

were used, but they simply sang. Many of the players wore over their knuckles pieces of weasel or other skin from which hung many thin strips of buckskin (Fig. 263). Some of these skin covers reached up to the wrist, where they were fastened. Other players used strings set with fawn's hoofs around the wrists to make a rattling noise. This game is still often played by the young men.¹

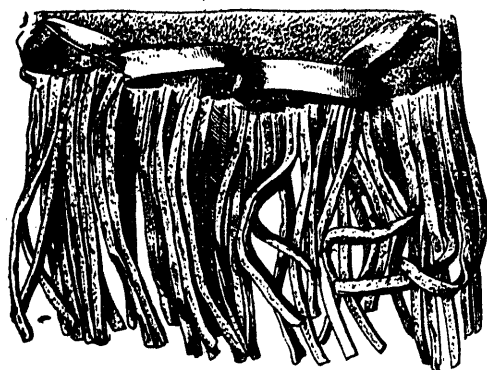


Fig. 263 (7117). Knuckle-covering for "Lehal" Players.

The Indians also have a game somewhat similar to cards. The cards are rather small, and made of birch-bark painted with dots (Fig. 264). There are two cards of each kind in the set. Four cards are laid down, face up. Each man chooses two of these. The dealer then throws down the balance of the cards in succession. Whoever chances to get his cards mated first is the winner. The game is also played as follows: The cards are shuffled, and the first two

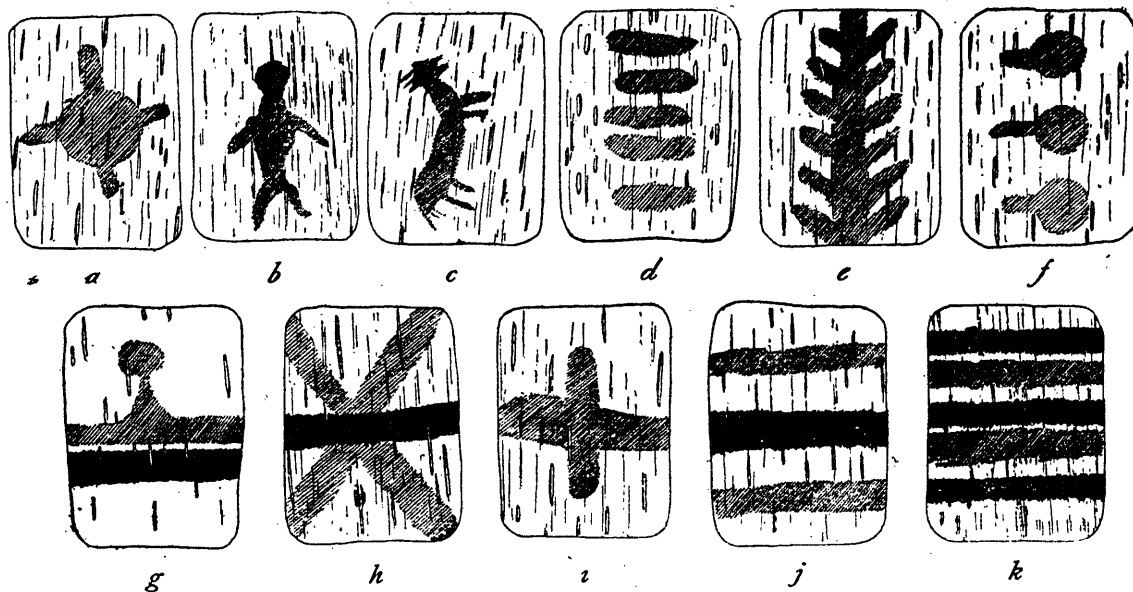


Fig. 264 (7118). Set of Birch-bark Cards.

a, Sun; b, Man (kokwoi); c, Dog (kokwoi); d, Fishes; e, Backbone of fish; f, Roots of *Lilium Columbianum* Hanson; g, Loon-necklace (?); h, Crossing of many trails; i, Crossing of trails, bridge, or the four quarters; j, Trails; k, Trails, creeks, or trunks of trees (xwa'akst).

placed on a mat, face up. Next, the man who deals gives three cards, backs up, to the other player, and keeps the next three himself. The other man plays first. If he has the mate of either of the two cards lying face up, he throws it down, face up, on top of its mate, and then, taking up both together, he lays them aside; that is, he has won a trick. But if he does not hold the mate of either of these cards in his hand, he simply throws down one of his hand cards,

¹ See Note 3, at the end of this paper.