

CAPTAIN MIDNIGHT

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CM Casting

CM LES

CHUCK)

MUDD (country drawl)

STEVE

FRED

PATSY, Lucy

FUR

IVAN SHARK

FANG (oriental clip))

BARLOW (western badman)

GARDO (Chicago gangster)

THORPE (German accent?)

GENERAL (WWI)

MAJOR STEEL (WWI)

NARRATOR/SKELLY 1,3/DIR-2ND UNIT

OVALTINE NARRATOR

OVALTINE COMM

SFX (live)

SFX (tape)

DIRECTOR

DIRECTOR/2ND UNIT

ENGINEER

JOY During the next hour, we take you on a journey back in
time, when pilots tasted the wind, as well as the oil from their
engines, while flying in airplanes with open cockpits. This is
live, from the William M Allen Theatre at the Museum of
Flight in Seattle.

1 JOY The year is 1938. You've just come home from school.
2 You've had your afternoon snack, and now it's time for the
3 radio. The radio waves were full of shows aimed at school
4 children. It's between 5 and 6, while Mom's fixing dinner.
5 Twisting the dial, you'd hear...

6

7 (NEAL) Jack Armstrong, the ALLL-American Boy!

8

9 (LES) Tom Mix and his Ralston Straight Shooters;

10

11 (MARGE) The Adventures of SUPerman;

12

13

14 JOY BUCK ROGERS in the Twenty-fifth CENTury.

15

16 MARGE

17 All of these shows were 15 minute cliff-hangers, to get the
18 listener to tune in tomorrow. And they were generally fueled
19 by breakfast cereals.

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JOY

There was another show in that time slot, which had a couple of differences that made it stand out from the crowd. It was sponsored by Skelly Oil and its service stations sold tires, gasoline and other products aimed at adults. The premiums they offered had to be picked up at those service stations. And the vocabulary and the concepts used by the narrator and the other characters in the cast were also adult. Broadcast regionally on WGN, Chicago, that show was...

PHIL Captain Midnight!!!

JOHN Captain Midnight was different from the other flying shows. The sponsor, Skelly Oil, owned Spartan Aircraft and the Spartan School of Aeronautics...

MARGE (light dawns) Ahhh! THAT's why there were so many commercial spots involving Spartan and the School during Captain Midnight! I wondered.

JOHN The show paid close attention to its flying. In some of the shows, they included flight instruction, like how to execute an inside loop, and making a short-field landing...

MARGE He did a lot of that.

JOHN And there was all the information about how oil works in the engine, and gear lubrication.

1 JOY

2 It featured the adventures of a daring aviator, Red Albright
3 and his ward Chuck Ramsay. “Adventures in the air and on
4 the ground”.

5

6 JOHN (rap sheet) As far as we know, Charles Albright, also
7 known as Red Roberts, aka Captain Midnight, was born
8 around 1900, in North Carolina. Due to his nickname we can
9 assume he had red hair.

10 He joined the Lafayette Esquadriil (or Escadrille
11 Americaine), flying for the French Air Force in The Great War.
12 He flew the Nieuport SE 5a, a pursuit plane, usually on photo
13 reconnaissance missions. He finished the war as a captain.

14

15 JOY So sit back and close your eyes. Discover why radio was
16 called “Theatre of the Mind” as the Radio Enthusiasts of
17 Puget Sound, the Museum of Flight and AM 880 K-I-X-I
18 present: Captain Midnight.

19

1 FX CLOCK AND AIRPLANE

2 PHIL Captain Midnight!

3 Brought to you every day Monday through Friday at this
4 same time by the Skelly Oil Company, Skelly Jobbers
5 and Dealers.

6

7 JOHN But first, you boys and girls. Have you got the
8 grand free gift I told you about yesterday?

9 LUCY Have you got the two big free pictures the Skelly
10 Man has for you?

11 JOHN Well now if you haven't, you'd better go to the
12 Skelly Station and get these marvelous pictures this
13 very night. Remember, you can't get these pictures any
14 other place in the world. For one is a picture of Chuck
15 Ramsey, autographed for you. It says "Happy Landings"
16 and it's signed Chuck Ramsey right on it.

17 LUCY And the other is a picture of Captain Midnight
18 himself. It's also autographed to you. It says "Sincerely,
19 your friend, Captain Midnight". And they're big pictures
20 too.

21 JOHN Now, of course, if you like Captain Midnight and
22 Chuck Ramsey, you'll want to have these pictures and
23 there's a special reason for getting them at once
24 because, you remember, there's a big adventure coming
25 for every boy and girl who listens to this program.

1 LUCY And Captain Midnight's picture is a very important
2 clue you'll need to take part in this adventure when it
3 comes. You see, Captain Midnight's picture shows his
4 ring. And on this ring there's a secret symbol. A secret
5 design that will help you in this thrilling adventure
6 ahead. Help you to help Chuck Ramsey and Patsy
7 Donovan and Captain Midnight too.

8 JOHN Say you don't want to be left out when this exciting
9 adventure comes do you? No sir, you'll want to be all
10 set to help Chuck and Patsy and Captain Midnight and
11 maybe win a marvelous prize too. So if you don't have
12 these pictures already, be sure to get them this very
13 night and here's the best part of it.

14 LUCY These pictures are absolutely free. They don't cost
15 you a cent. You don't need to buy a thing. You don't
16 need box tops or seals or even a penny for a stamp. To
17 get these free pictures, here's all you do. You just go
18 any place where Skelly gasoline is sold.

19

1 JOHN If you're already a member of Captain Midnight's
2 flight patrol, show the Skelly man your card or your
3 badge and he'll give you the pictures right away. He has
4 them for you at his station. And if you're not a member
5 of Captain Midnight's flight patrol, just tell the Skelly
6 man you want to join and he'll give you your
7 membership card and both pictures at once and he'll
8 send in to Skelly headquarters for a big flashing mysto-
9 magic weather forecaster badge for you.

10 LUCY It's the badge Captain Midnight's flight patrol
11 members wear and like the pictures, it doesn't cost you
12 a cent. So go to any Skelly Station tonight, won't you?
13 Go alone or Dad or Mother will be glad to drive you if
14 you tell them you can get Captain Midnight's picture
15 and Chuck Ramsey's picture absolutely free.

16 JOHN Go tonight or tomorrow or Sunday—the next time
17 you're out in the family car. And then you'll have these
18 marvelous pictures. And you'll be all set to help Chuck
19 and Patsy in the thrilling adventures that's coming soon.
20 And now, for today's episode.

21
22

1 JOHN Night is beginning to fall, and the fog is starting to
2 rise. Red Roberts, who is Captain Midnight, hasn't returned
3 yet, and everyone is deeply worried. The Donovans—Steve,
4 who is a pilot for the 7G Mining Company, his sister Patsy
5 and his mother wait with Chuck Ramsay, the new mechanic
6 Ichabod Mudd and Fred in Fred Boyle's office at the Black
7 Gulch airfield.

8 PATSY Gee, Red's been gone a long time. You don't suppose
9 something has happened to him, do you?

10 CHUCK I only worry when it's been days.

11 PATSY Well, it's been days—yesterday and today.

12 CHUCK Don't worry. He generally shows up.

13 MUDD Generally in the nick of time. Can't keep the Captain
14 down.

15 CHUCK (warning) Ikky...

16 MA He's a captain, is he, now?

17 MUDD Aw...that's his rank...from that there..war in France.
18 Who'd you think I meant...Captain Midnight?

19 MA Well, the thought hadn't really crossed me mind.

20 PATSY Were you over there with him, Mr. Mudd?

21 MUDD Great guns, no.

22 MA Then how'd you come to know him?

23 STEVE Because it's clear you've known him before 7G hired you
24 on as mechanic.

1 MUDD It's all Chuck's fault.

2 CHUCK Ikky and I became friends while I was at school. I used
3 to hang around the airfield.

4 MUDD Always pesterin' me about airplanes and engines.

5 PATSY Red's not your dad, is he, Chuck?

6 CHUCK No, he's not. I'm his ward.

7 MUDD He couldn't have done better. His dad was great friends
8 of the Captain, and partners. Don't know that you might
9 have heard of him—Sean Ramsay?

10 STEVE Sean Ramsay! Say, now there was a fine pilot. He could
11 fly anything, any time anywhere.

12 FRED Sean Ramsay...it rings a bell, but I just can't
13 remember...

14 STEVE Oh, you know, Fred. They flew for Hollywood—Sean
15 Ramsay and Red Roberts, limited. The stunts they flew in the
16 movies were incredible.

17 FRED Oh—that's right. I got it now. You couldn't see a film
18 without their names being listed. *That's* the Red Roberts I've
19 got flying for me? My gosh!

20 PATSY Were you always called Chuck?

21

1 CHUCK I wish. Dad always called me “Charles”. I could never
2 get him to call me Chuck. Red took to Chuck right off. I don’t
3 think Dad liked being around me.

4 MA You probably reminded him too much of your mother.

5 MUDD Chuck tol’ me that Red was takin’ care of everythin’—
6 paid all the bills, includin’ the hospital ones, got the meals on
7 the table, kept Chuck occupied—while Sean worked himself
8 to a stupor.

9 CHUCK When Ma died, Dad took wilder and more dangerous
10 jobs. If it hadn’t been for Red, I don’t know what would have
11 happened. In a lotta ways, my life wasn’t much different after
12 Dad’s death. I was still going to school and Red was nagging
13 at me to study...

14 STEVE Didn’t Sean crash during the shooting of “Dawn Patrol”?

15 PATSY Oh, how awful.

16 MA Oh, my.

17 FRED Wasn’t there something about a maneuver that over-
18 stressed the airframe...

19 STEVE He was good at that.

20 FRED And the plane was no longer controllable. It crashed as
21 he attempted to land.

22 MA What a shame.

23 MUDD Oh, I dunno. The silver linin’ was that Red promised to
24 take care of Chuck...

1 PATSY Why would Red do all those things for you, Chuck?

2 CHUCK I think Red was a little in love with Ma. Why would he
3 put up with me otherwise? And even followed to California.
4 He is my godfather. (pause) When Dad died, Red was right
5 there. We've been together ever since.

6 MA Did you always live in California, after your parents died,
7 Chuck?

8 CHUCK No, we moved around, depending on Red's jobs.
9 Vacations were best—we'd go on long flying trips. We'd fly
10 everywhere—the American southwest, up to Canada, even
11 went to Washington DC.

12 STEVE Mudd, you mentioned Captain Midnight before. Do you
13 know the pilot who got that name?

14 MUDD I know it happened during the war. He went off on a
15 special mission and came back at the stroke of midnight.

16 FRED There's got to be more to it than that.

17 STEVE Well, this is how I heard it...

18 MUSIC BRIDGE (under)

19

20

1 MUSIC BRIDGE (under)
2 NEAL: Wartime France. The Great War has reached a moment
3 of crisis. The allied armies were in danger of terrible
4 destruction and then at the moment of greatest peril,
5 the courage of one man helped save them from
6 surrender and lead them to final victory. We take you
7 now to a small, bomb-proof dugout somewhere in
8 France where the flickering light of a candle plays across
9 the strained face of a lone officer, A general of the
10 Allied Armies. He's studying a military map. Outside
11 the night is black and cold Suddenly we hear... but
12 listen....

13 MUSIC OUT

14 FX KNOCKING

15 GENERAL Come in.

16 FX DOOR OPEN

17 GENERAL Major Steele.

18 FX FOOT STEPS

19 STEELE Sir.

20 FX DOOR CLOSE

21 STEELE Everything is prepared.

22 GENERAL You have found the Man?

23 STEELE I have.

24 GENERAL What's his name? No, it's better that I don't know.

1 STEELE I agree with you, Sir. There are only two people in
2 the world who know the mission which he has been
3 assigned.

4 GENERAL You and our leader in Washington.

5 STEELE Yes, Sir.

6 GENERAL Major, do you think he has a chance?

7 STEELE I'm afraid the odds against him are 100 to 1.

8 GENERAL If he fails it will be terrible for us all. It will...but
9 enough of that. Bring him in

10 STEELE Yes, Sir.

11 GENERAL Wait, I don't want to see his face. Blow out the
12 candle.

13 STEELE Yes sir.

14 SFX (BLOWING OUT CANDLE)

15 GENERAL Now, bring him in.

16 STEELE Yes, sir.

17 FX FOOT STEPS, DOOR OPEN

18 STEELE Will you come in, Captain.

19 FX DOOR CLOSE, STEPS OF TWO PEOPLE

20 STEELE The man is before you, sir.

21 GENERAL You have your instructions?

22 CAPTAIN Yes, sir.

23 GENERAL Then I want to talk to you. Are you sure that you
24 understand the risks you are taking?

25 CAPTAIN I do.

1 GENERAL If you fail tonight, it will be the end for all of us. If
2 you are successful, our country will be saved from
3 defeat. Do you understand?

4 CAPTAIN I do.

5 GENERAL Also, if you succeed tonight, you will have started a
6 long and dangerous task, which if you live, may require
7 your lifetime to complete. Is that clear?

8 CAPTAIN Yes General, very clear.

9 GENERAL Above all, you understand that your ultimate
10 purpose is the extermination of the most rascally and
11 dangerous criminal in the world, a traitor to the United
12 States, a fiend who has caused the slaughter of
13 thousands of your countrymen, I am speaking of the one
14 known as... Ivan Shark.

15 CAPTAIN I understand.

16 GENERAL You are ready to go?

17 CAPTAIN My plane stands outside the door.

18 GENERAL Good. Henceforth, until you have accomplished
19 your final task, you will not be known by your true
20 name. The name that you will be known by rests in the
21 hands of fate. How long do you think it will be before we
22 know the outcome of this night's venture?

23 CAPTAIN Sir, if I have not returned by... 12 o'clock, you will
24 know I've failed.

25

1 GENERAL You are a brave man, Captain. Now, God speed.

2 CAPTAIN Thank you, Sir.

3 SOUND FOOTSTEPS, DOOR OPEN, SOUNDS OF

4 ENGINE/PROPELLOR, PLANE TAKE OFF

5

6 NEAL And so, into the night roars a plane piloted by a lone
7 man upon whose shoulders rests the fate of his country.
8 Hours later he has not returned. The General of the
9 Allied Armies is waiting in his dugout with despairing
10 hope.

11 MUSIC OUT

12 GENERAL What time is it, Major?

13 MAJOR 15 seconds to 12 o'clock.

14 GENERAL Well, Major, I guess we're sunk.

15 MAJOR It means disaster for us all.

16 GENERAL It was too much to ask of a mere man.

17 FX BRING UP SOUND OF PLANE UNDER CONVERSATION

18 GENERAL I should have known that.....

19 MAJOR Listen, listen, do you hear anything?

20 GENERAL I do, I do. It's a plane!

21 MAJOR Listen to that.

22 GENERAL YES!

23 MAJOR And It's just 12 o'clock

24 GENERAL And to me he shall always be known as

25 FX PLANE NOISE UP AND UNDER

26 GENERAL CAPTAIN MIDNIGHT!

1 SFx PLANE NOISE

2 STEVE But that was 20 years ago. Slowly, as time rolled by,
3 strange stories were whispered about a shadowy plane,
4 a mysterious pilot who, whenever trouble started in any
5 part of the word, was certain to come diving furiously
6 from the night sky.

7 PATSY Gee. Do you really think he's still around today?

8 MUDD (amused) Oh, I dunno. Anything's possible.

9 FRED (derisive) Captain Midnight. Ha! But we've got a legend
10 with us already—Red Roberts. Who'd 'ave thought?

11 MA Ivan Shark? He was Captain Midnight's target?

12 STEVE So the story goes.

13 MA But isn't there an Ivan Shark in Barlow's gang?

14 MUDD If it's really Ivan Shark, it'll be Barlow in HIS gang, not
15 'tother way 'round.

16 SOUND DOOR OPENS, FOOTSTEPS

17 CHUCK Come on outside! I can hear two planes.

18 PATSY You think it might be Red?

19 STEVE He can't fly 2 planes. It must be those black-winged
20 planes that have been giving us grief. Maybe they're
21 coming back to finish the job.

22 FRED If they have the nerve to land, we'll be ready.

23

1 SOUND DRAWER OPENING, SHUT, CYLINDER OF GUN

2 ROTATED

3 FRED I've got my gun. Let's go.

4 PATSY Everybody grab something.

5 MUDD I'll brain 'em with this monkey-wrench.

6 STEVE (chuckling) A crowbar would be smaller, Mudd.

7 MUDD Bring 'em on.

8 SOUND FOOTSTEPS RUNNING

9 MUSIC BRIDGE

10 (Episode 40)

11 JOHN SKELLY COMM2

12 Captain Midnight, brought to you every day Monday through

13 Friday at this same time by the Skelly Oil Company,

14 Skelly jobbers and dealers.

15 Say, are you proud of the way your family car starts? Or are you

16 sometimes embarrassed by the way it moans and groans

17 and grinds when you step on the starter? Well, if it's

18 slow and wheezy, maybe all you need to do is change

19 your oil. Maybe a change to clean, fresh Skelly Tagolean

20 winter oil will give you starts you can be proud of. You

21 see, your old oil designed for warm weather driving is

22 probably thick and gummy now, sticky and heavy like

23 glue. It won't let your motor turn over freely. Believe

24 me, new winter Tagolean will fix that. It'll protect your

25 motor too, because Skelly Tagolean is faster flowing.

1 Gets up in the motor and lubricates it quicker and
2 stands up under high speed driving.

3 Now, if you want to get a real kick and a fast start, stop
4 at any Skelly station. Let the boys drain that old oil out
5 and fill your crankcase with fresh winter Skelly
6 Tagolean. Tell Dad or Mother that, will you boys and
7 girls who are listening? Ask them to try Skelly Tagolean
8 Winter Oil. Say you'll be proud of the way your family
9 car starts and your folks will be glad to know you know
10 how to take care of the car.

11
12 NEAL Watching the 2 mysterious planes which have suddenly
13 swooped down out of the night sky circling their field,
14 they see the second one land on the Black Gulch flying
15 field. Steve, Fred, Chuck and Mudd pounced on the
16 pilot as he emerged from the plane and overpowered him
17 in the dark. Suddenly the pilot spoke and the voice was
18 Captain Midnight's. Our scene now is just after he was
19 overpowered. Chuck is speaking.

20 SOUND AIRPLANE ENGINE (under)

21 CHUCK (chagrined, panting) Blazin' beacons, Red! We didn't
22 know it was you.

23 CM (effort/ muffled) Hey, get off a me. I'm about smothered.

24

1 FRED By George, it is Roberts.

2 MUDD Well, flamin' floodlights! Where did you come from?

3 STEVE All right, Mudd, put that monkey-wrench away.

4 CM Yeah, don't crown me with that. We've got work to
5 do.

6 CHUCK What's it all mean, Red?

7 CM I'll tell you in a minute, Chuck. Say, has anyone
8 got a flashlight?

9 MUDD Yeah, I got a small one in my pocket.

10 CM Fine, let's have it.

11 CHUCK Jiminy Crickets, Look! There are 2 planes up there.

12 FRED Hey, what's coming off around here, Red?

13 CM Wait. I've got to hold up this flashlight and blink it
14 2 times.

15 CHUCK Gee, is that a signal?

16 CM Yes, it's a signal that it's okay to land.

17 FRED Evidently they don't see your signal.

18 CM Well, they will pretty soon.

19 CHUCK Gosh, that second plane is real low.

20 CM There! He sees it now.

21 STEVE Think he'll be able to land all right, Red? This field's
22 awfully small.

23 CM He watched me come in first. He'll get down okay,
24 Steve.

25 FRED Who are these pilots?

1 CM Well, I can't tell you right now, Fred, maybe a little
2 later.

3 STEVE We've had a lot of trouble tonight, Red. We've got to be
4 careful.

5 CM I expected that.

6 FRED We were held up a little while ago.

7 STEVE You know, I think we ought to have a guard at the
8 entrance to the field.

9 MUDD Why, I'll go, Steve. I won't let no one get near here.

10 STEVE That's fine, Mudd, go ahead.

11 FRED Here, take my gun. Don't use it if you don't have
12 to.

13 MUDD Thank you, Fred. You can bet your last cent that no one
14 will get on the field while Mudd's around to stop 'em.

15 STEVE That's the stuff, Mudd.

16 MUDD (fading) I'll be over at the field entrance.

17 CHUCK Here comes that 2nd plane gliding in.

18 SFX AIRPLANE LANDING

19 CM I'll keep blinking this flashlight so he'll know where
20 to come.

21 STEVE Aw, he's sure doing a swell job. He's following you
22 exactly.

23 CHUCK The 3rd plane had cut his engine too.

24 CM Yes, he's going to follow the 2nd one in.

25 CHUCK Gosh, Red, where'd you get this plane?

1 STEVE That isn't the Falcon you took off in.

2 CM Here comes the 2nd ship.

3 CHUCK He sure made a swell landing all right.

4 STEVE Hey, that's the Falcon you took off in, isn't it, Red?

5 CM Yes, it is, Steve.

6 CHUCK Gosh, Red, first we thought we were capturing one of
7 Shark's men, and then it turns out to be you.

8 STEVE Now with all these mysterious planes in the air...

9 FRED Boy, I wish I could figure it all out.

10 CM Boys, excuse me. I have to go over and talk to that pilot.
11 I'll be back in a minute.

12 FRED All right.

13 CHUCK Here comes that 3rd plane.

14 FRED Hey, he's almost on the ground.

15 STEVE There, there, he made it.

16 CHUCK Blazin' beacons, what's going on?

17 STEVE Aw, you got me, Chuck. But I'll bet you one thing. Red
18 knows what he's doing.

19 FRED And I'm surely glad he's back.

20 CHUCK Gosh, isn't this a swell plane, Steve?

21 STEVE Gee, it certainly is, Chuck. It looks to me like one of
22 those late-model 2-place pursuit jobs.

23 FRED That 3rd plane is right by that 2nd one.

24 CHUCK And the 2 pilots are out of their cockpits and Red's
25 talking to them.

1 FRED Look, Red's gone over and cut the engine on the
2 Falcon.

3 STEVE Evidently, he intends the Falcon to stay here.

4 FRED Yeah.

5 STEVE Great guns, Fred.

6 FRED Yes?

7 STEVE I begin to see the light now.

8 CHUCK Gosh, look! The pilots who flew the Falcon in are getting
9 into the other plane.

10 FRED Red has said goodbye to them and is coming back here.

11 CHUCK Yeah, the 3rd plane's going to take off too.

12 SOUND AIRPLANE ENGINE REVVED UP AND TAKES OFF

13 STEVE Yeah, you're right, Chuck. There she goes.

14 FRED Say, what did you mean, Steve, by you saying you see
15 the light?

16 STEVE Well, here comes Red, Fred. I think he'll explain it to us.

17 FRED All right.

18 CM Well, boys, I guess you're wondering what's going on.

19 FRED (amused) Well, we were a little bit curious.

20

1 CM Yeah, I bet you were. Well, here's the story. Both those
2 pilots are G-men. One of them flew the Falcon back here
3 so I could have this other ship to fly around in. You see,
4 I didn't want to leave the Falcon behind, so...

5 STEVE And the ship that just took off is taking the extra pilot
6 back. Is that it, Red?

7 CM That's the story, Steve.

8 STEVE Uh-huh.

9 CHUCK Gosh, Red, what kind of ship is this?

10 CM This is the latest model 2-seated Tornado.

11 CHUCK Blazin' beacons! I've heard of them but I never expected
12 to see one.

13 STEVE If it's the Tornado she sure has plenty of speed to burn.
14 Fast climb, excellent stunting abilities. My gosh, Red,
15 everything.

16 CM Everything. Is right. This ship has twin machine guns
17 for the pilot. They're synchronized with the engine.

18 CHUCK Wow. Good thing, too. You wouldn't want to shoot your
19 propeller in half.

20 CM And another gun on pivot for the observer. And I
21 brought along plenty of extra ammo.

22 FRED Well, what do you know about that.

23 CHUCK Jiminy Crickets.

24 STEVE Great guns.

1 CM Besides that, it's got a late-type aerial camera in the
2 floor of the observer's cockpit.

3 CHUCK Gosh, we sure got something now.

4 CM Yes, I decided it's time we had something to defend
5 ourselves with.

6 STEVE Something is right.

7 CM Well, Fred, you can start flying gold out of the mine
8 anytime you want to now.

9 FRED Well!

10 CM I'll convoy your ship with this bus and I guarantee that
11 no black ship is going to shoot your pilot down.

12 FRED Well, that certainly takes a load off my mind.

13 CHUCK But...gee, Red, how can we keep this plane here on the
14 field with Clark and the rest of Barlow's gang around?

15 CM We're not going to keep it here, Chuck, I've had my eyes
16 open in case this kind of situation came up. And I know
17 a place where we will keep it. I've got a place picked that
18 I don't think anyone can find. It's going to be our secret
19 landing field.

20 CHUCK Gee, our secret landing field. Oh, that'll be swell!

21 CM Now here's the plan... Just at daybreak you and I
22 will take off in this ship and Steve will follow us in the
23 Falcon. The place I have in mind isn't very far away.
24 We'll leave this plane there and come back with Steve in
25 the Falcon. We'll keep this ship there and go back and
26 forth to it in one of the 7G planes.

1 CHUCK Supposing we're followed by one of Shark's pilots
2 sometimes?

3 CM (serious) We'll never land there if there's another plane in
4 the air, Chuck.

5 FRED A lot has happened since you left last evening, Red.
6 We'd rather tell you about it.

7 CM Okay, Fred. Let's go over to the office.

8 FRED Right.

9 CM In the meantime we'll have Mudd service the ships and
10 get them ready to fly.

11 CHUCK Gee, there's another thing, Red.

12 CM Why, what's that, Chuck?

13 CHUCK McHale and Slim and Pinky are waiting for you over at
14 the jail.

15 CM (slowly remembering) Oh, yes...I was forgetting. I guess we'd
16 better go over right away. I have a job for them.

17 CHUCK Oh, what's that, Red?

18 CM We're going to form a vigilante committee.

19 CHUCK A vigilante committee?

20 CM We're going to round up every honest prospector and
21 miner in this town. Our first job is to find Sheriff
22 Ballard. They'll work on the ground while we work in
23 the air. And after we find him, our next job will be Ivan
24 Shark.

25 FRED Say, things are surely going to happen now.

1 CM Come on, men, let's get to the jail and then we'll come
2 back to the pilots' bunkhouse and (chuckle) if there's
3 any time we'll catch a couple winks of sleep. It's been
4 kind of rough on you, Chuck.

5 CHUCK (yawning) Oh, gee, I feel fine, Red.

6 CM (chuckle) Well, you could do with some sleep. I can see that.
7 Come on, let's get going.

8 MUSIC BRIDGE

9 (IVAN SHARK 1)

10 JOHN Ivan's Shark's secret hideout, an underground complex
11 located several canyons away from Black Gulch. Ivan
12 Shark, Captain Midnight's long-time nemesis is an evil
13 genius. preferring the challenge of being against the forces of
14 law. While imprisoned in Canada, his daughter Fury took
15 over control of the remnants of his gang, and released him.
16 Now, In Wyoming, they have set up a criminal organization to
17 steal gold from the mines, including Barlow's gang. We find
18 Ivan Shark and Fury studying a large scale map of the region.
19 Slowly he raises his slender hand and the gong strikes twice
20 and the door opens...

21

1 SFX GONG (2) DOOR OPEN

2 FANG You called, Master?

3 SHARK Yes, Fang. You will please enter and close the secret
4 door behind you.

5 SFX DOOR CLOSE, footsteps

6 SHARK Has Barlow returned yet with any information about the
7 next possible shipment of gold from the 7G?

8 FANG Yes, Master. And Gardo is with him.

9 FURY (interested) Gardo's here? Oh, excellent. I have some
10 tasks that I want him to do for me.

11 SHARK Fury, he's supposed to be our go-between with Barlow,
12 not your play thing.

13 FURY Father, are you concerned?

14 SHARK Why you are interested in that Chicago dimwit I don't
15 understand. I used him to get into the action in Chicago. I
16 had no further plans for him in my organization, until you
17 insisted. The man is stupid.

18 FURY Next to you, most men would be.

19 SHARK Flattery, from Fury? Just what do you have in mind,
20 daughter?

21 FURY Don't worry, I'll let you know.

22 SHARK I'm sure you will. Let them in, Fang.

23 FANG Yes, Master.

1 SFX DOOR OPEN, FOOTSTEPS, DOOR CLOSE

2 BARLOW Hi, boss.

3 GARDO Good morning, Chief. Hi, Fury.

4 FURY Hello, Gardo.

5 SHARK Any news from 7G? They've got to ship that gold some
6 time.

7 BARLOW My boys tell me they plan to move a shipment
8 within 2 days.

9 GARDO Chief, a strange plane landed last night at Black Gulch.
10 It was too dark to see much, but someone said it looked like a
11 pursuit plane.

12 SHARK Who said?

13 GARDO I dunno, Chief, one of Barlow's men.

14 SHARK A strange plane. Maybe pursuit plane. Out of nowhere,
15 in the middle of nowhere? I bet it's that troublemaker Captain
16 Midnight.

17 FURY Father, it's NOT Captain Midnight. He's dead, I tell you.
18 You are fixated on that man. He's a myth now!

19 SHARK He's broken more of my schemes over the years than I
20 care to think about. It would be just like him to show up now.

21 FURY He's dead, you dolt!

22

1 SHARK Dolt? Fury, that's an odd word for father. That plane is
2 worrisome. I think we ought to let one shipment through, to
3 see how they plan to use this new plane. Lull them into
4 thinking that they are safe.

5 FURY Father, we need to an influx of gold now. The men are
6 restless. The mere thought of Captain Midnight has sent you
7 quivering like an old woman.

8 SHARK (angry) Old woman? Old woman....(snaps out) Fang!

9 FANG Yes, Master?

10 SHARK (icy) Tell Thorpe to stand by. I want him ready to strike
11 the instant we hear.

12 FANG Number 7 Fang will do so.

13 SHARK Barlow(Yeah?), I want word the minute 7G lifts a plane
14 off the mine's strip. The next plane. It will have the gold
15 shipment.

16 BARLOW Sure, boss. The minute Clark lets me know.

17 FURY It is critical for Thorpe to shoot it down before it reaches
18 Black Gulch. The ambush needs to be over an area where our
19 ground crew can get to the wrecked plane. I'll have a talk with
20 him.

21 SHARK Get out, all of you. I'll show you who's an old woman,
22 daughter. I've got to think.

23 FURY Come with me, Gardo.
24

1 GARDO Sure, Fury, sure.

2 BRIDGE (UNDER)

3 JOHN It is now several days later. (SFX: AIRPLANE ENGINES)

4 Dawn is just beginning to break. Red Roberts, really
5 Captain Midnight, is in the Tornado's front cockpit while
6 Chuck is in the rear. Red and Chuck are getting ready
7 to take off from their secret field, to rendezvous with
8 Steve Donovan, flying 7G's gold shipment. Listen as
9 Chuck says...

10 CHUCK I guess we're all set, Red.

11 CM Have you got your 'chute buckled on?

12 CHUCK I sure have.

13 CM And your safety belt fastened?

14 CHUCK Oh.. (EFFORT TO FASTEN BELT) I'm fastening that
15 right now.

16 CM We've got to get aloft, so we'll make that rendezvous with
17 Steve, over at the 7G mine.

18 CHUCK Almost set, Red.

19 CM The engine's warmed up. Ready?

20 CHUCK Okay.

21 CM Here we go.

1 SFX TAKEOFF

2 SFX ENGINE NOISES IN BACKGROUND under

3 CHUCK Gosh, Red, look at this big ship climb! It seems like
4 we're going straight up.

5 CM Aw, this is a great plane, Chuck. There isn't anything
6 finer in the world.

7 CHUCK Is this one better than the one you washed out at
8 Broken Ridge?

9 CM Uh-huh...much better, Chuck. This is right from the
10 factory.

11 CHUCK Gosh, I never thought I'd fly in such a wonderful plane
12 as this.

13 CM Well, you're in it and you'll be flying it yourself pretty
14 soon.

15 CHUCK Do you think so?

16 CM Sure. After we join up with Steve, I'm going to let you
17 take the controls in the backseat.

18 CHUCK Boy, oh boy! That'll be swell. Hey, there's the 7G airfield
19 up ahead.

20 CM Say, can you see Steve?

21 CHUCK Yeah, he's just taking off. (pause) Now, he's circling
22 'round the field, waiting for us.

23 CM I'll waggle the wings to let him know that it's us.

24 CHUCK He sees us, too. It looks like he's set up for his course
25 over to Black Gulch field.

26 CM Okay. Now, we have to shadow him, but not too close.
27 We don't want to show our hand too soon.

1 SFX plane noise as bridge

2 CHUCK (pause)What time are we going to start looking for
3 Sheriff Ballard? He's out chasing that outlaw, Barlow.

4 CM Later on today, Chuck. Okay, take over the controls.
5 Easy now. She's pretty powerful.

6 CHUCK Gee, just the slightest touch and she twitches, Red.

7 CM (chuckles) Yes, she's very responsive, Chuck. Just keep her
8 steady for a while. Then I'll have you do some banking
9 turns, to see how she handles.

10 MUSIC BRIDGE

11 CHUCK Gee, Red. Isn't this wonderful? Look, the rim of the sun
12 is just showing over the mountain.

13 CM Yep, there isn't a more beautiful sight in the world,
14 Chuck, than sunrise in an airplane high in the air.

15 CHUCK Yeah, look at the light on the mountains. They stand out
16 so clear.

17 CM Uh-huh. Notice the long shadows in the valleys?

18 CHUCK I'll never forget this sight as long as I live.

19 CM Flying's a wonderful thing, Chuck. As soon as you get
20 up in the air, you loose all your worries and forget all
21 your troubles.

22 CHUCK I know. You feel sort of separated from the world, and
23 yet you're a part of it.

24 CM Well, we've got to attend to business. I'll take the
25 controls. What about Steve? Can you see him?

1 CHUCK Gee, I can't see anything of him.

2 CM (urgent) By George, Chuck, we can't lose him!

3 CHUCK Wait till I look again...(pause) Blazin' beacons, Red! I
4 can see a plane...but I don't think it's Steve!

5

6 SFX FADE ENGINE NOISES INTO: (Episode 41 Mid-Air)

7 JOHN Well! Has something happened to Steve? And who is
8 flying this other plane which Chuck sees? Things look a
9 lot more cheerful now that Captain Midnight has
10 returned, but what will be Ivan Shark's next move? In
11 Ivan Shark's secret hide-out, Gardo bring word from
12 Barlow, but Fang isn't about to wake his master.

13 GARDO Fang! Barlow just got here, and he says that Clark says
14 that a shipment left the 7G mine at dawn this morning! The
15 Chief needs to know!

16 FANG Master is sleeping now. Very unpleasant if wake him.

17 GARDO But he wanted to know as soon as possible.

18 FANG True. But sleeping now. Come back later.

19 SFX DOOR OPENS, UNDERNEATH

20 GARDO But it will be too late to catch it.

21 FANG (menacingly) Later.

22

1 FURY (yawning) What's the matter? What are you two
2 boys arguing about?

3 GARDO Fang won't let me tell the Chief that the gold shipment
4 left at dawn.

5 FURY (now alert) Quite right, too. Father is impossible when
6 you wake him up. He'll start babbling on about Captain
7 Midnight. We can handle this. Gardo, bring Thorpe to me. I'll
8 have him go up, and you go off to get Barlow's gang. We need
9 them to pick up the pieces when Thorpe shoots the plane
10 down.

11 GARDO Sure, Fury.

12 SOUND DOOR OPENS, FOOTSTEPS, CLOSES

13 FURY Fang, go alert the flight line. Have Thorpe's plane ready
14 to fly.

15 FANG Yes, Fury. At once.

16 SOUND DOOR OPENS, FOOTSTEPS, DOOR CLOSES (PAUSE)
17 DOOR OPENS

18 FURY That was quick.

19 FANG Thorpe in hall, going to kitchen. Brought here instead.

20 THORPE You sent for me, Fury?
21

1 FURY Yes, Thorpe. It appears that the gold shipment left 7G
2 mine this morning at dawn. We know that it will cross this
3 area (SOUND: TAP on map). I want you to station yourself
4 there, high in the sky, where they won't expect you. If you
5 can shoot him down in this sector, Barlow and his gang will
6 have a easy time getting to the wreckage.

7 THORPE Piece of cake. If they left here (SOUND: TAP on
8 map) at 6, then they'll be getting close to the target area. I'll
9 leave immediately.

10 FURY Good. Make sure you kill the pilot this time.

11 THORPE Of course.

12 MUSIC BRIDGE

13 JOHN Red and Chuck are looking frantically for a sign of
14 Steve's gold-laden Falcon, but the only plane they see is a
15 sleek, black-winged pursuit plane. Then, as they continue to
16 search, they notice the other plane make a sharp dive.

17 SOUND ENGINE (under)

18 CHUCK Blazin' beacons, Red! There's Steve's plane, way below
19 that black one. He's diving on Steve!

20 CM I'm going to crank this bus around, and open up the
21 engine. We've got to get back to help Steve. Hang onto your
22 seat, Chuck!

1 SOUND AIRPLANE BANKING, ENGINE

2 CHUCK We're coming closer. Oh, no! He's firing on Steve! I can
3 see Steve's plane jerking around.

4 CM (grim) We're almost there, and he doesn't know we're coming.
5 Prime your gun, Chuck. We're going to go in with the guns
6 blazing.

7 CHUCK Just like the old west.

8 CM Ready?

9 CHUCK (grim) You bet.

10 CM Okay...here we go.

11 SOUND ENGINE UP, MACHINE-GUN

12 CHUCK You're hitting him, Red! He's noticed us. He's breaking
13 off from Steve.

14 CM Well, we're going to pursue him just a little more. I want
15 to pump some more bullets into him.

16 SOUND ENGINE UP, MACHINE-GUN

17 CHUCK There! His engine is smoking. You've hurt him bad, Red.

18 SOUND MACHINE-GUN OUT

19 CM I'll break off now. I don't want to get too far away from
20 Steve. Can you see him?

21 CHUCK Yeah. He's about 4 o'clock. He's not going very fast, Red.

22 CM I can see that. We'll catch up with him quickly at the
23 rate we're going.

24 MUSIC BRIDGE

25 CHUCK Here's Steve. Boy, does he look bad.

1 CM Steve! Steve, can you hear me? Come in, Steve.

2 STEVE (filter) (in pain) Red? Is that you, Red?

3 CM Are you hurt, Steve?

4 STEVE (filter) Yeah. Bleeding like a stuck pig. Fred's not going to
5 like the new spots on the upholstery.

6 CM Can you hold on till we reach Black Gulch?

7 STEVE (filter) I'll try, Red, I'll try. It's just that I keep fading in
8 and out. And the ship is handling funny. There's something
9 wrong with the way she's flying.

10 CM That black-hearted black-winged fighter really peppered
11 your crate. I'm surprised you're still aloft.

12 STEVE (filter) There's another thing that worries me. Even if I can
13 make it back to the field, I'm not sure I can land her. She's
14 kicking something awful.

15 CM Just hang on, Steve. I'll get us back to Black Gulch. You just
16 keep your eyes on me. Can you do that?

17 STEVE (low chuckle) Can't take my eyes off you, Red. Out.

18 CM Chuck, I want you to take the controls.

19 CHUCK (dubiously) Okay...what do you think we can do for
20 Steve?

21 CM I think Steve's only chance to survive is for me to get over to
22 his plane. I'm going to need you to fly this bus.

23 CHUCK You're going to switch planes in mid-flight? That's
24 impossible.

1 CM It was one of the stunts that your dad and I used to do
2 when we were barnstorming. The Tornado is a lot faster than
3 the planes we used for this, so you'll have to be sharp. You're
4 as good a pilot as your dad was.

5 CHUCK You really think I can do this, Red?

6 CM If we don't Steve may be a goner. I'll have to leave my
7 parachute here or I'll never get in that door.

8 CHUCK But without your 'chute, if you miss, you'll be dead!

9 CM If I don't get into that plane, Steve will be. Can you do this,
10 Chuck?!

11 CHUCK Okay, Red. I guess I'm ready.

12 CM Ease on over to the Falcon. Steve? Come in, Steve.

13 STEVE (on filter) Still here, Red. But I'm getting weaker by the
14 minute.

15 CM Can you reach over and unlatch the door?

16 STEVE (filter) Probably. What's a little more blood in the cockpit.
17 Why?

18 CM I'm going to climb through the door.

19 STEVE (filter) Oh, yeah, sure. Just a minute. I have to unfasten
20 my seatbelt to reach that far. (effort)

21

1 SFX CLICK OF LATCH, SLIGHT BANGING OF DOOR IN THE
2 WIND

3 STEVE (filter) Okay, it's open. I can hear it banging in the
4 slipstream.

5 CM Good work, Steve. I can see it moving.

6 STEVE (filter) Are you sure you want to risk this, Red?

7 CM I've done this before. You need me there. Hold her steady and
8 we'll do this. Out. Now, Chuck, ease her closer to the Falcon.
9 (beat) A little more left rudder...(beat) a little more...

10 CHUCK Yeah, coming closer...closer...

11 CM (a little excited) You don't want to crash into her! (beat)
12 Steady now. We're just under her. Come up a little.

13 CHUCK Good thing our wings are lower than the Falcon's, or
14 this wouldn't work at all.

15 CM Come up a little more. (beat) I'm going to open the canopy far
16 enough so I can stand up on my seat. Then I'll grab between
17 the door and the frame. Now, Don't move us an inch.

18 CHUCK You'll smash your fingers if you do that.

19 CM No, not much with these thick gloves. Besides, what's
20 smashed fingers to Steve's life?

21 CHUCK I'll slide the canopy back after we separate.

22

1 CM Remember to back off slowly once I get into the Falcon. I
2 don't need any more turbulence while doing this. Steady...

3 SOUND METAL SLIDE OF CANOPY, WHISTLE OF
4 WIND/SLIPSTREAM

5 CM (filter) I've got the controls, Chuck. And just in time. He's
6 passed out completely. He was right about the serious
7 damage to the plane. The aileron controls are shot, and the
8 rudder controls are practically inoperable. I was lucky he
9 held it together while I crawled in.

10 CHUCK Black Gulch should be coming up soon. You better land
11 first, to get Steve to the doctor.

12 CM (filter) Yeah, if I can nurse this bus that far. You land
13 when the field is clear.

14 CHUCK Okay. You want me to shadow you down?

15 CM (filter) No, you better stay above me. This Falcon won't
16 take much turbulence before she breaks into pieces.

17 MUSIC BRIDGE

18 CM (filter) Okay, Chuck, I'm taking her down.

19 CHUCK Good luck, Red. I'll...I'll see you downstairs.

20 SFX PLANE NOISE, THEN A CRASH
21 (Episode 42)

22 MUSIC

23

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(SKELLY COMM 3)

And now you boys and girls, you want to do your Dad a big favor.

Well if you do, remind him he shouldn't wait a day longer to get winter gear lubricants for the family car. You see every car needs special winter gear lubricants in cold weather. Cold weather makes summer gear lubricants too stiff and solid to lubricate properly. And then the gear shift lever sticks, it's hard to shift. And even more important the gears themselves run partly dry. And after while you hear a sort of humming noise and you know the car's gears are wearing out. But then it's too late to do much about it. So to be safe, your family car should have winter gear lubricants now. And of course every friend of Captain Midnight would like to have Skelly gear lubricant, I know. Skelly Gear Lubricant lets your car shift easily and keep it safe and smooth and quiet all winter. So tell Dad he ought to get Skelly Winter Gear Lubricant for his car right away. And listen tomorrow same time, same station for further adventures of Captain Midnight, brought to you by the Skelly Oil Company, Skelly jobbers and dealers.

SFX: TOLLING BELL, PLANE ENGINE

1 PHIL And now adventure on the ground and in the sky
2 with Captain Midnight. Last time, you remember,
3 Captain Midnight made a hazardous change from his
4 Tornado pursuit plane flown by Chuck Ramsay to the
5 crippled Falcon cabin plane, being flown by Steve
6 Donovan who was badly wound by Gunnar Thorpe.
7 Standing in front of the 7G hanger are Fred Boyd, Ma
8 Donovan and Patsy Donovan, tense with anxiety. Slowly
9 the crippled ship glides toward the ground. (SFX:
10 CRASH) Suddenly, there's a splintering crash. Fred
11 Boyd races out on the field crying...

12 FRED Quick, Mudd! Get to that ship!

13 MUDD (off) Come on, boys. Hurry up!

14 BIZ: crowd

15 MA They've crashed! They've crashed! Steve and Roberts will
16 be killed.

17 FRED No, please, Mrs Donovan. Don't you and Patsy go out to
18 that wreck. We'll do everything we can.

19 PATSY (frantic, in tears) Mr Boyd, can't I do something? Don't
20 you need some water and bandages?

21 FRED Yes, you and your mother go into the office, and get that
22 couch ready. There's hot water in the hanger. Get a
23 bucket of that and some clean towels.

24

1 MA All right, Fred. Come on, Patsy. There's a cot in the
2 office that we could bring out to put Steve on. I'll go get
3 it.

4 SFX FOOTSTEPS

5 PATSY Tell us if you want anything else, Mr Boyd.

6 FRED I sure will, Patsy.

7 PATSY How about if I call Dr. Howard and have him come
8 straight here?

9 FRED That's a good idea, Patsy.

10 PATSY Oh, look! They've got somebody out already!

11 SFX HAMMERING AND BANGING AT THE WRECKED PLANE
12 (under)

13 FRED By George, it's Red Roberts, and he's walking too!

14 MUDD Boy, Red, any kind of a landin' is a good one if you can
15 walk away from it.

16 CM Gotta get Steve out of there.

17 FRED (coming on) How do you feel, Red?

18 CM (distracted) Oh, I'm all right. I'm worried about Steve.

19 FRED Mudd and his men will have Steve out in a minute.

20 BIZ: HUBBUB FROM WORKERS IN BACKGROUND

21 SFX: PERIODIC HAMMERING ON METAL

22 PATSY Mr. Roberts, are you okay?

23 CM Oh, don't worry about me. All I've got is a few scratches.
24 I've cracked up worse than this lots of times.

25 FRED Patsy, I thought you were going to call the Doc.

26

1 PATSY Oh, that's right. I'll go do it right now.

2 SFX FOOTSTEPS

3 FRED What about Steve?

4 CM I dunno. Lend a hand here, we'll get him out.

5 FRED What's the trouble, Mudd?

6 MUDD Steve fell forward when the plane crashed and then part
7 of the frame buckled.

8 CM Here, let me take a look. (pause) Oh, I see what's the
9 trouble. Got a blow torch, Mudd?

10 MUDD Yeah, I got somethin' better than that. A portable
11 'cetylene welding outfit. (aka acetylene)

12 CM Good. Get it here quick.

13 MUDD Be right back.

14 SFX FOOTSTEPS (Ma returning with the cot)

15 MA Here's that cot for Steve, when you get him out.

16 FRED Thanks, Mrs Donovan.

17 CM I don't think he was hurt any in the crash. He was hurt
18 before.

19 FRED Yes, I listened to the radio conversation between you
20 and Steve. That was a brave thing you did, Red,
21 changing from your plane to Steve's.

22

1 CM D'you see that ship flying above? That plane's being
2 flown by Chuck Ramsay, who's only had a bit of flying
3 experience. But if it hadn't been for the way he handled
4 the ship, I'd have been a goner.

5 FRED Good old Chuck. What's he going to do now?

6 CM He's circling around, waiting for us to get off the field,
7 then he's coming in to land.

8 FRED That's a fast ship for him to land, isn't it?

9 CM Yes, Fred, it is, but I've a lot of confidence in Chuck.

10 MUDD (coming on) Well, boys, here's the 'cetylene torch.

11 FRED All right. Bring it here next to the wreck.

12 MUDD Okay. Here she is.

13 FRED Tell your men to lay off, Mudd. They can't do anything
14 more now.

15 MUDD All right, boys. Lay off, will ya? We gotta try somethin'
16 else.

17 SFX end of HAMMERING/BANGING

18 CM All right, Mudd, turn that gas on.

19 MUDD Okay, Red.

20 SFX HISS

21 CM Now, wait until I strike a match.

22 SFX match strike

23 FRED There she goes!

1 CM I'll handle this. Just a second till I get this flame
2 adjusted.

3 MUDD There, now you got a cuttin' flame.

4 CM That'll do. Look out now. Here we go.

5 SFX CUTTING THROUGH METAL? (tape used louder hiss)

6 MA Look at that thing cut.

7 FRED That flame's cutting through that steel as if it were
8 paper.

9 MUDD Say, Red, you certainly know how to handle a torch.

10 CM Thanks, Mudd, I guess I've done a fair amount of
11 welding.

12 MA That tube's almost cut through.

13 CM There, she's through. (SFX: DROP PIPE ON GROUND)
14 Get hold of that tube and pull out.

15 MUDD Come on now, boys, get hold of this

16 BIZ: Crowd

17 CM When I say 3, pull out. All right now...1...2...3!(EFFORT)

18 BIZ: EFFORT PULLING; HUBBUB FROM MEN IN
19 BACKGROUND UNDER

20 SFX SHRIEK OF METAL

21 FRED There! Now you've got it.

22 MUDD You can pull Steve out now.

23 CM Grab his shoulders. Easy, now.

24 FRED And watch his left leg.

25

1 MUDD Yep. Now he's comin'.

2 CM There. There, we've got him.

3 CM All right, boys, carry him into the office. Easy now.
4 Don't drop him!

5 FRED All right. Watch that dip in the ground! (fading)

6 CM You stay here, Mudd. I'm going to signal Chuck to come
7 on in.

8 SFX PLANE ENGINE IN BACKGROUND, under

9 MUDD Okay, Red.

10 FRED (off, calls) Come into the office as soon as you can.

11 BIZ END OF CROWD NOISES

12 CM We'll be right in.

13 MUDD Hey! Hey, Chuck sees you wavin'.

14 CM Yeah, he's throttled his engine.

15 MUDD Gee, you think he can make it, Red? That's a mighty
16 tough ship for a beginner to land.

17 CM I dunno, Mudd, but there's nothing we can do about it.
18 The kid's in a tough spot. Double hard to land that ship
19 from the back seat.

20 MUDD Well, hammer me down! From the back seat, eh? That
21 sure makes it a tough one.

22 CM There, he's making his turn. Crank that ship steeper,
23 Chuck!

24 MUDD He's slippin'.

1 CM Oh, he's just not used to such a fast ship. Watch it,
2 Chuck, Watch it!

3 MUDD Now he's got her banked more.

4 CM Good work, Chuck. Keep her steady...

5 MUDD Here he comes. He's going to make it.

6 CM Quick, Chuck, level her out!

7 MUDD There, he's bringing the wing up. Now he's all right.

8 CM Oh, he's still going too fast. Come on, Chuck, get those
9 wheels down!

10 MUDD Here they come.

11 SFX THUMP OF WHEELS ON GROUND

12 CM There, she's hitting.

13 MUDD Hey, he's going too fast! Slap on those brakes, Chuck!

14 SFX Braking

15 CM That's the stuff, Chuck.

16 MUDD Ha! He's made it! See, Red, he's made it!

17 CM Great work, Chuck! Come on, Mudd, grab that wing.

18 MUDD Okay, Red.

19 CM That was a fine landing, Chuck. I was afraid you weren't
20 going to make it.

21 CHUCK (off) Yeah, so was I for a second. How's Steve?

22 CM We don't know yet. They carried him into the office.
23 Have you shut off the gas?

24 CHUCK Yeah, it's shut off, Red.

1 MUDD Well, Clean my carbon if you didn't pull a fine landing,
2 Chuck. Why, to watch you, anybody would think you
3 was an old war ace.

4 CHUCK (off) Yeah, I had my troubles though, Ikky, 'specially on
5 that last turn. I didn't think I was gonna make it.

6 CM Well, these ships have so little wing area, they lose
7 altitude fast.

8 CHUCK Here, I'll cut the switches.

9 SFX END OF PLANE ENGINE

10 CM Come on, now, hop out of that cockpit and we'll go and
11 see how Steve is.

12 CHUCK Okay, Red. Gee, I sure hope Steve isn't hurt bad.

13 SFX PLANE ENGINE (faintly)

14 MUDD Hey, listen you guys!

15 CM Do you hear anything? Seems to me like I hear an
16 airplane.

17 CHUCK Gosh I don't hear anything. My ears are still ringing
18 from my own engine.

19 MUDD Flamin' floodlights! I think you're right, Red, that *is* a
20 plane.

21 CHUCK Well, which direction is it?

22 MUDD Seems to come from the North.

23 CM That's right, it does come from that direction.

24 CHUCK Oh, blazin' beacons! Look up there. To the right of that
25 white cloud. I can see it, but I can't hear it.

1 MUDD Well, Hammer me down, Chuck, if you ain't right. Now
2 what could he be doin'?

3 CHUCK I can't make out what kind of plane it is. Anyway, it
4 doesn't look like it has black wings.

5 CM No, no, it looks more like a 7G ship.

6 MUDD Looks like an open cockpit job to me.

7 CHUCK Maybe we'd better take off and see, Red.

8 CM It's too late for that now, Chuck. See? He's heading
9 north.

10 CHUCK Well, who in the world could that be? There aren't any
11 7G ships in the air, are there?

12 MUDD No, not a single one, Chuck.

13 CM I don't like this, Chuck. It looks like a plane we've seen
14 before.

15 CHUCK Well, what do you mean, Red?

16 CM You 'member one time we left a ship out on this field so
17 that a certain person could escape?

18 CHUCK Jiminy Crickets. You mean Gunnar Thorpe?

19 CM I mean the plane he flew away that day.

20 CHUCK Gee, do you suppose it's the same one?

21 CM I don't know. But if it is...Well, it makes things look
22 bad. We've got to get this Tornado to our secret landing
23 field right away, before something else goes wrong.

24 CHUCK Okay, I'll jump in the rear cockpit.

25 MUDD Are you coming right back?

1 CM Mudd, you run over and tell the doc to do
2 everything he can for Steve. Chuck and I will be back in
3 a little while with that Falcon that we took off in. You
4 tell Fred too.

5 MUDD Okay, Red. (fading off) Hurry back.

6 SFX PLANE ENGINE (under)

7 CM Ready, Chuck? We haven't a minute to lose.

8 CHUCK (off) Field's all clear.

9 CM Okay, Chuck, we're off.

10 SFX TAKE OFF

11 MUSIC BRIDGE

12 JOHN Ivan Shark's hideout an hour later. The criminal is
13 in his study, having breakfast with his daughter Furey.
14 Suddenly...

15 SFX DOOR BUZZ; BONG, BONG (GONG)

16 FANG Master, Barlow and Gardo wait to see you.

17 SHARK Tell them to come in, Fang.

18 FANG Yes, Master. You will enter, please.

19 BARLOW Thanks, Fang.

20 GARDO Okay, Fang.

21 SHARK Well, gentlemen, what report do you have?

22 GARDO A very interestin' report, Chief.

1 SHARK Very well, Gardo. Fang, you will close the door and
2 remain inside.

3 FANG Yes, Master.

4 SFX DOOR CLOSE

5 BARLOW We sure got the dope this time, Chief.

6 GARDO Yeah.

7 SHARK Very well. Let me have the news.

8 GARDO Your pilot, Clegg, flew the 7G plane down near
9 Black Gulch. He saw the Tornado pursuit plane land on
10 the Black Gulch field and then he returned here.

11 SHARK (snarl?) hmmm. Is that so. Very good. But...have you
12 heard Slink's report on the radio messages?

13 GARDO Uhhh, no, Chief, I haven't seen Slink.

14 SHARK hmmm. They were very, very interesting indeed.

15 BARLOW Say, Chief, was Red Robert's flying that plane that
16 crashed?

17 SHARK Yes. We overheard a radio conversation which
18 proves that. Roberts was in the front cockpit and we
19 have every reason to believe that Chuck Ramsay was in
20 the rear.

21 GARDO Well, where did that Tornado come from? The 7G
22 company don't have any ships like that at Black Gulch.

23 SHARK That, Gardo, is something we must find out. But if
24 my guess is right, it is easily explained.

25 GARDO Well...what are you gettin' at, Chief?

1 SHARK (as if he were laying a trap-menacingly)

2 You do not know, I suppose, that Red Roberts changed
3 from the Tornado plane to the ship that Steve Donovan
4 was flying?

5 GARDO He did?

6 BARLOW You mean that Roberts changed in mid-air, from
7 his plane to that crippled one that Donovan was flying?

8 SHARK That's exactly what I mean, Barlow.

9 GARDO Well, what did he do that for?

10 SHARK When Thorpe dove on Donovan he evidently
11 wounded him.

12 GARDO Oh...

13 SHARK He succeeded in flying his ship as far as Black
14 Gulch field. But all the time he was getting weaker. Red
15 Roberts changed to his plane and landed it for him.

16 BARLOW Well, what do you know about that.

17 SHARK Yeah. We have not only lost that gold shipment,
18 but Roberts has also made it difficult for us to capture
19 any more.

20 GARDO Yeah. Say, this Roberts is causin' us a lot of
21 trouble.

22 BARLOW Yeah, we sure gotta do somethin' about him.

1 SHARK If we do not do something about him, he will do
2 something about us. Did you know he crippled Thorpe's
3 plane so badly that he could hardly fly it back here?

4 GARDO Yeah. Yeah, I talked to Thorpe. He said his plane
5 was shot-up bad.

6 BARLOW This Roberts is sure some pilot.

7 SHARK And you still tell me his name is Roberts.

8 BARLOW Well, he sure ain't Captain Midnight.

9 GARDO No, he can't be.

10 SHARK No, he can't be Captain Midnight. And yet there is
11 only 1 pilot in the world capable of the deeds this
12 Roberts has performed. I tell you, Roberts has tricked
13 us! He must be Captain Midnight!

14 MUSIC BRIDGE

15 JOHN Well! And thus again Ivan Shark's suspicion that
16 Roberts is really Captain Midnight has been brought to
17 a white heat. What will he do and what's going on at
18 Black Gulch field. Is Steve Donovan seriously hurt? The
19 grim struggle between Ivan Shark and Captain Midnight
20 grows ever more tense. What will happen next? Tune in
21 tomorrow to Captain Midnight.

22

1 NEAL OVALTINE COMMERCIAL(END)
2 But now, let me ask you one favor. If you liked this
3 program, if you enjoy the way Captain Midnight's
4 adventures are beginning, tell all your friends will you.
5 Tell them Captain Midnight's on the air and boy is he
6 swell. And then, be sure to listen every night and as it
7 gets better and better, keep on telling your friends to
8 tune in and share in the fun. And don't forget to try
9 that delicious new sweet chocolate flavored Ovaltine.
10 The marvelous, new, better tasting food drink that every
11 body is so crazy about. And no wonder, you should just
12 taste it. It tastes so good you wonder if it can be true
13 that its actually good for you, too. But say it certainly is
14 with all those wonderful vitamins and minerals and
15 things that are in it. Just the things our bodies can use
16 to help keep us strong and husky. Now better start
17 drinking it today. Just ask your grocer or druggist for
18 new, sweet, chocolate-flavored Ovaltine. That's all.
19 And now, tune in tomorrow, same time, same station for
20 another thrilling adventure with CAPTAIN MIDNIGHT,
21 brought to you every day, Monday through Friday by the
22 makers of delicious new sweet chocolate flavored
23 Ovaltine.

24
25 FX START CLOCK STRIKING TWELVE
26

1 NEAL Until tomorrow then, this is _____, your
2 Ovaltine announcer saying goodby and HAPPY
3 LANDINGS
4

5 FX BRING UP SOUND OF AIRPLANE AND FINISH CLOCK
6 STRIKING 12
7

8 ANNA In 1940, there were a few changes to Captain Midnight.
9 No, he didn't get married, but he did get another sponsor. The
10 Wander Company, makers of Ovaltine, decided that their
11 long-running show, Little Orphan Annie, was becoming a bit
12 dated, as well as falling in the Hooper standings.

13 JOY They shopped around, and bought Captain Midnight's
14 contract. Not only sponsorship, but ownership. They
15 broadcast their new show nationwide, over the Mutual
16 Network from 1940 to 1948. And when they ventured into
17 television, in 1954, Captain Midnight was on the air.
18

1 DAVE S There were a few other changes as well. Patsy Donovan
2 became an airline stewardess, so a new girl was needed to fill
3 her spot. Joyce Ryan teamed up with Captain Midnight and
4 Chuck while suffering from amnesia. (She did eventually get
5 to remember who she was.) Captain Midnight's Flight Patrol
6 became The Secret Squadron, and their members were
7 known to each other only by their SS numbers. Captain
8 Midnight was SS1, Chuck was SS2, and so on. Their new
9 insignia was of a flying clock-face, its hands set at 12. The SS
10 insignia was everywhere.

11
12 JOY Until, that is, Hitler's bully-boys in Europe gave it a bad
13 name. The radio show continued to use SS and the Secret
14 Squadron, but when Captain Midnight made it to Television,
15 SS had become SQ.

16
17 ANNA And speaking of the war, The Secret Squadron became
18 less and less secret. It never joined the US Army Air Corps,
19 but was kept in an surveillance or espionage mode. It was
20 much more than a squadron, since it had a number of secret
21 bases scattered around the world. It was funded by its gold
22 mine in the west.

23
24

1 MARGE Thousands of servicemen during WW2, if stationed in
2 the US, listened faithfully to Captain Midnight, including
3 flight crews with the US Army Air Corps. Some servicemen
4 even used their Code-o-graphs as unofficial cipher devices.
5

6 JOY Enemies changed. Before the war, there was the
7 perennial Ivan Shark, followed by The Barracuda. Where
8 Shark was American, The Barracuda was from Asia. After
9 the war began, they were supported by Axis partners. In
10 1941, Captain Midnight stole some operational plans from
11 The Barracuda. The plans involved a planned attack on Pearl
12 Harbor.

13 JOHN Shortly after Dec. 7, the FBI came knocking on the
14 writers' door, and they weren't too happy about the
15 coincidence.

16 MARGE Captain Midnight spread to other formats, although only
17 the radio stories are now considered gospel. In 1941, a comic
18 book was printed, and a movie serial in 1942.
19

1 ANNA When Skelly Oil was sponsoring the Captain, it offered
2 several premium giveaways, and all were eagerly snapped up
3 by enthusiastic young listeners. Skelly premiums included
4 the Ringo Jumbo game, the Flight Patrol Newsletter, and
5 pictures of the cast. To get them, you had to go to a Skelly
6 station.

7 NEAL

8 Ovaltine premiums were mailed, and they included a
9 Sliding Secret Compartment Ring, an MJC-10 Plane Spotter,
10 a Spy Scope (pocket telescope), and the Shake-Up Mug. De-
11 coder badges (called Code-o-graphs) and manuals were proof
12 of membership in the Secret Squadron.

13