



# PLEISTOCENE COALITION NEWS

VOLUME 15, ISSUE 6

NOVEMBER-DECEMBER 2023

- Challenging the tenets of mainstream scientific agendas -

## Inside

### PAGE 2

**Montana megaliths, Part 4:** The clearly non-natural features of Sage Wall and Tizer Dolmen

Richard Dullum and Michael Collins

### PAGE 6

**Member news and other info:** Recent items pointing to *H. erectus* intelligence

John Feliks

**Xavier Bartlett Carceller** (1964–2020)

**Links to Issues 83-85**

### PAGE 7

**Reflections on the megafauna superhighway** [preview]

***H. erectus* our equals**  
Bias toward ape/man dogma holds back evidence of symbolism –*ff*

### PAGE 8

**Unusual horns may indicate a new species of pronghorn**

Ray Urbaniak

### PAGE 9

**Games over board!**  
Part 6

Elke Rogersdotter

### PAGE 13

**Pleistocene civilizations, Part 5,**  
8 million petroglyph sites GPS-catalogued

Anthony Peratt and Fay Yao

### PAGE 18

**More enigmatic rock art from the Grand Canyon and Winslow, AZ**

Ray Urbaniak

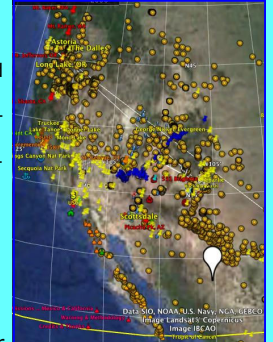
In two separate articles engineer **Ray Urbaniak** continues his unique exploration into the nature and possible explanations for unusual or completely unique horns and antlers present in little-known rock art of the South-west U.S. These include possible representations of new species presently unknown from the fossil record and known only from rock art. See [Urbaniak p.8](#) and [p.18](#).



Swedish archaeologist, **Dr. Elke Rogersdotter**, PhD, continues with Part 6 of her scholarly exploration into the history of non-board gaming. Some surprisingly cosmopolitan games may be several thousand years old. Some of the skill called for in throwing games includes such as knocking over a cob of corn from a distance of 30 meters (roughly 33 yards or nearly 100 ft.). Also, like anthropology's famous "ritual objects" category often applied to unidentified items, Dr. Rogersdotter notes that what could actually be *game pieces* may have long been mistakenly labeled as "toys." See [Rogersdotter p.9](#).



Plasma physicist and former Acting Director (National Security) Nuclear Nonproliferation, **Dr. Anthony Peratt** (PhD), and colleague, **Fay Yao** (LMS, M.A.) like others after news of 12,000-year-old Gobekli Tepe's status as a Pleistocene "civilization" rocked the anthropological community's dogma regarding hunter-gatherers, found other tenets could also be questioned. In Part 5 they introduce their years-in-the-making massive petroglyphs-only database of rock art their team GPS-logged. One result was noting unexpected similarities internationally. See [Peratt and Yao p.13](#).



**Tom Baldwin...** Reflections on the megafauna superhighway significance and possible implications coming up. See [Baldwin p.7](#).

## -Welcome to PCN #86-



**Richard Dullum and Michael Collins** continue the challenging story of the Montana megaliths. In Part 4, they discuss clearly unnatural features of Sage Wall and Tizer dolmen introducing nubs, parallel walls, gouged-out holes, cupmarks and the ground penetrating radar survey revealing a flat rock base. See [Dullum and Collins p.2](#).

## Member news and other info



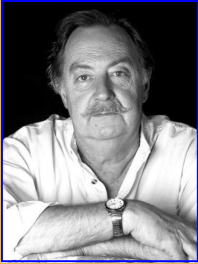
Recent items pointing to *H. erectus* intelligence including greater or lesser contributions from Dragos Gheorghiu, Tom Baldwin, and popular Spanish historian-blogger the late Xavier Bartlett (above). See [Feliks p.6](#).

# Montana megaliths, Part 4

The clearly non-natural features of Sage Wall and Tizer Dolmen

By Richard Dullum (B.A. Biology) and Michael Collins

**Another remarkable clue to the**



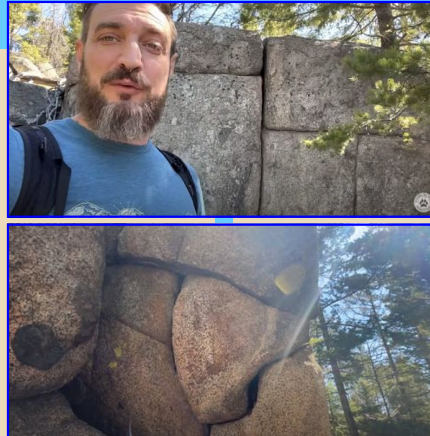
**structure's man-made nature... the two blocks fitted in an "S" pattern ...appear not**

**Echoes of South America?**

If the previous photo from [PCN #85](#) (page 4, Fig. 8)—a full-on shot of Sage Wall with square-fitted large blocks behind Mike Collins (**Fig. 1, Top**)—isn't enough to convince the reader the wall is man-made, this new photo (**Fig. 1, Bottom**) should certainly give one pause. It was taken by William Brown (*Incredible History*) being another who saw Mike's video and decided to see Sage Wall for himself. The blocks are obviously fitted purposely together in a manner not unlike those at well-known sites such as Sacsayhuaman, Peru, and compose part of the ruined wall opposite Sage Wall along the cleared pathway. The structure is near the end

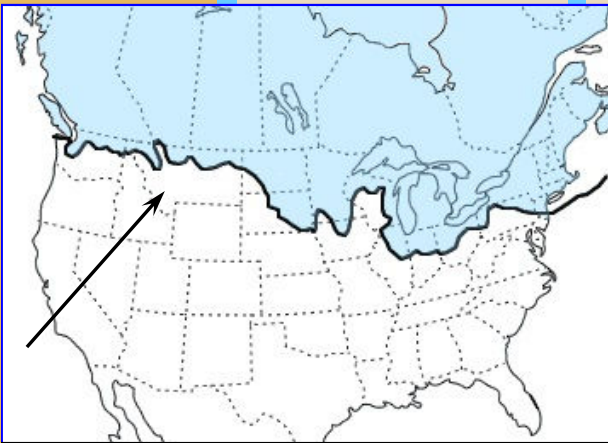
and the other Montana megaliths such as Tizer Dolmen. A similar more magnified view gives a deeper sense of it in **Fig. 3**.

An important clue to the structure's man-made nature is that the two blocks fitted in an



**Fig. 1.** Two stone-building techniques. **Top:** Still from Mike Collin's *Wandering Wolf Productions* first Sage Wall video as seen in *PCN #85*. Note the clearly man-made fitted joinery and discontinuous fracturing of the stones at right angles like in Greece, etc., is quite unlike the natural splitting caused by tree roots. **Bottom:** Stone fittings by Sage Wall akin to the those well-known in South America. Photo: William Brown for *Incredible History*.

suggested nature. With that answer, I'm guessing he missed the *polygonal* masonry (again, Fig. 2) which he said defined Sacsayhuaman (Cusco, Peru) and other known mega-



**Fig. 2.** Location of Sage Wall and the other Montana megaliths well below southernmost extent of the last North American glaciation. This is significant because skeptics always name action by glaciers to explain unexpectedly-placed massive stones as being natural with no human involvement. Unnamed source, [bostongeology.com](#).

**to be dolerite... looking more like pink granite—which is not native to the area.**

of the Wall where it starts to rise up the grade just as one passes the Sage Wall sign.

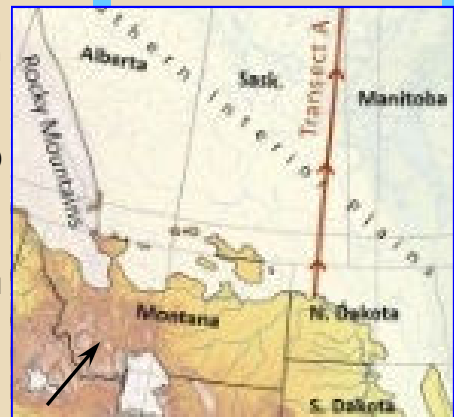
One common, not well thought through, objection to Sage Wall being manmade is the claim it was constructed naturally by glacier activity. As a response to this, in **Fig. 2**, we show the southern extent of ice during the last glaciation and its far distant relation to Sage Wall

"S" pattern (again, Fig. 2) on the right-hand edge appear not to be *dolerite*—the composition of the other rocks—looking more like pink granite, which is not native to the area. In addition, *dolerite* (also known as *diabase*) which composes Sage Wall does not fracture in straight planes, but irregularly and is of very low porosity, making it exceptionally resistant to weathering. I'm curious to see what kind of pretzel logic it takes to explain this geologically.

**Any natural explanations?**

In fact, a geologist wrote off Sage Wall as 'natural' after having little more contact than a brief view on a livestream, calling the wall a naturally-fractured formation with a 'checkerboarding' that

lithic sites as man-made. The unnamed geologist also, and perhaps equally telling, had never heard of mega-



**Fig. 3.** A more detailed view of glacier extent into Montana. Again, it is seen to be well away from Sage Wall and the dolmens, more evidence the megalithic structures were not created by glacier activity of any kind. Image: Detail of map in Dalton *et. al.*, "Evolution of the Laurentide and Innuitian ice sheets prior to the Last Glacial Maximum (115 ka to 25 ka)," *Earth-Science Reviews* 224, January 2022; Creative Commons.

lithic constructions around the world having the unexplained protrusions called

> [Cont. on page 3](#)

# Montana megaliths, Part 4 (cont.)

'nubs' poking from the surface of their gigantic blocks.

example, **Figs. 4–5.** Nubs such as these are also seen in ancient Egyptian architecture and the ancient architecture of India. The geologist suggested nubs were xenoliths, pieces of rock within an igneous rock that were not derived from the original magma but had been introduced from elsewhere, especially the surrounding country rock. Any xenoliths from the crust

tary and if they were exposed on the batholith surface, would weather out at a faster rate than the granite host rock. However, the 'nubs' around the world—including Sage Wall and Tizer Dolmen—are weathered at the same rate as the rock they protrude from and appear to be the same type of rock, thus excluding the xenolith explanation.

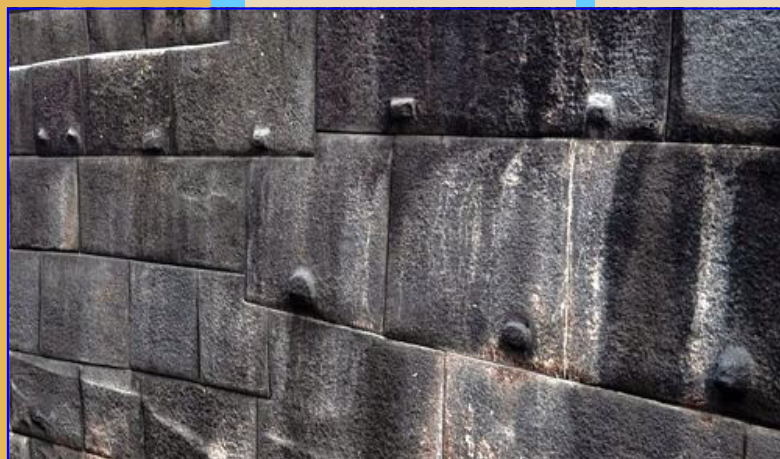
A recently discovered protrusion at Machu Picchu, Peru, inside a building on a megalithic white granite block provided a startling example of not only its possible use but also how it was applied. While there may have been many uses for these types of projections, the one at Machu Picchu suggests it may have been used as a tie-down, possibly for a roof structure. It appears the 'nub' was shoved into the rock while it was still in what we would call a 'plastic' state. The hole associated with it is clearly artificial. Dozens of 'nubs' are found all over rocks in Sage Wall and its surroundings.

### Additional unnatural features

Besides 'nubs' on the rocks, there are curious deep and wide holes that could be called 'carve-outs'—or what Mike describes as 'scoops'—in boulders at the Sage Wall site. There are similar carve-outs or scoops at the Tizer Dolmen site miles away as well, such as seen in **Fig. 6.**



**Fig. 4.** Still from Mike Collin's *Wandering Wolf Productions Sage Wall* video. Note the mysterious 'nubs' not unlike those seen in megalithic structures worldwide.



**Fig. 5.** 'Nubs' in polygonal megalithic wall, the Coricancha in Cusco, Peru. Detail from photo by Ruben Hanssen. Permission to use, unsplash.com. Many others worldwide.



**Fig. 6. Left:** Curious 'scooped-out' boulder near Tizer Dolmen very likely of human workmanship. **Middle:** Large 'scoop' behind Tizer Dolmen also likely manmade. **Right:** Better view of the Middle image Tizer Dolmen scoop placement. Still images from Mike Collin's *Wandering Wolf Productions* video.



**Fig. 7 Left:** Deeply-incised horizontal cut-mark in boulder near Tizer Dolmen. **Right:** Deeply gouged vertical cut-mark. Stills, Mike Collin's Tizer Dolmen video.

crumbling into the forming batholith of igneous rock that is now the Boulder Batholith (see Part 1, [PCN #83, May-June 2023](#)) would have been sedimen-

**Fig. 7** shows two very curious and apparently deliberately-made cut-marks—one horizontal and one vertical—in boulders near Tizer Dolmen likely not naturally formed. The one on the right could be described as a deep 'gouge.'

> [Cont. on page 4](#)

Nubs are seen all over blocks in Peru especially. See, for

[PCN #83, May-June 2023](#))

# Montana megaliths, Part 4 (cont.)

**"Each [carve-out] has a deep rectangular**

Michael has made many astute archaeological observations enabled by his years of experience study-

Egypt as seen in **Fig. 8**. The circular trough towards the bottom of the carve-out at Sage Wall is broken



**Fig. 8.** Michael Collins comparison of an unusually complex carve-out at Sage Wall, Montana with a surprisingly similar one from Karnak, Egypt.

through on the outer edge. Each one has a deep rectangular well at the back, with a middle small channel leading to a circular depression.

**A better-known human labor: cupmarks**

Aside from the many megalithic features of the Montana megaliths area documented photographically by Michael, he also noted many blocks with 'cupmarks.' This is a feature that has long been observed at

**A possible Pleiades significance confirmation**

One of these cupmark blocks in particular is especially interesting as it contains several of these curious markings (**Fig. 9**). On this block, I count at least seven cupmarks remarkably resembling the Pleiades star cluster. Pleiades depictions in rock art is a topic well-covered in *PCN* in articles by Ray Urbaniak, Abdulrahman Albalawi, Juan Crocco, and Thomas Walli-Knofler and the Austrian Cupmarks Team. Ray's discovery—clearly depicted in a rock panel on a Paiute reservation and practically directly south of Sage Wall—was found to be an undeniably perfect match to the star cluster identified on the famous Nebra Sky Disk from Germany as being a representation of the Pleiades (e.g., among several others, [PCN #76](#), March-April 2022). I'll leave it to such archaeo-astronomers to suggest whether there is a possible match at Sage Wall.

**Support via the dolmens**

If Sage Wall were the only site in the SW Montana region suggestive of megalithic construction in the American Northwest that would be one thing. However, there are dozens of *dolmens* in this region as well, photo-documented, geolocated and now known to many more people through YouTube videos and academic venues such as *PCN* beginning with #83, #84 and [#85](#).

**Additional walls**

As it turns out, the Sage Wall isn't the only wall over Sage Mountain. Michael's team has discovered several ruined walls

which, interestingly, are roughly parallel to Sage Wall proper possibly suggesting a > [Cont. on page 5](#)

**well at the back, with a middle small**

ing many different megalithic sites around the world. One example is his

countless other sites around the world and not only those considered



**Fig. 9.** Michael also documented many blocks with 'cupmarks,' a feature long observed at countless other sites around the world. I note a resemblance to *PCN*'s many Pleiades articles beginning with those of Ray Urbaniak.

**channel leading to a circular depression."**

comparison of an unusual complex carve-out at Sage Wall and a surprisingly similar one from Karnak,

megalithic. Although there are exceptions, these tend to be sites no one questions as to their being manmade.

# Montana megaliths, Part 4 (cont.)

**"Michael's team has discovered several ruined walls in the Sage Wall proper region that run roughly parallel to the primary feature."**

larger more complex structure of some kind. **Fig. 10** shows one such wall.

suggested there might be more walls away from Sage Wall—a great follow-up!

proximately 15' below the trail. More is planned for May 2024. In the meantime, there are many anomalous features in this area above ground that look manmade and have no reasonable geological explanations.



**Fig. 10.** Chris Borton's team has discovered several ruined walls in the Sage Wall proper region that run roughly parallel to the primary feature.

As shown in Figs. 1 and 2, only 15% of Montana was glaciated, never reaching Sage Wall or the dolmens during the last ice age. This fact effectively rules out the popular idea of frost fracturing the rocks to 'appear' manmade and also rules out *glacial erratics* (glaciers bringing in rocks foreign to the region). At Sage Mountain Center, the elevation is 7,920 ft. above sea level. This indicates the area would as well not have been subjected to break-out flooding from melting of the glaciers. Subtracting all the above natural explanations is more evidence Sage Wall is of human workmanship. *Continuing in Part 5...*



**Fig. 11.** In the summer of 2023, Christopher Borton and Linda Welsh, the owners of Sage Wall hired a geo-physicist to do a ground penetrating radar survey (GPR) revealing a large flat rock base. Image: C. Borton.

RICHARD DULLUM, retired as a surgical R.N. working in a large O.R. for the past 30 years, is a researcher in early human prehistory and culture. He is also a Vietnam veteran with a B.A. in Biology. Dullum has written many articles for *PCN* since 2009 and is also one of *PCN's* copy editors. As of 2023, he is an officially enrolled undergraduate at a local university. All of Dullum's articles in *PCN* can be found at the following link: [https://pleistocenecoalition.com/index.htm#Dullum\\_and\\_Lynch](https://pleistocenecoalition.com/index.htm#Dullum_and_Lynch)

MICHAEL COLLINS is the owner of Wandering Wolf Productions and is a world traveler, filmmaker, YouTuber and social media personality focusing primarily on documenting and researching ancient sites. He is also a military veteran. Collins' work has been featured on Netflix, the History Channel, the Discovery Channel, and his own YouTube channel. His first book, coming in 2024, details his many struggles in life in becoming an extensively traveled citizen-archeologist/photojournalist focused on megalithic sites, as he inspires others to be critical thinkers and innovators in his explorations. [www.YouTube.com/wanderingwolf](http://www.YouTube.com/wanderingwolf)

**covered several ruined walls... roughly parallel to Sage Wall proper."**

Three to four courses of stone blocks can be clearly seen making up another two walls. The walls of Fig. 10 are roughly 1/2 mile up from Sage Wall, through extremely rough going. Michael is indeed intrepid to do this exploration. He was inspired after his drone video survey

**Ground penetrating radar**

On the subject of follow-up, the owners of Sage Wall, Christopher Borton and Linda Welsh, hired a geo-physicist to come visit last summer for a ground penetrating radar survey or GPR (**Fig. 11**). Preliminary results reveal a flat rock underlying the entire length of the wall ap-

## Member news and other info

### Quick links to main articles in [PCN #85](#):

#### PAGE 2

[Montana megaliths, Part 3](#): A closer look at Sage Wall and Tizer Dolmen

Richard Dullum and Sean Harasymchuk

#### PAGE 6

[Member news and other info](#)

Links to Issues 82–84,

[Sage Wall and Coral Castle](#)

–John Feliks

#### PAGE 7

[Recent discovery at the Pioneer Museum](#), Lower Blue Licks, KY

Richard Michael Gramly

#### PAGE 10

[Evaluation of a 1964 paper](#) on an ibex skull from Iowa

Ray Urbaniak

#### PAGE 12

[What does it take to be considered "human"?](#) Excitement and caution regarding Rising Star Cave

Tom Baldwin

#### PAGE 14

[Games over board!](#) Part 5

Elke Rogersdotter

#### PAGE 19

[Pleistocene civilizations, Part 4](#)

Anthony Peratt and Fay Yao

#### PAGE 22

[A worldwide early written language?](#)

Ray Urbaniak

#### PAGE 25

[Language origin theories back in news](#) Reprinted challenge to evolutionary language claims

John Feliks

### RECENT ITEMS POINTING TO *H. ERECTUS* INTELLIGENCE –jf

Xavier Bartlett Carceller (1964–2020)



PCN just recently learned that popular Spanish blogger, degreed prehistorian and PCN writer and colleague, Xavier Bartlett, passed away in May of 2020. His blogs (here in English)—“The other side of the past: A space for study and reflection on alternative visions of Humanity’s past” and “Somnium Dei: Reality, science and consciousness”—were especially relevant to those becoming aware that public knowledge of prehistory as directed by mainstream dogma and its selective publication of only biased material created false certainties about the past and misconceptions of what constitutes ‘civilization.’

A comment from Xavier’s eulogy page gives one sense of the kind of guidance he provided his readers:

“The emails and private messages that we were able to exchange seemed great to me. They revealed a person open to research, because resorting to the miserable dogma imposed on us by science and the history of society industrialized by power, Xavier breathed truly pure air of research at all levels.”

–[https://www.dogmacero.org.translate.googleusercontent.com/2020/05/06/xavier-bartlett-no-es-el-final-es-un-nuevo-comienzo/?\\_x\\_tr\\_sl=es&\\_x\\_tr\\_tl=en&\\_x\\_tr\\_hl=en&\\_x\\_tr\\_pto=sc](https://www.dogmacero.org.translate.googleusercontent.com/2020/05/06/xavier-bartlett-no-es-el-final-es-un-nuevo-comienzo/?_x_tr_sl=es&_x_tr_tl=en&_x_tr_hl=en&_x_tr_pto=sc)

Xavier’s passing is a major loss to those seeking truth in the anthropology of early humans.

*Xavier Bartlett and the PC*

Xavier first contacted the Pleistocene Coalition in 2014

while studying suppressed archaeological evidence in anthropology and his dissatisfaction with how mainstream anthropology was controlling the narrative of prehistory and how people perceived their ancestors by withholding crucial evidence about their cultures and accomplishments. He wrote several articles for *Pleistocene Coalition News* and was very impressed with the life story and persistence of PC Co-founder, writer, copy editor and scientific advisor, Dr. Virginia Steen-McIntyre. The three of us worked together to select a few appropriate images (out of many) for him to represent her contributions to scientific truth on his blog. As PCN readers know, Virginia’s story of scientific suppression goes all the way back to the late 1960s and her first experience with the mainstream in a conflict that persists even after approaching 60 years.

On January 22, 2020, four months before his passing, Xavier posted one of his final articles on his blog, “The other side of the past,” an article dedicated to the Pleistocene Coalition’s 10th Anniversary titled, [Homo erectus in America?](#) He also honored the two of our original founders who had passed away prior, archaeologist Chris Hardaker and geologist Dr. Sam L. VanLandingham

–<https://laotracaradelpasado.blogspot.com/search/label/Pleistocene%20Coalition?m=0> [For English—or other language—select English at the article’s page top and click on the Translate button]. Xavier’s article ended with the following:

“Dedication: In this post I have cited both Virginia Steen-McIntyre and Chris Hardaker, founding members of the *Pleistocene Coalition*. In this regard, I am pleased to report that your free bimonthly publication, *Pleistocene Coalition News*, has recently completed ten years of commitment to the heterodox scientific community that seeks to bring a new vision to prehistoric studies. As many readers will know, the *Pleistocene Coalition* is a group of independent scientists and researchers who for many years have joined forces to challenge many established dogmas and to claim that *another prehistory is possible*, in light of numerous findings and localized clues all over the planet.

So, I dedicate this article to the founders and editors of this publication, starting with the veteran geologist Virginia Steen-McIntyre—now in some poor health—and continuing with John Feliks<sup>1</sup> and Tom Baldwin, with a special memory also for the late Chris Hardaker. Likewise, I would like to

express my particular recognition to Kevin Lynch and Richard Dullum, for their good work and their inspiration for some of the articles I have published on this blog. Congratulations!”

–<https://laotracaradelpasado.blogspot.com/search/label/Pleistocene%20Coalition?m=0>  
<sup>1</sup>PCN Editor-in-Chief is primary founder of the PC.

Below are a few of Xavier’s publications as related to the

> [Cont. on page 7](#)



[Link to PCN #85](#)



[Link to PCN #84](#)



[Link to PCN #83](#)

## Member news and other info (cont.)

Pleistocene Coalition:  
[They are still looking for the origin of man—without much success](#) (PCN #60, July-August 2019);  
[The unusual findings of the Ameghino brothers in Argentina, Part 1](#) (PCN #61, September-October 2019); and [Part 2](#)

**Reflections on the megafauna superhighway**  
 Coming soon by Tom Baldwin  
 The Ed's **Figs. 1–2** give a sense of Baldwin's message and logic.

tenet that early peoples such as *Homo erectus* were as intelligent as modern humans.

The paper in the recent issue of *Nature* is called "Evidence for the earliest structural use of wood at least 476,000 years ago."

<https://www.nature.com/articles/s41586-023-06557-9>

While the paper attempts to make the news seem groundbreaking as if showing these people were "more intelligent than we thought," the public only buys it if *unaware* of all the prior evidence already establishing *H. erectus* as our intellectual equals—as demonstrated in PCN since 2009 (and prior). Keeping evidence of *symbolism* from the public is why anthropology does not qualify to be called science when representing our ancestors. To make a long story short:

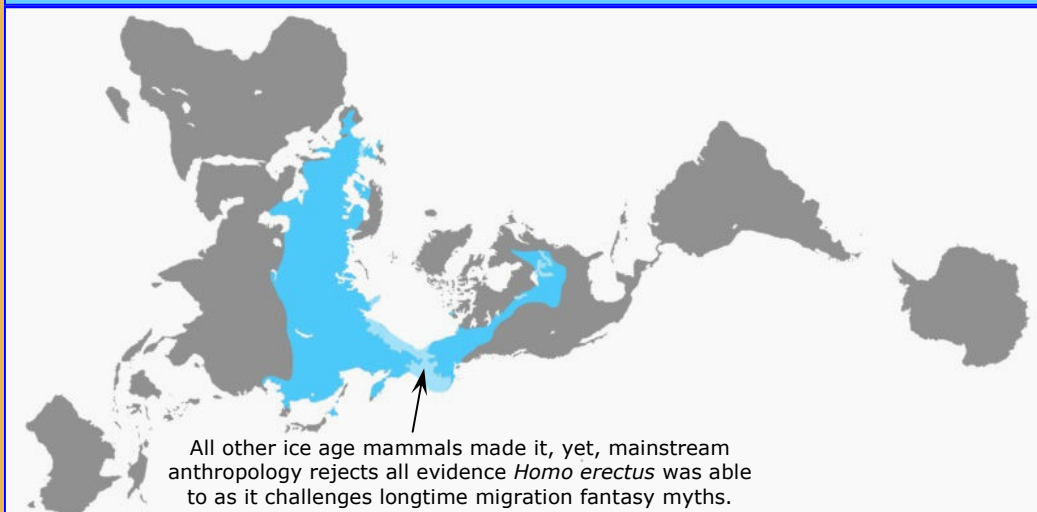
- 1.) The 500,000-year-old *geometrically-engraved shell*, [Trinil](#), Indonesia,
- 2.) The 400,000-year-old *geometric bone engravings* of [Bilzingsleben](#), Germany,
- 3.) The 250,000-year-old apparently *representational engravings*, [Valsequillo](#), Mexico (lost by the

Smithsonian after publication in *National Geographic* and *LIFE* magazines) and others...

have been deliberately suppressed for decades. That is because anthropology is biased toward *H. erectus* as 'ape-man,' hence, a well-known corrupted peer review system blocking evidence otherwise. The new evidence floods the Internet as lowest-common-denominator-safe whereas Trinil, Bilzingsleben, Valsequillo, these are different matters altogether. –jf



**Fig. 1.** Ice age fauna of northern Spain. Along with many other well-recognized prehistoric mammals worldwide, mammoths like this also crossed over the Bering Strait Land Bridge between Asia and the Americas. It was what Tom calls a "megafauna superhighway." However, mainstream anthropology continues to block evidence the Pleistocene's "most well-traveled creature" made the trip. That creature was *Homo erectus*. Artwork by Mauricio Antón, Wikimedia Commons (unrestricted use with source and author credit).



**Fig. 2.** Woolly mammoth *Dymaxion* Biogeographic Distribution during the Late Pleistocene [currently regarded 129,000–11,700 years ago with similar bridges *much earlier*; Wikimedia Commons]. As Baldwin points out, ice age mammals easily crossed the Land Bridge between Asia and the Americas yet the mainstream withholds or ridicules evidence cosmopolitan *H. erectus*—even following a ready food source—made the trip.

in the same issue; teaser and link to [Xavier's review and extrapolation](#) of our reprint of PCN author and copy editor, Richard Dullum's article, "1.84 million-year old 'modern human' bone being promoted as 'not' *H. sapiens*" (PCN #59, May-June 2019) on his blog titled [Homo sapiens in 'impossible' times: the evidence continues to be denied](#), and Xavier's final article on the Pleistocene Coalition, [Homo erectus in America?](#) January 22, 2020, just four months before his passing. We also included [Xavier's 'Dedication' to the Pleistocene Coalition](#) in a relevant overview PCN #70 (March-April 2021).

**H. erectus already our equals**  
**Professor Dragos Gheorghiu**  
 (BA Arch. BA/MA Dsg. PhD Anthro; Doctoral School, National University of Arts, Bucharest; UNESCO-IPT Chair in Humanities and Cultural Integrated Landscape Management, Polytechnic Institute of Tomar; Instituto Terra e Memória—Mação, Centro de Geociências da Universidade de Coimbra; Paul Mellon Fellow, CASVA, National Gallery of Art, Washington, D.C.) interdisciplinary archaeologist, artist and [author of several intriguing PCN articles](#), sent us the following news item as support for the Pleistocene Coalition's central

# Unusual horns may indicate a new species of pronghorn

By Ray Urbaniak Engineer,  
rock art researcher and preservationist

**"During the Pliocene and Pleistocene**



**there were at least 14 different known species of**

**Long-time Grand Canyon hiker and photographer Jennifer Hatcher** recently posted a new video of a couple of Grand Canyon petroglyph panels she discovered. In the video I spotted an animal with horns unlike any I have seen on extinct or extant animals (**Fig. 1**).

(Note: Jennifer has provided many other unique Grand Canyon images for my various series—including another article in this #86 Issue. For those interested in seeing all of her images in *PCN* go to our homepage <https://pleistocenecoalition.com/> and search "hatcher" (no quotes).

After triple-checking, the closest I.D. I could come up with was to simply call it yet another variation of an extinct pronghorn. During the



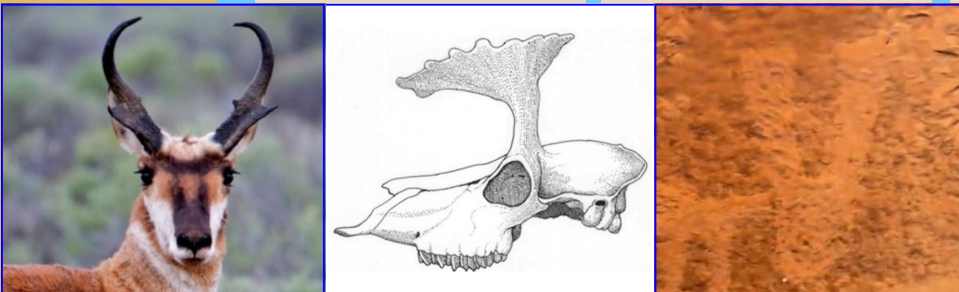
**Fig. 1.** The unusual horned animal I spotted in a Grand Canyon video recently posted by rock art photographer Jennifer Hatcher.

See my articles in [PCN#32](#), Nov-Dec 2014 and [PCN #52](#) March-April 2018 for other examples.

In addition to *Merriamoceros*, some other species of pronghorn are also built on negligible evidence. For instance, *Tetrameryx*

than claimed in the textbooks. That point begs the question of how many other varieties existed which haven't as yet been found? Some of these antilocaprids (the family of animals that includes the pronghorns) that survived around the end of the Ice Age may in fact be depicted in rock art despite an absence of fossil evidence.

I also question how the mainstream manages dates. They are only based on what has been found in the scant fossil record and are constantly changing as new evidence becomes available. I suggest petroglyphs should be considered new evidence! Petroglyph and pictograph images are becoming good indicators of which animals existed or survived longer than presently believed ([PCN#82](#)).



**Fig. 2.** I had no other animal to compare the new pictograph with. **Left:** *Antilocapra americana*, a modern-day pronghorn, **Middle:** *Merriamoceros*, a one-of-a-kind extinct pronghorn claimed to be c. 15 million years old (from *Evolution of Tertiary Mammals of North America*, Vol. 1; Used with permission of Adam Hirschberg, Rights and Permissions, Cambridge University Press, NY). **Right:** The unidentified Grand Canyon animal; Photo: Jennifer Hatcher (crop).

**pronghorn roaming the plains of North America."**

Pliocene and Pleistocene there were at least 14 different known species of pronghorn roaming the plains of North America.

I compared this newly-discovered Grand Canyon animal depiction with a modern pronghorn and a long extinct pronghorn specimen from millions of years ago, the closest similarity of which I am aware (which is also the only known specimen of its kind (**Fig. 2**)). Even comparing them closely like this one could have some difficulty seeing—on the surface—how they may be related.

*shuleri* (Shuler's pronghorn) is an extinct pronghorn which lived until 11,000–12,000 years ago. However, belief in its existence is based entirely on scant remains at five sites (and possibly only three sites in Texas as there were no horns found at the other two sites!

[As often noted by our Layout Editor in *PCN*, it makes one wonder if exceptional fossils aren't too easily assigned to different species.]

Of special interest to me and covered in several of my articles over the years is that animals such as *Tetrameryx shuleri* could easily have survived longer

Once again the logical conclusion is that this petroglyph appears to be the only surviving 'bones' of an extinct pronghorn species. To offhandedly dismiss it as just a stylized version would be a huge mistake!

RAY URBANIAK, engineer by profession, is a passionate amateur archeologist with many years of systematic field research in Native American rock art. He has written over 80 articles on many topics with original rock art photography for *PCN*. All of Urbaniak's *PCN* articles can be found at the following link:

[https://pleistocenecoalition.com/index.htm#ray\\_urbaniak](https://pleistocenecoalition.com/index.htm#ray_urbaniak)

Sacred Rock Art—Archaeology, rock art, archaeoastronomy (naturalfrequency.net)



## Games over board! Part 6

By Elke Rogersdotter, PhD, Archaeology

**"Pittu garam  
... is still**



**very much  
alive in  
various  
parts of  
South Asia,  
and accord-  
ing to  
popular  
tradition  
referred to  
as several  
thousand  
years old."**

Continuing from [Part 5](#)  
(PCN #85, Sept-Oct 2023)...

### Not just Bowls and Marbles: Pittu garam

An additional type of small find that in this context may also be interesting to look at more closely is represented by small, chipped and grounded discs, usually made of re-used pottery. In fact, even these objects could sometimes be classified as 'gamesmen' or 'gaming pieces' by the early archaeologists, although they were rarely included and displayed in such contexts, such as in museum exhibitions. In recent times, however, this class of artifact has come to be mentioned more often in relation to other types of game, which are sometimes, and with contemporary parlance, described more generally under umbrella terms such as 'outdoor games.' Obviously, these do not have much in common with board games. On the other hand, at least some of the modes of play in which it tends to be envisaged that this type of pottery disc may have been involved can be said to exhibit some common features with the broad category of bowling games that this series of articles has made its main task to highlight. *Pittu garam*, for example, is one of the games that has been discussed for this type of find; a game which in this context can be argued to have some formal similarities to marble games and other bowling games of the 'knock down/out' type, even if it is exclusively about throwing the projectile in question. It is still very much alive in various parts of South Asia, and according to popular tradition referred to as several thousand years old, this game is in reality known by several names depending on country, region, and or language, e.g. *pitho garam*, *ezhukal*,

*thattankal*, *dabba kali* and *lagori* to name a few (cf. Balambal 2022; Shafaq & Saba Rizvi 2016–17). The game is now mainly referred to as a child-related activity, at the same time that, under the name *lagori*, it has recently also established itself as a professional sport. Known as *seven stones* in English, the game consists of using a small ball to hit and knock down a small pyramid of flat stones stacked on top of each other. The player who succeeds in this must then, together with his or her team, try to quickly rebuild the pile according to the same graded sequence, while the opposing team tries to hit them with the ball before they succeed—whoever gets hit is out of the game (**Fig. 1** and **Fig. 2**). Modern descriptions of the game that can be found online are unfortunately quite standardized. Considering the wide dispersal and duration of the game, however, it is reasonable to assume it has appeared in several variants and variations in terms of rules and materials, something that a look into different printed sources also gives at hand. In some cases, for example, a particular 'defender' of the pyramid has been selected from among the players who must alone rebuild the pile, whereby the game has not in the same way constituted a team game. The number of objects stacked on top of each other has of course varied, but so have the number of throwing implements, as well as the



**Fig.1.** A pile of collected flat stones and a small ball—despite its many names, the game does not need more accessories than that. Photograph by Deepan Raja, M., *The seven stone*. Deepan Raja, M., Public domain, via Wikimedia Commons.

rules for how the players get hit and the consequences of this (cf. Gustavson & Säve



**Fig. 2.** The player concentrates and the ball is thrown in an attempt to hit the stack. Photograph by S. Elaiyaraja, *Seven Stones Game in Tamilnadu* (cropped). S. Elaiyaraja, Public domain, via Wikimedia Commons.

1948:41; Kenoyer 2000:132). Furthermore, the game, which today, and by tradition, is associated with South Asia,  
> [Cont. on page 10](#)

## Games over board! Part 6 (cont.)

**"The archaeologists who led the excavations**



**Fig. 3.** On the Swedish island of Gotland, it was common among schoolboys in the 19th century to play *seven stones*, locally known as *spelä pickä*. Gustavson & Säve report that flat stones of limestone were used for the pile (pictured here), which could reach a height of between 0.5 and 1 m.; the bottom stone measured just over 0.5 m. in diameter, while the top stone was sometimes no larger than a fingertip. As a throwing implement, ordinary greystone was used, one stone for each player (modified after Gustavson & Säve 1948: 41).

**seem not to have been aware of this**



**Fig. 4.** Finds of small groups of chipped pottery discs in graduated sizes, Harappa (Punjab, Pakistan. Drawing by Anke Jönsson after photograph in Kenoyer 2000: Fig. 7.16.

**particular game, even though it should have been present."**

should also have existed elsewhere. For example, some mutually different variants of the game appear in ethnographic records from southern Sweden (Tillhagen & Dencker 1949:255–56). Obviously, the choice of game material is not 'set in stone' either, whether it concerns the type of throwing implement or the type of object to stack (**Fig. 3**). In the latter case, potsherds, in times and places when such have been available, have constituted an excellent alternative to flat stones, a practice which has been common into modern times and which could have involved everything from more or less unworked sherds, which with their irregular edges have been considered easier to knock down (cf. Rogersdotter 2008:126), to chipped, sometimes also grounded small rounds

or discs in graduated sizes. Finds of such objects from Mohenjo-daro were initially interpreted as presumptive

"gamesmen" for poor people (Mackay 1931:559)—in other words, the archaeologists who led the excavations seem not to have been aware of this particular game even though

it should have been present. On the other hand, during



**Fig. 5.** A selection of worked pottery discs of various colors and textures, from the Indus urban settlement of Bagasra in Gujarat, in India. Note that the discs pictured were not found together. Photo: Elke Rogersdotter.

later excavations in Harappa, archaeologists have been able to identify small groups of 3–7 chipped small discs of re-used pottery in graduated sizes, reminiscent of the variant of the game traditionally played by children in the area in modern time, where the pyramid in question is made up of differently sized pottery discs which, after the pyramid has been hit, need to be piled up according to the same graded sequence as before (Kenoyer 2000:132 and Figs. 7.16, 7.17) (**Fig. 4**). Finds of similar small groups of two or more chipped and grounded pottery discs were also found during excavations at Bagasra, a small Indus urban settlement in present-day Gujarat, India, where a closer analysis of a number of specimens could also show some consistency regarding size (a possible discernment of specific measurement ranges), as well as in the ways in which the discs had been shaped (Rogersdotter 2008) (**Fig. 5**).

This type of disc, often re-shaped from potsherds, represents a very common category of small find in Indus urban settlements in general. However, they cannot

be linked solely to this type of settlement or this particular

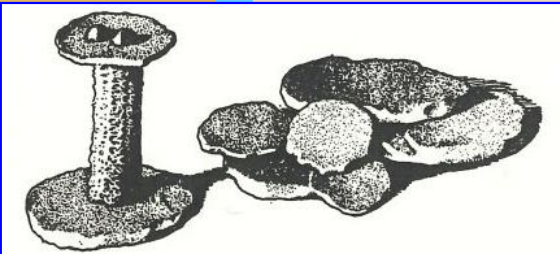
socio-cultural environment, as they are also found in large numbers in many other kinds of settlement in Pakistan and India, from more rural occupations that preceded, coexisted with, and or post-dated this ancient cultural complex that we know as the 'Indus Civilization,' to settlements belonging to subsequent eras, such as for example from the Iron Age and Early Historic Period (cf. Ghosh 1990). Perhaps the use of objects similar to these in and for games such as *pittu garam* may offer a presumptive explanation, or at least partial explanation, for this both abundant and constant existence of this type of find. In that case, one should perhaps further imagine this kind of artifact as potentially involved not only in one specific, but in various games of a partially similar, physical nature ('outdoor' games, if you like), where the objects in question in turn may have been given a slightly different form and handled in different ways, depending on the type or form of game. Thus there are examples from more recent times where chipped potsherds are involved in everything from hopscotch to games where the implements

> [Cont. on page 11](#)

## Games over board! Part 6 (cont.)

**"The aim of the standing cob game was to knock down, at a long**

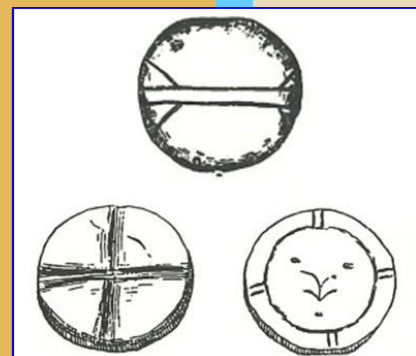
have to be handled with the foot (and which are outside the scope of this article). However, even the repertoire of the bowling games



**Fig. 6.** Drawing depicting the set-up implements of the *than-ka-la-wa* or *standing-cob* game (Zuñi, New Mexico), consisting, according to Culin's description, of thin discs of sandstone (approx. 6 to 12 cm in diameter) and a corncob, as well as two silver buttons to be used as stakes (from Culin 1992 [1907]: Fig. 950).

**distance (in one case about 30 m), a cob of corn... set up on a large disc of stone, and on which a**

specifically allows us to glimpse some differences in terms of how the objects can be used. In a variant that until quite recently was played in Kerala, southern India, for example, and then usually among boys under 14 years of



**Fig. 7.** Drawings of individual stone discs for the *than-ka-la-wa* or *standing-cob* game (Zuñi, New Mexico). At the top a disc measuring just over 10 cm in diameter and described as flat on one side and convex on the other; incised lines are visible on the convex side. At the bottom we see the two sides of a sandstone disc, approx. 9 cm in diameter, one side of which is marked with an incised cross and the other with a face, according to Culin's description representing the sun (modified after Culin 1992 [1907]: Figs. 952 and 953).

**smaller disc had been placed on which a stake had been deposited."**

age, this kind of playing equipment—in this case preferably made from a potsherd originating from the thick bottom part of a pot—was used to knock out cashew nuts arranged in a circle (Rogersdotter 2008:126–27) (which, incidentally, brings to mind the game of *omilla*, of course, but also highlights the suitability of the pottery disc as a throwing implement).

With a widened perspective, a number of different examples can in fact be noted where disc-shaped objects are in-

involved, or have been so in the past, in games of a more or less pronounced bowling character, and where they are or have been used in roughly similar ways. Here, naturally, only a few cases can be mentioned, but perhaps this is enough to nevertheless give a hint of the presumptive importance that even this type of object may have had in and for this group of games in general, as well as of the equally probable diversity of its execution and the actual handling of it during play. Some examples come from North America and are reproduced in the work by Culin. So, for example, here we find the game *than-ka-la-wa* or *standing-cob* game. Categorized by Culin as belonging to a group of games resembling *quoits*, the game, which according to one of the cited records is said to have been played in the winter by men and boys among the Zuñi (New Mexico), took use of fairly round discs of stone (about 5–12.5 cm in diameter), called *tankalanai* and in some cases marked with, for example, incised lines or a face. The aim of the standing cob game was to knock down, at a long distance (in one case about 30 m), a cob of corn which had been set up on a large disc of stone, and on which a smaller disc had been placed on which a stake had been deposited (Culin 1992 [1907]:726–27) (**Fig. 6** and **Fig. 7**). Gaming equipment in the form of small discs of ivory, bone, or wood have in turn been reported from Alaska, also intended for quoits-type games according to the grouping by Culin, although these games, with the typology used here, could also be suggested as bordering on bowl games. In one variant, called *kaganagah* (said to have been recorded among the Kaviagmiut in 1884), small wooden discs were thrown from one edge of a sealskin to the other, where a

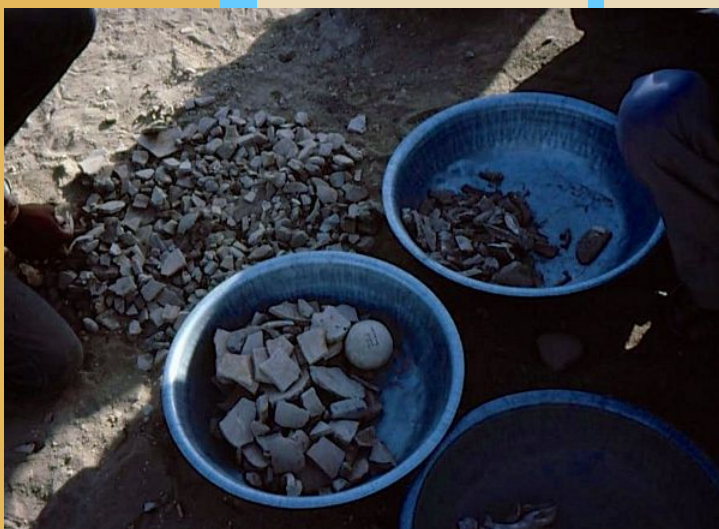
round piece of bone had been placed in advance, marked with four black dots. The objective was to make the discs land wholly or partly on top of the bone piece, or at least land as close to it as possible, which gave different numbers of points that, as long as the game was going on, were kept track of with the help of small bone counting sticks. In other variants, it was also allowed to simultaneously try to knock out the opposing team's implements (Culin 1992 [1907]:723–24). A further example is the so-called 'bowling discs', implements used for a group of bowl games played in Polynesia and especially at the time of European intrusion. These discs were of circular or oval form, and were made from a variety of stone but also of wood, shell, etc. (e.g. Skinner 1946; Specht et al. 2016). Next to these examples, it can be additionally noted that small disc-shaped objects are used in both *sjoelbak* and *schuiftafel* (two of the bowl games mentioned in the beginning of this review)—in the first case of wood, in the second of copper, lead or iron, and no more than about 5 and 4 cm in diameter, respectively (De Vroede 1996).

However, and to return to the Indus material and what was mentioned at the beginning of this section, this type of hypothetical gaming material has rarely been highlighted in contexts that relate to games specifically, as far as the traditional display of Indus material culture is concerned. Is it perhaps because the modern equivalents of these objects are so strongly associated with children and children's play activities that these kinds of artifact tend rather to be regarded as toys? Or is their invisibility due to a perception of them as less refined? Or does it follow from an imagined handling of the

> [Cont. on page 12](#)

## Games over board! *Part 6* (cont.)

**"This type of hypothetical**



**Fig. 8.** Directly from the site of excavation: among potsherds and various small finds that have just been unearthed, a small pottery ball can also be seen (in the center of the image). From the excavation of the Indus urban settlement of Bagasra (Gujarat, India). Photo: Elke Rogersdotter.

**gaming material has rarely been highlighted in contexts that relate to games specifically... Is it perhaps because the modern equivalents of these objects are so strongly associated with children and children's play activities, that these kinds of artifact tend rather to be regarded as toys?"**

objects in accordance with how similar items have been used in games such as *pittu garam*,

re-used pottery also seem relevant to consider, and this for a context of a game-technically similar nature. Conversely, these hypothetically interrelated finds can in turn be used to point out the possible contours of yet another and at least as common and multifaceted category of games as the one traditionally invoked, with its emphasis on board games, namely *bowling games*, for this ancient sociocultural complex.

The reasoning is, of course, largely hypothetical; despite this, in

literally placing them at a great distance from the 'elevated' zone of the game board?

### **Bowling Games: Summary**

On the basis of the reasoning so far, I think it may be considered plausible to also add objects such as balls (read 'bowls') and marbles, of different sizes and materials and a frequently occurring type of find in Indus excavations (**Fig. 8**), as both presumptive and specific *gaming* material characteristic of this Bronze Age society, next to the more traditionally listed types of object representing game boards, gaming pieces and dice; a type of artifact which, in addition, and as it has been presented here, could possibly also indicate an explanatory context for at least some of the elaborately elongated and pointed cone objects, or, which is also a possibility, perhaps for a particular phase in their use-life. With the frameworks used here as tools for categorization, and interpreted in the manner described above, such objects as chipped discs of

the next two sections I want to use parts of what has been said so far in a synthesizing discussion based on the assumption of games and gaming as something essential to life but thus also extremely complex in nature, with implications for how traces and remains of these kinds of elementary activities in ancient times can be both conceptualized and made more comprehensible.

*Continued in Part 7...*

### **References cited**

- Balambal, V. 2022. Valedictory address: The Grandeur of Traditional Games of Tamil Nadu, in: Dalal, K. F., Kamath, D. & Joshi, R. (eds), *Playing with Memories: The Journey of Games*. India Study Centre Trust, Mumbai, pp. 14–26.
- Culin, S. 1992 [1907]. *Games of the North American Indians*. Vol.2, *Games of skill*. Univ. of Nebraska Press, Lincoln.
- De Vroede, E. 1996. Ball and bowl games in the Low Countries: past and present. *Homo Ludens - Der spielende Mensch* VI, 39–78.
- Ghosh, A. (ed.) 1990. *An Encyclopaedia of Indian Archaeology*. Brill, Leiden.

Gustavson, H. & Säve, P.-A. (eds) 1948. *Svenska lekar 1. Gotländska lekar*. Almqvist & Wiksell, Uppsala och Stockholm.

Kenoyer, J. M. 2000. *Ancient Cities of the Indus Valley Civilization*. Ameena Saiyid, Oxford University Press and American Institute of Pakistan Studies, Karachi and Islamabad.

Mackay, E. J. H. 1931. Games and Toys, in: Marshall, J. (ed.), *Mohenjo-daro and the Indus Civilization: Being an official account of Archaeological Excavations at Mohenjo-daro carried out by the Government of India between the years 1922 and 1927*, Vol. II. Arthur Probsthain, London, pp. 549–61.

Rogersdotter, E. 2008. *Socializing Children's Toys: An Archaeological Inquiry into Third Millennium BC Harappan Terracotta Remains from Gujarat, India*. VDM Verlag, Saarbrücken.

Shafaq, T. & Saba Rizvi, A. 2016–17. Ethnoarchaeological Perspective of the Popular Games of Indus Valley Civilization. *Ancient Sindh* 14, 79–93.

Skinner, H. D. 1946. Bowling-Discs from New Zealand and Other Parts of Polynesia. *The Journal of the Polynesian Society* 55 (4), 243–62.

Specht, J., Gosden, Ch., Pavlides, Ch., Richards, Z. & Summerhayes, G. R. 2016. Exploring Lapita Diversity on New Britain's South Coast, Papua New Guinea. *Journal of Pacific Archaeology* 7 (1), 20–29.

Tillhagen, C.-H. & Dencker, N. 1949. *Svenska folklekar och danser. Del 1 Idrottslekar*. AB Bokverk, Stockholm.

ELKE ROGERSDOTTER holds a PhD in Archaeology from the University of Gothenburg (her PhD thesis, *Gaming in Mohenjo-daro— an Archaeology of Unities*, 2011, concerned social aspects of ancient gameplay with a particular focus on the Bronze Age Indus urban center of Mohenjo-daro, Pakistan). She has been working as a Postdoctoral Fellow at the Department of Archaeology and Ancient History, Uppsala University. The fellowship has concerned the late medieval city of Vijayanagara in present-day Karnataka, South India, as traced through material remains of game boards. Among other places, Dr. Rogersdotter has conducted archaeological fieldwork in India, Pakistan, Russia and Romania.

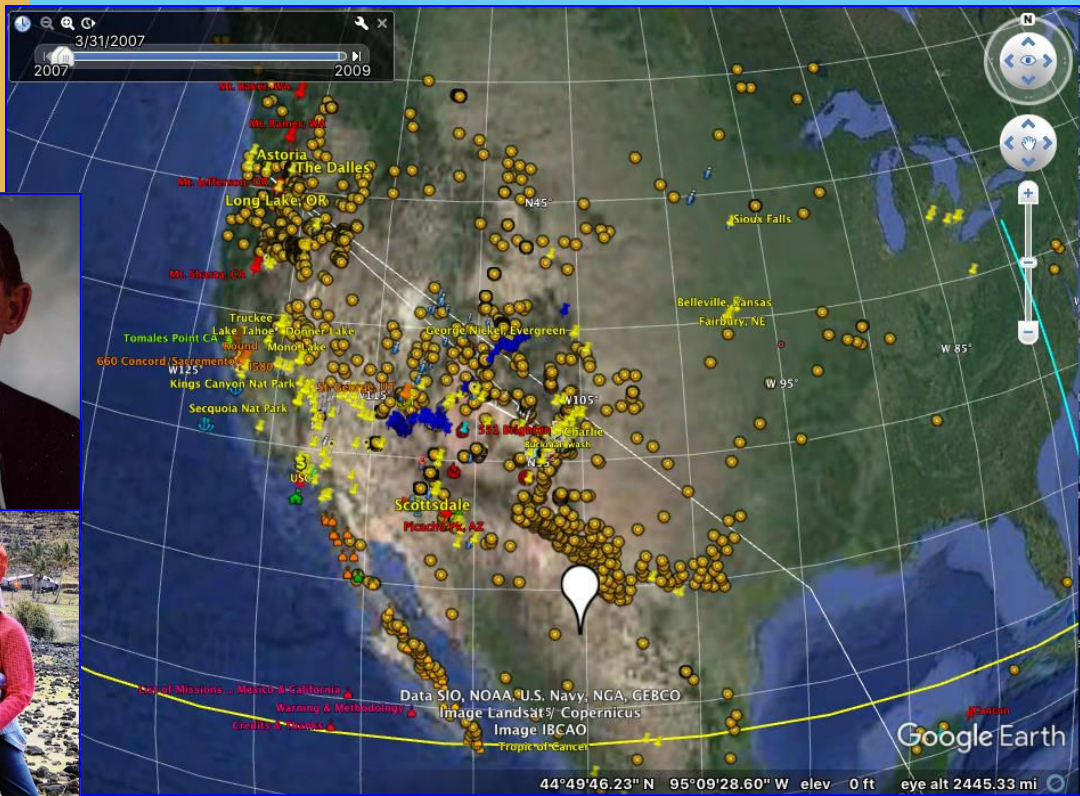
# Pleistocene civilizations, Part 5

By Anthony Peratt, PhD., and W. F. Yao, LMS, M.A.

*"In the course of our expeditions,*



Fay Yao during their team's research on Easter Island.



**Fig. 1.** Petroglyph sites we logged in the continental U.S., southern Canada, and northern Mexico. Note: The frequency of petroglyphs seems to diminish dramatically at the United States–Mexico border and increase further south, see Fig. 2 (petroglyph recording requires that the logger be at the site). The larger balloon-shaped icons belong to the DNA study discussed in Part 2 ([PCN #83, May-June 2023](#)).

**petroglyphs were GPS-surveyed in 8 million locations on Earth."**

Continuing from [Part 4](#), ([PCN #85](#), Sept-Oct 2023). Part 5 consists of Section 7 of the outline provided in [Part 1](#) ([PCN #82](#), March-April 2023)...

**Globes and petroglyphs**

In the course of our expeditions, petroglyphs were GPS-surveyed in 8 million locations on Earth. Only petroglyphs carved into rock are part of the data set, i.e., no painted pictographs or portable rock art.

In his surveys of the petroglyphs at Valcamonica, Italy (April 2004) and El Morro, New Mexico (April 2010) Peratt was accompanied by historical linguist Marinus van der Sluijs (M.A.). As a member of Peratt's team, van der Sluijs conducted his own survey in the Tsagaan Uul region, Altai Tavan Bogd National Park, in western Mongolia, which is the larg-

est petroglyph field in eastern Asia (May 2006).

Lying between Khurgan and Dayan fresh water lakes on the hillsides to the north are the majority of petroglyphs found in the Altai Tavan Bogt area.

Australia was also completely petroglyph-logged but the data is not shown in this particular installment.

**Petroglyph Orientations**

After logging some 8 million petroglyphs worldwide (**Fig. 1** shows those logged in the continental U.S. and Mexico), it soon became apparent that petroglyphs had similar *orientations* in their positioning. The petroglyph logger soon noted—if not in the field then later on graphs—that all petroglyphs were oriented toward Antarctica.

This became manifest on global charts for arrays of even tens of thousands of petroglyphs. One very interesting observation we made was that—as a group—these either 'hugged' the terrain with a south view, or even more so when petroglyphs were oriented in a line towards a gap in a southerly mountain before them.

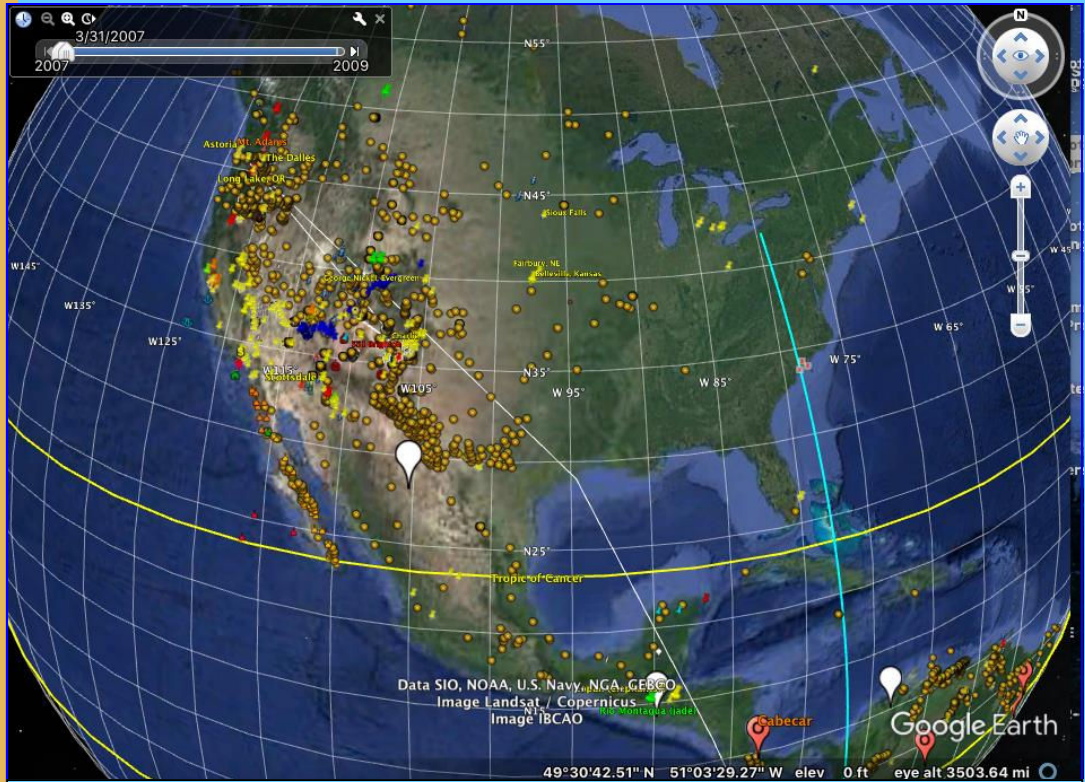
While in the field this alignment effect was not too difficult to notice the general orientation was *polar south*. While individually the petroglyphs might be above or below eye level, or even a meter away on the north side of the rock, the observer always had at least one view (even peek-a-boo-type view) polar south.

> [Cont. on page 14](#)

# Pleistocene civilizations, Part 5 (cont.)

*"While in the field this alignment effect was not too difficult to notice the general orientation was polar south."*

*"According to Oppenheimer's discovery, this meant petroglyphs carved by humans after the fact were data that tied them to some previous ther-*



**Fig. 2.** A wider view of the North American petroglyph sites we GPS-logged. Note: As described in Fig. 1 petroglyphs appear to suddenly end at the U.S.–Mexico border. This reflects our on-site international travel limitation at the time.

This manifested itself in an effect of always knowing where polar south lies anywhere on the earth.

### The View to Southerly Light

According to Oppenheimer's discovery, this meant

petroglyphs carved by humans after the fact were data that tied them to some previous ther-

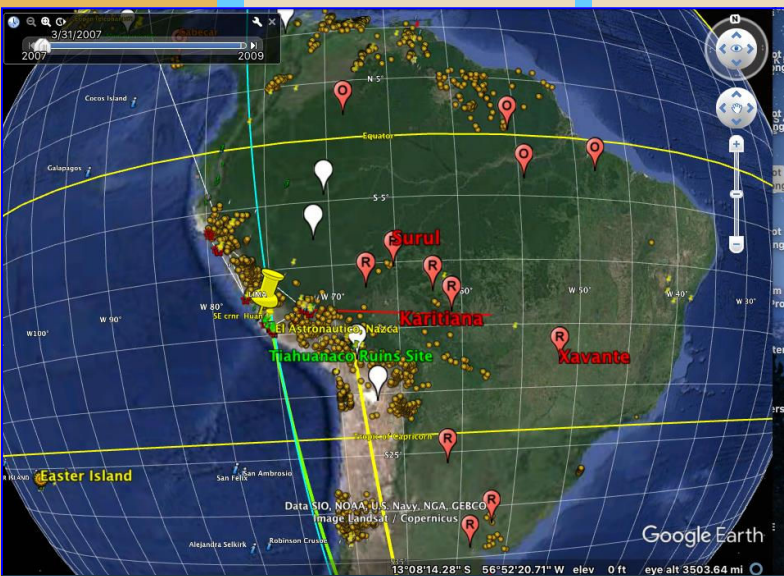
nuclear explosion. Venezuela and Easter Island. Venezuela is covered in parts with massive boulders whose patina is ideal for carving petroglyphs. But beneath, in the tunnels where only light could be seen south and a petroglyph logger could squeeze in could the path be followed to log petroglyphs.

**Fig. 2** shows a wider view of the North American petroglyph sites our team GPS-logged. At the bottom it also gives a sense of the continuing petroglyph sites coming up in the following figure of the Southern Hemisphere.

**Fig. 3** shows the petroglyph sites we GPS-logged in the widest part of South America (a wide-area view). Subsequent dating sug-

This phenomenon is especially high-lighted in

> [Cont. on page 15](#)



**Fig. 3.** Petroglyphs we GPS-logged in the broadest dimension of South America. Note that each of these images have some limited zooming-in capability.

**monuclear explosion.**

<sup>1</sup> Additionally note that carving petroglyphs is a time-consuming, loud and arduous, task. I was never in a field of petroglyphs able to chip away my own petroglyph. Working all day in a canyon with hammer and pestle tools within the course of daylight my results were paltry and at the end of the day I was exhausted.



# Pleistocene civilizations, Part 5 (cont.)



**Fig. 6.** Hawaiian islands petroglyph sites we GPS-logged.

**Fig. 6** shows the various Hawaiian island petroglyph sites we GPS logged.

**Fig. 7** shows the petroglyph sites in Asia and surrounding areas that we GPS-logged. This region included Saudi Arabia; India; the Indus River; Xinjiang, China; Nepal; Tibet; Mount Everest; Bangalesh; and Shizuishan, China; as well as southwest areas of Asia. The starred icons represent the same types of petroglyph sites as the non-starred symbols but recorded at different times.



**Fig. 7.** Asia petroglyphs including Saudi Arabia, India, the Indus River, Xinjiang China, Nepal, Tibet, Mount Everest, Bangalesh, and Shizuishan China. as well as southwest areas of Asia that we GPS-logged. The starred icons are the same as the non-starred symbols but recorded at a different time.

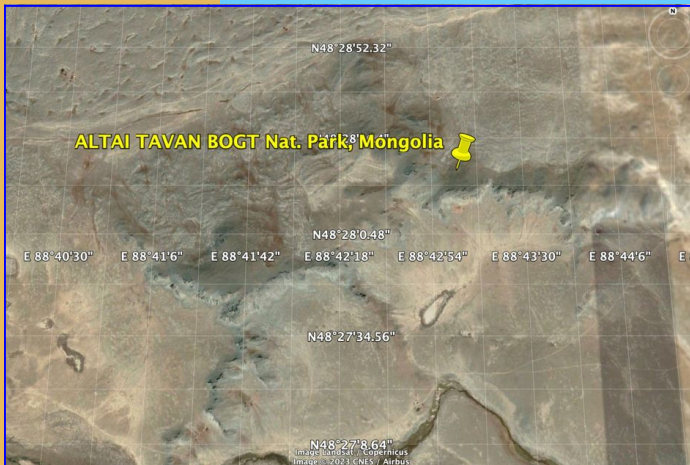
**Fig. 8** on the following page shows Altai Tavan Bogt National Park petroglyph region. The petroglyphs are carved on the south facing mountain side of the mountain (dark areas, yellow marker).

**Fig. 9** on the following page shows some more specific GPS coordinates of the Mongolian petroglyphs.

> [Cont. on page 17](#)



# Pleistocene civilizations, Part 5 (cont.)



**Fig. 8** Altai Tavan Bogt Natl. Park, Mongolia. Petroglyphs are south facing.



**Fig. 9.** Some of the more specific Mongolian GPS locations; zoomable.

**"The starred icons [in the Asia map] represent the same types of petroglyph sites as the non-starred symbols only recorded at different times."**

*To be continued in Part 6...\**

**\*Addendum**

My 1991 (2015: 2nd Edition) book, [Physics of the Plasma Universe](#), explains in more detail many of the physics topics touched upon in this series. Also, throughout the series, and as a reminder of how the series is organized regularly refer back to our page 1 of Part 1 ([PCN #82](#), March-April 2023). It will remind readers that these new installments, together, serve as a prequel explaining portions of the research studies that led to the ideas I originally published in [PCN #63](#) (Jan-Feb 2020) and to help show how the archaeology and physics topics are interrelated or overlap.

**Abbreviated bios below**

(full bios are at start of Part 1):

ANTHONY LEE PERATT, PHD, received his BSEE from California State Polytechnic University, 1963, followed by his MSEE from the University of Southern Cal, 1967. Assigned for two years to Professor Hannes Alfvén, Peratt

translated Alfvén's seminal book, *Cosmic Plasma*, into English. Peratt received his PhD in 1971, after Alfvén was awarded the Nobel Prize in Physics. Peratt then joined the UC National Laboratories (Lawrence Livermore in 1972 and Los Alamos in 1981), receiving his 30-yr. UC Alumnus Award in 2005. He spent sabbaticals at the Max Planck Inst. for Plasma Physics, Garching, DE 1975-77 and the Royal Institute of Technology, Stockholm, Sweden 1985/1988. In 1986, he gave the prestigious Norwegian Acad. of Science and Letters Birkeland Lecture. Dr. Peratt later received two U.S. Dept. of Energy (DOE) awards for his experiments and computations. With Prof. Oscar Buneman, Stanford U. (of Bletchley Park fame) Peratt ran the Tridimensional-Stanford fully-3D gravitational and plasma teraflop

galaxy code for 14 years in a Stanford-Los Alamos collaboration. 1995-99 Dr. Peratt served in the Dept. of Energy Defense Programs and as Acting Head of Nuclear Nonproliferation. Since then, he served in the Los Alamos Assoc. Laboratory Directorate for Experiments and Computations. Subsequently his research involves the source of petroglyphs as an ancient above-Antarctic intense outburst, with ground GPS measurements and their distribution-orientation with earth-orbiting satellites, in the Americas; Australia, Polynesia (incl. Easter Island), the Alps and Mongolia. 2004-2011 Peratt worked with UPenn Dept. of Archaeology and Anthropology. Dr. Peratt is Senior Editor of the IEEE Transactions on Plasma Science and an IEEE Life Fellow, a member of the American Physical Soc., American Astrophysical Soc., and Archimedes Circle. He acknowledges his tenure at the U.S. Dept. of Energy, Washington D.C., 1995-2000, Dept. of Defense Programs

(DP) and Nuclear Nonproliferation (NN). Dr. Peratt is indebted to Professors Hans Kuehl, EE Dept. USC and Zohrab Kaprelian, Dean of Engineering USC, who started him on a course of studies he could not have foreseen. Website: [plasmauniverse.info](http://plasmauniverse.info)

FAY YAO completed post-graduate course work toward a PhD in multi-disciplines; received M.A. in Lib. Science and Sec. Education, UNM, 1971; B.A., Chinese Lit. and Hist., Philippines CKS College, 1969; studied Bus. Admin. and Mathematics, University of the East, Philippines, 1966-69. She is an affiliate member of the Intl. IEEE Computer Soc., IEEE Nuclear and Plasma Sciences Soc., and NM Museum of Science and Hist. Ms. Yao is fluent in English, Cantonese, Mandarin, Haisanese, Fujanese, and reads Tagalog and Spanish. Yao co-founded the Albuquerque Chinese Arts and Language School, 1978, founded the Acad. of Chinese Performing Arts, 2015, and NM Chinese American Speaker Series, 2016. Ms. Yao was Sec. of a UN Model Collegiate Students Organization of the Philippines, 1966-69; Sec., NM League of Women Voters, 1988; Rep. in the Alliance for Better Community Relations, Albuquerque Jewish Fed., 1988-9; State Sec. NM Elem. School Librarians Assoc., 1989; and served as Nat. Rep. to the Nat. Chinese American Citizens Alliance, San Francisco since 2020. She received the 2016 Spirit of NM award by the Chinese American Citizens Alliance for her "outstanding leadership, service... to our community, state, and country." Yao received the 2008 U.S. Congressional Women's Art, Woven' Vision Award. Among others, she has done lectures for the UNM Maxwell Anthropology Museum. Yao has co-authored papers in the Trans. Plasma Sci., the European Physica Scripta, and IEEE Spec. Issue. Latin American Workshop on Plasma Physics, 2018, works representing her GPS and Magnetic Transit petroglyphs orientation investigations interpreting cosmopolitan symbols. She served as a petroglyph archeologist with field work for the Museum of NM Rock Art Recording Project to GPS log Petroglyph Natl. Mon. and other sites. Dr. Yao was first to decipher a Chinese petroglyph panel as describing the evolution, shape, dynamic properties and observational location of the Axis wadi emanating from Earth's surface. She has special interest in how symbols relate to each other worldwide.

# More enigmatic rock art from the Grand Canyon and Winslow, AZ

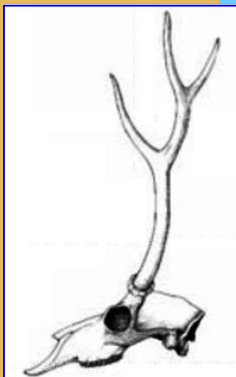
By Ray Urbaniak (Engineer, rock art researcher preservationist)

Photos by Jennifer Hatcher and Bill Woodland

**"Based on field study and other research,**



**I suggest that the lower right depictions**



**Fig. 3.** Drawing of extinct *Ramoceros* pronghorn skull and tall horns. Used with permission of Adam Hirschberg, Rights and Permissions Associate, Cambridge University Press, New York.

**in the rock art panel of Fig. 1 may, in fact, be to scale."**

**Astute rock art photographer, Jennifer Hatcher, and EMU Emeritus Professor Bill Woodland** once again brought back some enigmatic photos from their recent treks that got my attention.

In many rock art studies animal depictions pecked into rock are commonly regarded as not-in-scale to each other. However, based on field study and other research, I suggest that the lower right depictions in the rock art panel of **Fig. 1** may, in fact, be to scale. The photo is by Bill Woodland. The significance, I believe, has to do with interpreting one representation to be that of an extinct *diminutive* or *dwarf* pronghorn, *Capromeryx*, and the apparently larger animal a different pronghorn species such as *Ramoceros* with the very tall horns—more clearly seen in my isolated and enhanced detail of **Fig. 2**—or perhaps an American mountain deer (discussed later). **Fig. 3** shows the skull of the extinct *Ramoceros* and the great height of its horns.

The drawing is from a quality online overview called "Release the fossil pronghorns!!" and includes various kinds from *Evolution of Tertiary Mammals of North America, Vol. 1*. It is used here with the permission of Adam Hirschberg, Rights and Permissions Associate Cambridge University Press (32 Avenue of the Americas New York, NY 10013-2473).

For those wondering why I am emphasizing the importance of this possible size distinction between the animals depicted on Woodland's panel, the diminutive pronghorns stood only 1 1/2 to 2 feet tall at the shoulders—i.e. not much bigger than a medium-sized dog!

In Fig. 2, I removed the newer petroglyph human figures to facilitate an easier focus on the two animals.

For another significance, see also my [Earliest maize depicted in southern Utah petroglyph, Part 2: Antiquity-corroborating images](#) (PCN#52, March-April 2018). It shows rock art depicting maize (corn) in the southwest U.S. rock art context of all manner of extinct American animals.

As to the over all question of why either of these two observations are important? It is because if true they challenge many mainstream presumptions about the prehistoric past. This includes ideas so commonly taught as facts that people think they really are facts: How long has corn been in the Americas? When did various animals



**Fig. 1.** Grand Canyon rock art photo by EMU Professor Emeritus, Bill Woodland. I enclose two very differently-sized images that may represent different species depicted to scale. **Top:** Larger animal in red rectangle (*Ramoceros*? as in Fig. 3) compared with **Bottom:** Suggested "diminutive pronghorn" which stood only 1 1/2 to 2 feet tall at the shoulder.



**Fig. 2.** This is the exact same panel as Fig. 1 except I digitally removed the more recent (and somewhat distracting) human figures. That was to enable easier focus on the large and small selected animals and what I propose may represent a deliberate attempt to show them in scale to each other. I further propose the size difference may represent two different species. Altered version of Grand Canyon rock art photo by EMU Professor Emeritus, Bill Woodland.

really go extinct? How long have people actually been in the Americas? I make a similar comparison below with extinct large *Tetrameryx* pronghorns and

> [Cont. on page 19](#)

# More enigmatic rock art, Grand Canyon and Winslow (cont.)



**Fig. 4. Left:** Modern illustration comparing pronghorn sizes (excerpted from *Tetrameryx* and *Capromeryx* by Benji Paysnoe, U.S. National Park Service, nps.gov) with **Right:** To-scale details in Bill Holland's panel in Fig. 1. It shows skill comparisons I've made many times in *PCN* (e.g., *PCN #52* and *PCN #80*). Contrary to dogma these collectively prove with *physical evidence* that ancient Americans had similar skills to modern artists.



**Fig. 6.** Petroglyph photo by RU (Top) resembling the multi-horned *Hexameryx* pronghorn (Bottom) tet-zoo.com, nighthawkpublications.com.

Although not shown here, I believe that two similar deer are represented on the panel possibly also with palmated antlers.

**"According to mainstream interpretation of the fossil record,**

the much smaller *Capromeryx* species (Fig. 4).

**Horns or antlers?**

Jennifer took a fantastic pictograph photo of another enigmatic animal (Fig. 5). At first,

ing horns resembled more the 'antlers' of a deer with what are called *palmated antlers* (Fig. 7).

Palmated antlers are genetic deformations and/or caused by an insect infestation while the antlers are in velvet, but this doesn't rule out the possibility this is yet another extinct species based on the stout body.

Therefore, Jennifer's photo could show a depiction of an *Odocoileus lucasi* (American mountain deer) with palmated or genetically-deformed antlers. If this I.D. is correct it might also say something for the expressed size of the animal depicted, as *Odocoileus* had a much larger body than a mule deer, weighing about 600 lbs! One more thing to keep in mind if the I.D. is correct: According to mainstream interpretation of the fossil record, *Odocoileus lucasi* supposedly went extinct about 11,500 years ago. Again, this says something for the artistic skills of the person who painted the image *at least* as long ago as the above date.

Two of the three are depicted very stout.



**Fig. 7. Top:** Head rack of Jennifer's 'deer' petroglyph (image flipped) compared with **Bottom:** a deer with *palmated antlers*; nighthawkpublications.com.



**Fig. 5.** Another enigmatic animal pictographic Jennifer Hatcher photographed in the Grand Canyon (detail from larger panel).

***Odocoileus lucasi* supposedly went extinct about 11,500 years ago."**

it reminded me of a petroglyph I had earlier photographed resembling a supposedly long-extinct multi-horned pronghorn known as *Hexameryx* (Fig. 6). However, after I thought better of it I realized the branch-

RAY URBANIAK, engineer by profession, is a passionate amateur archeologist with many years systematic field research in Native American rock art. He has written over 80 articles with original rock art photography for *PCN*. All of Urbaniak's articles can be found at the following link: [https://pleistocenecoalition.com/index.htm#ray\\_urbaniak](https://pleistocenecoalition.com/index.htm#ray_urbaniak) Sacred Rock Art—Archaeology, rock art, archaeoastronomy (naturalfrequency.net)



## The Pleistocene Coalition

Prehistory is about to change

- Learn the real story of our Palaeolithic ancestors—a story about intelligent and innovative people—a story which is unlike that promoted by mainstream science.
- Explore and regain confidence in your own ability to think for yourself regarding human ancestry as a broader range of evidence becomes available to you.
- Join a community not afraid to challenge the status quo. Question with confidence any paradigm promoted as “scientific” that depends upon withholding conflicting evidence from the public in order to appear unchallenged.

**PLEISTOCENE COALITION  
NEWS**, Vol. 15: Issue 6  
(November-December)

© Copyright 2023

### PUBLICATION DETAILS

EDITOR-IN-CHIEF/LAYOUT  
[John Feliks](#)

COPY EDITORS/PROOFS  
[Tom Baldwin](#)  
[Richard Dullum](#)

SPECIALTY EDITORS  
James B. Harrod, Rick Dullum,  
Matt Gatton

ADVISORY BOARD  
[Virginia Steen-McIntyre](#)

### CONTRIBUTORS to this ISSUE

Michael Collins  
Jennifer Hatcher  
Bill Woodland  
Elke Rogersdotter  
Anthony Peratt  
Fay Yao  
Christopher Borton  
Tom Baldwin  
Richard Dullum  
Ray Urbaniak  
John Feliks

***Pleistocene Coalition  
News* is produced by the  
[Pleistocene Coalition](#)  
bi-monthly  
since October 2009.  
Back issues can be found  
near the bottom of the  
[PC home page.](#)**

To learn more about early  
man in the Pleistocene visit  
our website at

[pleistocenecoalition.com](http://pleistocenecoalition.com)

**The Pleistocene Coalition** celebrated its fourteen-year anniversary September 26, and the anniversary of *Pleistocene Coalition News*, October 25. *PCN* is now in its fifteenth year of challenging mainstream scientific dogma.