

## THE APACHE MEDICINE GAME.

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The medicine game is usually played for the benefit of the sick. A medicine man plays to drive "sick" away; an Indian, as the representative of "sick," plays against him. If the representative of the good spirits wins, it is believed that the sick one will get well; if the representative of evil gains the victory, he will die. The medicine man so plays the game that if he believes the patient will die he loses, and if he believes he will get well he wins; he must keep up his reputation as a medicine man. The game is also occasionally played to pass the time away. When played for that purpose four persons usually play, two playing as partners.

In many respects this game resembles the "Setdilh Game," described in the Indiana Academy of Science for 1903. The tally counts are 40 in number, as in that game; but pebbles instead of cobble stones are used. Furthermore, instead of being picked up on the spot, as the cobble stones are, each family carries a "set" with them wherever they go. Like the Setdilh tallies, when used in playing they are arranged in a circle; but in groups of fives instead of tens. A wide space on opposite sides of the circle, designated "water," separates the four west groups from the four east groups. As in the Setdilh game a center or bouncing rock is used. Also as in that game bouncing sticks are used, but the number is four instead of three. The sticks also are very different. The Setdilh sticks are about a foot in length, are the halves of green willows, and are thick and heavy. The Medicine sticks are two feet in length, are dry, seasoned material, are usually yucca lath, and are light and thin. Besides being variously carved, three of them have one face each painted red; the other face unpainted, or painted white. The other stick has one face painted black, the other green. As in the Setdilh game these sticks are struck endwise on the bouncing rock, and are then let fall as chance may direct. In this game, as in the Setdilh game, small sticks are placed between the last rock tally and the next pebble in the direction the player is moving his tally stick to mark the number of points he has gained. Unlike the Setdilh game, 41 points instead of 40 constitute a game-count; the players begin at the south wide space and in order to get

a game they must cross this same space on the return to at least one count on the other side.\* Below are the rules of the game.

#### RULES FOR PLAYING.

1. The opponents in the game face each other, both start from the south wide space, and move their counting sticks around the stone circle in opposite directions, each playing as his turn comes.

2. Should the counts of two opponents be such that their counting sticks would occupy the same space, the one who played last takes up his opponent's counting stick and throws it back to the starting point. Its owner must begin the game anew, as all the points he has previously made are lost.

3. Should the counts of any player be such as to place his counting stick in either of the wide spaces, designated "water," he loses all the points he has made, his counting stick is thrown back to the starting place, and he must begin again.

Rules for counting the points, decided by the face of the sticks that are up after they have fallen (the faces according to color will be designated white, black, green, or red).

1. Two white plus one red plus one black, two points.
2. Three red plus one black and all the sticks straight and parallel. 5 points.
3. Three white plus one green, 10 points.
4. Three red plus one green, 13 points.
5. Three white plus one black, 13 points.
6. Three red plus one black, 20 points.
7. Three red, one crossing the other two, plus one black, 26 points.
8. Three white plus one black laying across the others, 39 points.
9. Three red, one crossing the other two, plus one black crossing two red ones (in this game each cross counts 13 points), 52 points.
10. One hundred and sixty-four continuous points or four game-counts constitute a game.

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\*The winner of the game-count keeps on playing, retaining the extra points he has gained; his opponents begin anew. They, however, do not lose any game-counts previously gained in the game.