system the count may be extended indefinitely.

In playing the game two players sit opposite each other, their legs crossed in a characteristic manner, and the dish or *woltes* between them usually placed on a thick piece of leather or cloth. A squaw keeps the score on the counting sticks, which at first lie together. The six dice are placed on a dish with their marked faces down; one of the players takes the dish in both hands, raises it an inch or two from the ground, and brings it down again with considerable force, thus turning the dice. If all or all but one of the upturned faces are marked or unmarked, he repeats the toss and continues to do so as long as one of these combinations results. When he fails to score, the amount of his winnings is withdrawn from the general pile and forms the nucleus of his private pile. His opponent repeats the dice-throwing until he also fails to score. Two successive throws of