

Gonna Roll The Bones

by Fritz Leiber

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Suddenly Joe Slattermill knew for sure he'd have to get out quick or else blow his top and knock out with the shrapnel of his skull the props and patches holding up his decaying home, that was like a house of big wooden and plaster and wallpaper cards except for the huge fireplace and ovens and chimney across the kitchen from him.

Those were stone-solid enough, though. The fireplace was chin-high at least twice that long, and filled from end to end with roaring flames. Above were the square doors of the ovens in a row -- his Wife baked for part of their living. Above the ovens was the wall-long mantelpiece, too high for his Mother to reach or Mr. Guts to jump any more, set with all sorts of ancestral curios, but any of them that weren't stone or glass or china had been so dried and darkened by decades of heat that they looked like nothing but shrunken human heads and black gold balls. At one end were clustered his Wife's square gin bottles. Above the mantelpiece hung on old chromo, so high and so darkened by soot and grease that you couldn't tell whether the swirls and fat cigar shape were a whaleback steamer plowing through a hurricane or a spaceship plunging through a storm of light-driven dust motes.

As soon as Joe curled his toes inside his boots, his Mother knew what he was up to. "Going bumming," she mumbled with conviction. "Pants pockets full of cartwheels of house money, too, to spend on sin." And she went back to munching the long shreds she stripped fumblingly with her right hand off the turkey carcass set close to the terrible heat, her left hand ready to fend off Mr. Guts, who stared at her yellow-eyed, gaunt-flanked, with long mangy tail a-twitch. In her dirty dress, streaky as the turkey's sides, Joe's Mother looked like a bent brown bag and her fingers were lumpy twigs.

Joe's Wife knew as soon or sooner, for she smiled thin-eyed at him over her shoulder from where she towered at the centermost oven. Before she closed its door, Joe glimpsed that she was baking two long, flat, narrow, fluted loaves and one high, round-domed one. She was thin as death and disease in her violet wrapper. Without looking, she reached out a yard-long, skinny arm for the nearest gin bottle and downed a warm slug and smiled again. And without word spoken, Joe knew she'd said, "You're going out and gamble and get drunk and lay a floozy and come home and beat me and go to jail for it," and he had a flash of the last time he'd been in the dark gritty cell and she'd come by moonlight, which showed the green and yellow lumps on her narrow skull where he'd hit her, to whisper to him through the tiny window in back and slip him a half pint through the bars.

And Joe knew for certain that this time it would be that bad and worse, but just the same he heaved up himself and his heavy, muffledly clanking pockets

and shuffled straight to the door, muttering, "Guess I'll roll the bones, up the pike a stretch and back," swinging his bent, knobby-elbowed arms like paddlewheels to make a little joke about his words.

When he'd stepped outside, he held the door open a hand's breadth behind him for several seconds. When he finally closed it, a feeling of deep misery struck him. Earlier years, Mr. Guts would have come streaking along to seek fights and females on the roofs and fences, but now the big tom was content to stay home and hiss by the fire and snatch for turkey and dodge a broom, quarreling and comforting with two housebound women. Nothing had followed Joe to the door but his Mother's chomping and her gasping breaths and the clink of the gin bottle going back on the mantel and the creaking of the floor boards under his feet.

The night was up-side-down deep among the frosty stars. A few of the seemed to move, like the white-hot jets of spaceships. Down below it looked as if the whole town of Ironmine had blown or buttoned out the light and gone to sleep, leaving the streets and spaces to the equally unseen breezes and ghosts. But Joe was still in the hemisphere of the musty dry odor of the worm-eaten carpentry behind him, and as he felt and heard the dry grass of the lawn brush his calves, it occurred to him that something deep down inside him had for years been planning things so that he and the house and his Wife and Mother and Mr. Guts would all come to an end together. Why the kitchen heat hadn't touched off the tindery place ages ago was a physical miracle.

Hunching his shoulders, Joe stepped out, not up the pike, but down the dirt road that led past Cypress Hollow Cemetery to Night Town.

The breezes were gentle, but unusually restless and variable tonight, like leprechaun squalls. Beyond the drunken, whitewashed cemetery fence dim in the starlight, they rustled the scraggly trees of Cypress Hollow and made it seem they were stroking their beards of Spanish moss. Joe sensed that the ghosts were just as restless as the breezes, uncertain where and whom to haunt, or whether to take the might off, drifting together in sorrowfully lecherous companionship. While among the trees the red-green vampire lights pulsed faintly and irregularly, like sick fireflies or a plague-stricken space fleet. The feeling of deep misery stuck with Joe and deepened and he was tempted to turn aside and curl up in any convenient tomb or around some half-toppled head board and cheat his Wife and the other three behind him out of a shared doom. He thought: Gonna roll the bones, gonna roll 'em up and go to sleep. But while he was deciding, he got past the sagged-open gate and the rest of the delirious fence and Shantyville too.

At first Night Town seemed dead as the rest of Ironmine, but then he noticed a faint glow, sick as the vampire lights but more feverish, and with it a jumping music, tiny at first as a jazz for jitterbugging ants. He stepped along the springy sidewalk, wistfully remembering the days when the spring was all in his own legs and he'd bound into a fight like a bobcat or a Martian sand-spider. God, it had been years now since he had fought a real fight, or felt **the power**. Gradually the midget music got raucous as a bunnyhug for grizzly bears and

loud as a polka for elephants, while the glow became a riot of gas flares and flambeaux and corpse-blue mercury tubes and jiggling pink neon ones that all jeered at the stars where the spaceships roved. Next thing, he was facing a three-story false front flaring everywhere like a devil's rainbow, with a pale blue topping of St. Elmo's fire. There were wide swinging doors in the center of it, spilling light above and below. Above the doorway, golden calcium light scrawled over and over again, with wild curlicues and flourishes, "The Boneyard," while a fiendish red kept printing out, "Gambling."

So the new place they'd all been talking about for so long had opened at last! For the first time that night, Joe Slattermill felt a stirring of real life in him and the faintest caress of excitement.

Gonna roll the bones, he thought.

He dusted off his blue-green work clothes with big, careless swipes and slapped his pockets to hear the clank. Then he threw back his shoulders and grinned his lips sneeringly and pushed through the swinging doors as if giving a foe the straight-armed heel of his palm.

Inside, The Boneyard seemed to cover the area of a township and the bar looked as long as the railroad tracks. Round pools of light on the green poker tables alternated with hourglass shapes of exciting gloom, through which drink girls and change girls moved like white-legged witches. By the jazz-stand in the distance, belly dancers made **their** white hourglass shapes. The gamblers were thick and hunched down as mushrooms, all bald from agonizing over the fall of a card or a die or the dive of an ivory ball, while the Scarlet Women were like fields of poinsettia.

The calls of the croupiers and the slaps of dealt cards were as softly yet fatefully staccato as the rustle and beat of the jazz drums. Every tight-locked atom of the place was controlledly jumping. Even the dust motes jiggled tensely in the cones of light.

Joe's excitement climbed and he felt sift through him, like a breeze that heralds a gale, the faintest breath of a confidence which he knew could become a tornado. All thoughts of his house and Wife and Mother dropped out of his mind, while Mr. Guts remained only as a crazy young tom walking stiff-legged around the rim of his consciousness. Joe's own leg muscles twitched in sympathy and he felt them grow supplely strong.

He coolly and searchingly looked the place over, his hand going out like it didn't belong to him to separate a drink from a passing, gently bobbing tray. Finally his gaze settled on what he judged to be the Number One Crap Table. All the Big Mushrooms seemed to be there, bald as the rest but standing tall as toadstools. Then through a gap in them Joe saw on the other side of the table a figure still taller, but dressed in a long dark coat with collar turned up and a dark slouch hat pulled low, so that only a triangle of white face showed. A suspicion and a hope rose in Joe and he headed straight for the gap in the Big Mushrooms.

As he got nearer, the white-legged and shiny-topped drifters eddying out of his way, his suspicion received confirmation after confirmation and his hope budded and swelled. Back from one end of the table was the fattest man he'd ever seen, with a long cigar and a silver vest and a gold tie clasp at least eight inches wide that just said in thick script, "Mr. Bones." Back a little from the other end was the nakedest change-girl yet and the only one he'd seen whose tray, slung from her bare shoulders and indenting her belly just below her breasts, was stacked with gold in gleaming little towers and with jet-black chips. While the dice-girl, skinnier and taller and longer armed than his Wife even, didn't seem to be wearing much but a pair of long white gloves. She was all right if you went for the type that isn't much more than pale skim over bones with breasts like china doorknobs.

Beside each gambler was a high round table for his chips. The one by the gap was empty. Snapping his fingers at the nearest silver change-girl, Joe traded all his greasy dollars for an equal number of pale chips and tweaked her left nipple for luck. She playfully snapped her teeth toward his fingers.

Not hurrying but not wasting any time, he advanced and carelessly dropped his modest stacks on the empty table and took his place in the gap. He noted that the second Big Mushroom on his right had the dice. His heart but no other part of him gave an extra jump. Then he steadily lifted his eyes and looked straight across the table.

The coat was a shimmering elegant pillar of black satin with jet buttons, the upturned collar of fine dull plush black as the darkest cellar, as was the slouch hat with down-turned brim and for band only a thin braid of black horsehair. The arms of the coat were long, lesser satin pillars, ending in slim, long-fingered hands that moved swiftly when they did, but held each position of rest with a statue's poise.

Joe still couldn't see much of the face except for smooth lower forehead with never a bead or trickle of sweat -- the eyebrows were like straight snippets of the hat's braid -- and gaunt, aristocratic cheeks and narrow but somewhat flat nose. The complexion of the face wasn't as white as Joe had first judged. There was a faint touch of brown in it, like ivory that's just begun to age, or Venusian soapstone. Another glance at the hands confirmed this.

Behind the man in black was a know of just about the flashiest and nastiest customers, male or female, Joe had ever seen. He knew from one look that each bediamonded, pomaded bully had a belly gun beneath the flap of his flowered vest and a blackjack in his hip pocket, and each snake-eyed sporting girl a stiletto in her garter and a pearl-handed silver-plated derringer under the sequined silk in the hollow between her jutting breasts.

Yet at the same time Joe knew they were just trimmings. It was the man in black, their master, who was the deadly one, the kind of man you knew at a glance you couldn't touch and live. If without asking you merely laid a finger on his sleeve, no matter how lightly and respectfully, an ivory hand would move faster than thought and you'd be stabbed or shot. Or maybe just the

touch would kill you, as if every black article of his clothing were charged from his ivory skin outward with a high-voltage, high-amperage ivory electricity. Joe looked at the shadowed face again and decided he wouldn't care to try it.

For it was the eyes that were the most impressive feature. All great gamblers have dark-shadowed deep-set eyes. But this one's eyes were sunk so deep you couldn't even be sure you were getting a gleam of them. They were inscrutability incarnate. They were unfathomable. They were like black holes.

But all this didn't disappoint Joe one bit, though it did terrify him considerably. On the contrary, it made him exult. His first suspicion was completely confirmed and his hope spread into full flower.

This must be one of those really big gamblers who hit Ironmine only once a decade at most, come from the Big City on one of the river boats that ranged the watery dark like luxurious comets, spouting long thick tails of sparks from their sequoia-tall stacks with top foliage of curvy-snipped sheet iron. Or like silver space-liners with dozens of jewel-flamed jets, their portholes a-twinkle like ranks of marshaled asteroids.

For that matter, maybe some of those really big gamblers actually came from other planets where the nighttime pace was hotter and the sporting life a delirium of risk and delight.

Yes, this was the kind of man Joe had always yearned to pit his skill against. He felt **the power** begin to tingle in his rock-still fingers, just a little.

Joe lowered his gaze to the crap table. It was almost as wide as a man is tall, at least twice as long, unusually deep, and lined with black, not green, felt, so that it looked like a giant's coffin. There was something familiar about its shape which he couldn't place. Its bottom, though not its sides or ends, had a twinkling iridescence, as if it had been lightly sprinkled with very tiny diamonds. As Joe lowered his gaze all the way and looked directly down, his eyes barely over the table, he got the crazy notion that it went down all the way through the world, so that the diamonds were the stars on the other side, visible despite the sunlight there, just as Joe was always able to see the stars by day up the shaft of the mine he worked in, and so that if a cleaned-out gambler, dizzy with defeat, toppled forward into it, he'd fall forever, toward the bottommost bottom, be it Hell or some black galaxy. Joe's thoughts swirled and he felt the cold, hard-fingered clutch of fear at his crotch. Someone was crooning beside him, "Come on, Big Dick."

Then the dice, which had meanwhile passed to the Big Mushroom immediately on his right, came to rest near the table's center, contradicting and wiping out Joe's vision. But instantly there was another oddity to absorb him. The ivory dice were large and unusually round-cornered with dark red spots that gleamed like real rubies, but the spots were arranged in such a way that each face looked like a miniature skull. For instance, the seven thrown just now, by which the Big Mushroom to his right had lost his point, which had been ten, consisted of a two with spots evenly spaced toward one side, like eyes, instead

of toward opposite corners, and of a five with the same red eye-spots but also a central red nose and two spots close together below that to make teeth.

The long, skinny, white-gloved arm of the dice-girl snaked out like an albino cobra and scooped up the dice and whisked them onto the rim of the table right in front of Joe. He inhaled silently, picked up a single chip from his table and started to lay it beside the dice, then realized that wasn't the way things were done here, and put it back. He would have liked to examine the chip more closely, though. It was curiously lightweight and pale tan, about the color of cream with a shot of coffee in it, and it had embossed on its surface a symbol he could feel, though not see. He didn't know what the symbol was, that would have taken more feeling. Yet its touch had been very good, setting the power tingling full blast in his shooting hand.

Joe looked casually yet swiftly at the faces around the table, not missing the Big Gambler across from him, and said quietly, "Roll a penny," meaning of course one pale chip, or a dollar.

There was a hiss of indignation from all the Big Mushrooms and the moonface of big-bellied Mr. Bones grew purple as he started forward to summon his bouncers.

The Big Gambler raised a black-satin'd forearm and sculptured hand, palm down. Instantly Mr. Bones froze and the hissing stopped faster than that of a meteor prick in self-sealing space steel. Then in a whispery, cultured voice, without the faintest hint of derision, the man in black said, "Get on him, gamblers."

Here, Joe thought, was a final confirmation of his suspicion, had it been needed. The really great gamblers were always perfect gentlemen and generous to the poor.

With only the tiny, respectful hint of a guffaw, one of the Big Mushrooms called to Joe, "You're faded."

Joe picked up the ruby-featured dice.

Now ever since he had first caught two eggs on one plate, won all the marbles in Ironmine, and juggled six alphabet blocks so they finally fell in a row on the rug spelling "Mother," Joe Slattermill had been almost incredibly deft at precision throwing. In the mine he could carom a rock off a wall of ore to crack a rat's skull fifty feet away in the dark and he sometimes amused himself by tossing little fragments of rock back into the holes from which they had fallen, so that they stuck there, perfectly fitted in, for at least a second. Sometimes, by fast tossing, he could fit seven or eight fragments into the hole from which they had fallen, like putting together a puzzle block. If he could ever have got into space, Joe would undoubtedly have been able to pilot six Moon-skimmers at once and do figure eights through Saturn's rings blindfold.

Now the only real difference between precision-tossing rocks or alphabet blocks and dice is that you have to bounce the latter off the end wall of a crap table, and that just made it a more interesting test of skill for Joe.

Rattling the dice now, he felt the power in his fingers and palm as never before.

He made a swift low roll, so that the bones ended up exactly in front of the white-gloved dice-girl. His natural seven was made up, as he'd intended, of a four and a three. In red-spot features they were like the five, except that both had only one tooth and the three no nose. Sort of baby-faced skulls. He had won a penny -- that is, a dollar.

"Roll two cents," said Joe Slattermill.

This time, for variety, he made his natural with an eleven. The six was like the five, except it had three teeth, the best-looking skull of the lot.

"Roll a nickel less one."

Two Big Mushrooms divided that bet with a covert smirk at each other.

Now Joe rolled a three and an ace. His point was four. The ace, with its single spot off center toward a side, still somehow looked like a skull -- maybe of a Lilliputian cyclops.

He took a while making his point, once absent-mindedly rolling three successive tens the hard way. He wanted to watch the dice-girl scoop up the cubes. Each time it seemed to him that her snake-swift fingers went under the dice while they were still flat on the felt. Finally he decided it couldn't be an illusion. Although the dice couldn't penetrate the felt, her white-gloved fingers somehow could, dipping in a flash through the black, diamond-sparkling material as if it weren't there.

Right away the thought of a crap-table-size hole through the earth came back to Joe. This would mean that the dice were rolling and lying on a perfectly transparent flat surface, impenetrable for them but nothing else. Or maybe it was only the dice-girl's hands that could penetrate the surface, which would turn into a mere fantasy Joe's earlier vision of a cleaned-out gambler taking the Big Dive down that dreadful shaft, which made the deepest mine a mere pin dent.

Joe decided he had to know which was true. Unless absolutely unavoidable, he didn't want to take the chance of being troubled by vertigo at some crucial stage of the game.

He made a few more meaningless throws, from time to time crooning for realism, "Come on, Little Joe." Finally he settled on his plan. When he did at last make his point -- the hard way, with two twos -- he caromed the dice off the far corner so that they landed exactly in front of him. Then after a

minimum pause for his throw to be seen by the table, he shot his left hand down under the cubes, just a flicker ahead of the dice-girl's strike, and snatched them up.

Wow! Joe had never had a harder time in his life making his face and manner conceal what his body felt, not even when the wasp had stung him on the neck just as he had been for the first time putting his hand under the skirt of his prudish, fickle, demanding Wife-to-be. His fingers and the back of his hand were in as much agony as if he'd stuck them into a blast furnace. No wonder the dice-girl wore white gloves. They must be asbestos. And a good thing he hadn't used his shooting hand, he thought as he ruefully watched the blisters rise.

He remembered he'd been taught in school what Twenty-Mile Mine also demonstrated: that the earth was fearfully hot under its crust. The crap-table-size hole must pipe up that heat, so that any gambler taking the Big Dive would fry before he'd fallen a furlong and come out less than a cinder in China.

As if his blistered hand weren't bad enough, the Big Mushrooms were all hissing at him again and Mr. Bones had purpled once more and was opening his melon-size mouth to shout for his bouncers.

Once again a lift of the big Gambler's hand saved Joe. The whispery, gentle voice called, "Tell him, Mr. Bones."

The latter roared toward Joe, "No gambler may pick up the dice he or any other gambler has shot. Only my dice-girl may do that. Rule of the house!"

Joe snapped Mr. Bones the barest nod. He said coolly, "Rolling a dime less two," and when that still peewee bet was covered, he shot Phoebe for his point and then fooled around for quite a while, throwing anything but a five or a seven, until the throbbing in his left hand should fade and all his nerves feel rock-solid again. There had never been the slightest alteration in the power in his right hand; he felt that strong as ever, or stronger.

Midway of this interlude, the Big Gambler bowed slightly but respectfully toward Joe, hooding those unfathomable eye sockets, before turning around to take a long black cigarette from his prettiest and vilest-looking sporting girl. Courtest in the smallest matters, Joe thought, another mark of the master devotee of games of chance. The Big Gambler sure had himself a flash crew all right, though in idly looking them over again as he rolled, Joe noted one bummer toward the back who didn't fit in -- a raggedy-elegant chap with the elflocked hair and staring eyes and TB-spotted cheeks of a poet.

As he watched the smoke trickling up from under the black slouch hat, he decided that either the lights across the table had dimmed or else the Big Gambler's complexion was yet a shade darker than he'd thought at first. Or it might even be -- wild fantasy -- that the Big Gambler's skin was slowly darkening tonight, like a meerschaum pipe being smoked a mile a second. That was almost funny to think of -- there was enough heat in this place, all right,

to darken meerschaum, as Joe knew from sad experience, but so far as he was aware it was all under the table.

None of Joe's thoughts, either familiar or admiring, about the Big Gambler decreased in the slightest degree his certainty of the supreme menace of the man in black and his conviction that it would be death to touch him. And if any doubts had stirred in Joe's mind, they would have been squelched by the chilling incident which next occurred.

The big Gambler had just taken into his arms his prettiest-evildest sporting girl and was running an aristocratic hand across her haunch with perfect gentility, when the poet chap, green-eyed from jealousy and lovesickness, came leaping forward like a wildcat and aimed a long gleaming dagger at the black satin back.

Joe couldn't see how the blow could miss, but without taking his genteel right hand off the sporting girl's plush rear end, the Big Gambler shot out his left arm like a steel spring straightening. Joe couldn't tell whether he stabbed the poet chap in the throat, or judo-chopped him there, or gave him the Martian double-finger, or just touched him, but anyhow the fellow stopped as dead as if he'd been shot by a silent elephant gun or an invisible ray pistol and he slammed down on the floor. A couple of darkies came running up to drag off the body and nobody paid the least attention, such episodes apparently being taken for granted at The Boneyard.

It gave Joe quite a turn and he almost shot Phoebe before he intended to.

But by now the waves of pain had stopped running up his left arm and his nerves were like metal-wrapped new guitar strings, so three rolls later he shot a five, making his point, and set in to clean out the table.

He rolled nine successive naturals, seven sevens and two elevens, pyramiding his first wager of a single chip to a stake of over four thousand dollars. None of the Big Mushrooms had dropped out yet, but some of them were beginning to look worried and a couple were sweating. The Big Gambler still hadn't covered any part of Joe's bets, but he seemed to be following the play with interest from the cavernous depths of his eye sockets.

The Joe got a devilish thought. Nobody could beat him tonight, he knew, but if he held onto the dice until the table was cleaned out, he'd never get a chance to see the Big Gambler exercise **his** skill, and he was truly curious about that. Besides, he thought, he ought to return courtesy for courtesy and have a crack at being a gentleman himself.

"Pulling out forty-one dollars less a nickel," he announced. "Rolling a penny."

This time there wasn't any hissing and Mr. Bones's moonface didn't cloud over. But Joe was conscious that the Big Gambler was staring at him disappointedly, or sorrowfully, or maybe just speculatively.

Joe immediately crapped out by throwing boxcars, rather pleased to see the two best-looking tiny skulls grinning ruby-toothed side by side, and the dice passed to the Big Mushroom on his left.

"Knew when his streak was over," he heard another Big Mushroom mutter with grudging admiration.

The play worked rather rapidly around the table, nobody getting very hot and the stakes never more than medium high. "Shoot a fin." "Rolling a sawbuck." "An Andrew Jackson." "Rolling thirty bucks." Now and then Joe covered part of a bet, winning more than he lost. He had over seven thousand dollars, real money, before the bones got around to the Big Gambler.

That one held the dice for a long moment on his statue-steady palm while he looked at them reflectively, though not the hint of a furrow appeared in his almost brownish forehead down which never a bead of sweat trickled. He murmured, "Rolling a double sawbuck," and when he had been faded, he closed his fingers, lightly rattled the cubes -- the sound was like big seeds inside a small gourd only half dry -- and negligently cast the dice toward the end of the table.

It was a throw like none Joe had ever seen before at any crap table. The dice traveled flat through the air without turning over, struck the exact juncture of the table's end and bottom, and stopped there dead, showing a natural seven.

Joe was distinctly disappointed. On one of his own throws he was used to calculating something like, "Launch three-up, five north, two and a half rolls in the air, hit on the six-five-three corner, three-quarter roll and a one-quarter side-twist right, hit end on the one-two edge, one-half reverse roll and three-quarter side-twist left, land on five face, roll over twice, come up two," and that would be for just one of the dice, and a really commonplace throw, without extra bounces.

By comparison, the technique of the big Gambler had been ridiculously, abysmally, horrifyingly simple. Joe could have duplicated it with the greatest of ease, of course. It was no more than an elementary form of his old pastime of throwing fallen rocks back into their holes. But Joe had never once thought of pulling such a babyish trick at the crap table. It would make the whole thing too easy and destroy the beauty of the game.

Another reason Joe had never used the trick was that he'd never dreamed he'd be able to get away with it. By all the rules he'd ever heard of, it was a most questionable throw. There was the possibility that one of the other die hadn't completely reached the end of the table, or lay a wee bit cocked against the end. Besides, he reminded himself, weren't both dice supposed to rebound off the end, if only for a fraction of an inch?

However, as far as Joe's very sharp eyes could see, both dice lay perfectly flat and sprang up against the end wall. Moreover, everyone else at the table seemed to accept the throw, the dice-girl had scooped up the cubes, and the

Big Mushrooms who had faded the man in black were paying off. As far as the rebound business went, well, The Boneyard appeared to put a slightly different interpretation on that rule, and Joe believed in never questioning House Rules except in dire extremity -- both his Mother and Wife had long since taught him it was the least troublesome way.

Besides, there hadn't been any of his own money riding on that roll.

In a voice like wind through Cypress Hollow or on Mars, the Big Gambler announced, "Roll a century." It was the biggest bet yet tonight, ten thousand dollars, and the way the Big Gambler said it made it seem something more than that. A hush fell on The Boneyard, they put the mutes on the jazz horns, the croupiers' calls became more confidential, the cards fell softer, even the roulette balls seemed to be trying to make less noise as they rattled into their cells. The crowd around the Number One Crap Table quickly thickened. The Big Gambler's flash boys and girls formed a double semicircle around him, ensuring him lost of elbow room.

That century bet, Joe realized, was thirty bucks more than his own entire pile. Three or four of the Big Mushrooms had to signal each other before they'd agreed how to fade it.

The Big Gambler shot another natural seven with exactly the same flat, stop-dead throw.

He bet another century and did it again.

And again.

And again.

Joe was getting mighty concerned and pretty indignant too. It seemed unjust that the Big Gambler should be winning such huge bets with such machinelike, utterly unromantic rolls. Why, you couldn't even call them rolls, the dice never turned over an iota, in the air or after. It was the sort of thing you'd expect from a robot, and a very dully programmed robot at that. Joe hadn't risked any of his own chips fading the Big Gambler, of course, but if things went on like this he'd have to. Two of the Big Mushrooms had already retired sweatingly from the table, confessing defeat, and no one had taken their places. Pretty soon there's be a bet the remaining Big Mushrooms couldn't entirely cover between them, and then he'd have to risk some of his own chips or else pull out of the game himself -- and he couldn't do that, not with the power surging in his right hand like chained lightning.

Joe waited and waited for someone else to question one of the Big Gambler's shots, but no one did. He realized that, despite his efforts to look imperturbable, his face was slowly reddening.

With a little lift of his left hand, the Big Gambler stopped the dice-girl as she was about to snatch at the cubes. The eyes that were like black wells directed

themselves at Joe, who forced himself to look back into them steadily. He still couldn't catch the faintest gleam in them. All at once he felt the lightest touch-on-neck of a dreadful suspicion.

With the utmost civility and amiability, the Big Gambler whispered, "I believe that the fine shooter across from me has doubts about the validity of my last throw, though he is too much of a gentleman to voice them. Lottie, the card test."

The wraith-tall, ivory dice-girl plucked a playing card from below the table and with a venomous flash of her little white teeth spun it lot across the table through the air at Joe. He caught the whirling pasteboard and examined it briefly. It was the thinnest, stiffest, flattest, shiniest playing card Joe had ever handled. It was also the Joker, if that meant anything. He spun it back lazily into her hand and she slid it very gently, letting it descend by its own weight, down the end wall against which the two dice lay. It came to rest in the tiny hollow their rounded edges made against the black felt. She deftly moved it about without force, demonstrating that there was no space between either of the cubes and the table's end at any point.

"Satisfied?" the Big Gambler asked. Rather against his will Joe nodded. The Big Gambler bowed to him. The dice-girl smirked her short, thin lips and drew herself up, flaunting her white-china-doorknob breasts at Joe.

Casually, almost with an air of boredom, the Big Gambler returned to his routine of shooting a century and making a natural seven. The Big Mushrooms wilted fast and one by one tottered away from the table. A particularly pink-faced Toadstool was brought extra cash by a gasping runner, but it was no help, he only lost the additional centuries. While the stacks of pale and black chips beside the Big Gambler grew skyscraper-tall.

Joe got more and more furious and frightened. He watched like a hawk or spy satellite the dice nesting against the end wall, but never could spot justification for calling another card test, or nerve himself to question the House Rules at this late date. It was maddening, in fact insanitizing, to know that if only he could get the cubes once more he could shoot circles around that black pillar of sporting aristocracy. He damned himself a googelplex of ways for the idiotic, conceited, suicidal impulse that had led him to let go of the bones when he'd had them.

To make matters worse, the Big Gambler had taken to gazing steadily at Joe with those eyes like coal mines. Now he made three rolls running without even glancing at the dice or the end wall, as far as Joe could tell. Why, he was getting as bad as Joe's Wife or Mother -- watching, watching, watching Joe.

But the constant staring of those eyes that were not eyes was mostly throwing a terrific scare into him. Supernatural terror added itself to his certainty of the deadliness of the Big Gambler, Just who, Joe kept asking himself, had he got into a game with tonight? There was curiosity and there was dread -- a dreadful curiosity as strong as his desire to get the bones and win. His hair

rose and he was all over goose bumps, though the power was still pulsing in his hand like a braked locomotive or a rocket wanting to lift from the pad.

At the same time the Big Gambler stayed just that -- a black satin-coated, slouch-hatted elegance, suave, courtly, lethal. In fact, almost the worst thing about the spot Joe found himself in was that, after admiring the Big Gambler's perfect sportsmanship all night, he must now be disenchanted by his machinelike throwing and try to catch him out on any technicality he could.

The remorseless mowing down of the Big Mushrooms went on. The empty spaces outnumbered the Toadstools. Soon there were only three left.

The Boneyard had grown still as Cypress Hollow or the Moon. the jazz had stopped and the gay laughter and the shuffle of feet and the squeak of goosed girls and the clink of drinks and coins. Everybody seemed to be gathered around the Number One Crap Table, rank on silent rank.

Joe was racked by watchfulness, sense of injustice, self-contempt, wild hopes, curiosity and dread. Especially the last two.

The complexion of the Big Gambler, as much as you could see of it, continued to darken. for one wild moment Joe found himself wondering if he'd got into a game with a nigger, maybe a witchcraft-drenched Voodoo Man whose white make-up was wearing off.

Pretty soon there came a century wager which the two remaining Big Mushrooms couldn't fade between them. Joe had to make up a sawbuck from his miserably tiny pile or get out of the game. After a moment's agonizing hesitation, he did the former.

And lost his ten.

The two Big Mushrooms reeled back into the hushed crowd.

Pit-black eyes bored into Joe. A whisper: "Rolling your pile."

Joe felt well up in him the shameful impulse to confess himself licked and run home. At least his six thousand dollars would make a hit with his Wife and Ma.

But he just couldn't bear to think of the crowd's laughter, or the thought of living with himself knowing that he'd had a final chance, however slim, to challenge the Big Gambler and passed it up.

He nodded.

The Big Gambler shot. Joe leaned out over and down the table, forgetting his vertigo, as he followed the throw with eagle or space-telescope eyes.

"Satisfied?"

Joe knew he ought to say, "Yes," and slink off with head held as high as he could manage. It was the gentlemanly thing to do. But then he reminded himself that he wasn't a gentleman, but just a dirty, working-stiff miner with a talent for precision hurling.

He also knew that it was probably very dangerous for him to say anything but, "Yes," surrounded as he was by enemies and strangers. But then he asked himself what right had he, a miserable, mortal, homebound failure, to worry about danger.

Besides, one of the ruby-grinning dice looked just the tiniest hair out of line with the other.

It was the biggest effort yet of Joe's life, but he swallowed and managed to say, "No. Lottie, the card test."

The dice-girl fairly snarled and reared up and back as if she were going to spit in his eyes, and Joe had a feeling her spit was cobra venom. But the Big Gambler lifted a finger at her in reproof and she skimmed the card at Joe, yet so low and viciously that it disappeared under the black felt for an instant before flying up into Joe's hand.

It was hot to the touch and singed a pale brown all over, though otherwise unimpaired. Joe gulped and spun it back high.

Sneering poisoned daggers at him, Lottie let it glide down the end wall... and after a moment's hesitation, it slithered behind the die Joe had suspected.

A bow and then the whisper: "You have sharp eyes, sir. Undoubtedly that die failed to reach the wall. My sincerest apologies and... your dice, sir."

Seeing the cubes sitting on the black rim in front of him almost gave Joe apoplexy. All the feelings racking him, including his curiosity, rose to an almost unbelievable pitch of intensity, and when he'd said, "Rolling my pile," and the Big Gambler had replied, "You're faded," he yielded to an uncontrollable impulse and cast the two dice straight at the Big Gambler's ungleaming, midnight eyes.

They went right through into the Big Gambler's skull and bounced around inside there, rattling like big seeds in a big gourd not quite yet dry.

Throwing out a hand, palm back, to either side, to indicate that none of his boys or girls or anyone else must make a reprisal on Joe, the Big Gambler dryly gargled the two cubical bones, then spat them out so that they landed in the center of the table, the one die flat, the other leaning against it.

"Cocked dice, sir," he whispered as graciously as if no indignity whatever had been done him. "Roll again."

Joe shook the dice reflectively, getting over the shock. After a little bit he decided that though he could now guess the Big Gambler's real name, he'd still give him a run for his money.

A little corner of Joe's mind wondered how a live skeleton hung together. Did the bones still have gristle and thews, were they wired, was it done with force-fields, or was each bone a calcium magnet clinging to the next? -- this tying in somehow with the generation of the deadly ivory electricity.

In the great hush of The Boneyard, someone cleared his throat, a Scarlet Woman tittered hysterically, a coin fell from the nakedest change girl's tray with a golden clink and rolled musically across the floor.

"Silence," the Big Gambler commanded and in a movement almost too fast to follow whipped a hand inside the bosom of his coat and out to the crap table's rim in front of him. A short-barreled silver revolver lay softly gleaming there. "Next creature, from the humblest nigger night-girl to you, Mr. Bones, who utters a sound while my worthy opponent rolls, gets a bullet in the head."

Joe gave him a courtly bow back, it felt funny, and then decided to start his run with a natural seven made up of an ace and a six. He rolled and this time the Big Gambler, judging from the movements of his skull, closely followed the course of the cubes with his eyes that weren't there.

The dice landed, rolled over, and lay still. Incredulously, Joe realized that for the first time in his crap-shooting life he'd made a mistake. Or else there was a power in the Big Gambler's gaze greater than that in his own right hand. The six cube had come down okay, but the ace had taken an extra half roll and come down six too.

"End of the game," Mr. Bones boomed sepulchrally.

The Big Gambler raised a brown skeletal hand. "Not necessarily," he whispered. His black eyepits aimed themselves at Joe like the mouths of siege guns. "Joe Slattermill, you still have something of value to wager if you wish. Your life."

At that a giggling and a hysterical tittering and a guffawing and a braying and a shrieking burst uncontrollably out of the whole Boneyard. Mr. Bones summed up the sentiments when he bellowed over the rest of the racket, "Now what use or value is there in the life of a bumner like Joe Slattermill? Not two cents, ordinary money."

The Big Gambler laid a hand on the revolver gleaming before him and all the laughter died.

"I have a use for it," the Big Gambler whispered. "Joe Slattermill, on my part I will venture all my winnings of tonight, and throw in the world and everything in it for a side bet. You will wager your life, and on the side your soul. You to roll the dice. What's your pleasure?"

Joe Slattermill quailed, but then the drama of the situation took hold of him. He thought it over and realized he certainly wasn't going to give up being stage center in a spectacle like this to go home broke to his Wife and Mother and decaying house and the dispirited Mr. Guts. Maybe, he told himself encouragingly, there wasn't a power in the Big Gambler's gaze, maybe Joe had just made his one and only crap-shooting error. Besides, he was more inclined to accept Mr. Bones's assessment of the value of his life than the Big Gambler's.

"It's a bet," he said.

"Lottie, give him the dice."

Joe concentrated his mind as never before, the power tingled triumphantly in his hand, and he made the throw.

The dice never hit the felt. They went swooping down, then up, in a crazy curve far out over the end of the table, and then came streaking back like tiny red-glinting meteors toward the face of the Big Gambler, where they suddenly nested and hung in his black eye sockets, each with the single red gleam of an ace showing.

Snake eyes.

The whisper, as those red-glinting dice-eyes stared mockingly at him: "Joe Slattermill, you've crapped out."

Using thumb and middle finger -- or bone rather -- of either hand, the Big Gambler removed the dice from his eye sockets and dropped them in Lottie's white-gloved hand.

"Yes, you've crapped out, Joe Slattermill," he went on tranquilly. "And now you can shoot yourself" -- he touched the silver gun -- "or cut your throat" -- he whipped out a gold-handled bowie knife out of his coat and laid it beside the revolver -- "or poison yourself" -- the two weapons were joined by a small black bottle with white skull and crossbones on it -- "or Miss Flossie here can kiss you to death." He drew forward beside him his prettiest, evilest-looking sporting girl. She preened herself and flounced her short violet skirt and gave Joe a provocative, hungry look, lifting her carmine upper lip to show her long white canines.

"Or else," the Big Gambler added, nodding significantly toward the black-bottomed crap table, "you can take the Big Dive."

Joe said evenly, "I'll take the Big Dive."

He put his right foot on his empty chip table, his left on the black rim, fell forward... and suddenly kicking off from the rim, launched himself in a tiger spring straight across the crap table at the Big Gambler's throat, solacing

himself with the thought that certainly the poet chap hadn't seemed to suffer long.

As he flashed across the exact center of the table he got an instant photograph of what really lay below, but his brain had no time to develop that snapshot, for the next instant he was plowing into the Big Gambler.

Stiffened brown palm edge caught him in the temple with a lightninglike judo chop... and the brown fingers or bones flew all apart like puff paste. Joe's left hand went through the Big Gambler's chest as if there were nothing there but black satin coat, while his right hand, straight-armedly clawing at the slouch-hatted skull, crunched it to pieces. Next instant Joe was sprawled on the floor with some black clothes and brown fragments.

He was on his feet in a flash and snatching at the Big Gambler's tall stacks. He had time for one left-handed grab. He couldn't see any gold or silver or any black chips, so he stuffed his left pants pocket with a handful of the pale chips and ran.

Then the whole population of The Boneyard was on him and after him. Teeth, knives and brass knuckles flashed. He was punched, clawed, kicked, tripped and stamped on with spike heels. A gold-plated trumpet with a bloodshot-eyed black face behind it bopped him on the head. He got a white flash of the golden dice-girl and made a grab for her, but she got away. Someone tried to mash a lighted cigar in his eye. Lottie, writhing and flailing like a white boa constrictor, almost got a simultaneous strangle hold and scissors on him. From a squat wide-mouth bottle Flossie, snarling like a feline fiend, threw what smelt like acid past his face. Mr. Bones peppered shots around him from the silver revolver. He was stabbed at, gouged, rabbit-punched, scragmauled, slugged, kneed, bitten, bearhugged, butted, beaten and had his toes trampled.

But somehow none of the blows or grabs had much real force. It was like fighting ghosts. In the end it turned out that the whole population of The Boneyard, working together, had just a little more strength than Joe. He felt himself being lifted by a multitude of hands and pitched out through the swinging doors so that he thudded down on his rear end on the board sidewalk. Even that didn't hurt much. It was more like a kick of encouragement.

He took a deep breath and felt himself over and worked his bones. He didn't seem to have suffered any serious damage. He stood up and looked around. The Boneyard was dark and silent as the grave, or the planet Pluto, or all the rest of Ironmine. As his eyes got accustomed to the starlight and occasional roving spaceship-gleam, he saw a padlocked sheet-iron door where the swinging ones had been.

He found he was chewing on something crusty that he'd somehow carried in his right hand all the way through the final fracas. Mighty tasty, like the bread his Wife baked for best customers. At that instant his brain developed the photograph it had taken when he had glanced down as he flashed across the

center of the crap table. It was a thin wall of flames moving sideways across the table and just beyond the flames the faces of his Wife, Mother, and Mr. Guts, all looking very surprised. He realized that what he was chewing was a fragment of the Big Gambler's skull, and he remembered the shape of the three loaves his Wife had started to bake when he left the house. And he understood the magic she'd made to let him get a little ways away and feel half a man, and then come diving home with his fingers burned.

He spat out what was in his mouth and pegged the rest of the bit of giant-popover skull across the street.

He fished in his left pocket. Most of the pale poke chips had been mashed in the fight, but he found a whole one and explored its surface with his fingertips. The symbol embossed on it was a cross. He lifted it to his lips and took a bite. It tasted delicate, but delicious. He ate it and felt his strength revive. He patted his bulging left pocket. At least he'd start out well provisioned.

Then he turned and headed straight for home, but he took the long way, around the world.