The Project Gutenberg eBook of The Hour of Battle, by Robert Sheckley

This ebook is for the use of anyone anywhere in the United States and most other parts of the world at no cost and with almost no restrictions whatsoever. You may copy it, give it away or reuse it under the terms of the Project Gutenberg License included with this ebook or online at www.gutenberg.org. If you are not located in the United States, you'll have to check the laws of the country where you are located before using this eBook.

Title: The Hour of Battle

Author: Robert Sheckley

Illustrator: Roy G. Krenkel

Release Date: July 18, 2009 [EBook #29445]

Language: English

Credits: Produced by Greg Weeks, Stephen Blundell and the Online Distributed Proofreading

Team at https://www.pgdp.net

*** START OF THE PROJECT GUTENBERG EBOOK THE HOUR OF BATTLE ***

THE HOUR OF BATTLE

BY ROBERT SHECKLEY

ILLUSTRATED BY KRENKEL

As one of the Guardian ships protecting Earth, the crew had a problem to solve. Just how do you protect a race from an enemy who can take over a man's mind without seeming effort or warning?

"That hand didn't move, did it?" Edwardson asked, standing at the port, looking at the stars.

"No," Morse said. He had been staring fixedly at the Attison Detector for over an hour. Now he blinked three times rapidly, and looked again. "Not a millimeter."

"I don't think it moved either," Cassel added, from behind the gunfire panel. And that was that. The slender black hand of the indicator rested unwaveringly on zero. The ship's guns were ready, their black mouths open to the stars. A steady hum filled the room. It came from the Attison Detector, and the sound was reassuring. It reinforced the fact that the Detector was attached to all the other Detectors, forming a gigantic network around Earth.

"Why in hell don't they come?" Edwardson asked, still looking at the stars. "Why don't they hit?"

"Aah, shut up," Morse said. He had a tired, glum look. High on his right temple was an old radiation burn, a sunburst of pink scar tissue. From a distance it looked like a decoration.

"I just wish they'd come," Edwardson said. He returned from the port to his chair, bending to clear the low metal ceiling. "Don't you wish they'd come?" Edwardson had the narrow, timid face of a mouse; but a highly intelligent mouse. One that cats did well to avoid.

"Don't you?" he repeated.

The other men didn't answer. They had settled back to their dreams, staring hypnotically at the Detector face.

"They've had enough time," Edwardson said, half to himself.

Cassel yawned and licked his lips. "Anyone want to play some gin?" he asked, stroking his beard. The beard was a memento of his undergraduate days. Cassel maintained he could store almost fifteen minutes worth of oxygen in its follicles. He had never stepped into space unhelmeted to prove it.

Morse looked away, and Edwardson automatically watched the indicator. This routine had been drilled into them, branded into their subconscious.

They would as soon have cut their throats as leave the indicator unguarded.

"Do you think they'll come soon?" Edwardson asked, his brown rodent's eyes on the indicator. The men didn't answer him. After two months together in space their conversational powers were exhausted. They weren't interested in Cassel's undergraduate days, or in Morse's conquests.

They were bored to death even with their own thoughts and dreams, bored with the attack they expected momentarily.

"Just one thing *I'd* like to know," Edwardson said, slipping with ease into an old conversational gambit. "How far can they do it?"

They had talked for weeks about the enemy's telepathic range, but they always returned to it.

As professional soldiers, they couldn't help but speculate on the enemy and his weapons. It was their shop talk.

"Well," Morse said wearily, "Our Detector network covers the system out beyond Mars' orbit."

"Where we sit," Cassel said, watching the indicators now that the others were talking.

"They might not even know we have a detection unit working," Morse said, as he had said a thousand times.



"Oh, stop," Edwardson said, his thin face twisted in scorn. "They're telepathic. They must have read every bit of stuff in Everset's mind."

"Everset didn't know we had a detection unit," Morse said, his eyes returning to the dial. "He was captured before we had it."

"Look," Edwardson said, "They ask him, 'Boy, what would you do if you knew a telepathic race was coming to take over Earth? How would you guard the planet?'"

"Idle speculation," Cassel said. "Maybe Everset didn't think of this."

"He thinks like a man, doesn't he? Everyone agreed on this defense. Everset would, too."

"Syllogistic," Cassel murmured. "Very shaky."

"I sure wish he hadn't been captured," Edwardson said.

"It could have been worse," Morse put in, his face sadder than ever. "What if they'd captured both of them?"

"I wish they'd come," Edwardson said.

Richard Everset and C. R. Jones had gone on the first interstellar flight. They had found an inhabited planet in the region of Vega. The rest was standard procedure.

A flip of the coin had decided it. Everset went down in the scouter, maintaining radio contact with Jones, in the ship.

The recording of that contact was preserved for all Earth to hear.

"Just met the natives," Everset said. "Funny-looking bunch. Give you the physical description later."

"Are they trying to talk to you?" Jones asked, guiding the ship in a slow spiral over the planet.

"No. Hold it. Well I'm damned! They're telepathic! How do you like that?"

"Great," Jones said. "Go on."

"Hold it. Say, Jonesy, I don't know as I like these boys. They haven't got nice minds. Brother!"

"What is it?" Jones asked, lifting the ship a little higher.

"Minds! These bastards are power-crazy. Seems they've hit all the systems around here, looking for someone to—"

"Yeh?"

"I've got that a bit wrong," Everset said pleasantly. "They are not so bad."

Jones had a quick mind, a suspicious nature and good reflexes. He set the accelerator for all the G's he could take, lay down on the floor and said, "Tell me more."

"Come on down," Everset said, in violation of every law of spaceflight. "These guys are all right. As a matter of fact, they're the most marvelous—"

That was where the recording ended, because Jones was pinned to the floor by twenty G's acceleration as he boosted the ship to the level needed for the C-jump.

He broke three ribs getting home, but he got there.

A telepathic species was on the march. What was Earth going to do about it?

A lot of speculation necessarily clothed the bare bones of Jones' information. Evidently the species could take over a mind with ease. With Everset, it seemed that they had insinuated their thoughts into his, delicately altering his previous convictions. They had possessed him with remarkable ease.

How about Jones? Why hadn't they taken him? Was distance a factor? Or hadn't they been prepared for the suddenness of his departure?

One thing was certain. Everything Everset knew, the enemy knew. That meant they knew where Earth was, and how defenseless the planet was to their form of attack.

It could be expected that they were on their way.

Something was needed to nullify their tremendous advantage. But what sort of something? What armor is there against thought? How do you dodge a wavelength?

Pouch-eyed scientists gravely consulted their periodic tables.

And how do you know when a man has been possessed? Although the enemy was clumsy with Everset, would they continue to be clumsy? Wouldn't they learn?

Psychologists tore their hair and bewailed the absence of an absolute scale for humanity.

Of course, something had to be done at once. The answer, from a technological planet, was a technological one. Build a space fleet and equip it with some sort of a detection-fire network.

This was done in record time. The Attison Detector was developed, a cross between radar and the electroencephalograph. Any alteration from the typical human brain wave pattern of the occupants of a Detector-equipped ship would boost the indicator around the dial. Even a bad dream or a case of indigestion would jar it.

It seemed probable that any attempt to take over a human mind would disturb something. There had to be a point of interaction, somewhere.

That was what the Attison Detector was supposed to detect. Maybe it would.

The spaceships, three men to a ship, dotted space between Earth and Mars, forming a gigantic sphere with Earth in the center.

Tens of thousands of men crouched behind gunfire panels, watching the dials on the Attison Detector.

The unmoving dials.

"Do you think I could fire a couple of bursts?" Edwardson asked, his fingers on the gunfire button. "Just to limber the guns?"

"Those guns don't need limbering," Cassel said, stroking his beard. "Besides, you'd throw the whole fleet into a panic."

"Cassel," Morse said, very quietly. "Get your hand off your beard."

"Why should I?" Cassel asked.

"Because," Morse answered, almost in a whisper, "I am about to ram it right down your fat throat."

Cassel grinned and tightened his fists. "Pleasure," he said. "I'm tired of looking at that scar of yours." He stood up.

"Cut it," Edwardson said wearily. "Watch the birdie."

"No reason to, really," Morse said, leaning back. "There's an alarm bell attached." But he looked at the dial.

"What if the bell doesn't work?" Edwardson asked. "What if the dial is jammed? How would you like something cold slithering into your mind?"

"The dial'll work," Cassel said. His eyes shifted from Edwardson's face to the motionless indicator.

"I think I'll sack in," Edwardson said.

"Stick around," Cassel said. "Play you some gin."

"All right." Edwardson found and shuffled the greasy cards, while Morse took a turn glaring at the dial.

"I sure wish they'd come," he said.

"Cut," Edwardson said, handing the pack to Cassel.

"I wonder what our friends look like," Morse said, watching the dial.

"Probably remarkably like us," Edwardson said, dealing the cards. Cassel picked them up one by one, slowly, as if he hoped something interesting would be under them.

"They should have given us another man," Cassel said. "We could play bridge."

"I don't play bridge," Edwardson said.

"You could learn."

"Why didn't we send a task force?" Morse asked. "Why didn't we bomb their planet?"

"Don't be dumb," Edwardson said. "We'd lose any ship we sent. Probably get them back at us, possessed and firing."

"Knock with nine," Cassel said.

"I don't give a good damn if you knock with a thousand," Edwardson said gaily. "How much do I owe you now?"

"Three million five hundred and eight thousand and ten. Dollars."

"I sure wish they'd come," Morse said.

"Want me to write a check?"

"Take your time. Take until next week."

"Someone should reason with the bastards," Morse said, looking out the port. Cassel immediately looked at the dial.

"I just thought of something," Edwardson said.

"Yeh?"

"I bet it feels horrible to have your mind grabbed," Edwardson said. "I bet it's awful."

"You'll know when it happens," Cassel said.

"Did Everset?"

"Probably. He just couldn't do anything about it."

"My mind feels fine," Cassel said. "But the first one of you guys starts acting queer—watch out."

They all laughed.

"Well," Edwardson said, "I'd sure like a chance to reason with them. This is stupid."

"Why not?" Cassel asked.

"You mean go out and meet them?"

"Sure," Cassel said. "We're doing no good sitting here."

"I should think we could do something," Edwardson said slowly. "After all, they're not invincible. They're reasoning beings."

Morse punched a course on the ship's tape, then looked up.

"You think we should contact the command? Tell them what we're doing?"

"No!" Cassel said, and Edwardson nodded in agreement. "Red tape. We'll just go out and see what we can do. If they won't talk, we'll blast 'em out of space."

"Look!"

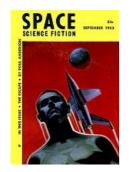
Out of the port they could see the red flare of a reaction engine; the next ship in their sector, speeding forward.

"They must have got the same idea," Edwardson said.

"Let's get there first," Cassel said. Morse shoved the accelerator in and they were thrown back in their seats.

"That dial hasn't moved yet, has it?" Edwardson asked, over the clamor of the Detector alarm bell.

"Not a move out of it," Cassel said, looking at the dial with its indicator slammed all the way over to the highest notch.



Transcriber's Note:

This etext was produced from *Space Science Fiction* September 1953. Extensive research did not uncover any evidence that the U.S. copyright on this publication was renewed. Minor spelling and typographical errors have been corrected without note.

*** END OF THE PROJECT GUTENBERG EBOOK THE HOUR OF BATTLE ***

Updated editions will replace the previous one—the old editions will be renamed.

Creating the works from print editions not protected by U.S. copyright law means that no one owns a United States copyright in these works, so the Foundation (and you!) can copy and distribute it in the United States without permission and without paying copyright royalties. Special rules, set forth in the General Terms of Use part of this license, apply to copying and distributing Project Gutenberg™ electronic works to protect the PROJECT GUTENBERG™ concept and trademark. Project Gutenberg is a registered trademark, and may not be used if you charge for an eBook, except by following the terms of the trademark license, including paying royalties for use of the Project Gutenberg trademark. If you do not charge anything for copies of this eBook, complying with the trademark license is very easy. You may use this eBook for nearly any purpose such as creation of derivative works, reports, performances and research. Project Gutenberg eBooks may be modified and printed and given away—you may do practically ANYTHING in the United States with eBooks not protected by U.S. copyright law. Redistribution is subject to the trademark license, especially commercial redistribution.

START: FULL LICENSE

THE FULL PROJECT GUTENBERG LICENSE

PLEASE READ THIS BEFORE YOU DISTRIBUTE OR USE THIS WORK

To protect the Project GutenbergTM mission of promoting the free distribution of electronic works, by using or distributing this work (or any other work associated in any way with the phrase "Project Gutenberg"), you agree to comply with all the terms of the Full Project GutenbergTM License available with this file or online at www.gutenberg.org/license.

Section 1. General Terms of Use and Redistributing Project Gutenberg™ electronic works

- 1.A. By reading or using any part of this Project GutenbergTM electronic work, you indicate that you have read, understand, agree to and accept all the terms of this license and intellectual property (trademark/copyright) agreement. If you do not agree to abide by all the terms of this agreement, you must cease using and return or destroy all copies of Project GutenbergTM electronic works in your possession. If you paid a fee for obtaining a copy of or access to a Project GutenbergTM electronic work and you do not agree to be bound by the terms of this agreement, you may obtain a refund from the person or entity to whom you paid the fee as set forth in paragraph 1.E.8.
- 1.B. "Project Gutenberg" is a registered trademark. It may only be used on or associated in any way with an electronic work by people who agree to be bound by the terms of this agreement. There are a few things that you can do with most Project GutenbergTM electronic works even without complying with the full terms of this agreement. See paragraph 1.C below. There are a lot of things you can do with Project GutenbergTM electronic works if you follow the terms of this agreement and help preserve free future access to Project GutenbergTM electronic works. See paragraph 1.E below.
- 1.C. The Project Gutenberg Literary Archive Foundation ("the Foundation" or PGLAF), owns a compilation copyright in the collection of Project Gutenberg^{\mathbb{M}} electronic works. Nearly all the individual works in the collection are in the public domain in the United States. If an individual work is unprotected by copyright law in the United States and you are located in the United States, we do not claim a right to prevent you from copying, distributing, performing, displaying or creating derivative works based on the work as long as all references to Project Gutenberg are removed. Of course, we hope that you will support the Project Gutenberg^{\mathbb{M}} mission of promoting free access to electronic works by freely sharing Project Gutenberg^{\mathbb{M}} works in compliance with

the terms of this agreement for keeping the Project GutenbergTM name associated with the work. You can easily comply with the terms of this agreement by keeping this work in the same format with its attached full Project GutenbergTM License when you share it without charge with others.

- 1.D. The copyright laws of the place where you are located also govern what you can do with this work. Copyright laws in most countries are in a constant state of change. If you are outside the United States, check the laws of your country in addition to the terms of this agreement before downloading, copying, displaying, performing, distributing or creating derivative works based on this work or any other Project Gutenberg $^{\text{m}}$ work. The Foundation makes no representations concerning the copyright status of any work in any country other than the United States.
- 1.E. Unless you have removed all references to Project Gutenberg:
- 1.E.1. The following sentence, with active links to, or other immediate access to, the full Project Gutenberg^{TM} License must appear prominently whenever any copy of a Project Gutenberg^{TM} work (any work on which the phrase "Project Gutenberg" appears, or with which the phrase "Project Gutenberg" is associated) is accessed, displayed, performed, viewed, copied or distributed:

This eBook is for the use of anyone anywhere in the United States and most other parts of the world at no cost and with almost no restrictions whatsoever. You may copy it, give it away or re-use it under the terms of the Project Gutenberg License included with this eBook or online at www.gutenberg.org. If you are not located in the United States, you will have to check the laws of the country where you are located before using this eBook

- 1.E.2. If an individual Project GutenbergTM electronic work is derived from texts not protected by U.S. copyright law (does not contain a notice indicating that it is posted with permission of the copyright holder), the work can be copied and distributed to anyone in the United States without paying any fees or charges. If you are redistributing or providing access to a work with the phrase "Project Gutenberg" associated with or appearing on the work, you must comply either with the requirements of paragraphs 1.E.1 through 1.E.7 or obtain permission for the use of the work and the Project GutenbergTM trademark as set forth in paragraphs 1.E.8 or 1.E.9.
- 1.E.3. If an individual Project Gutenberg[™] electronic work is posted with the permission of the copyright holder, your use and distribution must comply with both paragraphs 1.E.1 through 1.E.7 and any additional terms imposed by the copyright holder. Additional terms will be linked to the Project Gutenberg[™] License for all works posted with the permission of the copyright holder found at the beginning of this work.
- 1.E.4. Do not unlink or detach or remove the full Project GutenbergTM License terms from this work, or any files containing a part of this work or any other work associated with Project GutenbergTM.
- 1.E.5. Do not copy, display, perform, distribute or redistribute this electronic work, or any part of this electronic work, without prominently displaying the sentence set forth in paragraph 1.E.1 with active links or immediate access to the full terms of the Project Gutenberg^m License.
- 1.E.6. You may convert to and distribute this work in any binary, compressed, marked up, nonproprietary or proprietary form, including any word processing or hypertext form. However, if you provide access to or distribute copies of a Project GutenbergTM work in a format other than "Plain Vanilla ASCII" or other format used in the official version posted on the official Project GutenbergTM website (www.gutenberg.org), you must, at no additional cost, fee or expense to the user, provide a copy, a means of exporting a copy, or a means of obtaining a copy upon request, of the work in its original "Plain Vanilla ASCII" or other form. Any alternate format must include the full Project GutenbergTM License as specified in paragraph 1.E.1.
- 1.E.7. Do not charge a fee for access to, viewing, displaying, performing, copying or distributing any Project Gutenberg^m works unless you comply with paragraph 1.E.8 or 1.E.9.
- 1.E.8. You may charge a reasonable fee for copies of or providing access to or distributing Project Gutenberg^{$^{\text{TM}}$} electronic works provided that:
- You pay a royalty fee of 20% of the gross profits you derive from the use of Project Gutenberg™ works calculated using the method you already use to calculate your applicable taxes. The fee is owed to the owner of the Project Gutenberg™ trademark, but he has agreed to donate royalties under this paragraph to the Project Gutenberg Literary Archive Foundation. Royalty payments must be paid within 60 days following each date on which you prepare (or are legally required to prepare) your periodic tax returns. Royalty payments should be clearly marked as such and sent to the Project Gutenberg Literary Archive Foundation at the address specified in Section 4, "Information about donations to the Project Gutenberg Literary Archive Foundation."
- You provide a full refund of any money paid by a user who notifies you in writing (or by e-mail) within 30 days of receipt that s/he does not agree to the terms of the full Project Gutenberg™ License. You must require such a user to return or destroy all copies of the works possessed in a physical medium and discontinue all use of and all access to other copies of Project Gutenberg™ works.
- You provide, in accordance with paragraph 1.F.3, a full refund of any money paid for a work or

- a replacement copy, if a defect in the electronic work is discovered and reported to you within 90 days of receipt of the work.
- You comply with all other terms of this agreement for free distribution of Project Gutenberg[™] works.
- 1.E.9. If you wish to charge a fee or distribute a Project Gutenberg[™] electronic work or group of works on different terms than are set forth in this agreement, you must obtain permission in writing from the Project Gutenberg Literary Archive Foundation, the manager of the Project Gutenberg[™] trademark. Contact the Foundation as set forth in Section 3 below.

1.F.

- 1.F.1. Project Gutenberg volunteers and employees expend considerable effort to identify, do copyright research on, transcribe and proofread works not protected by U.S. copyright law in creating the Project Gutenberg^{\mathfrak{M}} collection. Despite these efforts, Project Gutenberg^{\mathfrak{M}} electronic works, and the medium on which they may be stored, may contain "Defects," such as, but not limited to, incomplete, inaccurate or corrupt data, transcription errors, a copyright or other intellectual property infringement, a defective or damaged disk or other medium, a computer virus, or computer codes that damage or cannot be read by your equipment.
- 1.F.2. LIMITED WARRANTY, DISCLAIMER OF DAMAGES Except for the "Right of Replacement or Refund" described in paragraph 1.F.3, the Project Gutenberg Literary Archive Foundation, the owner of the Project Gutenberg™ trademark, and any other party distributing a Project Gutenberg™ electronic work under this agreement, disclaim all liability to you for damages, costs and expenses, including legal fees. YOU AGREE THAT YOU HAVE NO REMEDIES FOR NEGLIGENCE, STRICT LIABILITY, BREACH OF WARRANTY OR BREACH OF CONTRACT EXCEPT THOSE PROVIDED IN PARAGRAPH 1.F.3. YOU AGREE THAT THE FOUNDATION, THE TRADEMARK OWNER, AND ANY DISTRIBUTOR UNDER THIS AGREEMENT WILL NOT BE LIABLE TO YOU FOR ACTUAL, DIRECT, INDIRECT, CONSEQUENTIAL, PUNITIVE OR INCIDENTAL DAMAGES EVEN IF YOU GIVE NOTICE OF THE POSSIBILITY OF SUCH DAMAGE.
- 1.F.3. LIMITED RIGHT OF REPLACEMENT OR REFUND If you discover a defect in this electronic work within 90 days of receiving it, you can receive a refund of the money (if any) you paid for it by sending a written explanation to the person you received the work from. If you received the work on a physical medium, you must return the medium with your written explanation. The person or entity that provided you with the defective work may elect to provide a replacement copy in lieu of a refund. If you received the work electronically, the person or entity providing it to you may choose to give you a second opportunity to receive the work electronically in lieu of a refund. If the second copy is also defective, you may demand a refund in writing without further opportunities to fix the problem.
- 1.F.4. Except for the limited right of replacement or refund set forth in paragraph 1.F.3, this work is provided to you 'AS-IS', WITH NO OTHER WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO WARRANTIES OF MERCHANTABILITY OR FITNESS FOR ANY PURPOSE.
- 1.F.5. Some states do not allow disclaimers of certain implied warranties or the exclusion or limitation of certain types of damages. If any disclaimer or limitation set forth in this agreement violates the law of the state applicable to this agreement, the agreement shall be interpreted to make the maximum disclaimer or limitation permitted by the applicable state law. The invalidity or unenforceability of any provision of this agreement shall not void the remaining provisions.
- 1.F.6. INDEMNITY You agree to indemnify and hold the Foundation, the trademark owner, any agent or employee of the Foundation, anyone providing copies of Project Gutenberg[™] electronic works in accordance with this agreement, and any volunteers associated with the production, promotion and distribution of Project Gutenberg[™] electronic works, harmless from all liability, costs and expenses, including legal fees, that arise directly or indirectly from any of the following which you do or cause to occur: (a) distribution of this or any Project Gutenberg[™] work, (b) alteration, modification, or additions or deletions to any Project Gutenberg[™] work, and (c) any Defect you cause.

Section 2. Information about the Mission of Project Gutenberg™

Project Gutenberg $^{\text{TM}}$ is synonymous with the free distribution of electronic works in formats readable by the widest variety of computers including obsolete, old, middle-aged and new computers. It exists because of the efforts of hundreds of volunteers and donations from people in all walks of life.

Volunteers and financial support to provide volunteers with the assistance they need are critical to reaching Project Gutenberg^{TM} 's goals and ensuring that the Project Gutenberg^{TM} collection will remain freely available for generations to come. In 2001, the Project Gutenberg Literary Archive Foundation was created to provide a secure and permanent future for Project Gutenberg^{TM} and future generations. To learn more about the Project Gutenberg Literary Archive Foundation and how your efforts and donations can help, see Sections 3 and 4 and the Foundation information page at www.gutenberg.org.

Section 3. Information about the Project Gutenberg Literary Archive Foundation

The Project Gutenberg Literary Archive Foundation is a non-profit 501(c)(3) educational corporation organized under the laws of the state of Mississippi and granted tax exempt status by the Internal Revenue Service. The Foundation's EIN or federal tax identification number is 64-6221541. Contributions to the Project Gutenberg Literary Archive Foundation are tax deductible to the full extent permitted by U.S. federal laws and your state's laws.

The Foundation's business office is located at 809 North 1500 West, Salt Lake City, UT 84116, (801) 596-1887. Email contact links and up to date contact information can be found at the Foundation's website and official page at www.gutenberg.org/contact

Section 4. Information about Donations to the Project Gutenberg Literary Archive Foundation

Project Gutenberg $^{\text{m}}$ depends upon and cannot survive without widespread public support and donations to carry out its mission of increasing the number of public domain and licensed works that can be freely distributed in machine-readable form accessible by the widest array of equipment including outdated equipment. Many small donations (\$1 to \$5,000) are particularly important to maintaining tax exempt status with the IRS.

The Foundation is committed to complying with the laws regulating charities and charitable donations in all 50 states of the United States. Compliance requirements are not uniform and it takes a considerable effort, much paperwork and many fees to meet and keep up with these requirements. We do not solicit donations in locations where we have not received written confirmation of compliance. To SEND DONATIONS or determine the status of compliance for any particular state visit www.gutenberg.org/donate.

While we cannot and do not solicit contributions from states where we have not met the solicitation requirements, we know of no prohibition against accepting unsolicited donations from donors in such states who approach us with offers to donate.

International donations are gratefully accepted, but we cannot make any statements concerning tax treatment of donations received from outside the United States. U.S. laws alone swamp our small staff.

Please check the Project Gutenberg web pages for current donation methods and addresses. Donations are accepted in a number of other ways including checks, online payments and credit card donations. To donate, please visit: www.gutenberg.org/donate

Section 5. General Information About Project Gutenberg™ electronic works

Professor Michael S. Hart was the originator of the Project Gutenberg^m concept of a library of electronic works that could be freely shared with anyone. For forty years, he produced and distributed Project Gutenberg^m eBooks with only a loose network of volunteer support.

Project Gutenberg $^{\text{TM}}$ eBooks are often created from several printed editions, all of which are confirmed as not protected by copyright in the U.S. unless a copyright notice is included. Thus, we do not necessarily keep eBooks in compliance with any particular paper edition.

Most people start at our website which has the main PG search facility: www.gutenberg.org.

This website includes information about Project Gutenberg $^{\text{TM}}$, including how to make donations to the Project Gutenberg Literary Archive Foundation, how to help produce our new eBooks, and how to subscribe to our email newsletter to hear about new eBooks.