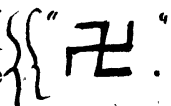


of the primitive cosmologist are the east, west, north, south, zenith, nadir, and centre, associated with pictures of animals and other characteristics observed in the particular locality. No tribe in America has been found which does not teach a cosmology of regions, with a primitive intercourse between them in the symbols of the cross and the swastika.



The decorative pictures found scattered through every great valley of America, on the domiciles and artifacts in use by the tribesmen, and in the ruins and graves of their ancestors, show that the American Indians had not yet acquired the knowledge and skill to represent objects in linear perspective. They could not represent on a plane surface objects in position on that plane, together with objects in a position on a plane at right angles thereto; but there are found a variety of conventional methods of representing three dimensions in pictographs. A knowledge of this fact sometimes aids the archæologist in detecting a hoax. Not many years ago, an inscribed tablet, said to have been found in a mound and to be of great antiquity, was, for this reason, immediately pronounced by an archæologist to be spurious. Another archæologist was not long in discovering that the petroglyph was copied from the advertisement of a brewery, with Gambrinus astride a keg!

The archæologists of Europe find glyphs on articles among deposits which they call "paleolithic," as representing an age when only the crudest stone implements were used; but these glyphs delineate objects in perspective with a minimum of crude lines worthy of Hogarth. Found in America, they would be taken as practical jests; and the archæologist who would accept one as a specimen of primordial art would be regarded as the victim of a hoax.

Perhaps with every tribe in America we find games of chance partially developed into games of skill. All such games have some kind of paraphernalia like dice, cards, or checkerboards. These are also found in the tombs and ruins of antiquity. They all seem to have been developed as schemes of divination; and they can be reduced to a few simple types based chiefly on the cosmology of regions. From one end of the land to the other, one common system is found. All belong to a world-wide system; and the ideas found in one region may be discovered in every other region. These games are thus the common heritage of mankind. They give no evidence of the derivation of one people from another, but only of the unity of the human race in primitive intellectual endowments.

*Games of
Chance &
heritage of
world: I
brought from
but not an
arts!!*

Let us next review the evidence existing in language. The earlier travellers were surprised to find a great number of tongues spoken by