



The gadget was strictly,  
beyond any question, a toy.  
Not a real, workable device.  
Except for the way it could work  
under a man's mental skin....

BY HARRY HARRISON



# Toy Shop, by Henry Maxwell Dempsey

---

The Project Gutenberg EBook of Toy Shop, by Henry Maxwell Dempsey  
This eBook is for the use of anyone anywhere 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](http://www.gutenberg.org)

Title: Toy Shop

Author: Henry Maxwell Dempsey

Illustrator: Brey

Release Date: October 12, 2007 [EBook #22966]

Language: English

Character set encoding: ASCII

\*\*\* START OF THIS PROJECT GUTENBERG EBOOK TOY SHOP \*\*\*

---

Produced by Greg Weeks, Stephen Blundell and the Online Distributed Proofreading Team at <http://www.pgdp.net>

---

[Illustration: TOY]

The gadget was strictly, beyond any question, a toy. Not a real, workable device. Except for the way it could work under a man's mental skin....

BY HARRY HARRISON

[Illustration: SHOP]

Because there were few adults in the crowd, and Colonel "Biff" Hawton stood over six feet tall, he could see every detail of the demonstration. The children--and most of the parents--gaped in wide-eyed wonder. Biff Hawton was too sophisticated to be awed. He stayed on because he wanted to find out what the trick was that made the gadget work.

"It's all explained right here in your instruction book," the demonstrator said, holding up a garishly printed booklet opened to a four-color diagram. "You all know how magnets pick up things and I bet you even know that the earth itself is one great big magnet--that's why compasses always point north. Well ... the Atomic Wonder Space Wave Tapper hangs onto those space waves. Invisibly all about us, and even going right through us, are the magnetic waves of the earth. The Atomic Wonder rides these waves just the way a ship rides the waves in the ocean. Now watch...."

Every eye was on him as he put the gaudy model rocketship on top of the table and stepped back. It was made of stamped metal and seemed as incapable of flying as a can of ham--which it very much resembled. Neither wings, propellers, nor jets broke through the painted surface. It rested on three rubber wheels and coming out through the bottom was a double strand of thin insulated wire. This white wire ran across the top of the black table and terminated in a control box in the demonstrator's hand. An indicator light, a switch and a knob appeared to be the only controls.

"I turn on the Power Switch, sending a surge of current to the Wave Receptors," he said. The switch clicked and the light blinked on and off with a steady pulse. Then the man began to slowly turn the knob. "A careful touch on the Wave Generator is necessary as we are dealing with the powers of the whole world here...."

A concerted *ahhhh* swept through the crowd as the Space Wave Tapper shivered a bit, then rose slowly into the air. The demonstrator stepped back and the toy rose higher and higher, bobbing gently on the invisible waves of magnetic force that supported it. Ever so slowly the power was reduced and it settled back to the table.

"Only \$17.95," the young man said, putting a large price sign on the table. "For the complete set of the Atomic Wonder, the Space Tapper control box, battery and instruction book ..."

At the appearance of the price card the crowd broke up noisily and the children rushed away towards the operating model trains. The demonstrator's words were lost in their noisy passage, and after a moment he sank into a gloomy silence. He put the control box down, yawned and sat on the edge of the table. Colonel Hawton was the only one left after the crowd had moved on.

"Could you tell me how this thing works?" the colonel asked, coming forward. The demonstrator brightened up and picked up one of the toys.

"Well, if you will look here, sir...." He opened the hinged top. "You will see the Space Wave coils at each end of the ship." With a pencil he pointed out the odd shaped plastic forms about an inch in diameter that had been wound--apparently at random--with a few turns of copper wire. Except for these coils the interior of the model was empty. The coils were wired together and other wires ran out through the hole in the bottom of the control box. Biff Hawton turned a very quizzical eye on the gadget and upon the demonstrator who completely ignored this sign of disbelief.

"Inside the control box is the battery," the young man said, snapping it open and pointing to an ordinary flashlight battery. "The current goes through the Power Switch and Power Light to the Wave Generator ..."

"What you mean to say," Biff broke in, "is that the juice from this fifteen cent battery goes through this cheap rheostat to those meaningless coils in the model and absolutely nothing happens. Now tell me what really flies the thing. If I'm going to drop eighteen bucks for six-bits worth of tin, I want to know what I'm getting."

The demonstrator flushed. "I'm sorry, sir," he stammered. "I wasn't trying to hide anything. Like any magic trick this one can't be really demonstrated until it has been purchased." He leaned forward and whispered confidentially. "I'll tell you what I'll do though. This thing is way overpriced and hasn't been moving at all. The manager said I could let them go at three dollars if I could find any takers. If you want to buy it for that price...."

"Sold, my boy!" the colonel said, slamming three bills down on the table. "I'll give that much for it no matter *how* it works. The boys in the shop will get a kick out of it," he tapped the winged rocket on his chest. "Now *really*--what holds it up?"

The demonstrator looked around carefully, then pointed. "Strings!" he said. "Or rather a black thread. It runs from the top of the model, through a tiny loop in the ceiling, and back down to my hand--tied to this ring on my finger. When I back up--the model rises. It's as simple as that."

"All good illusions are simple," the colonel grunted, tracing the black thread with his eye. "As long as there is plenty of flimflam to distract the viewer."

"If you don't have a black table, a black cloth will do," the young man said. "And the arch of a doorway is a good site, just see that the room in back is dark."

"Wrap it up, my boy, I wasn't born yesterday. I'm an old hand at this kind of thing."

\* \* \* \* \*

Biff Hawton sprang it at the next Thursday-night poker party. The gang were all missile men and they cheered and jeered as he hammed up the introduction.

"Let me copy the diagram, Biff, I could use some of those magnetic waves in the new bird!"

"Those flashlight batteries are cheaper than lox, this is the thing of the future!"

Only Teddy Kaner caught wise as the flight began. He was an amateur magician and spotted the gimmick at once. He kept silent with professional courtesy, and smiled ironically as the rest of the bunch grew silent one by one. The colonel was a good showman and he had set the scene well. He almost had them believing in the Space Wave Tapper before he was through. When the model had landed and he had switched it off he couldn't stop them from crowding around the table.

"A thread!" one of the engineers shouted, almost with relief, and they all laughed along with him.

"Too bad," the head project physicist said, "I was hoping that a little Space Wave Tapping could help us out. Let me try a flight with it."

"Teddy Kaner first," Biff announced. "He spotted it while you were all watching the flashing lights, only he didn't say anything."

Kaner slipped the ring with the black thread over his finger and started to step back.

"You have to turn the switch on first," Biff said.

"I know," Kaner smiled. "But that's part of illusion--the spiel and the misdirection. I'm going to try this cold first, so I can get it moving up and down smoothly, then go through it with the whole works."

[Illustration: ILLUSTRATED BY BREY]

He moved his hand back smoothly, in a professional manner that drew no attention to it. The model lifted from the table--then crashed back down.

"The thread broke," Kaner said.

"You jerked it, instead of pulling smoothly," Biff said and knotted the broken thread. "Here let me show you how to do it."

The thread broke again when Biff tried it, which got a good laugh that made his collar a little warm. Someone mentioned the poker game.

This was the only time that poker was mentioned or even remembered that night. Because very soon after this they found that the thread would lift the model only when the switch was on and two and a half volts flowing through the joke coils. With the current turned off the model was too heavy to lift. The thread broke every time.

\* \* \* \* \*

"I still think it's a screwy idea," the young man said. "One week getting fallen arches, demonstrating those toy ships for every brat within a thousand miles. Then selling the things for three bucks when they must

have cost at least a hundred dollars apiece to make."

"But you *did* sell the ten of them to people who would be interested?" the older man asked.

"I think so, I caught a few Air Force officers and a colonel in missiles one day. Then there was one official I remembered from the Bureau of Standards. Luckily he didn't recognize me. Then those two professors you spotted from the university."

"Then the problem is out of our hands and into theirs. All we have to do now is sit back and wait for results."

"*What* results?! These people weren't interested when we were hammering on their doors with the proof. We've patented the coils and can prove to anyone that there is a reduction in weight around them when they are operating...."

"But a small reduction. And we don't know what is causing it. No one can be interested in a thing like that--a fractional weight decrease in a clumsy model, certainly not enough to lift the weight of the generator. No one wrapped up in massive fuel consumption, tons of lift and such is going to have time to worry about a crackpot who thinks he has found a minor slip in Newton's laws."

"You think they will now?" the young man asked, cracking his knuckles impatiently.

"I *know* they will. The tensile strength of that thread is correctly adjusted to the weight of the model. The thread will break if you try to lift the model with it. Yet you can lift the model--after a small increment of its weight has been removed by the coils. This is going to bug these men. Nobody is going to ask them to solve the problem or concern themselves with it. But it will nag at them because they know this effect can't possibly exist. They'll see at once that the magnetic-wave theory is nonsense. Or perhaps true? We don't know. But they will all be thinking about it and worrying about it.

Someone is going to experiment in his basement--just as a hobby of course--to find the cause of the error. And he or someone else is going to find out what makes those coils work, or maybe a way to improve them!"

"And we have the patents...."

"Correct. They will be doing the research that will take them out of the massive-lift-propulsion business and into the field of pure space flight."

"And in doing so they will be making us rich--whenever the time comes to manufacture," the young man said cynically.

"We'll all be rich, son," the older man said, patting him on the shoulder. "Believe me, you're not going to recognize this old world ten years from now."

---

Transcriber's Note:

This etext was produced from *Analog* April 1962. 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 of Toy Shop, by Henry Maxwell Dempsey

\*\*\* END OF THIS PROJECT GUTENBERG EBOOK TOY SHOP \*\*\*

\*\*\*\*\* This file should be named 22966.txt or 22966.zip \*\*\*\*\* This and all associated files of various formats will be found in:

<http://www.gutenberg.org/2/2/9/6/22966/>

Produced by Greg Weeks, Stephen Blundell and the Online Distributed Proofreading Team at <http://www.pgdp.net>

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

Creating the works from public domain print editions 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-tm electronic works to protect the PROJECT GUTENBERG-tm concept and trademark. Project Gutenberg is a registered trademark, and may not be used if you charge for the eBooks, unless you receive specific permission. If you do not charge anything for copies of this eBook, complying with the rules is very easy. You may use this eBook for nearly any purpose such as creation of derivative works, reports, performances and research. They may be modified and printed and given away--you may do practically ANYTHING with public domain eBooks. 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-tm 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-tm License (available with this file or online at <http://gutenberg.org/license>).

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

1.A. By reading or using any part of this Project Gutenberg-tm 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-tm electronic works in your possession. If you paid a fee for obtaining a copy of or access to a Project Gutenberg-tm 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-tm 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-tm electronic works if you follow the terms of this agreement and help preserve free future access to Project Gutenberg-tm 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-tm electronic works. Nearly all the individual works in the collection are in the public domain in the United States. If an individual work is in the public domain 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-tm mission of promoting free access to electronic works by freely sharing Project Gutenberg-tm works in compliance with the terms of this agreement for keeping the Project Gutenberg-tm 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-tm 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-tm work. The Foundation makes no representations concerning the copyright status of any work in any country outside 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 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](http://www.gutenberg.org)

1.E.2. If an individual Project Gutenberg-tm electronic work is derived from the public domain (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-tm trademark as set forth in paragraphs 1.E.8 or 1.E.9.

1.E.3. If an individual Project Gutenberg-tm 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-tm 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-tm License terms from this work, or any files containing a part of this work or any other work associated with Project Gutenberg-tm.

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-tm 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-tm work in a format other than "Plain Vanilla ASCII" or other format used in the official version posted on the official Project Gutenberg-tm web site ([www.gutenberg.org](http://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-tm 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-tm 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-tm electronic works provided that

- You pay a royalty fee of 20% of the gross profits you derive from the use of Project Gutenberg-tm works calculated using the method you already use to calculate your applicable taxes. The fee is owed to the owner of the Project Gutenberg-tm 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-tm 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-tm 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-tm works.

1.E.9. If you wish to charge a fee or distribute a Project Gutenberg-tm electronic work or group of works on different terms than are set forth in this agreement, you must obtain permission in writing from both the Project Gutenberg Literary Archive Foundation and Michael Hart, the owner of the Project Gutenberg-tm 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 public domain works in creating the Project Gutenberg-tm collection. Despite these efforts, Project Gutenberg-tm 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-tm trademark, and any other party distributing a Project Gutenberg-tm 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 F3. 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-tm electronic works in accordance with this agreement, and any volunteers associated with the production, promotion and distribution of Project Gutenberg-tm 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-tm work, (b) alteration, modification, or additions or deletions to any Project Gutenberg-tm work, and (c) any Defect you cause.

### Section 2. Information about the Mission of Project Gutenberg-tm

Project Gutenberg-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, is 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 web page at <http://www.pglaf.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. Its 501(c)(3) letter is posted at <http://pglaf.org/fundraising>. 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 principal office is located at 4557 Melan Dr. S. Fairbanks, AK, 99712., but its volunteers and employees are scattered throughout numerous locations. Its business office is located at 809 North 1500 West, Salt Lake City, UT 84116, (801) 596-1887, email [business@pglaf.org](mailto:business@pglaf.org). Email contact links and up to date contact information can be found at the Foundation's web site and official page at <http://pglaf.org>

For additional contact information: Dr. Gregory B. Newby Chief Executive and Director [gbnewby@pglaf.org](mailto:gbnewby@pglaf.org)

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

Project Gutenberg-tm depends upon and cannot survive without wide spread 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 <http://pglaf.org>

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: <http://pglaf.org/donate>

Section 5. General Information About Project Gutenberg-tm electronic works.

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

Project Gutenberg-tm eBooks are often created from several printed editions, all of which are confirmed as Public Domain 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 Web site which has the main PG search facility:

<http://www.gutenberg.org>

This Web site includes information about Project Gutenberg-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.

---

*Toy Shop, by Henry Maxwell Dempsey*

A free ebook from <http://manybooks.net/>