

ADVERTISER

SKELLY OIL COMPANY

CONTINUITY NUMBER 169

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DATE OF RECORDING

DAY Wednesday **TIME** 5:00 - 5:15 PM CST

SUBJECT MATTER Skelly Oil Company

CAPTAIN MIDNIGHT

ADVENTURE: The Perada Treasure

1940 Flight Patrol Application

CHARACTERS

Captain Midnight
Chuck Ramsay
Juan Perada

JUND 1 REPEATING GONG AND AIRPLANE DIVE UNDER

NNCR: 2 The Skelly Oil Company presents...Captain-n-n-n Midnight.

JUND 3 GONG AND PLANE DIVE FADES

4 Captain Midnight...brought to you everyday, Monday through
5 Friday, at the same time...by the Skelly Oil Company, Skelly
6 Jobbers and Dealers.

7 (PAUSE)

8 But now, I have a special message tonight for every one of
9 those eight hundred thousand your fellows and girls, who
10 joined Captain Midnight's Flight Patrol last year. Now as
11 you know Chuck and Patsy are urging all their friends of the
12 radio audience to join the new 1940 Flight Patrol. And of
13 course all you veteran Flight Patrol members will be among
14 the first one's to join up again this year. To get in on all
15 the new fun and adventure and free prizes that are coming!
16 Because, of course, you know what great times we had last
17 year. So, there are just two things I want to tell you:

18 First - that you'll be doing all your friends a real favor
19 if you tell them how they too can join the Flight Patrol and
20 get their free Junior Pilot's Application Card and Spinning
21 Propeller Medal of Membership and all the other free prizes
22 that are coming later. Say - why not see how many new
23 members you can get? And second, I just want to say that if
24 you think you had fun last year - boy, you just want until
25 you hear about the things we have in store for you in the
26 new 1940 Flight Patrol. Say! There'll be great times ahead
27 for every red-blooded fellow and girl who joins up with

1 Captain Midnight. Why - just think how much fun you'll have
2 with that Spinning Propeller Medal of Membership alone! And
3 will you be proud to show it to your friends - and show 'em
4 how to spin it - and see where the pointer stops to decide
5 who's the winner. Say - you'll find a hundred different ways
6 of having fun with it! So listen. If you haven't already
7 joined up - have mother or dad drive you over to your
8 Skelly Service Station tonight. Tell your Skelly man, you
9 want to join the new 1940 Flight Patrol. He'll give you your
10 Junior Pilot's Application Card and he'll send right in to
11 Skelly headquarters for your free bronze Medal of Membership
12 with the three-blade spinning propeller and the mysterious
13 new secret password - and - he'll put your name on the list
14 for all the other free gifts that are coming later.
15 Remember! It doesn't cost you a single penny. So, see your
16 Skelly man and join the new 1940 Flight Patrol tonight!

17 (PAUSE)

18 And now to Captain Midnight!

19 (PAUSE)

20 Events are heading toward a grim climax. Captain Midnight
21 and Chuck Ramsay finally fought off Shark's chief pilot, Von
22 Griffe, as they were rescuing Juan Perada, whose estate and
23 cattle Shark had appropriated. While this was happening, Ma
24 Donovan and her group have been waiting in their cabin for
25 Captain Midnight and Chuck's return guarding the wounded
26 pilot they pulled from a plane. Suddenly, the roar of a
27 plane overhead is heard and Ma, Patsy and Pinky rush out

1 thinking it's Captain Midnight. Slim stays inside to guard
2 the prisoner. The plane dives over the field and Pinky cries
3 out...

OUND 4 FLYING PLANE OVER AND UNDER

INKY: 5 Quick, in with ya. Ma slam the door.

ATSY: 6 But wait, Pinky, hadn't we better watch what this plane
7 does. He can't see us between these trees.

A: 8 Now you listen to me, Patsy, you're not staying out there
9 with bullets a-flying around.

LIM: 10 Ain't Captain Midnight flying that plane?

INKY: 11 He ain't. That's the whole problem.

ATSY: 12 Quiet, we don't want that pilot to hear anything.

OUND: 13 PLANE BEGINS TO GO INTO A DIVE AND UNDER

LIM: 14 Look out! The plane's a-divin' at us!

INKY: 15 It shore is.

A: 16 Oh, quick Patsy, get inside!

ATSY: 17 All right.

OUND: 18 PLANE DIVES AGAIN AND MOVES ON WITH VOICE UNDER

INKY: 19

ATSY: 20 That pilot dived right down over the tree tops and then
21 pulled up.

OUND: 22 PLANE SOUND BEGINNING TO FADE

LIM: 23 Well, if it ain't Captain Midnight - who is it?

INKY: 24 That's what I wish we knew.

ATSY: 25 We ought to see which way he's going, so we can tell Captain
26 Midnight.

A: 27 If we ever see Captain Midnight again.

INKY: 1 He'll be here pretty soon, Maam. Don't worry about that.

ATSY: 2 We gotta go out and see which way that plane went. He must
3 be leaving the field. I can hardly hear him.

DUND: 4 THE SOUND OF THE PLANE ENGINE CAN HARDLY BE HEARD AND IS
5 GETTING QUIETER.
6 (THEY ALL LISTEN)

LIM: 7 That's right! Patsy's right all right, somebody ought to go
8 out and see what's going on.

A: 9 Well you and Pinky go, Slim. Oh, no, that won't do, Patsy
10 and would be left alone with this pilot.

ATSY: 11 I'm not afraid of him, Ma. Besides I've got Chuck's gun.

INKY: 12 We better let Patsy go, Maam. Cause she knows more about
13 airy-planes that we do.

DUND: 14 PLANE SOUND IS VERY LOW ALMOST OUT.

LIM: 15 I'll stay here in the cabin with you, Maam. And Patsy and
16 Pinky can go outside. Pinky won't let nothing happen to her.

A: 17 All right, then. But - be careful Patsy! And you keep your
18 eye on her every minute, Pinky.

INKY: 19 I'll do that, Maam.

ATSY: 20 Come on, let's go.

LIM: 21 And don't be fergettin' what Captain Midnight said. Maybe
22 there's fellers on the ground too.

INKY: 23 Oh, I'll be lookin' out for that. Besides Patsy here's got
24 Chuck's gun.

A: 25 Look over there in the corner. That pilot's watching us.

INKY: 26 Jumpin' Jehosophat! He shore is!

LIM: 27 Well, that's just what I told ya before. He knows everything

1 that's going on here just as sure as my name is Slim Pooley.

INKY: 2 Well, keep your eye on him, Slim. Patsy and I are goin'
3 outside.

OUND: 4 CABIN DOOR OPENS

INKY: 5 Hey, wait a second. You better have some kind of signal when
6 you want to get back in.

INKY: 7 Well, how about three knocks - like this.

OUND: 8 THREE KNOCKS ON WOOD DOOR. PLANE IS NOW BARELY HEARD.

LIM: 9 Yeah. That'll do all right.

ATSY: 10 Come on, Pinky, before that plane gets away.

A: 11 I'll close the door. Don't be forgettin' the signal.

OUND: 12 DOOR CLOSES - PLANE IS BARELY HEARD IN BACKGROUND

ATSY: 13 Let's go straight ahead, Pinky, out to the edge of the
14 field.

INKY: 15 Just a minute, Patsy. Just want to look around a bit. Just
16 to be sure that nobody's hangin' around that ain't got no
17 business here.

ATSY: 18 Gee, I guess that would be a good idea.

INKY: 19 Uh hum. Come on under this tree, Patsy.

STSY: 20 OK.

OUND: 21 THEY WALK THROUGH SCRUB UNDER THE TREE.

ATSY: 22 Uh, now, a little bit closer.

OUND: 23 THEY WALK SOME MORE.

ATSY: 24 It's real shady here.

INKY: 25 Now, stand real quiet like and start lookin' all around ya
26 and, ya see, if you're movin' other things'll be watchin'
27 ya. But if your standin' still, then you can see other

1 things that are a-movin'.

ATSY: 2 (BRIEF PAUSE) Well, I looked all around, but I can't see
3 anything.

INKY: 4 So have I. I haven't seen a thing, so I guess we can move
5 on.

ATSY: 6 I can't hear that plane any longer at all. Can you?

INKY: 7 Uh, no, I can't. But I'm kind of hard-a-hearing anyhow.

ATSY: 8 Well, let's go up to the next tree trunk and we can look out
9 on the field.

INKY: 10 All right, you lead the way, but don't get too fer in front.

ATSY: 11 Uh, oh!

INKY: 12 Uh, oh. What's up?

ATSY: 13 Don't move.

INKY: 14 Did you see somethin'?

ATSY: 15 I think I do, but I'm not sure.

INKY: 16 Uh, what is it?

ATSY: 17 I'm going to raise my arm and you look where I am pointing.

18 (PAUSE)

19 There now - do you see?

INKY: 20 Uh, I don't guess I do, Patsy.

ATSY: 21 Do you see that big tree? It looks something like a fur?

INKY: 22 Yeap! I see that.

ATSY: 23 Out to the left - higher - about even with the top.

INKY: 24 Yeah. I'm a lookin'

ATSY: 25 Ya see those two rocks? They're both round and smooth and
26 one's higher than the other?

INKY: 27 Yeah. I see em.

ATSY: 1 On top of the smaller rock - don't you see something resting
2 on it?

INKY: 3 Haulin' rattlesnakes! You sure got sharp eyes, Patsy.

ATSY: 4 It's a gun barrel, isn't it?

INKY: 5 It ain't nothin' different.

ATSY: 6 And at the back edge of the rock - isn't that the visor of a
7 man's cap?

INKY: 8 That's just what it is, Patsy. Why the horned toad! This
9 don't look so good to me.

ATSY: 10 But what's he pointing the gun at? It's can't be us, or we
11 wouldn't be able to see the barrel.

INKY: 12 Yeah. Let me take another look.
13 (BRIEF PAUSE)
14 He's aimin' that gun at the cabin, Patsy. That's what.

ATSY: 15 Gosh, Pinky, do you suppose he could see the door?

INKY: 16 No. There's a big tree right there. All that fella's a-doin'
17 is being sure that no one comes out into the open.

ATSY: 18 Well, what are you looking at now?

INKY: 19 I'm lookin' for somethin' I'm pretty shore to find.

ATSY: 20 What is it, Pinky?

INKY: 21 In a minute, we're goin' back into the cabin, Patsy. But
22 there ain't no use tellin' your Ma cause libel to get
23 worried.

ATSY: 24 You didn't tell me what you were looking for?

INKY: 25 Now listen, Patsy. If that one feller a-coverin' the cabin
26 from that side, there are probably some more from the other
27 side.

ATSY: 1 Gee, I never thought of that.

INKY: 2 What we got to look for, is the most likely other places
3 where a guard would be posted.

ATSY: 4 Look back this way, Pinky. See that clump of bushes?

INKY: 5 Yeah, I see em. And I'll lay ten to one, there's somethin'
6 by 'er too.

ATSY: 7 There. - I saw something moving.

INKY: 8 Yeah. So did I too.

ATSY: 9 Now I see. There's a man standing up - but his head and
10 shoulders are hidden.

INKY: 11 You're shore right! And what a shot! Why, I could pick him
12 off just as easy...

ATSY: 13 Do you think you should?

INKY: 14 No, I guess not. It might start somethin' we couldn't
15 finish. Then again, it ain't givin' the critter a chance.

ATSY: 16 Pinky.

INKY: 17 Uh...yeah, Patsy?

ATSY 18 This is terrible. I'm not thinking of us. I'm thinking of
19 Red and Chuck. When they come down to land, they won't see
20 any other planes, so they'll think it's all right. But after
21 they land. When they jump out...Oh, Pinky! I can't bear to
22 think of it!

INKY: 23 I'm waaay ahead of you, Patsy. We're all in the tightest
24 spot we've ever been.

25 (PAUSE)

NNCR: 26 In the meantime, Captain Midnight, with Chuck and Senor
27 Pareda in the rear cockpit, has been flying toward the south

1 following Pareda's directions. But suddenly, Chuck sees a
2 black plane pursuing them. And Captain Midnight makes a
3 vertical left turn down a narrow valley. Then...obeying
4 Pareda's shouts, Captain Midnight turns vertically right
5 into a rocky canyon.

DUND: 6 SOUND OF PLANE UP AND UNDER

NNCR: 7 Listen as Chuck explains...

HUCK: 8 We've lost them, Red.

AREDA: 9 Bravo! I did not think you could do it.

IDNIGHT: 10 We won't be able to continue if this canyon gets any
11 narrower!

AREDA: 12 It does not. I have been through it many times.

IDNIGHT: 13 Uh, keep a sharp watch behind, Chuck.

HUCK: 14 I am. (PAUSE) Blazing Beacons, we've done it!

IDNIGHT: 15 Wait a minute. Did you see that black plane?

HUCK: 16 Yeah. He continued down that narrow valley. We've given him
17 the slip.

IDNIGHT: 18 Aah, good enough. We'd be at a disadvantage in a narrow
19 place like this.

HUCK: 20 Gee, we sure haven't got very much room. Our wingtips aren't
21 missing the canyon walls by more than 25 feet.

ERADA: 22 The canyon will not become any smaller, I assure you. Very
23 soon now, we will come out.

IDNIGHT: 24 Oh wait! I think I see the mouth right ahead.

HUCK: 25 Hmm, sure is dark down here. Kind of gives one a spooky
26 feeling.

ERADA: 27 Si, it is very dark. But soon we come out.

IDNIGHT: 1 There's the opening. Aaah, but almost out.

ERADA: 2 Now, Cap-i-tan Midnight, you must go up. You must climb the
3 stairs into the heaven.

IDNIGHT: 4 Okay, I'll open the throttle and stick our nose up.

OUND: 5 SOUND OF PLANE GOING INTO DIVE UP THROTTLE AND UNDER

HUCK: 6 How high do we have to climb.

ERADA: 7 Not much more. Because we are making the engine very fast,
8 we must go over the mountain top on our right.

IDNIGHT: 9 Well, that won't take long. We're almost there now.

HUCK: 10 Hmm, gosh, Red. We're going up just like a balloon. I know
11 this engine isn't that powerful.

IDNIGHT: 12 Remember what I told you about air currents in the
HARK: 13 mountains, Chuck? We're in a powerful updraft.

ERADA: 14 Now...we are on top.

IDNIGHT: 15 Say, Chuck! Look at that!

OUND: 16 SUDDEN SOUND OF WIND RUSHING ALONG WITH PLANE AND UNDER

HUCK: 17 Jiminey Crickets! There's the lake bed Senor Pareda told us
18 about.

IDNIGHT: 19 And it's as perfect a landing field as I ever saw.

HUCK: 20 The surface looks as hard as a rock!

IDNIGHT: 21 Yes, and even too. Aah, that's what I like about it.

ERADA: 22 You can land the plane there, Cap-i-tan?

IDNIGHT: 23 Aah, you bet I can. You don't find many places like this.

ERADA: 24 That is good.

IDNIGHT: 25 All right, get set back there. I'm gonna put the wheels
26 down.

HUCK: 27 Watch it, Senor Pareda.

OUND: 1 PLANE LANDS ROUGHLY AND UNDER

AREDA: 2 Bravo! That is a fine landing.

IDNIGHT: 3 Well, there's no need going way out in the middle. I'm gonna
4 slap on the breaks and stop here.

OUND: 5 SOUND OF BRAKES SCREECHING UNDER AND OUT

HUCK: 6 Are we safe here, Senor Pareda?

AREDA: 7 Yes, of that I am sure.

IDNIGHT: 8 Good, then I'll cut the engine. We may need all the gas we
9 got...

OUND: 10 SOUND OF ENGINE IS CUT.

IDNIGHT: 11 ...Now come on. Let's get out, Chuck, and stretch our legs.

HUCK: 12 (STRAINS BRIEFLY) I'm out.
13 (PAUSE)

HUCK: 14 Oh, let me help you, Senor Pareda.

AREDA: 15 Ah, thank you.

OUND: 16 CLIMBING OUT OF PLANE

AREDA: 17 (SIGHS)

IDNIGHT: 18 Well, how do you feel, Senor?

AREDA: 19 Still a little weak, but very much better.

HUCK: 20 You think some of your men are up here?

AREDA: 21 On the bank of this lake in that direction there is a spring
22 of water. Among the trees, behind, is a hunting lodge. Many
23 were the happy hours I spent with my father there. If my men
24 are on these mountains, they will meet in the lodge at
25 night.

IDNIGHT: 26 You wish to stay here and wait for them then?

AREDA: 27 Yes, I think that is best. Will you not wait with me?

IDNIGHT: 1 No, I am sorry, Senor, but I don't believe that's possible.
2 As I explained to you, we have friends waiting for us in
3 that cabin on the lands you leased to the Americans for
4 mining.

AREDA: 5 Ah, that is so. Then you will go and bring them back here?

IDNIGHT: 6 Yeah, that's what we better do, Chuck. Ma and Patsy would be
7 much safer here than there. I wonder how far that field is?

HUCK: 8 It can't be very far because we've been flying in the same
9 general direction.

IDNIGHT: 10 Well, uh, how far away is that field, Senor Pareda?

AREDA: 11 It is not so far. On foot, you would go over that hill to
12 the west and down the canyon.

IDNIGHT: 13 Yes.

AREDA: 14 It would be about six or seven miles.

HUCK: 15 Oh, gosh, that's swell. We can take off and be there in two
16 shakes of a lamb's tail.

AREDA: 17 Then you will return at once?

IDNIGHT: 18 Yes, Senor. We will return in half an hour.

DUND: 19 PLANE COLLAPSING INTO THE CRUST OF THE LAKE BED

AREDA: 20 Oh, the plane!

IDNIGHT: 21 Chuck, look!

HUCK: 22 Blazing Beacons, this lake bed's nothing but a dried crust.
23 Those wheels have broken through into the mud. We're stuck,
24 Red!
25 (PAUSE)

NNCR: 26 Well. Captain Midnight and Chuck made a landing all right.
27 But will they ever be able to get out? And in the meantime,

1 Patsy and Ma Donovan together with the faithful Pinky Drake
2 and Slim Poole are hemmed in by a ring of steel. What will
3 happen next? Tune in tomorrow to Captain Midnight.

4 (PAUSE)

5 And now, just a friendly warning to every red-blooded young
6 fellow and girl. If you love mystery and excitement, be sure
7 you hurry and join the new 1940 Flight Patrol right away.

8 Because you certainly won't want to miss out on the
9 thrilling adventure that's in store for every member. The
10 great adventure that only the members of Captain Midnight's
11 new 1940 Flight Patrol can take part in. And of course, you
12 won't want to miss all those free gifts and prizes either.
13 So have mother or dad drive you over to your Skelly station
14 tonight - and get your free Junior Pilot's Application Card,
15 right away.

16 (PAUSE)

17 Meantime, your Skelly man will send right in for your swell
18 spinning propeller Medal of Membership. The secret medal
19 that's packed so full of fascinating features that it's a
20 regular one man side show. And remember, it doesn't cost you
21 a single penny. So, see your Skelly man and join Captain
22 Midnight's new 1940 Flight Patrol tonight!

23 (PAUSE)

24 Now, don't forget to tune in again tomorrow - same time,
25 same station for further transcribed adventures of Captain
26 Midnight. Brought to you by the Skelly Oil Company, Skelly
27 Jobbers and Dealers.

1 (PAUSE)

2 What can Captain Midnight do now? His plane is hopelessly
3 mired in the dried lake and he and his friends seem to be at
4 Ivan Shark's mercy. Or are they? Be sure to listen,
5 tomorrow.

6 Until then, this is Don Gordon, your Skelly man, saying
7 goodbye and...

OUND: 8 GONG UP

NNCR: 9 ...Happy Landings!

OUND: 10 GONG CONTINUES AND PLANE UP THEN ALL FADE

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