

Our imagination may carry us yet a little farther with reference to his fortunes. If he needed any weapon to repel aggressive enemies, a stick or club would serve his purpose, or perhaps a stone thrown from his hand. Soon, however, he might learn from the pain caused by the sharp flints that lay in his path the cutting power of an edge, and, armed with a flint chip held in the hand, or fitted into a piece of wood, he would become an artificer of many things useful and pleasing. As he wandered into more severe climates, where vegetable food could not be obtained throughout the year, and as he observed the habits of beasts and birds of prey, he would learn to be a hunter and a fisherman, and to cook animal food ; and with this would come new habits, wants and materials, as well as a more active and energetic mode of life. He would also have to make new weapons and implements, axes, darts, harpoons, and scrapers for skins, and bodkins or needles to make skin garments. He would use chipped flint where this could be procured, and failing this, splintered and rubbed slate, and for some uses, bone and antler. Much ingenuity would be used in shaping these materials, and in the working of bone, antler and wood, ornament would begin to be studied. In the meantime the hunter, though his weapons improved, would become a ruder and more migratory man, and in anger, or in the desire to gain some coveted object, might begin to use his weapons against his brother man. In some more favoured localities, however, he might attain to a more settled life ; and he, or more likely the woman his helpmeet, might contrive to tame some species of animals, and to begin some culture of the soil.

It was probably in this early time that metals first attracted the attention of men. The ages of stone, bronze, and iron believed in by some archæologists, are more or less mythical to the geologist, who knows that these things depend more on locality and on natural products than on stages of culture. The analogy of America teaches us that the use of