

with rows of buttons down the sides, and bunches at the knees. He bore on his shoulders a stout keg, that seemed full of liquor, and made signs for Rip to approach and assist him with the load. Though rather shy and distrustful of this new acquaintance, Rip complied with his usual alacrity, and mutually relieving each other, they clambered up a narrow gully, apparently the dry bed of a mountain torrent. As they ascended, Rip every now and then heard long rolling peals, like distant thunder, that seemed to issue out deep ravine, or rather cleft between lofty rocks, to which their rugged path conducted. He paused for an instant, but supposing it to be the muttering of one of those transient thunder showers which often take place in the mountain heights, he proceeded. Passing through the ravine, they came to a hollow, like a small amphitheatre, surrounded by perpendicular precipices, over the brinks of which, impending trees shot their branches so that you only caught glimpses of the azure sky, and the bright evening cloud. During the whole time Rip and his companion had laboured on in silence; though the former marvelled greatly what could be the object of carrying a keg of liquor up this wild mountain, yet there was something strange and incomprehensible about the unknown, that inspired awe, and checked familiarity.

On entering the amphitheatre, new objects of wonder presented themselves. On a level spot in the centre was a company of odd-looking personages playing at nine-pins. They were dressed in a quaint outlandish fashion: some wore short doublets, others jerkins, with long knives in their belts, and most of them had enormous breeches, of similar style with that of the guide's. Their visages