

SAN FRANCISCO PUBLIC LIBRARY



3 1223 08326 7386

I Wouldn't Want to Be a

Written by
John Malam

Illustrated by
David Antram

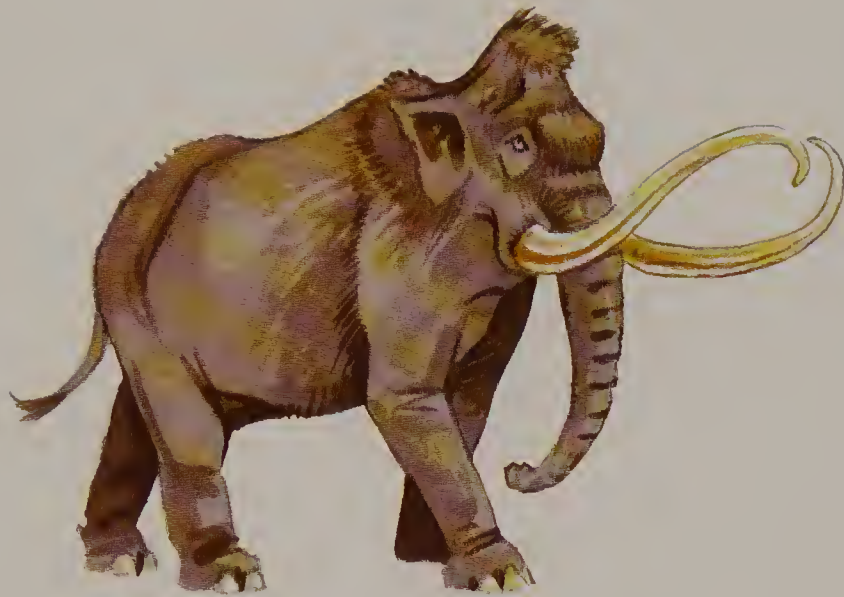
Mammoth

Hunter!

Dangerous
Beasts You'd
Rather Not
Encounter



306.364
MALA



SEP 15 2008

Author:

John Malam studied ancient history and archaeology at the University of Birmingham, after which he worked as an archaeologist at the Ironbridge Gorge Museum in Shropshire, England. He is now an author, specializing in nonfiction books for children. He lives in Cheshire, England, with his wife and two children.

Artist:

David Antram was born in Brighton, England, in 1958. He studied at Eastbourne College of Art and then worked in advertising for fifteen years before becoming a full-time artist. He has illustrated many children's nonfiction books.

Series Creator:

David Salariya was born in Dundee, Scotland. He has illustrated a wide range of books and has created and designed many new series for publishers both in the U.K. and overseas. In 1989, he established The Salariya Book Company. He lives in Brighton with his wife, illustrator Shirley Willis, and their son Jonathan.

Editor:

Karen Barker Smith

Assistant Editor:

Michael Ford

© The Salariya Book Company Ltd MMIV
All rights reserved. No part of this book may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the written permission of the copyright owner.

Created, designed, and produced by
The Salariya Book Company Ltd
25 Marlborough Place, Brighton BN1 1UB

Please visit the Salariya Book Company at:
www.salariya.com
www.book-house.co.uk

ISBN-13: 978-0531-12354-6 (lib. bdg.) 978-0-531-16397-9 (pbk.)
ISBN-10: 0-531-12354-5 (lib. bdg.) 0-531-16397-0 (pbk.)

Published in 2004 in the United States by Franklin Watts
An imprint of Scholastic Library Publishing
90 Sherman Turnpike, Danbury, CT 06816

A CIP catalog record for this title is available from
the Library of Congress.

Printed and bound in China.
Printed on paper from sustainable forests.
Reprinted in 2008.



You Wouldn't Want to Be a Mammoth Hunter!



Dangerous Beasts You'd Rather Not Encounter

Written by
John Malam

Illustrated by
David Antram

Created and designed by
David Salariya

W
FRANKLIN WATTS

A Division of Scholastic Inc.

NEW YORK • TORONTO • LONDON • AUCKLAND • SYDNEY
MEXICO CITY • NEW DELHI • HONG KONG
DANBURY, CONNECTICUT

Contents

Introduction	5
It's Cold! Living in the Ice Age	6
Darkness! A Visit to a Sacred Cave	8
Magic! The Mammoth Hunters' Dance	10
Weapons! A Mammoth Hunter's Toolkit	12
Shelter! Mammoth Bone Houses	14
At Last! You See Mammoths	16
Kill! You Catch a Mammoth	18
Danger! Attacked by Rivals	20
Buried! Disposing of the Dead	22
Feast! Mammoth for Dinner	24
Long March! Crossing the Land Bridge	26
You Reach a New World	28
Glossary	30
Index	32

Introduction

Long, long ago, large areas of Europe, Asia, and North America were covered in ice and snow. The temperature was much lower than it is today. In this permanently cold environment, the ice cap from the North Pole spread southward. Today's countries of Canada, northern United States, Greenland, Iceland, the British Isles, Denmark, Norway, Sweden, Finland, and parts of Russia and Poland were all buried beneath ice up to 1 mile (2 km) thick.

This is the ice age — the world of 15,000 years ago. Welcome to life at the edge of this frozen world. You are a hunter following the trail of mammoths as they cross a vast, treeless wilderness. You camp where your people have always sheltered. You leave your mark on the walls of caves. You fight your enemies. You kill mammoths. Life is hard and can be short. If you are brave and strong, you will be successful. If you are not, then you wouldn't want to be an ice age mammoth hunter!



It's Cold! Living in the Ice Age

Animals of the Ice Age:

ON THE MENU. Learn to recognize the animals around you. Know the edible ones, such as aurochs and mammoth, and the ones that will eat you, like the cave lion and cave bear.

Woolly mammoth
(edible)



Aurochs
(edible)



You live in a small group of hunter-gatherers. You were born into this close-knit group. Your people have taught you everything you know and, when the time comes, you will pass your

knowledge on to your descendants — if you live that long. Your group is preparing to go on a hunting trip. Sharp tools are being made from pieces of flint, and animal skins are being scraped clean and then stitched together to make clothes.



Cave lion
(avoid)



Bison
(edible)



Woolly rhinoceros
(avoid)



Cave Bear
(avoid)



Reindeer (edible)



Wild horse
(edible)

Cave hyena
(nuisance)

You share the land with many species of large mammals. They have adapted to life in the cold by growing woolly coats to keep them warm. Humans make fire to keep out the cold. They also use it to cook their food.

Handy Hint

Keep warm. Learn the secret of making fire by twisting a stick on a piece of wood quickly. The friction will light a fire.



Antler needles are best for sewing mammoth hide.

Whack!

Darkness! A Visit to a Sacred Cave

You walk east until you reach a cave that goes deep into the ground. It's a sacred place for your people and has been visited by groups of hunters for thousands of years. As you enter the mysterious darkness, you feel like you are traveling into another world. Here you can make contact with

spirits and summon the magical powers to help you in the hunt. Those who have been here before have left their marks on the cave walls and ceiling. Images of animals, some painted, some scratched, some sculpted from clay, are all around. Some show animals with spears in them. If you want success in the hunt, you must also make an image of the animal you hope to kill.

A cave artist's tools:



Oil lamps burn brightly in the darkness, giving you light to see by. Crush some ochre, a natural pigment, and mix it with oil to make red, brown, and yellow paint. Or use lumps of it like crayons, drawing straight on to the rock. Make brushes from animal hair, the chewed ends of sticks, or just dip your fingers into the paint. Use stone points to scratch pictures, and clay to make sculptures.



Put your hand against the wall, then spit paint through your blowpipe all over it. Your hand image will live with the spirits, always there to guide you.



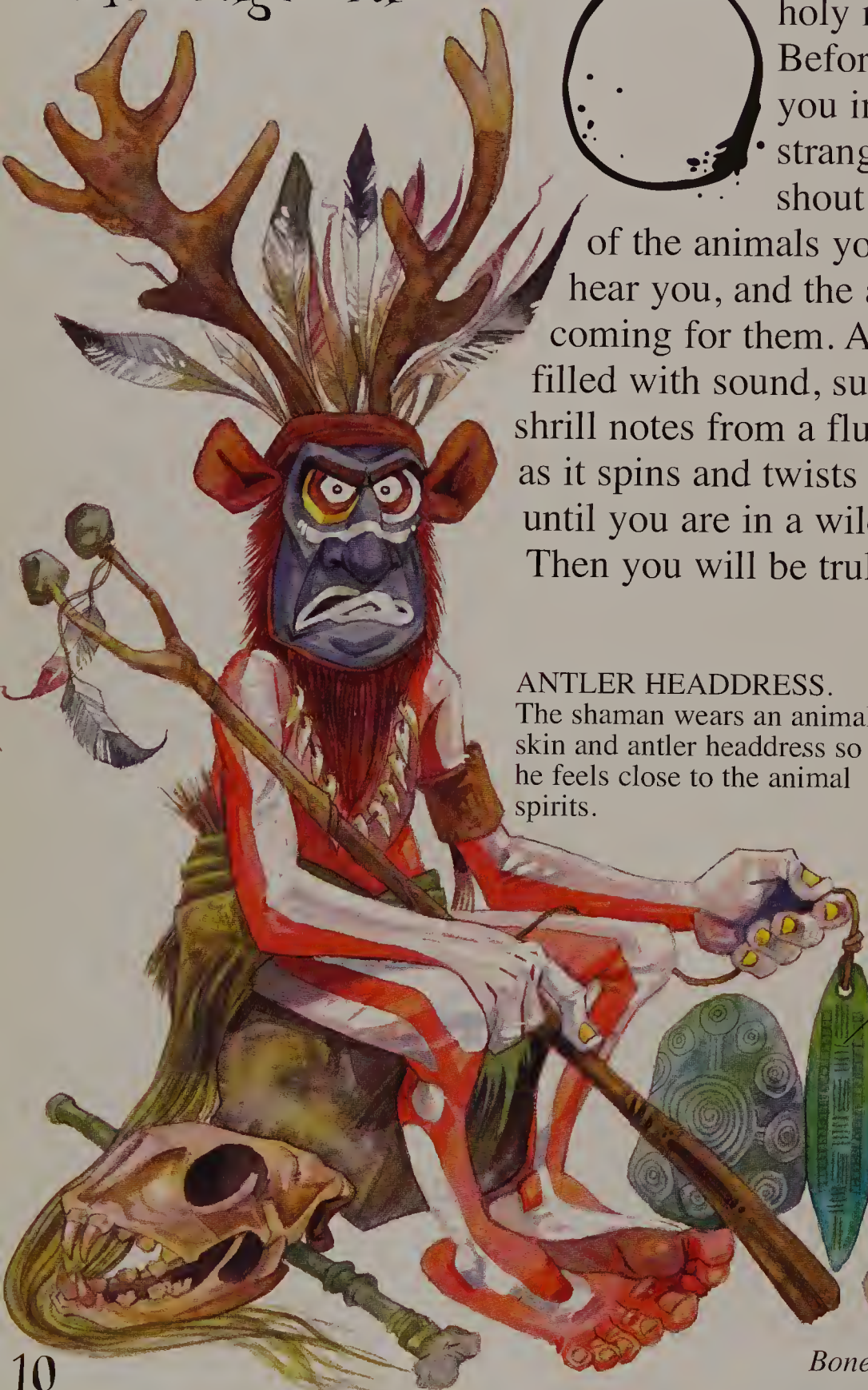
FINGER PAINTING. Paint long, broad lines with your fingers, or use your fingertips to make dots of color.

CLAY. Use soft clay to make life-size animal sculptures. Model them straight onto the cave walls.



Magic! The Mammoth Hunters' Dance

The magic man



One of your group is a shaman, or a holy man, who has great powers. Before the hunt begins he will lead you in a magical dance. You will chant strange words and noises, and sing and shout to make contact with the spirits of the animals you wish to hunt. The spirits will hear you, and the animals will know you are coming for them. As you dance, your ears will be filled with sound, such as steady beats from drums, shrill notes from a flute, and the whirring of a roarer as it spins and twists through the air. You will dance until you are in a wild, trance-like state of mind. Then you will be truly ready for the hunt.

ANTLER HEADDRESS.

The shaman wears an animal skin and antler headdress so he feels close to the animal spirits.

ROARER. A roarer is an oval piece of bone, ivory, or wood attached to a length of thread. As it spins through the air it hums. The faster it twists, the louder it gets until it roars.

Roarer

Skin drum

Bone flute

Handy Hint

Have a bold, strong design painted onto your body to show that you are ready for the hunt.



AAAH-UH!
UUUH-AH!
AAAH-UH!

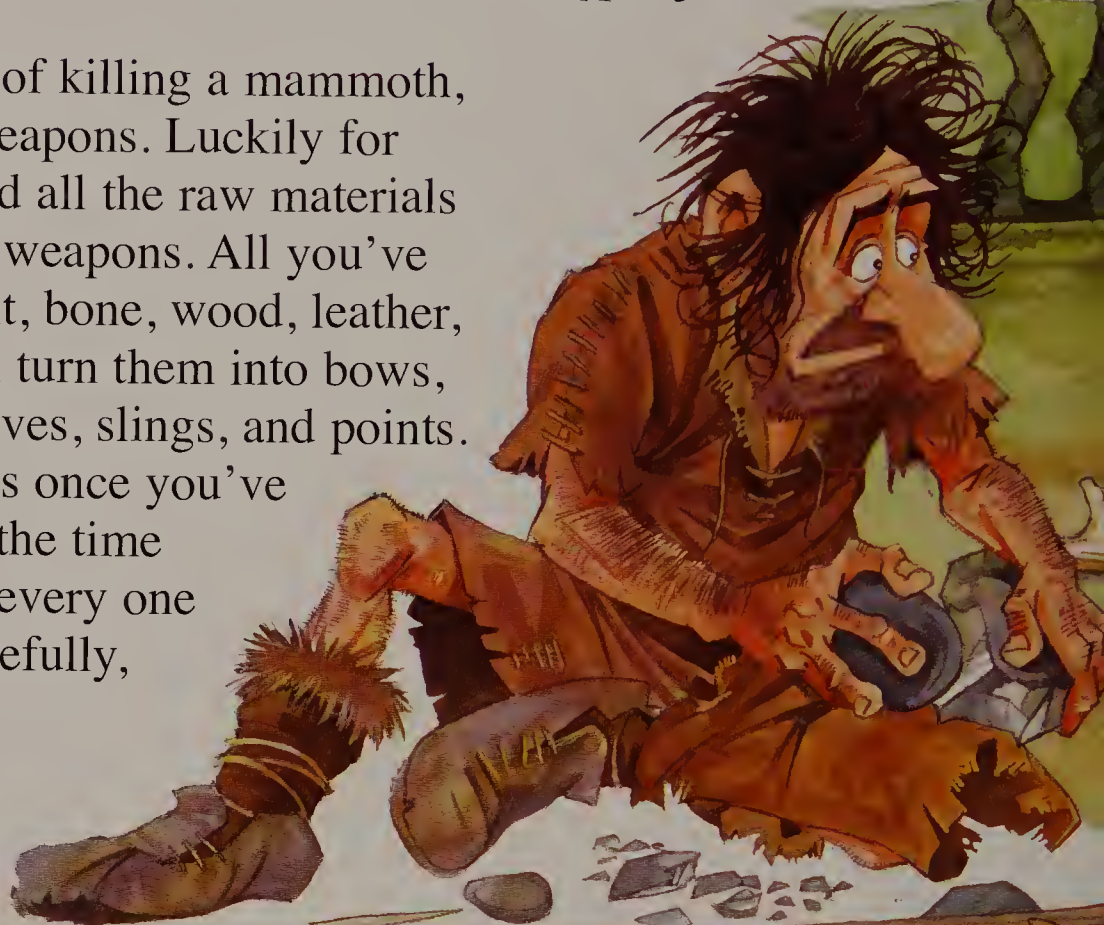
E-E-HAH!
E-E-HAH!
E-E-HAH!



Weapons!

A Mammoth Hunter's Toolkit

If you stand any chance of killing a mammoth, you'll need powerful weapons. Luckily for you, nature has provided all the raw materials a hunter needs to make weapons. All you've got to do is find the flint, bone, wood, leather, feathers, and resin, then turn them into bows, arrows, spears, clubs, axes, knives, slings, and points. Learn how to use your weapons once you've gathered them together. When the time comes, you'll be able to make every one of them find its target and, hopefully, kill a mammoth.



Spear-thrower

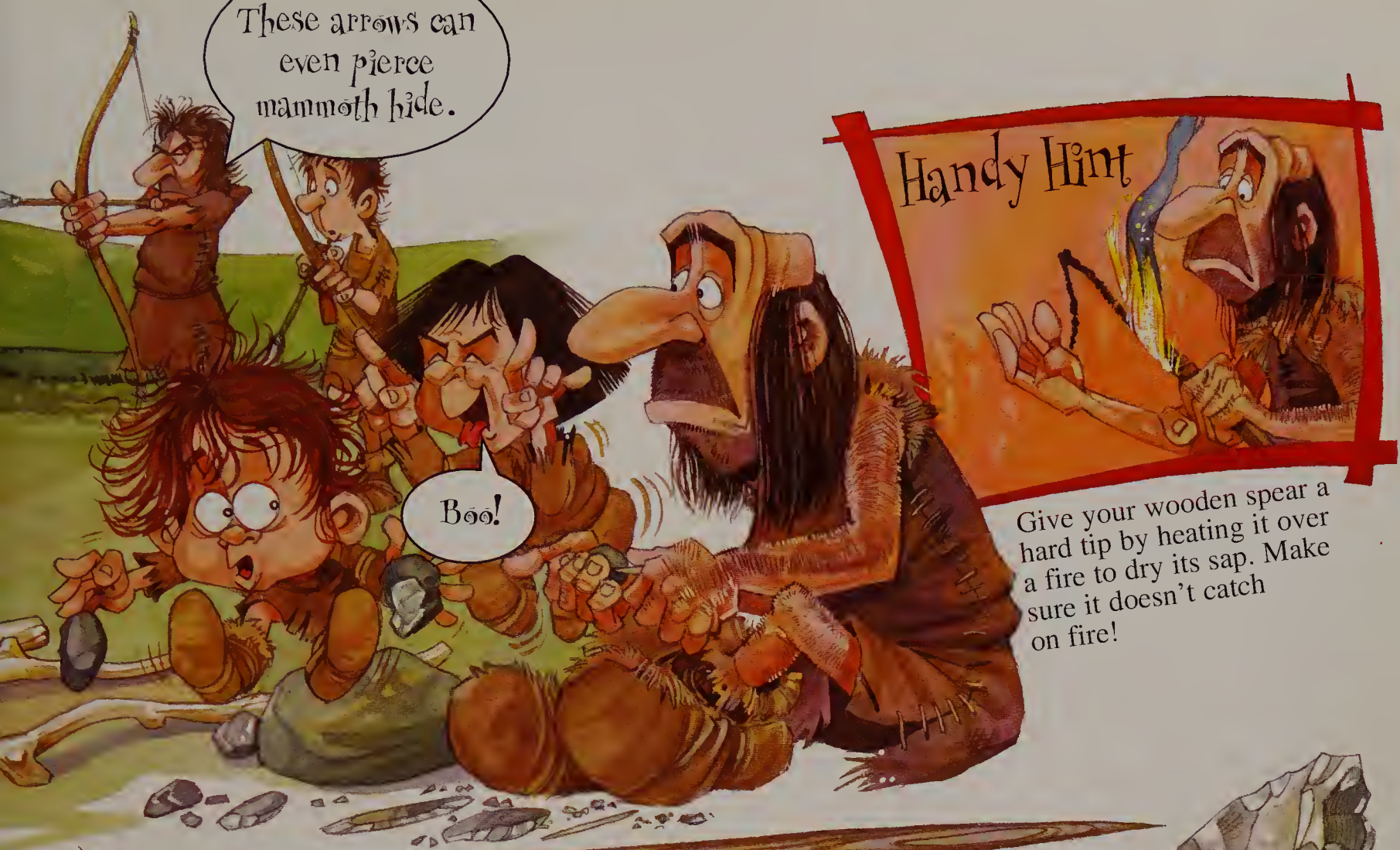
Boomerang

Sling

SPEAR-THROWERS. Choose a long, straight wooden pole for your spear. Carve the tip into a sharp point. Launch your spear from a bone spear-thrower — it will make your spear fly further.

BOOMERANG AND SLING. Make your boomerang from wood. It will come back to you after flying in a curve. A strip of leather will make a sling. You will use it to throw pebbles.

These arrows can
even pierce
mammoth hide.



Handy Hint

Give your wooden spear a hard tip by heating it over a fire to dry its sap. Make sure it doesn't catch on fire!

Boo!

BONE AND STONE POINTS. Make barbed harpoon points from antler or bone, and chip flint into lethal points. Stick them to your weapons with resin, or bind them with thread.



BOW AND ARROWS. Make your bow from yew wood, the bowstring from animal gut, the arrowheads from flint, and use feathers for arrow flights.



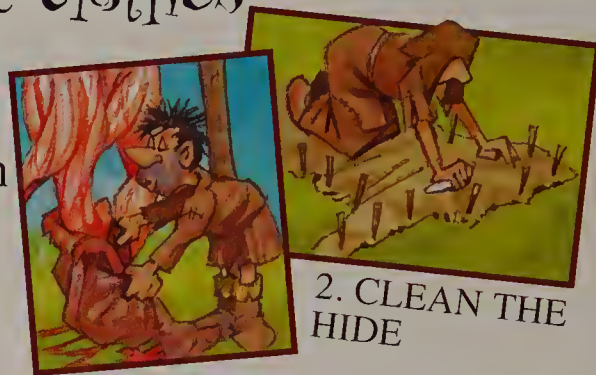
FLINT TOOLS. Take a lump of flint and roughly shape it. Use a piece of antler to break off tiny flakes to make a razor-sharp edge.

Shelter! Mammoth Bone Houses



our journey has taken you across a large field of grassy vegetation. This is a good sign, since mammoths eat these plants. You're sure it won't be long before you see a herd and move in for the kill. Practice your hunting skills on other animals that live nearby, such as bison and aurochs. They can provide food for many days. With no caves in the area, you'll have to make shelters from whatever you can find lying around. Make tents from branches covered with skins or grass. The best houses are made from old mammoth bones and tusks.

Making leather clothes:



1. SKIN AN ANIMAL

2. CLEAN THE HIDE



I want one like they've got!

3. DRY THE HIDE



4. CUT THE LEATHER



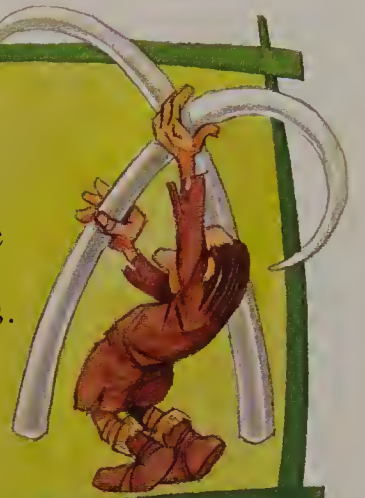
5. MAKE HOLES IN THE LEATHER



6. SEW THE PIECES

Handy Hint

Make the entrance to your bone house from a curved pair of mammoth tusks. Hang a flap of leather over the tusks to act as a door.



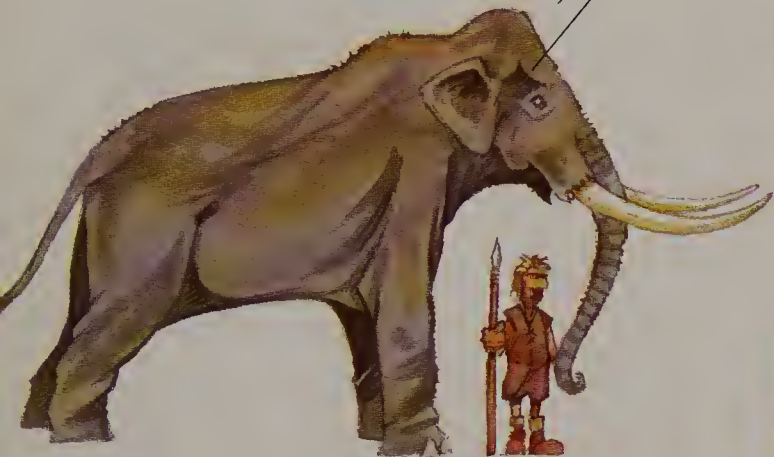
It's dry as a bone in there.

We've got a modern home.

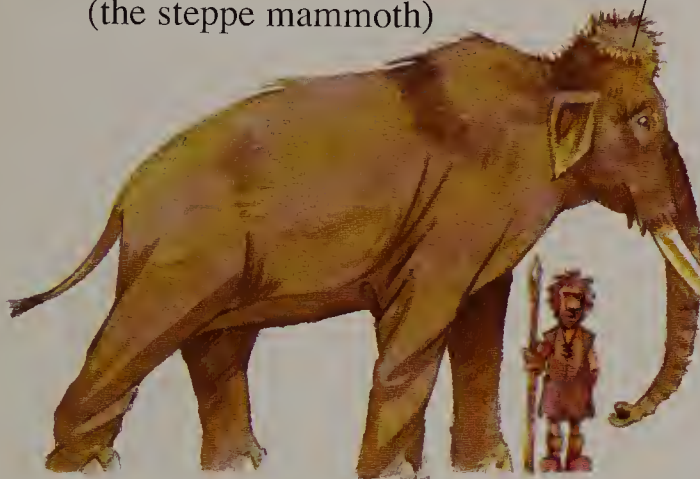
At Last! You See Mammoths

The mammoth family:

MAMMUTHUS MERIDIONALIS
(the ancestor of all mammoths)



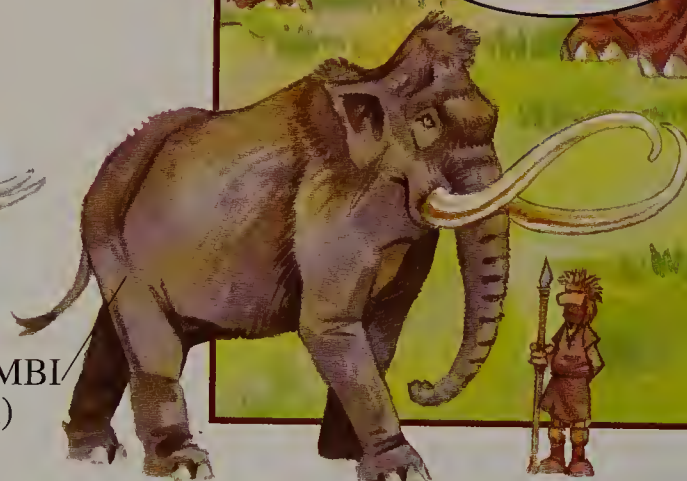
MAMMUTHUS TROGONTERII
(the steppe mammoth)



MAMMUTHUS PRIMIGENIUS
(the woolly mammoth)



MAMMUTHUS COLUMBI
(the American mammoth)



The grassy landscape is mammoth country. Look for signs that tell you these great, hairy beasts are nearby, such as chewed branches stripped of bark, holes in the ground where roots have been pulled up, and areas of trampled and nibbled grass. Most of all, you should be looking for piles of fresh mammoth



dung! As you follow the signs, crouch low or crawl on your belly. Be as quiet as you can and do not make any sudden movements. When you see the mammoths, look for an old or a weak animal separated from the herd. This one will be easier and safer to attack than a mammoth that is fit and strong.



Track the mammoths by following their dung trail. They drop lots of dung balls, each about 7 inches (20 cm) across — about the size of your head!

What a mammoth eats:

VEGETARIAN FOOD. Mammoths eat grass, low-growing plants, roots, bark, and leaves. They use the tip of their trunk like a finger and thumb to pinch and pull at plants.



Kill! You Catch a Mammoth



Dig a big pit and cover the top with branches and grass. Circle the old or weak mammoth, then move toward it. When you are within spear-throwing distance, if the mammoth has not already seen, heard, or smelled you, stand up and shout, throw stones, and prod it with your spear. When the mammoth reaches the trap, it will crash to the bottom of the pit. Now you must kill it. Drive your spear deep into it, piercing its vital organs. But watch out for its tusks, even an old mammoth can put up a good fight.

Mammoth traps:

WAYS TO TRAP A MAMMOTH. Lure it into a pit; force it over a cliff; drop a log on it to break its neck; drive it into a pool of sticky tar; or chase it onto thin ice.



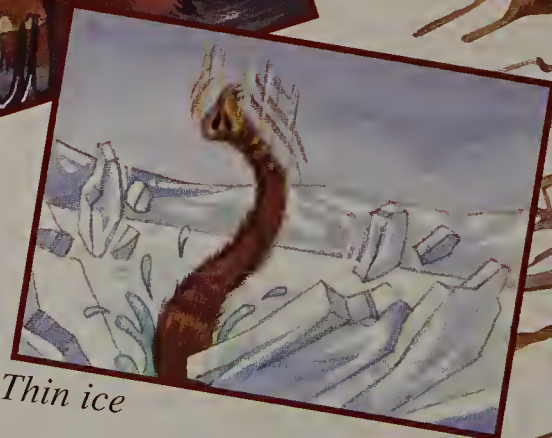
Pit fall



Falling log



Tar pit




Thin ice



Cliff fall





Kill it, before
it kills me!

Handy Hint

Try to pierce its heart
and lungs. Throw hard
to get through the thick
hide. Don't waste
your spear on
its head, you'll
never pierce
its skull.

SMELL LIKE A MAMMOTH.
Cover yourself in mammoth
dung. It will hide your human
smell and you'll be able to close
in on the mammoth before it
sniffs you out.



Danger! Attacked by Rivals

Xou might think now that you've killed a mammoth, you can enjoy a meaty feast. Think again! Your dead mammoth means a free lunch to scavenging animals — and not just the four-legged type. While you've faced the dangers, you've been watched by another group of hunters. Now they're here to steal

your food. They hope that the struggle to kill the mammoth has left you weak and out of weapons. For your sake, you hope you have enough strength to defeat your enemy. The short and violent fight leaves injured men on both sides. Some injuries will heal, others won't. One of the members in your group has been hit with an arrow.



Possible injuries:



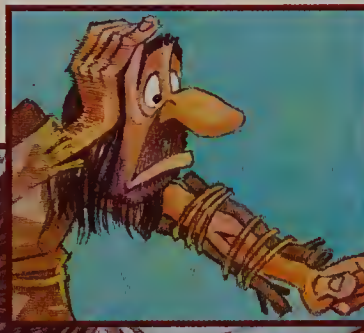
CUTS AND BRUISES.
Leaves and grass will help stop the bleeding and swelling.



BITES AND PRODS.
You might be crushed under a hoof, stabbed by a pointed tusk, or bitten.



ARROW AND SPEAR WOUNDS. Be brave as someone pulls the arrow out.



BROKEN BONES. A broken limb is serious. It will need sticks tied to it to keep it still until the bone heals.



Buried! Disposing of the Dead

Xour friend has died. His wound was too serious; there was nothing you could do for him. However, now that he is dead, you can help his spirit as it travels into the next world. First, find a place to bury his body. A cave is best, since you believe it is

an entrance to the spirit world. Then dig a shallow grave. Lay the body on its side and cover it with red ochre. Surround it with food and all the things that he will need in the next life. Finally, as the body is covered with stones, say your good-byes. You hope that when your time is up, you too will be given a warrior's burial.

Grave goods:

BEADS (right). Bury him with his necklace made from shells, teeth, and pierced stones.


OCHRE (below). This is the same stuff you use to make paint. Sprinkle it over the body.

FOOD (below). Place a chunk of meat in the grave.

TOOLS (below). Put a flint axe and scraper in his grave, for use in the next life.

WEAPONS (below). Bury the man's spear with him.





Handy Hint

If you can't bury him in a cave, lay him out in the branches of a tree (if you can find one). Birds will soon pick his bones clean.

Good-bye, friend.

Have a safe journey.

Don't forget your spear.

Feast! Mammoth for Dinner

Nothing goes to waste. At the kill site, everyone helps carve up the mammoth's body. Flint knives slice through the thick hide. Flesh is cut from bone and roasted over open fires. Tusks are yanked from their sockets for their fine ivory — it will be carved into beautiful objects. The hide is scraped clean to make clothes and shoes of tough leather. Small bones are sharpened into needles and points. Big bones are prized for the marrow inside them.

Carving mammoth ivory and bone:

ANIMAL FIGURES. Shape a bone into a model of a horse or a bison.

ART OBJECTS. Decorate squares of bone with patterns of lines and dots.



Wait until it's cooked, greedy.



BEADS AND BRACELETS. Make ivory bracelets from slices of tusk and beads from bones and teeth.



“VENUS” FIGURINES. Make statues of women from ivory.

HUMAN FIGURES. Carefully carve out the head and face of a person and polish it until it's smooth.



Handy Hint

Don't waste good food! Split open the mammoth's big bones to get at the tasty, fatty marrow inside.



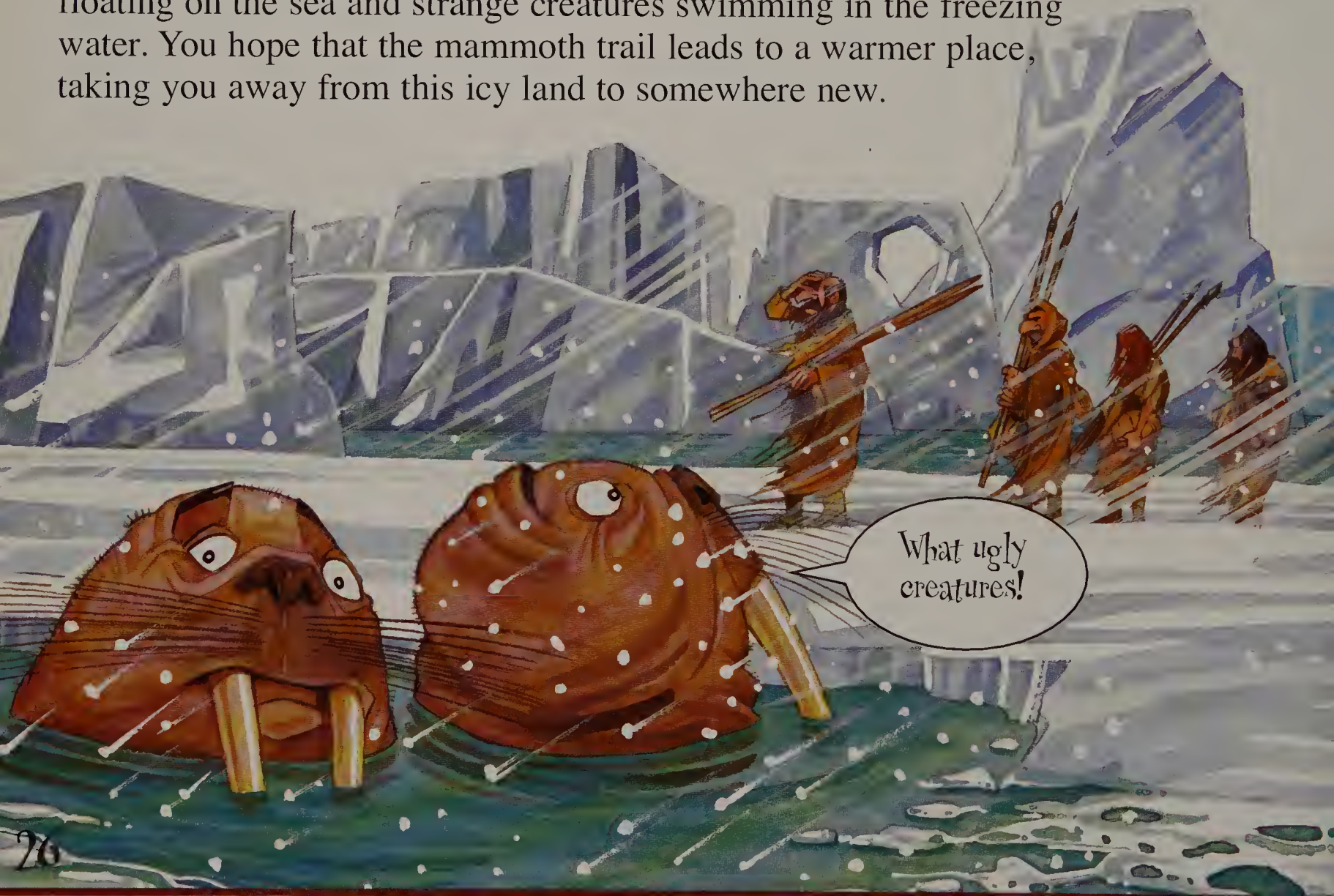
We'll smoke this to feed us through the winter.



Long March!

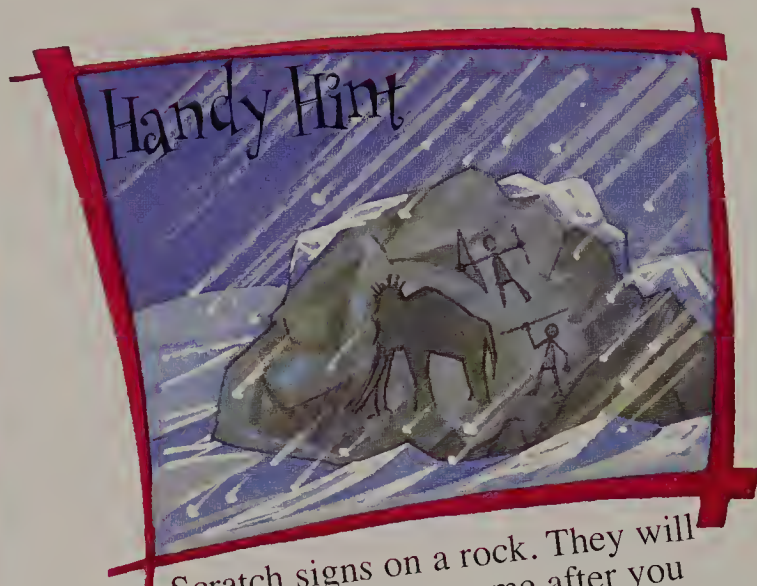
Crossing the Land Bridge

After you've had your fill, it's time to begin your travels once again. As a hunter-gatherer you never stay in one place for very long. It's your nature to live as a nomad, following your prey wherever it goes, gathering plants along the way. But where did the mammoth herd go? As you pick up the trail, you continue walking east and cross a frozen wilderness. You have never seen anywhere like this before. Perhaps you and your group are the first humans to ever set foot here. You see huge blocks of ice floating on the sea and strange creatures swimming in the freezing water. You hope that the mammoth trail leads to a warmer place, taking you away from this icy land to somewhere new.



Bridge between continents:

BERINGIA. This is the name given to the land bridge that joined Asia to North America during the last ice age.



Scratch signs on a rock. They will show people who come after you which way to travel and lead them to the herds of mammoth.

MIGRATION. Animals crossed the land bridge from one continent to the other. When humans first used it about 15,000 years ago, the peopling of the Americas began.



RISING SEA LEVEL. When the glaciers retreat the ice age will end. The sea level and the land bridge will be flooded. From then on the continents will be separated by a sea channel.



To think I left my nice, warm mammoth bone hut for this!

You Reach a New World

Xou leave the icy wasteland behind and move steadily southward. Generations of ice age hunters will make the same crossing between the continents. Slowly they will spread out to colonize the new world, which will one day be America. Mammoths live here — taller than the ones in Europe and Asia, but not as hairy. Life carries on for your people, tracking, killing, and eating your prey. As time passes, the land bridge is forgotten and it slowly sinks beneath the sea. Something else disappears, too — the mammoths. Your descendants will hunt these creatures until they become extinct.

What happened next?

CLOVIS POINTS. Hunters in North America started making a new type of stone point. We call them “Clovis” points, after a place in New Mexico where they were found. This one (right) is actual size.



There don't seem to be many of these left.

OVERKILL. People who used Clovis points were hunters who killed large mammals. Some experts say that by 11,000 years ago they had killed all the mammoths in North America.

Handy Hint



If mammoth meat is hard to find, switch to a new diet — a mixture of plants and meat.

ROAR

CHANGING HABITAT. Another theory is that mammoths died out because rising sea temperatures caused trees to spread, destroying their natural habitat.



LAST OF THE MAMMOTHS. Mammoths survived until 4,000 years ago. The last ones lived on Wrangel Island, in the Arctic Ocean. They were dwarf mammoths, only 7 feet (2 m) tall.



DEEP FREEZE. Some mammoths that died of natural causes became frozen in ice. Their mummified bodies have been dug up and put on display.

Glossary



Aurochs Wild cattle that once lived in Europe and are now extinct.

Beringia The name given to the land bridge that once joined Asia to North America.

Boomerang A stick that when thrown will fly back to the thrower.

Clovis The name given to prehistoric people who were among the first to live in North America.

Extinction When a species of animal completely dies out.

Flint A type of stone that can be shaped to make tools.

Friction Heat generated by rubbing two things together.

Harpoon A spear-like weapon with a rope attached, used to catch sea creatures.

Hunter-gatherer A person who hunts and gathers food in the wild, moving

from one campsite to the next.

Ice age The time when the world's temperature was lower and ice covered large areas of land.

Ice cap A permanent covering of ice and snow at the North and South Poles.

Ivory A whitish material that mammoth and elephant tusks are made of.

Land bridge A place where areas of land are joined, allowing animals to cross between them.

Mammoth An extinct member of the elephant family. The word may come from two Estonian words – *maa* (earth) and *mutt* (mole).

Marrow A soft, fatty substance inside bones.

Nomad A person who wanders from place to place.

Ochre A yellow, red, or brown mineral used as a coloring in paint.

Point A piece of stone or bone shaped into a pointed tool.

Resin A sticky substance that mainly oozes from fir and pine trees.

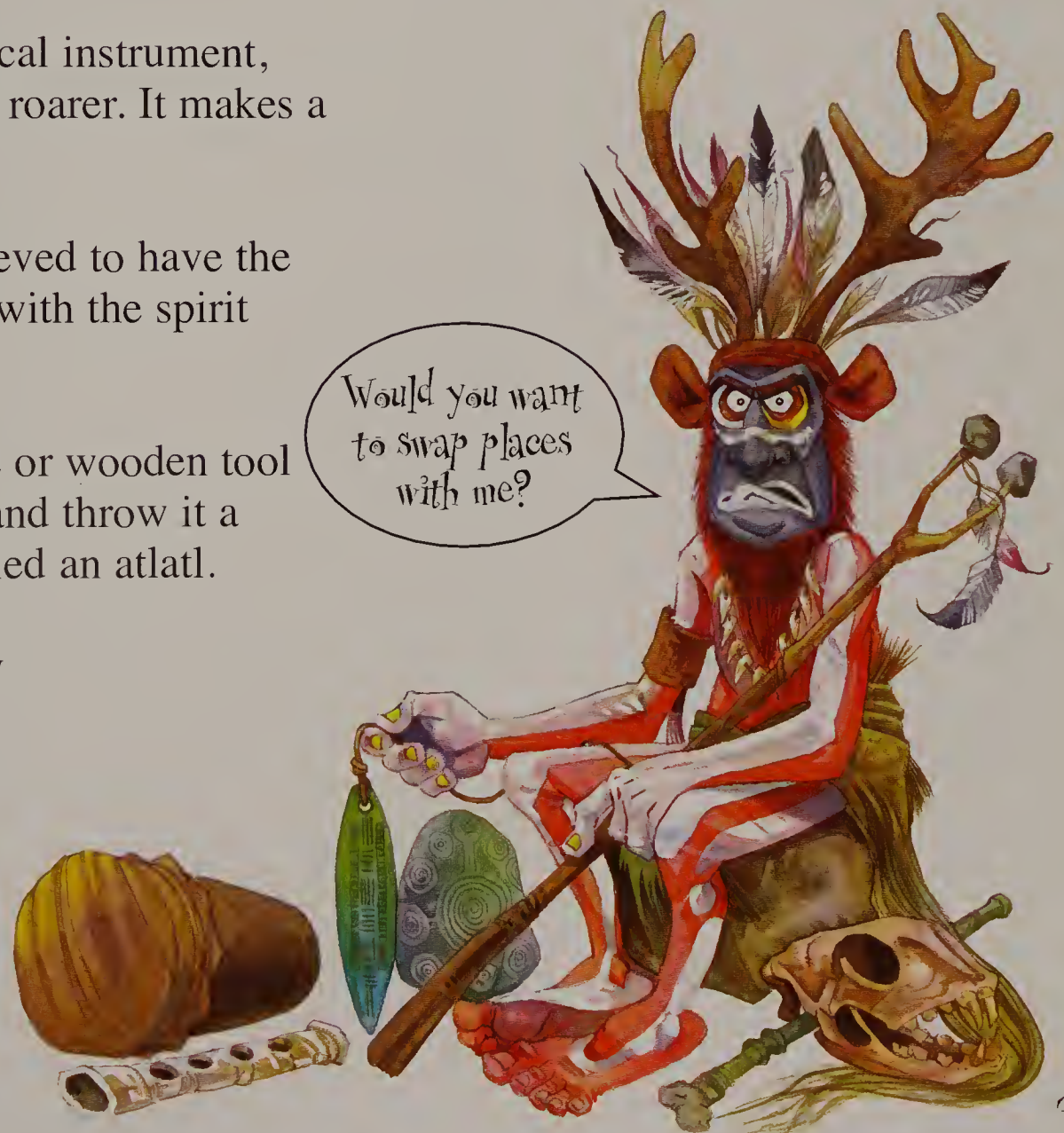
Roarer A type of musical instrument, sometimes called a bull roarer. It makes a whirring noise.

Shaman A person believed to have the power to make contact with the spirit world.

Spear-thrower A bone or wooden tool used to launch a spear and throw it a great distance. Also called an atlatl.

Steppe An open grassy plain with few trees.

“Venus” figure A carved figure of a woman, often made with exaggerated bodily features. Made in Europe in the ice age. Their purpose is unclear.



Index

- A**
antlers 10, 13
art 8-9, 24
Asia 5, 27, 28
aurochs 6, 14, 30
- B**
Beringia 27, 30
bison 6, 14
boomerang 12, 31
- C**
camp 5
carvings 24
cave bear 6
cave hyena 6
cave lion 6
caves 5, 8, 14, 22-23
clothes 6, 10, 14, 15, 24
Clovis 28-29, 30
- D**
dancing 10
death 22-23
- E**
Europe 5, 28
extinction 28-29, 30
- F**
feathers 12-13
fire 7, 13, 24
flint 6, 12-13, 22, 24, 30
food (human) 7, 14, 20, 22, 24-25, 29
- G**
glaciers 27
graves 22
- H**
harpoon 13, 30
hide (skin) 14-15, 19, 24
- houses 14-15
hunting 6, 8, 10, 12, 20
- I**
ice age 5, 27, 28, 30
ice cap 5, 30
injuries 20-21
ivory 10, 24-25, 30
- J**
jewelery 22, 25
- K**
kill site 5, 24
- L**
land bridge 26-27, 28, 30
leather 12, 15, 24
- M**
magic 8, 10
mammoth
 American 16
 bones 14-15, 24, 25
 family 16
 food 14, 16-17
 dung 16, 19
 dwarf 29
 herds 14, 17, 20, 26
 skull 19
 steppe 16
 teeth 25
 tusks 14, 18, 24-25
 woolly 16
music 10
- N**
nomads 26, 31
North America 5, 27, 28
North Pole 5
- O**
ochre 8-9, 22, 31
- oil 9
oil lamp 8-9
- P**
painting 8-9
- R**
reindeer 6
resin 12-13, 31
roarer 10, 31
- S**
scavengers 20
sculpture 9
shaman 10, 31
shells 22
singing 10
skins 14
slings 12
spears 8, 12-13, 18, 19, 20
spear-thrower 12, 31
spirits 8-9, 10, 22-23
steppe 14, 16, 31
- T**
tar pit 18
tents 14
tools 6, 22
traps 18, 19
- V**
"Venus" figures 25, 31
- W**
weapons 12-13, 20
wild horse 6
woolly rhinoceros 6
Wrangel Island 29

You Wouldn't Want to Be a Mammoth Hunter!

Wrap up warmly...finding food and shelter in the ice age is not easy. You must be ready to trek for miles in search of prey, and that's the easy part. Then you have to catch a mammoth.

It's Dangerous!

Top Tips from Experts:

- Use mammoth bones to make a strong structure for your house.
- Learn to make fire. It will keep you warm and cook your food.
- To track a herd of mammoth, follow their dung trail. You can't miss it!
- Sharpen your spear tip by heating it in the fire – mammoth hide is tough!

TITLES IN THIS SERIES:

Sick in the 16th Century	Pyramid Builder
Pirate's Prisoner	Greek Athlete
Live in a Wild West Town	Medieval Knight
American Pioneer	Civil War Soldier
Medieval Dungeon	Sail With Christopher Columbus
Apollo 13	American Colonist
	Sail on a 19th-Century Whaling Ship

U.S. \$9.95

A FRANKLIN WATTS BOOK

ISBN 0-531-16397-0



90000



9 780531 163979