

powerful kingdoms that would succeed one another, with the fourth kingdom including two phases. Then all sinful human government would be destroyed and the kingdom of God established in its place (ch. 2)

About 45 years later God gave a vision to Daniel himself (ch. 7) in which many of the same events were presented under a different figure. This second vision touched upon certain additional aspects, giving a fuller account of the latter part of the fourth kingdom, and adding much new detail to the picture of the predicted establishment of the kingdom of God.

Some of the ideas in Nebuchadnezzar's vision were clarified in the later vision and new aspects were added. Nothing in the earlier vision was shown to be erroneous, but greater understanding was added regarding the matters previously presented.

Chapter 8 tells of a new vision, in which the second and third of the four kingdoms mentioned in chapters 2 and 7 were more fully described and Daniel was given information about an important crisis that would occur after the third kingdom had been in existence for a considerable time.

Chapter 11 uses direct language instead of presenting matters in symbolic form, as was done in the earlier visions. It briefly mentions the end of the second kingdom, and then describes events during several generations of the third kingdom, leading up to a description of two crises that many of God's people would have to face

As we examine the relation of each of these visions to those given earlier we see how God progressively revealed new details and gave clearer understanding about matters of which only hints had previously been given.

Progressive revelation does not mean that God ever led men to believe erroneous ideas and later replaced these ideas with correct ones as human understanding developed.

A Christian child was taught to believe in Santa Claus as a real person, and the pretense was continued for a number of years. Then the parents explained to the child that this was a pleasant fiction, and really a sort of game played by