### The Project Gutenberg eBook of Fee of the Frontier, by H. B. Fyfe

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 <a href="https://www.gutenberg.org">www.gutenberg.org</a>. 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: Fee of the Frontier

Author: H. B. Fyfe

Illustrator: Ed Emshwiller

Release Date: January 9, 2010 [EBook #30901]

Language: English

Credits: Produced by Sankar Viswanathan, Greg Weeks, and the Online Distributed Proofreading

Team at http://www.pgdp.net

\*\*\* START OF THE PROJECT GUTENBERG EBOOK FEE OF THE FRONTIER \*\*\*

#### Transcriber's Note:

This etext was produced from Amazing Stories August 1960. Extensive research did not uncover any evidence that the U.S. copyright on this publication was renewed.

They didn't think of themselves as pioneers. They simply had a job to do. And if they had to give up money, or power, or love—or life itself—that was the

# FEE OF THE FRONTIER

By H. B. FYFE

#### **ILLUSTRATOR EMSH**

From inside the dome, the night sky is a beautiful thing, even though Deimos and Phobos are nothing to brag about. If you walk outside, maybe as far as the rocket field, you notice a difference.

Past the narrow developed strip around the dome, the desert land lies as chilled and brittle as it did for eons before Earthmen reached Mars. The sky is suddenly raw and cruel. You pull your furs around your nose and check your oxygen mask, and wish you were *inside* something, even a thin wall of clear plastic.

I like to stand here, though, and look out at it, just thinking about how far those ships grope out into the dark nowadays, and about the men who have gone out there on a few jets and a lot of



There was a time when nearly everything had to be rocketed out from Earth, before they organized all those chemical tricks that change the Martian crops to real food. Domes weren't fancy then. Adequate, of course; no sense in taking chances with lives that cost so much fuel to bring here. Still, the colonies kept growing. Where people go, others follow to live off them, one way or another. It began to look like time for the next step outward.

Oh, the Asteroids ... sure. Not them. I did a bit of hopping there in my own time. In fact—on account of conditions beyond my choice and control—I spent too much time on the wrong side of the hull shields. One fine day, the medics told me I'd have to be a Martian for the rest of my life. Even the one-way hop back to Earth was "not recommended."

So I used to watch the ships go out. I still remember one that almost missed leaving. *The Martian Merchant.* What joker thought that would be a good name for an exploring ship I can't imagine, but it always happens that way.

I was starting my cross-country tractor line then, and had just made the run from Schiaparelli to Asaph Dome, which was not as nice as it is now but still pretty civilized for the time. They had eight or ten bars, taverns, and other amusements, and were already getting to be quite a city.

One of the taverns near the western airlock was named the *Stardust*, and I was approaching, measuring the sand in my throat, when these spacers came out. The first one in sight was a blocky, dark-haired fellow. He came rolling through the door with a man under each arm.

Just as I got there, he made it to his feet somehow and cracked their heads together exactly hard enough to bring peace. He acted like a man used to handling things with precision. He glanced quickly at me out of a square, serious face, then plunged back through the splintered door toward the breakup inside.

In a moment, he came out again, with two friends who looked the worse for wear. The tall, lean youngster wore a junior pilot's bands on the sleeves of his blue uniform. His untidy hair was rumpled, as if someone had been hanging onto it while in the process of giving him the shiner.

The other one was shorter and a good deal neater. Even with his tunic ripped down the front, he gave the impression of making it his life business to be neat. He was turning gray at the temples and growing a little bulge under his belt, which lent a dignity worthy of his trim mustache and expression of deferential politeness. He paused briefly to hurl an empty bottle at someone's head.

"Better take the alley there," I told the blocky one, on impulse. "It'll bring you out at the tractor lot and I'll give you a lift to your ship."

He wasted no time on questions, just grabbed his friends and disappeared before the crowd came

out. I walked around a couple of corners and back to my tractor bus. This lot was only a clear space inside the Number Four Airlock. At that time, two or three tractors came in every day from the mines or other domes. Most of the traffic was to and from the spaceport.

"Who's that?" asked a low voice from the shadows.

"Tony Lewis," I answered.

The three of them moved into the dim light from the airlock guardpost.

"Thanks for the steer," said the blocky one, "but we can stay till morning."

He seemed as fresh as if he had just landed. His friends were a trifle worn around the edges.

"Keep playing that rough," I said, "and you may not make it to morning."

He just grinned. "We have to," he said, "or the ship can't blast off."

"Oh, you three make the ship go, huh?"

"Just about. This is Hugh Konnel, the third pilot; the gent with the dignified air is Ron Meadows, the steward. I'm Jim Howlet, and I look after the fuel system."

I admitted that the ship could hardly do without them. Howlet's expression suggested that he was searching his memory.

"Lewis ..." he murmured. "I've heard of Tony Lewis somewhere. You a spacer?"

"Used to be," I told him. "Did some piloting in the Belt."

Young Konnel stopped fingering his eye.

"Oh, I've heard of you," he said. "Even had to read some of your reports."

After that, one thing led to another, with the result that I offered to find somewhere else to relax. We walked south from the airlock, past a careless assortment of buildings. In those days, there was not much detailed planning of the domes. What was necessary for safety and for keeping the air thicker and warmer than outside was done right; the remaining space was grabbed by the first comers.

Streets tended to be narrow. As long as an emergency truck could squeeze through at moderate speed, that was enough. The buildings grew higher toward the center of the dome, but I stopped while they were still two stories.

The outside of Jorgensen's looked like any other flimsy construction under the dome. We had just passed a row of small warehouses, and the only difference seemed to be the lighted sign at the front.

"We can stop at the bar inside while we order dinner," I said.

"Sounds good," said Howlet. "I could go for a decent meal. Rations on an exploring ship run more to calories than taste."

The pilot muttered something behind us. Howlet turned his head.

"Don't worry about it, Hughie," he retorted. "It'll be all over the dome by tomorrow anyway."

"But they said not to-"

"Mr. Lewis won't say anything, and he's not the only spacer who'll guess it."

It was easy to figure out. Ships did little exploring in the Belt now—plenty of untouched rocks there but nothing really unknown. "Exploring" could only mean that a hop to Jupiter was in the works at last. There had already been rumors about a few wide swings outside the Belt.

Well, it was just about time.

I would have liked to go too, and it was more than just a spacer's curiosity. To my mind, man *had* to move out in space. Being only halfway in control of his own planetary system was no state to be found in by the first interstellar visitors.

That is a meeting bound to happen sooner or later. It would be better for the human race to be able to do the visiting, I thought.

The inside of Jorgensen's always surprised new visitors to Asaph Dome. It was different from anything on Earth, and yet not too much like the real Mars either. That way, Jorgensen hoped to catch both the sandeaters and the tourists. The latter came to rough it in local color, the former to dream of a better world.

"Hey! Look at the stars over the bar!" exclaimed Howlet.

To begin with, the bar was of pinkish sandstone, smoothed and covered by a coating of plastic. Behind it, instead of less imaginative mirrors or bottle displays, Jorgensen had had some drifter paint a night desert: all dull pink and bronze crags smothering in sand under a black sky. The stars twinkled like glass beads, which they were. Lights were dim enough to hide the Martian austerity of the metal furnishings.

"The Earth tourists spend a lot of time here," I told the trio. "Seems they'd rather look at that sky than the real one outside the dome."

The dining room was for the souls of the locals, who could admire the desert more conveniently than find a good meal. It was mostly green and white, with a good deal of the white being crystal. In the corners stood fake pine trees which Jorgensen had repainted every month; but what drew the sandeaters was the little fountain in the middle of the room.

#### Real water!

Of course, it was the same gallon or two pumped around and around, but clear, flowing water is a sight on Mars. When the muddy trickles in the canals began to make you feel like diving in for a swim, you stopped in at Jorgensen's to watch the fountain while his quiet, husky waiters served your dinner most efficiently.

"Say, this is a cut or two above ship chow," admitted Konnel when the food arrived. "What's that? Music too?"

"They have a trio that plays now and then," I told him. "Sometimes a singer too, when not much is going on in the back room."

"Back room?" Howlet caught up the words.

"Never mind. What would you do right now with a million? Assuming you could beat the wheel or the other games in the first place."

"Do they use ... er ... real money?" asked Meadows, cocking an eyebrow.

"Real as you like," I assured him. "It collects in these places. I guess lots of sandeaters think they might pick up a first-class fare back to Earth."

"Do they?" inquired Konnel, chewing on his steak.

The string trio, which had been tuning up, eased into a quiet song as he spoke. We listened as the question hung in the air, and I decided that the funny feeling under my belt was homesickness, all the stranger because I owned three homes not too far from the Martian equator.

"As far as I know," I answered, "the luck seems to run to those who can't go back anyway, for one reason or another. The ones just waiting for a lucky night to go home rich ... are still waiting."

The door to the back room opened, letting through a blend of talk and small mechanical noises. It also emitted a strikingly mismatched couple.

The girl was dark-haired and graceful, though not very tall. She wore a lavender gown that showed a good deal of trim back as she turned to walk toward the musicians, and what the gown overlooked the walk demonstrated. The man was fat enough to make him seem short until he approached. His face and baldish dome were desert-reddened, and his eyebrows were faded to invisibility. Jorgensen.

Nodding casually to various diners, he noticed the new faces at our table. He ambled over lightly for one of his bulk, and it became apparent that he was far from being blubbery. His belly stuck out, but he could probably knock the wind out of you with it.

"Hello, Tony!" he said in a wheezy tenor. "Introducing some friends to the best hamburger joint on Mars?"

Then he leaned on the back of Konnel's chair and told a couple of his old prospecting yarns to make sure everybody was happy, while the girl began to sing with the trio. She had hardly enough voice to be heard over Jorgensen's stories. I noticed Konnel straining to listen.

Finally, Jorgensen saw it too. Leaving Howlet and Meadows grinning at a highly improbable adventure, he slapped the boy on the shoulder.

"I see you noticed Lilac Malone, boy. Like to buy her coffee?"

"C-coffee?" stuttered Konnel.

"Made with water," I reminded him. "Awful waste here. Like champagne."

"I'll tell her she's invited," said Jorgensen, waggling a finger at her.

"The fellows are going out in the morning," I tried to head him off. "They don't have much time—"

"All the more reason to meet Lilac while they can!"

We watched her finish her song. She had rhythm, and the lavender dress swirled cutely around her in the Martian gravity; but, of course, Lilac would never have made a singer on Earth. Her voice was more good-natured than musical.

She arrived with the coffee, said "hello" to me, waved good-bye to Jorgensen's back, and set out to get acquainted with the others. Catching Howlet's wink, and suspecting that he was used to getting Konnel back to space-ships, I relaxed and offered to show Meadows the back room.

He muttered something about his gray hairs, but came along after an amused glance at Lilac and Konnel.

Jorgensen's gambling room was different from the bar and dining room as they were from each other. Decorations were simple. Drapes of velvety synthetic, dyed the deep green that Martian colonists like, covered the walls. Indirect lighting gave a pretty gleam to the metal gadgets on the tables. Because they used a heavier ball, roulette looked about the same as on Earth, and the same went for the dice games.

"Interesting," Meadows murmured, feeling in his pocket.

He pointed a thumb at the *planets* table. It was round, with a small, rectangular projection for the operator's controls and calculator. In the nine differently colored circular tracks, rolled little globes representing the planets. These orbits were connected by spirals of corresponding colors, symbolic of ship orbits swooping inward or outward to other planets.

"You pick yourself two planets," I explained. "For better odds, pick a start and a destination. The man throws his switch and each little ball is kicked around its groove by a random number of electrical impulses."

"And how do I win?"

"Say you pick Venus-to-Saturn. See that silver spiral going out from Venus and around the table to the orbit of Saturn? Well, if Venus stops within that six-inch zone where the spiral starts *and* if Saturn is near where it ends, you scoop in the stardust."

Meadows fingered his mustache as he examined the table.

"I ... ah ... suppose the closer you come, the more you win, eh?"

"That's the theory. Most people are glad to get anything back. It's honest enough, but the odds are terrific."

A couple of spacers made room for us, and I watched Meadows play for a few minutes. The operator grinned when he saw me watching. He had a lean, pale face and had been an astrogator until his heart left him in need of Martian gravity.

"No coaching, Tony!" he kidded me.

"Stop making me look like a partner in the place!" I answered.

"Thought one night you were going to be.... No winners, gentlemen. Next bets!"

The spheres had come to rest with Pluto near one end of a lavender spiral and Mercury touching the inner end, but no one had had the insanity to bet that way. Meadows began to play inner planet combinations that occasionally paid, though at short odds. He made a bit on some near misses, and I decided to have a drink while he lost it.

I found Howlet, Konnel, and Lilac Malone in the bar admiring the red-bronze landscape. When he heard about Meadows, Howlet smiled.

"If it isn't fixed, they better prepare to abandon," he laughed. "People look at that face and won't believe he always collects half the ship's pay."

Lilac saw a chance to do her duty, and suggested that we all go in to support Meadows. I stayed with my drink until Jorgensen drifted in to have a couple with me and talk of the old days.

After a while, one of his helpers came up and murmured something into his big red ear. He shrugged and waved his hand.

The next time it happened, about twenty minutes later, I was on the point of matching him with a story about a petrified ancient Martian that the domers at Schiaparelli dug out of a dry canal. Jorgensen lowered his faded eyebrows and strode off like a bear on egg-shells, leaving me there with the unspoken punch line about what they were supposed to have dug up with the Martian.

Well, that build-up was wasted, I thought.

Quite a number of sandeaters, as time passed, seemed to drift in and out of the back room. Finally, Howlet showed up again.

"How'd you make out?" I asked when he had a drink in his hand.

"I left my usual deposit," he grinned, "but you ought to see Meadows! Is he ever plugging their pipes! He ran Mercury to Pluto, and it paid off big."

"It ought to; no one ever makes it."

"He did it *twice*! Plus other combinations. With him making out our daily menus, I'll never know why I'm not lucky too. Know what he's doing?"

I lifted an eyebrow.

"He's lending money to every loafer that puts the beam on him. But the guy has to show a non-transferrable ticket for passage to Earth."

"Darn few can," I grunted.

"That's why he keeps sending them out with the price of one and the promise to stake them when they get back. I never saw such expressions!"

At that point, Jorgensen sailed through the curtained doorway between the bar and back room. A craggy, desert look had settled on his red moon-face. He introduced me to two men with him as if someone were counting down from ten.

"Glad to meet you and Mr. Howlet," said the one called McNaughton.

I recognized "Mr. V'n Uh" as Van Etten, a leading citizen of the dome who had been agitating with McNaughton and others of the Operating Committee to form a regular police department. Jorgensen seemed to have something else on his mind.

"Howlet, how about having a word with your shipmate?"

"What's he done wrong?" asked Howlet blandly.

Jorgensen scowled at a pair of baggy-seated sandeaters who strode through the front door with pale green tickets clutched in their hands. They sniffed once at the bar, but followed their stubbled chins into the back room at max acc.

"I don't say it's wrong," growled Jorgensen, glaring after the pair. "It just makes the place look bad."

"Oh, it's good advertising, Jorgy," laughed McNaughton. "People were forgetting that game could be beaten. Now, Mr. Howlet—"

Jorgensen talked him under.

"It's not losing a little money that I mind—"

Some of the drink I was sneaking slipped down the wrong way.

"Well, it's *not*!" bellowed Jorgensen. "But if they all pick up the broadcast that this is where to get a free ride home, I'll have just another sand trap here."

Howlet shrugged and put down his glass. Van Etten nudged me and made a face, so I got up first.

"Never mind," I said. "Being the one that took him in there, I'll check."

Two more men came through the front door. The big one looked like a bodyguard. The one with the dazed look carried a small metal case that could be unfolded into a portable desk. He went up to Jorgensen and asked where he could set up a temporary ticket office for Interplanet.

While I was watching over my shoulder, three or four sandeaters coming out of the back room shoved me aside to get at him. The last I saw before leaving was Van Etten shushing Jorgensen while McNaughton grabbed Howlet by the tunic zipper for a sales talk.

Inside, after getting through the crowd at the *planets* table, I could see that a number of betters were following Meadows' plays, making it that much worse for Jorgensen. Even Konnel had a small pile before him, although he seemed to be losing some of Lilac's attention to Meadows. While the little spheres spun in their orbits, the steward counted out money into twitching palms, wrote names on slips of paper, and placed bets. Somehow, he hit a winner every five or six bets, which kept his stack growing.

I joggled Lilac's elbow and indicated Konnel.

"How about taking him out for a drink so an old customer can squeeze in for a few plays?" I said.

The money-glow faded gradually from her eyes as she focused on me. She took her time deciding; but from the way she snuggled up to Konnel to whisper in his ear, it looked as if she might really be stuck on him. He winked at me.

Such a gasp went up as we changed places that I thought my cuff must have brushed Pluto, but it was just Meadows making a long-odds hop from Earth to Uranus. The operator no longer even flinched before punching the distances and bet on his little computer, and groping in his cash drawer to pay off.

I stood there a few minutes, wondering if the game could be fixed after all. Still, the man who invented it also made encoding machines for the Earth space fleet. Meadows must be having a run of blind luck—no time to interrupt.

On my way out, Howlet caught me at the door of the bar.

"How about some coffee?" he asked. "We'll have to start back soon. You'll be surprised at the time. Dining room still open?"

"Always. Okay, let's sober up and watch the fountain."

Only two or three women and a dozen men sat in the restaurant now. The part-time musicians had disappeared for a few hours of sleep before their usual jobs. We ordered a thermos pot of coffee and Howlet asked me about McNaughton.

"I guess it was on the level," he said when I described the man's Committee position. "He got a boost out of how they had to patch up some troublemaker he knew, after that bar fight we had. Wanted to make me chief cop here."

"Some domes have regular police forces already," I confirmed.

"So he said. Claimed a lot of police chiefs have been elected as mayors. Then he said that someday there will be a Martian Assembly, and men with a start in dome politics will be ready for it, and so on."

"He's exactly right," I admitted. "When do you figure to start?"

"Maybe the next time I pass through." He winked. "If it's still open."

I relaxed and grinned at him. Somehow, I liked his looks just then.

"You shouldn't be gone too long. It's a good spot to put your ladder down."

He helped himself to more coffee and stared into his cup. I knew—the watches near the end of a hop when you wondered about the dead, oily air, when the ones off watch kept watching the astrogator's expression, when you got the idea it was time to come in out of the dark before you made that one slip.

How many pick their landing? I thought. How many never know how close they come to making their mistake, or being a statistic in somebody else's?

"Why the double trance?" asked Meadows.

He brought with him a vague memory of departing chatter and tramping feet in the background. Howlet shoved out a chair for him.

"Everything okay?" asked Jorgensen, bustling up. "Buy anyone a drink?"

"What have they got there ... coffee?" asked Meadows, sniffing.

"Jimmy!" yelled Jorgensen to a waiter. "Pot of coffee for Ron! Hot!"

He slapped Meadows' shoulder and took his glowing red face away.

"What makes him your buddy?" I asked Meadows.

"In the end, I missed Mercury by ten inches and they got most of it back!"

Then was no answer to that. He must have been half a million ahead.

"What about the sandeaters you promised to stake?" asked Howlet, grinning like a man who has seen it happen before but still enjoys it.

"Some of them helped me lose it," said Meadows. "Now they will all just have to use those tickets, I suppose. Where's Hughie and his little friend? Coffee all around and we'll get on course, eh?"

"Thought he was with you," answered Howlet.

"I'll look in the bar," I volunteered, remembering the kid had left with more of a roll than Meadows had now.

A casual search of the bar and back room revealed both nearly empty, a natural condition just before dawn. No one had seen Konnel, apparently, so I went outside and squinted along the dim, narrow street. Four or five drunks, none tall enough to be Konnel, were slowly and softly singing their way home. The door slid open behind me and the other two came out quickly.

"Oh, there you are! I asked around too," said Howlet in a low voice. "Can you trust that

Jorgensen? They wouldn't let me in the office behind the back room."

"He's a better sport than he looks," I said.

"I wonder," murmured Meadows. "He looked queer when I was so far ahead. Or maybe one of his huskies got ideas about keeping a handy hostage...."

Howlet suddenly looked dangerous. I gathered that he thought something of the boy, and was heating up to the door-smashing stage.

"Let's check one other place," I suggested, "before we make a mistake."

My starting off fast up the street left him the choice of coming quietly or staying to wonder. They both came. I could feel them watching me.

I turned right into a narrow street, went along it about fifty yards, and paused where it was crossed by a still narrower alley. Hoping I remembered the way, I groped along the lefthand branch of the alley. A trace of light had begun to soften the sky over the dome, but had not yet seeped down to ground level.

Howlet's soft footsteps trailed me. I knocked on what seemed to be the right door. There was no answer—only to be expected. I hammered again.

"No one aboard, it would appear," murmured Meadows.

It was meant as a question. I shrugged in the darkness and banged longer and louder. Finally, listening at the flimsy panel, I detected muffled footsteps.

The door opened a crack.

"It's Tony Lewis, Lilac."

The black opening widened, until she must have seen the two behind me. She wore a thin robe that glimmered silver in the dim light.

"Send the boy out, Lilac," I said.

"Why should I?"

That much was good; she might have pretended not to have him there.

"He has to catch his ship, Lilac."

Behind me, I heard Howlet stir uneasily. The door began to close, but my foot was in the track. Howlet could not see that.

"Don't shut it, sister," he said, "or we'll smash it down!"

He could have too, in about ten seconds, the way they build on Mars.

"You wanna get yourself lynched?" Lilac warned him.

"Over a-on account of you?"

"Shut up, Howlet!" I interrupted. "Let me talk to the lady alone!"

He must have understood my tone; he let Meadows pull him away a few steps.

"And less of the 'lady' business outa *you*," said Lilac, but low enough to keep it private. "We both know Mars, so let's take things the way they are."

"That's why I came, Lilac. Taking things that way means he has to go."

"What're you gonna say? He has a job to do, or some such canal dust?"

"Not exactly. They might pick up another third pilot. They might manage somehow without any. But he won't like himself much, later, for missing his chance."

She swung the edge of the door back and forth in impatient little jerks. Finally, she took her hand off the latch and let it roll free. She still blocked the opening, however, and I waited.

"Look, Tony," she said after a pause, "what makes you think I couldn't settle down with him? I never figured to be an ... entertainer ... all my life. With the stake I already got together, we could start something. A mine, maybe, or a tractor service like yours. Mars is growing—"

"Pull your head inside the dome and breathe right!" I snapped at her. "I don't mind your dreaming, Lilac, but there isn't any more time."

It was light enough now to see her stiffen. She glared at me.

"You tryin' to say I couldn't make a home here? You know better, Tony. Some of the best known

women on Mars didn't exactly come here first-class!"

I held up my hand. She was beginning to get loud.

"It wouldn't matter if you were a princess. It's not what he'd think of you; it's what he'd wonder about himself, piloting a sand-buggy instead of a rocket."

In the alley, one of the spacers shuffled his feet impatiently. I hurried on, hoping to clinch it before she turned stubborn.

"You, at least, ought to understand men better than most, Lilac. Maybe it doesn't make sense, but it would be smarter to grab him after he's had his share of space instead of before."

It was hard to breathe without sounding loud in the stillness. Just as I had to swallow or choke, Lilac's shoulders slumped an inch or two.

"I'll wake him up," she said in a tired voice.

Feeling as if I had struck her, I stepped back into the alley. A few minutes later, Konnel slipped out and shut the door behind him. No one said a word. From the set of his shoulders, it seemed that he might be just as glad the alley was dim; but he simply trailed along behind.

We walked back to Number Four Airlock in a silence that had me counting the footsteps. When we reached the tractor parking lot, I cleared my throat.

"Wait a minute. I'll warm up my sand-saucer and give you a lift to your ship."

"Maybe we won't need to impose on you any more, Tony," said Howlet. "Looks like those machines over there are going out."

I followed his gesture and, by luck, caught the eye of a driver I knew. I waved and jerked my thumb at the spacers beside me.

"Let's go!" said Howlet as the tractor slowed. "Thanks for everything, Tony. Get yourself some sleep; the night watches in these domes are rough."

Konnel waited until they were a few steps away. Even then, he hesitated.

"Forget it!" I said. "You aren't the first spacer they had to pump out of some odd corner. Look me up when you get back!"

He shook hands and trotted after his friends. They scrambled up the ladder to the cab. The tractor picked up speed, lumbering into the airlock.

Later, a little after noon, I crawled out of bed and watched the flare of their pipes as the ship streaked up into the dark Martian sky. I hoped they would make it—almost as much as I wished it could have been me.

Well, I still come out to the wall of whatever dome I find myself in, to watch the sky a while—not that I'll see *those* boys coming down at this late date! They must have splattered to a puddle on Jupiter, or slipped back into the sun, or taken up a cold, dark orbit out where they'll never bother anyone. Nobody will ever know for sure, I suppose.

If I had it to do over again?

No, of course I don't feel funny about it. If they weren't the ones, it would have been another crew. By the law of averages, a certain number of bad tries seems to go with every new push out into space. Maybe there's no reason it has to be like that, but it always has. When the bad luck is used up, someone makes a new frontier.

Why say "superstition"? Each new orbit out from the sun has cost plenty in money, ships, and lives; it's the admission price.

Sure, it was too bad about Konnel and his little girl—who, by the way, later married a very important man in Asaph Dome. It would have been nice to see Meadows wind up rich, or for Howlet to become mayor of the dome, but what could I do? Which one should I have talked into staying for the sake of love or money or power, without even being able to go in his place?

Every time Man pushes ahead a little, a percentage of the pushers pay the fare. Still, it will be healthier if we push out of this planetary system before someone else pushes in.

For all we know, they may be on the way.

#### THE END

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 Gutenberg<sup>TM</sup> 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 Gutenberg<sup>TM</sup> 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 Gutenberg<sup> $^{\text{TM}}$ </sup> 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 Gutenberg<sup> $^{\text{TM}}$ </sup> electronic works in your possession. If you paid a fee for obtaining a copy of or access to a Project Gutenberg<sup> $^{\text{TM}}$ </sup> 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 Gutenberg<sup>TM</sup> 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 Gutenberg<sup>TM</sup> electronic works if you follow the terms of this agreement and help preserve free future access to Project Gutenberg<sup>TM</sup> 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<sup> $\mathbb{T}$ </sup> 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 $^{\mathbb{T}}$  mission of promoting free access to electronic works by freely sharing Project Gutenberg $^{\mathbb{T}}$  works in compliance with the terms of this agreement for keeping the Project Gutenberg $^{\mathbb{T}}$  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 Gutenberg $^{\mathbb{T}}$  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<sup>TM</sup> License must appear prominently whenever any copy of a Project Gutenberg<sup>TM</sup> 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 <a href="https://www.gutenberg.org">www.gutenberg.org</a>. 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 Gutenberg<sup>™</sup> 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 Gutenberg<sup>™</sup> trademark as set forth in paragraphs 1.E.8 or 1.E.9.
- 1.E.3. If an individual Project Gutenberg<sup> $^{\text{TM}}$ </sup> 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<sup> $^{\text{TM}}$ </sup> 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 Gutenberg<sup>TM</sup> License terms from this work, or any files containing a part of this work or any other work associated with Project Gutenberg<sup>TM</sup>.
- 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<sup>TM</sup> 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 Gutenberg<sup> $\mathsf{TM}$ </sup> work in a format other than "Plain Vanilla ASCII" or other format used in the official version posted on the official Project Gutenberg<sup> $\mathsf{TM}$ </sup> 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 Gutenberg<sup> $\mathsf{TM}$ </sup> 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<sup>TM</sup> 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 $^{\text{\tiny TM}}$  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<sup>™</sup> works.
- 1.E.9. If you wish to charge a fee or distribute a Project Gutenberg<sup>™</sup> 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<sup>™</sup> 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 $^{\text{m}}$  collection. Despite these efforts, Project Gutenberg $^{\text{m}}$  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 $^{\text{TM}}$  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<sup> $^{\text{TM}}$ </sup> electronic works in accordance with this agreement, and any volunteers associated with the production, promotion and distribution of Project Gutenberg<sup> $^{\text{TM}}$ </sup> 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<sup> $^{\text{TM}}$ </sup> work, (b) alteration, modification, or additions or deletions to any Project Gutenberg<sup> $^{\text{TM}}$ </sup> 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<sup> $\mathsf{TM}$ </sup> 's goals and ensuring that the Project Gutenberg<sup> $\mathsf{TM}$ </sup> 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<sup> $\mathsf{TM}$ </sup> 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 <a href="https://www.gutenberg.org/donate">www.gutenberg.org/donate</a>.

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<sup> $\mathsf{TM}$ </sup> concept of a library of electronic works that could be freely shared with anyone. For forty years, he produced and distributed Project Gutenberg<sup> $\mathsf{TM}$ </sup> eBooks with only a loose network of volunteer support.

Project Gutenberg<sup>TM</sup> 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.qutenberg.org.

This website includes information about Project Gutenberg $^{\text{m}}$ , 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.