

perimeter entirely white, while that of the tenth disc is entirely black. In the fourth set the perimeter of two of the discs is entirely black, while that of the third disc is entirely white. In the three sets, where there is a single disc with an edge entirely black, it is known as *chokope* or man; the discs with white borders being known as *hayop* or female. In the fourth set, according to this nomenclature, there would be one female and two men. I was informed by Williams that the object of the game is to guess the location of the female, and, as the nomenclature was given him by me, I am at loss to reconcile the fact that in the three sets collected there were two females in each set. It is probable that in sets of this sort, the black-edged disc may be designated as the female, as without question it is the single disc, distinguished from all others in the set, which is the one sought for in every instance. This game, like the preceding, is also well known and has been so often described that it needs no further mention in this place. This game is played only by men.

EHIS. This is the well-known game of the beaver-teeth dice, and is played by women throughout the extent of the Northwest territory. ~~Of this game three sets were collected,~~ one of which is imperfect. There are four teeth in each full set, two of which, usually the lower, are decorated with incised lines (*chillichicod*), which refers merely to the markings. The other pair are variously decorated with a single row of circles, or circles arranged in groups. These are known as *culkollith* or dotted teeth. In two of the sets, one of the dotted dice is further distinguished by means of a band of black yarn about the center. This is known as *quisquis* or snow. The teeth are thrown from the hand upon the ground or upon a blanket. When the marked sides of all four teeth lie uppermost, the count is two, and is known as *dhabas* or all down. When the four plain sides lie uppermost, the count is also two, and is known as *tascoas* or without marks. When the two dotted dice fall face down, and the cross-hatch dice fall face uppermost, then the count is one, *chilitchcoas* or cross-hatch dice up. The exact reverse of this also counts one, and is known as *fulcocoas* or dots down. When one of the teeth is further distinguished by being wrapped with a black band, the count is somewhat different: all the marked sides uppermost, counting four; while the wrapped teeth up with three blank teeth, count four, also. The remaining counts are as before described.

KASKAS. This game corresponds to the well-known cup and pin game of the Plains Indians, which among the neighbors of the Makahs is modified into the game with a wooden pin and snake or fish vertebrae. With the Makahs a humerus (*kashabs*) of the hair seal is, which is perforated at each end, is attached by means of a string passing through a hole in the middle of the bone to a wooden pin (*ka-a-pick*). The bone is tossed upward and as it falls it is caught on the end of the pin. What-