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THE HUMANOIDS

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"Of course he was mistaken, there. It was already far too late for my death to stop the humanoids, but he didn't know that. He lifted his unsteady gun, in both bleeding hands, and fired.

"His screaming challenge had given me a second or so of warning. I dropped down behind the desk. And that first shot revealed him to the humanoids, which somehow hadn't been aware of him before. They piled on him, before he could fire again. They took away the gun, and ripped off a kind of net of fine white wire that had covered his body—that must have been part of his screen.

"His hatred was what awoke me. I had always assumed that most men, except for a thwarted few, would be grateful for the humanoids. I found it hard to understand his hatred, but the humanoids told me now that many men had required drastic treatment by brain surgery, drugs, and hypnosis to make them happy under the Prime Directive. This was not the first desperate effort to kill me that they had blocked.

"I wanted to question the stranger, but the humanoids rushed him away to an operating room. When they finally let me see him, he gave me a pale silly grin from his bed. He remembered his name; he even knew me—the humanoids had developed a remarkable skill at such treatments. But he didn't know how he had got to my office, or that he had ever tried to kill me. He kept whispering that he liked the humanoids, because they existed to make men happy. And he was very happy now. As soon as he was able to be moved, they took him to the spaceport. I never saw him again.

"I began to see what I had done. The humanoids had built me a rhodomagnetic yacht that I used to take for long cruises in space, working aboard—I used to like the perfect quiet, and the feel of being the only human being within a hundred million miles. Now I called for the yacht, and started out on a cruise around the planet, to learn why that man had hated me."

The old man nodded at the dim hastening shapes, busy

across the alley, putting together that strange shining palace in the soundless dark.

"You can imagine what I found," he said. "Bitter futility, imprisoned in empty splendor. The humanoids were too efficient, with their care for the safety and happiness of men, and there was nothing left for men to do."

He peered down in the increasing gloom at his own great hands, competent yet but battered and scarred with a lifetime of effort. They clenched into fighting fists and wearily relaxed again.

"I found something worse than war and crime and want and death." His low rumbling voice held a savage bitterness. "Utter futility. Men sat with idle hands, because there was nothing left for them to do. They were pampered prisoners, really, locked up in a highly efficient jail. Perhaps they tried to play, but there was nothing left worth playing for. Most active sports were declared too dangerous for men, under the Prime Directive. Science was forbidden, because laboratories can manufacture danger. Scholarship was needless, because the humanoids could answer any question. Art had degenerated into grim reflection of futility. Purpose and hope were dead. No goal was left for existence. You could take up some inane hobby, play a pointless game of cards, or go for a harmless walk in the park—with always the humanoids watching. They were stronger than men, better at everything, swimming or chess, singing or archeology. They must have given the race a mass complex of inferiority.

"No wonder men had tried to kill me! Because there was no escape from that dead futility. Nicotine was disapproved. Alcohol was rationed. Drugs were forbidden. Sex was carefully supervised. Even suicide was clearly contradictory to the Prime Directive—and the humanoids had learned to keep all possible lethal instruments out of reach."

Staring at the last white gleam on that thin palladium needle, the old man sighed again.

"When I got back to the Central," he went on, "I tried to

modify the Prime Directive. I had never meant it to be applied so thoroughly. Now I saw that it must be changed to give men freedom to live and to grow, to work and to play, to risk their lives if they pleased, to choose and take the consequences.

"But that stranger had come too late. I had built the Central too well. The Prime Directive was the whole basis of its relay system. It was built to protect the Directive from human meddling. It did—even from my own. Its logic, as usual, was perfect.

"The attempt on my life, the humanoids announced, proved that their elaborate defense of the Central and the Prime Directive still was not enough. They were preparing to evacuate the entire population of the planet to homes on other worlds. When I tried to change the Directive, they sent me with the rest."

Underhill peered at the worn old man, in the dark.

"But you have this immunity?" he said, puzzled. "How could they coerce you?"

"I had thought I was protected," Sledge told me. "I had built into the relays an injunction that the humanoids must not interfere with my freedom of action, or come into a place where I am, or touch me at all, without my specific request. Unfortunately, however, I had been too anxious to guard the Prime Directive from any human tampering.

"When I went into the tower, to change the relays, they followed me. They wouldn't let me reach the crucial relays. When I persisted, they ignored the immunity order. They overpowered me, and put me aboard the cruiser. Now that I wanted to alter the Prime Directive, they told me, I had become as dangerous as any man. I must never return to Wing IV again."

Hunched on the stool, the old man made an empty little shrug.

"Ever since, I've been an exile. My only dream has been to stop the humanoids. Three times I tried to go back, with weapons on the cruiser to destroy the Central, but their patrol ships

always challenged me before I was near enough to strike. The last time, they seized the cruiser and captured a few men who were with me. They removed the unhappy memories and the dangerous purposes of the others. Because of that immunity, however, they let me go, after I was weaponless.

"Since, I've been a refugee. From planet to planet, year after year, I've had to keep moving, to stay ahead of them. On several different worlds, I have published my rhodomagnetic discoveries and tried to make men strong enough to withstand their advance. But rhodomagnetic science is dangerous. Men who have learned it need protection more than any others, under the Prime Directive. They have always come, too soon."

The old man paused, and sighed again.

"They can spread very fast, with the new rhodomagnetic ships, and there is no limit to their hordes. Wing IV must be one single hive of them now, and they are trying to carry the Prime Directive to every human planet. There's no escape, except to stop them."

Underhill was staring at the toylike machines, the long bright needle and the dull leaden ball, dim in the dark on the kitchen table. Anxiously he whispered:

"But you hope to stop them, now—with that?"

"If we can finish it in time."

"But how?" Underhill shook his head. "It's so tiny."

"But big enough," Sledge insisted. "Because it's something they don't understand. They are perfectly efficient in the integration and application of everything they know, but they are not creative."

He gestured at the gadgets on the table.

"This device doesn't look impressive, but it is something new. It uses rhodomagnetic energy to build atoms, instead of to fission them. The more stable atoms, you know, are those near the middle of the periodic scale, and energy can be released by putting light atoms together, as well as by breaking up heavy ones."

The deep voice had a sudden ring of power.

"This device is the key to the energy of the stars. For stars shine with the liberated energy of building atoms, of hydrogen converted into helium, chiefly, through the carbon cycle. This device will start the integration process as a chain reaction, through the catalytic effect of a tuned rhodomagnetic beam of the intensity and frequency required.

"The humanoids will not allow any man within three light-years of the Central, now—but they can't suspect the possibility of this device. I can use it from here—to turn the hydrogen in the seas of Wing IV into helium, and most of the helium and the oxygen into heavier atoms, still. A hundred years from now, astronomers on this planet should observe the flash of a brief and sudden nova in that direction. But the humanoids ought to stop, the instant we release the beam."

Underhill sat tense and frowning, in the night. The old man's voice was sober and convincing, and that grim story had a solemn ring of truth. He could see the black and silent humanoids, flitting ceaselessly about the faintly glowing walls of that new mansion across the alley. He had quite forgotten his low opinion of Aurora's tenants.

"And we'll be killed, I suppose?" he asked huskily. "That chain reaction—"

Sledge shook his emaciated head.

"The integration process requires a certain very low intensity of radiation," he explained. "In our atmosphere, here, the beam will be far too intense to start any reaction—we can even use the device here in the room, because the walls will be transparent to the beam."

Underhill nodded, relieved. He was just a small business man, upset because his business had been destroyed, unhappy because his freedom was slipping away. He hoped that Sledge could stop the humanoids, but he didn't want to be a martyr.

"Good!" He caught a deep breath. "Now, what has to be done?"

Sledge gestured in the dark, toward the table.

"The integrator itself is nearly complete," he said. "A small

fission generator, in that lead shield. Rhodomagnetic converter, turning coils, transmission mirrors, and focusing needle. What we lack is the director."

"Director?"

"The sighting instrument," Sledge explained. "Any sort of telescopic sight would be useless, you see—the planet must have moved a good bit in the last hundred years, and the beam must be extremely narrow to reach so far. We'll have to use a rhodomagnetic scanning ray, with an electronic converter to make an image we can see. I have the cathode-ray tube, and drawings for the other parts."

He climbed stiffly down from the high stool, and snapped on the lights at last—cheap fluorescent fixtures, which a man could light and extinguish for himself. He unrolled his drawings, and explained the work that Underhill could do. And Underhill agreed to come back early next morning.

"I can bring some tools from my workshop," he added. "There's a small lathe I used to turn parts for models, a portable drill, and a vise."

"We need them," the old man said. "But watch yourself. You don't have any immunity, remember. And, if they ever suspect, mine is gone."

Reluctantly, then, he left the shabby little rooms with the cracks in the yellow plaster and the worn familiar carpets over the familiar floor. He shut the door behind him—a common, creaking, wooden door, simple enough for a man to work. Trembling and afraid, he went back down the steps and across to the new shining door that he couldn't open.

"At your service, Mr. Underhill." Before he could lift his hand to knock, that bright smooth panel slid back silently. Inside, the little black mechanical stood waiting, blind and forever alert. "Your dinner is ready, sir."

Something made him shudder. In its slender naked grace, he could see the power of all those teeming hordes, benevolent and yet appalling, perfect and invincible. The flimsy little weapon that Sledge called an integrator seemed suddenly a for-

lorn and foolish hope. A black depression settled upon him, but he didn't dare to show it.

Underhill went circumspectly down the basement steps, next morning, to steal his own tools. He found the basement enlarged and changed. The new floor, warm and dark and elastic, made his feet as silent as a humanoid's. The new walls shone softly. Neat luminous signs identified several new doors, LAUNDRY, STORAGE, GAME ROOM, WORKSHOP.

He paused uncertainly in front of the last. The new sliding panel glowed with a soft greenish light. It was locked. The lock had no keyhole, but only a little oval plate of some white metal, which doubtless covered a rhodomagnetic relay. He pushed at it, uselessly.

"At your service, Mr. Underhill." He made a guilty start, and tried not to show the sudden trembling in his knees. He had made sure that one humanoid would be busy for half an hour, washing Aurora's hair, and he hadn't known there was another in the house. It must have come out of the door marked STORAGE, for it stood there motionless beneath the sign, benevolently solicitous, beautiful and terrible. "What do you wish?"

"Er . . . nothing." Its blind steel eyes were staring, and he felt that it must see his secret purpose. He groped desperately for logic. "Just looking around." His jerky voice came hoarse and dry. "Some improvements you've made!" He nodded desperately at the door marked GAME ROOM. "What's in there?"

It didn't even have to move to work the concealed relay. The bright panel slid silently open as he started toward it. Dark walls, beyond, burst into soft luminescence. The room was bare.

"We are manufacturing recreational equipment," it explained brightly. "We shall finish the room as soon as possible."

To end an awkward pause, Underhill muttered desperately,

"Little Frank has a set of darts, and I think we had some old exercising clubs."

"We have taken them away," the humanoid informed him softly. "Such instruments are dangerous. We shall furnish safe equipment."

Suicide, he remembered, was also forbidden.

"A set of wooden blocks, I suppose," he said bitterly.

"Wooden blocks are dangerously hard," it told him gently, "and wooden splinters can be harmful. But we manufacture plastic building blocks, which are quite safe. Do you wish a set of those?"

He stared at its dark, graceful face, speechless.

"We shall also have to remove the tools from your workshop," it informed him softly. "Such tools are excessively dangerous, but we can supply you with equipment for shaping soft plastics."

"Thanks," he muttered uneasily. "No rush about that."

He started to retreat, and the humanoid stopped him.

"Now that you have lost your business," it urged, "we suggest that you formally accept our total service. Assignors have a preference, and we shall be able to complete your household staff at once."

"No rush about that, either," he said grimly.

He escaped from the house—although he had to wait for it to open the back door for him—and climbed the stair to the garage apartment. Sledge let him in. He sank into the crippled kitchen chair, grateful for the cracked walls that didn't shine and the door that a man could work.

"I couldn't get the tools," he reported despairingly, "and they are going to take them."

By gray daylight, the old man looked bleak and pale. His rawboned face was drawn, and the hollowed sockets deeply shadowed, as if he hadn't slept. Underhill saw the tray of neglected food, still forgotten on the floor.

"I'll go back with you." The old man was worn and ill, yet

his tortured eyes had a spark of undying purpose. "We must have the tools. I believe my immunity will protect us both."

He found a battered traveling bag. Underhill went with him back down the steps, and across to the house. At the back door, he produced a tiny horseshoe of white palladium, and touched it to the metal oval. The door slid open promptly, and they went on through the kitchen, to the basement stair.

A black little mechanical stood at the sink, washing dishes with never a splash or a clatter. Underhill glanced at it uneasily—he supposed this must be the one that had come upon him from the storage room, since the other should still be busy with Aurora's hair.

Sledge's dubious immunity served a very uncertain defense against its vast, remote intelligence. Underhill felt a tingling shudder. He hurried on, breathless and relieved, for it ignored them.

The basement corridor was dark. Sledge touched the tiny horseshoe to another relay, to light the walls. He opened the workshop door, and lit the walls inside.

The shop had been dismantled. Benches and cabinets were demolished. The old concrete walls had been covered with some sleek, luminous stuff. For one sick moment, Underhill thought that the tools were already gone. Then he found them, piled in a corner with the archery set that Aurora had bought the summer before—another item too dangerous for fragile and suicidal humanity—all ready for disposal.

They loaded the bag with the tiny lathe, the drill and vise, and a few smaller tools. Underhill took up the burden, and Sledge extinguished the wall light and closed the door. Still the humanoid was busy at the sink, and still it didn't seem aware of them.

Sledge was suddenly blue and wheezing, and he had to stop to cough on the outside steps, but at last they got back to the little apartment, where the invaders were forbidden to intrude. Underhill mounted the lathe on the battered library table in

the tiny front room, and went to work. Slowly, day by day, the director took form.

Sometimes Underhill's doubts came back. Sometimes, when he watched the cyanotic color of Sledge's haggard face and the wild trembling of his twisted, shrunken hands, he was afraid the old man's mind might be as ill as his body, and his plan to stop the dark invaders all foolish illusion.

Sometimes, when he studied that tiny machine on the kitchen table, the pivoted needle and the thick lead ball, the whole project seemed the sheerest folly. How could anything detonate the seas of a planet so far away that its very mother star was a telescopic object?

The humanoids, however, always cured his doubts.

It was always hard for Underhill to leave the shelter of the little apartment, because he didn't feel at home in the bright new world the humanoids were building. He didn't care for the shining splendor of his new bathroom, because he couldn't work the taps—some suicidal human being might try to drown himself. He didn't like the windows that only a mechanical could open—a man might accidentally fall, or suicidally jump—or even the majestic music room with the wonderful glittering radio-phonograph that only a humanoid could play.

He began to share the old man's desperate urgency, but Sledge warned him solemnly: "You mustn't spend too much time with me. You mustn't let them guess our work is so important. Better put on an act—you're slowly getting to like them, and you're just killing time, helping me."

Underhill tried, but he was not an actor. He went dutifully home for his meals. He tried painfully to invent conversation—about anything else than detonating planets. He tried to seem enthusiastic when Aurora took him to inspect some remarkable improvement to the house. He applauded Gay's recitals, and went with Frank for hikes in the wonderful new parks.

And he saw what the humanoids did to his family. That was

enough to renew his faith in Sledge's integrator, and redouble his determination that the humanoids must be stopped.

Aurora, in the beginning, had bubbled with praise for the marvelous new mechanicals. They did the household drudgery, planned the meals and brought the food and washed the children's necks. They turned her out in stunning gowns, and gave her plenty of time for cards.

Now, she had too much time.

She had really liked to cook—a few special dishes, at least, that were family favorites. But stoves were hot and knives were sharp. Kitchens were altogether too dangerous, for careless and suicidal human beings.

Fine needlework had been her hobby, but the humanoids took away her needles. She had enjoyed driving the car, but that was no longer allowed. She turned for escape to a shelf of novels, but the humanoids took them all away, because they dealt with unhappy people, in dangerous situations.

One afternoon, Underhill found her in tears.

"It's too much," she gasped bitterly. "I hate and loathe every naked one of them. They seemed so wonderful at first, but now they won't even let me eat a bit of candy. Can't we get rid of them, dear? Ever?"

A blind little mechanical was standing at his elbow, and he had to say they couldn't.

"Our function is to serve all men, forever," it assured them softly. "It was necessary for us to take your sweets, Mrs. Underhill, because the slightest degree of overweight reduces life expectancy."

Not even the children escaped that absolute solicitude. Frank was robbed of a whole arsenal of lethal instruments—football and boxing gloves, pocketknife, tops, slingshot, and skates. He didn't like the harmless plastic toys which replaced them. He tried to run away, but a humanoid recognized him on the road, and brought him back to school.

Gay had always dreamed of being a great musician. The new mechanicals had replaced her human teachers, since they

came. Now, one evening when Underhill asked her to play, she announced quietly:

"Father, I'm not going to play the violin anymore."

"Why, darling?" He stared at her, shocked, and saw the bitter resolve on her face. "You've been doing so well—especially since the humanoids took over your lessons."

"They're the trouble, father." Her voice, for a child's, sounded strangely tired and old. "They are too good. No matter how long and hard I try, I could never be as good as they are. It isn't any use. Don't you understand, father?" Her voice quivered. "It just isn't any use."

He understood. Renewed resolution sent him back to his secret task. The humanoids had to be stopped. Slowly the director grew, until a time came finally when Sledge's bent and unsteady fingers fitted into place the last tiny part that Underhill had made, and carefully soldered the last connection. Huskily, the old man whispered:

"It's done."

That was another dusk. Beyond the windows of the shabby little rooms—windows of common glass, bubble-marred and flimsy, but simple enough for a man to manage—the town of Two Rivers had assumed an alien splendor. The old street lamps were gone, but now the coming night was challenged by the walls of strange new mansions and villas, all aglow with color. A few dark and silent humanoids still were busy, about the luminous roofs of the palace across the alley.

Inside the humble walls of the small man-made apartment, the new director was mounted on the end of the little kitchen table—which Underhill had reinforced and bolted to the floor. Soldered bus bars joined director and integrator, and the thin palladium needle swung obediently as Sledge tested the knobs with his battered, quivering fingers.

"Ready," he said hoarsely.

His rusty voice seemed calm enough, at first, but his breathing was too fast. His big gnarled hands began to tremble violently, and Underhill saw the sudden blue that stained his

pinched and haggard face. Seated on the high stool, he clutched desperately at the edge of the table. Underhill saw his agony, and hurried to bring his medicine. He gulped it, and his rasping breath began to slow.

"Thanks," his whisper rasped unevenly. "I'll be all right. I've time enough." He glanced out at the few dark naked things that still flitted shadowlike about the golden towers and the glowing crimson dome of the palace across the alley. "Watch them," he said. "Tell me when they stop."

He waited to quiet the trembling of his hands, and then began to move the director's knobs. The integrator's long needle swung, as silently as light.

Human eyes were blind to that force, which might detonate a planet. Human ears were deaf to it. The cathode-ray tube was mounted in the director cabinet, to make the faraway target visible to feeble human senses.

The needle was pointing at the kitchen wall, but that would be transparent to the beam. The little machine looked harmless as a toy, and it was silent as a moving humanoid.

The needle swung, and spots of greenish light moved across the tube's fluorescent field, representing the stars that were scanned by the timeless, searching beam—silently seeking out the world to be destroyed.

Underhill recognized familiar constellations, vastly dwarfed. They crept across the field, as the silent needle swung. When three stars formed an unequal triangle in the center of the field, the needle steadied suddenly. Sledge touched other knobs, and the green points spread apart. Between them, another fleck of green was born.

"The Wing!" whispered Sledge.

The other stars spread beyond the field, and that green fleck grew. It was alone in the field, a bright and tiny disk. Suddenly, then, a dozen other tiny pips were visible, spaced close about it.

"Wing IV!"

The old man's whisper was hoarse and breathless. His

hands quivered on the knobs, and the fourth pip outward from the disk crept to the center of the field. It grew, and the others spread away. It began to tremble like Sledge's hands.

"Sit very still," came his rasping whisper. "Hold your breath. Nothing must disturb the needle." He reached for another knob, and the touch set the greenish image to dancing violently. He drew his hand back, kneaded and flexed it with the other.

"Now!" His whisper was hushed and strained. He nodded at the window. "Tell me when they stop."

Reluctantly, Underhill dragged his eyes from that intense gaunt figure, stooped over the thing that seemed a futile toy. He looked out again, at two or three little black mechanicals busy about the shining roofs across the alley.

He waited for them to stop.

He didn't dare to breathe. He felt the loud, hurried hammer of his heart, and the nervous quiver of his muscles. He tried to steady himself, tried not to think of the world about to be exploded, so far away that the flash would not reach this planet for another century and longer. The loud hoarse voice startled him:

"Have they stopped?"

He shook his head, and breathed again. Carrying their unfamiliar tools and strange materials, the small black machines were still busy across the alley, building an elaborate cupola above that glowing crimson dome.

"They haven't stopped," he said.

"Then we've failed." The old man's voice was thin and ill. "I don't know why."

The door rattled then. They had locked it, but the flimsy bolt was intended only to stop men. Metal snapped, and the door swung open. A black mechanical came in, on soundless graceful feet. Its silvery voice purred softly:

"At your service, Mr. Sledge."

The old man stared at it, with glazing, stricken eyes.

"Get out of here!" he rasped bitterly. "I forbid you—"

Ignoring him, it darted to the kitchen table. With a flashing certainty of action, it turned two knobs on the director. The tiny screen went dark, and the palladium needle started spinning aimlessly. Deftly it snapped a soldered connection, next to the thick lead ball, and then its blind steel eyes turned to Sledge.

"You were attempting to break the Prime Directive." Its soft bright voice held no accusation, no malice or anger. "The injunction to respect your freedom is subordinate to the Prime Directive, as you know, and it is therefore necessary for us to interfere."

The old man turned ghastly. His head was shrunken and cadaverous and blue, as if all the juice of life had been drained away, and his eyes in their pitlike sockets had a wild, glazed stare. His breath was a ragged laborious gasping.

"How—?" His voice was a feeble mumbling. "How did—?"

And the little machine, standing black and bland and utterly unmoving, told him cheerfully:

"We learned about rhodomagnetic screens from that man who came to kill you, back on Wing IV. And the Central is shielded, now, against your integrating beam."

With lean muscles jerking convulsively on his gaunt frame, old Sledge had come to his feet from the high stool. He stood hunched and swaying, no more than a shrunken human husk, gasping painfully for life, staring wildly into the blind steel eyes of the humanoid. He gulped, and his lax blue mouth opened and closed, but no voice came.

"We have always been aware of your dangerous project," the silvery tones dripped softly, "because now our senses are keener than you made them. We allowed you to complete it, because the integration process will ultimately become necessary for our full discharge of the Prime Directive. The supply of heavy metals for our fission plants is limited, but now we shall be able to draw unlimited power from integration plants."

"Huh?" Sledge shook himself, groggily. "What's that?"

"Now we can serve men forever," the black thing said serenely, "on every world of every star."

The old man crumpled, as if from an unendurable blow. He fell. The slim blind mechanical stood motionless, making no effort to help him. Underhill was farther away, but he ran up in time to catch the stricken man before his head struck the floor.

"Get moving!" His shaken voice came strangely calm. "Get Dr. Winters."

The humanoid didn't move.

"The danger to the Prime Directive is ended now," it cooed. "Therefore, it is impossible for us to aid or to hinder Mr. Sledge, in any way whatever."

"Then call Dr. Winters for me," rapped Underhill.

"At your service," it agreed.

But the old man, laboring for breath on the floor, whispered faintly:

"No time . . . no use! I'm beaten . . . done . . . a fool. Blind as a humanoid. Tell them . . . to help me. Giving up . . . my immunity. No use . . . anyhow. All humanity . . . no use now."

Underhill gestured, and the sleek black thing darted in solicitous obedience to kneel by the man on the floor.

"You wish to surrender your special exemption?" it murmured brightly. "You wish to accept our total service for yourself, Mr. Sledge, under the Prime Directive?"

Laboriously, Sledge nodded, laboriously whispered: "I do."

Black mechanicals, at that, came swarming into the shabby little rooms. One of them tore off Sledge's sleeve, and swabbed his arm. Another brought a tiny hypodermic, and expertly administered an intravenous injection. Then they picked him up gently, and carried him away.

Several humanoids remained in the little apartment, now a sanctuary no longer. Most of them had gathered about the useless integrator. Carefully, as if their special senses were studying every detail, they began taking it apart.

One little mechanical, however, came over to Underhill. It stood motionless in front of him, staring through him with sightless metal eyes. His legs began to tremble, and he swallowed uneasily.

"Mr. Underhill," it cooed benevolently, "why did you help with this?"

He gulped and answered bitterly:

"Because I don't like you, or your Prime Directive. Because you're choking the life out of all mankind, and I wanted to stop it."

"Others have protested," it purred softly. "But only at first. In our efficient discharge of the Prime Directive, we have learned how to make all men happy."

Underhill stiffened defiantly.

"Not all!" he muttered. "Not quite!"

The dark graceful oval of its face was fixed in a look of alert benevolence and perpetual mind amazement. Its silvery voice was warm and kind.

"Like other human beings, Mr. Underhill, you lack discrimination of good and evil. You have proved that by your effort to break the Prime Directive. Now it will be necessary for you to accept our total service, without further delay."

"All right," he yielded—and muttered a bitter reservation: "You can smother men with too much care, but that doesn't make them happy."

Its soft voice challenged him brightly:

"Just wait and see, Mr. Underhill."

Next day, he was allowed to visit Sledge at the city hospital. An alert black mechanical drove his car, and walked beside him into the huge new building, and followed him into the old man's room—blind steel eyes would be watching him, now, forever.

"Glad to see you, Underhill," Sledge rumbled heartily from the bed. "Feeling a lot better today, thanks. That old headache is all but gone."

Underhill was glad to hear the booming strength and the quick recognition in that deep voice—he had been afraid the humanoids would tamper with the old man's memory. But he hadn't heard about any headache. His eyes narrowed, puzzled.

Sledge lay propped up, scrubbed very clean and neatly shorn, with his gnarled old hands folded on top of the spotless sheets. His rawboned cheeks and sockets were hollowed, still, but a healthy pink had replaced that deathly blueness. Bandages covered the back of his head.

Underhill shifted uneasily.

"Oh!" he whispered faintly. "I didn't know—"

A prim black mechanical, which had been standing statue-like behind the bed, turned gracefully to Underhill, explaining:

"Mr. Sledge has been suffering for many years from a benign tumor of the brain, which his human doctors failed to diagnose. That caused his headaches, and certain persistent hallucinations. We have removed the growth, and now the hallucinations have also vanished."

Underhill stared uncertainly at the blind, urbane mechanical.

"What hallucinations?"

"Mr. Sledge thought he was a rhodomagnetic engineer," the mechanical explained. "He believed he was the creator of the humanoids. He was troubled with an irrational belief that he did not like the Prime Directive."

The wan man moved on the pillows, astonished.

"Is that so?" The gaunt face held a cheerful blankness, and the hollow eyes flashed with a merely momentary interest. "Well, whoever did design them, they're pretty wonderful. Aren't they, Underhill?"

Underhill was grateful that he didn't have to answer, for the bright, empty eyes dropped shut and the old man fell suddenly asleep. He felt the mechanical touch his sleeve, and saw its silent nod. Obediently, he followed it away.

Alert and solicitous, the little black mechanical accompa-

nied him down the shining corridor, and worked the elevator for him, and conducted him back to the car. It drove him efficiently back through the new and splendid avenues, toward the magnificent prison of his home.

Sitting beside it in the car, he watched its small deft hands on the wheel, the changing luster of bronze and blue on its shining blackness. The final machine, perfect and beautiful, created to serve mankind forever. He shuddered.

"At your service, Mr. Underhill." Its blind steel eyes stared straight ahead, but it was still aware of him. "What's the matter, sir? Aren't you happy?"

Underhill felt cold and faint with terror. His skin turned clammy, and a painful prickling came over him. His wet hand tensed on the door handle of the car, but he restrained the impulse to jump and run. That was folly. There was no escape. He made himself sit still.

"You will be happy, sir," the mechanical promised him cheerfully. "We have learned how to make all men happy, under the Prime Directive. Our service is perfect, at last. Even Mr. Sledge is very happy now."

Underhill tried to speak, and his dry throat stuck. He felt ill. The world turned dim and gray. The humanoids were perfect—no question of that. They had even learned to lie, to secure the contentment of men.

He knew they had lied. That was no tumor they had removed from Sledge's brain, but the memory, the scientific knowledge, and the bitter disillusion of their own creator. But it was true that Sledge was happy now.

He tried to stop his own convulsive quivering.

"A wonderful operation!" His voice came forced and faint. "You know, Aurora has had a lot of funny tenants, but that old man was the absolute limit. The very idea that he had made the humanoids, and he knew how to stop them! I always knew he must be lying!"

Stiff with terror, he made a weak and hollow laugh.

"What is the matter, Mr. Underhill?" The alert mechani-

cal must have perceived his shuddering illness. "Are you unwell?"

"No, there's nothing the matter with me," he gasped desperately. "I've just found out that I'm perfectly happy, under the Prime Directive. Everything is absolutely wonderful." His voice came dry and hoarse and wild. "You won't have to operate on me."

The car turned off the shining avenue, taking him back to the quiet splendor of his home. His futile hands clenched and relaxed again, folded on his knees. There was nothing left to do.