

**ADVERTISER**

SKELLY OIL COMPANY

**CONTINUITY NUMBER** 170

**DATE OF BROADCAST** October 20, 1939

**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

4 Total  
CHARACTERS  
Announcer  
Captain Midnight  
Chuck Ramsay  
Juan Perada

Group # 4



SOUND 1 REPEATING GONG AND AIRPLANE

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

SOUND 3 GONG AND PLANE DIVE

ANNCR: 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.

18 (PAUSE)

19 Ivan Shark's henchmen have surrounded the lonely cabin where

20 Ma and Patsy Donovan together with the faithful Slim Poole

21 and Pinky Drake are waiting for the return of Captain

22 Midnight and Chuck Ramsay. Captain Midnight and Chuck,

23 together with Senor Juan Perada escaped from pursuit by one

24 of Shark's planes and landed back in the mountains on the

25 dried bed of a lake. Here, Senor Pareda hopes to round up

26 some of his ranchmen. No sooner had Captain Midnight made a

27 safe landing, however, than the ground proved to be nothing

1 more than a thin crust through which the landing wheels  
2 quickly settled into the muck beneath, trapping the plane.  
3 Listen as Chuck cries...

CHUCK: 4 The wheels are down to the hubs, Red. Oh, now we'll never  
5 fly this ship out of here.

MIDNIGHT: 6 Yes, it does look bad, Chuck.

PAREDA: 7 It is indeed the unfortunate situation. It is I who have  
8 caused it.

MIDNIGHT: 9 Oh, no, Senor Pareda. That can't be so.

PAREDA: 10 But it is so, El Cap-i-tan. It is I who am to blame. My evil  
11 star will lead you to no good.

MIDNIGHT: 12 Oh, come, Senor. Your terrible experiences have deprived you  
13 of all hope.

PAREDA: 14 You have said the very true words, El Cap-i-tan. There is no  
15 hope for me.

16 (PAUSE)

17 My daughter is gone. My cattle and lands have been taken  
18 away. (EMOTIONAL) Leave me, Senors, before you lose your  
19 lives in attempts to save mine.

MIDNIGHT: 20 Such a course would be unthinkable, Senor. Chuck and I are  
21 here to help you and we'll do so even if...

22 (STOP ABRUPTLY AND PAUSES)

MIDNIGHT: 23 But let's eliminate every consideration of such a nature. We  
24 can't lose unless we lose faith in ourselves and in our  
25 cause.

PAREDA: 26 Ah, Senor. The words that come from your leeps give me new  
27 couraage. I will fight this man who has almost destroyed me.

CHUCK: 1 That's the stuff, Senor Pareda. We'll lick Ivan Shark yet.

PAREDA: 2 Ivan Shark did you say? Who is he?

MIDNIGHT: 3 I will explain, Senor. The man who calls himself Douglas  
4 Chadwick is an international criminal. His name is really  
5 Ivan Shark.

PAREDA: 6 So! He is the criminal international? It is hard to believe.

MIDNIGHT: 7 Yes, I know it is, Senor. But those are the facts. Well, now  
8 come on, let's go. The first thing is - can we pull this  
9 ship out?

PAREDA: 10 It is hopeless, Senor. The airplane is so heavy, and see  
11 that more below the crust, it is like quicksand.

MIDNIGHT: 12 Yea...

CHUCK: 13 (INTERRUPTING AND SLIGHTLY OFF MIKE) Gosh, Red. This sure  
14 looks bad. It's settling deeper, little by little. Pretty  
15 soon, it'll be down over the wheels and resting on the  
16 bottom of the fuselage.

MIDNIGHT: 17 (SPEAKING LOUDER TO A DISTANT CHUCK) Swing the prop up a  
18 little, Chuck, before the tip gets in that mud there.

CHUCK: 19 (STILL OFF MIKE) Okay.

SOUND: 20 SOUND OF PROP BEING TURNED.

PAREDA: 21 You will not be able to fly the airplane. Is that not so?

MIDNIGHT: 22 (SIGHS) I'm afraid we're going to have a hard time getting  
23 this ship into the air, Senor. At least, not without some  
24 help.

CHUCK: 25 Could we get the ship off at all, Red?

MIDNIGHT: 26 Uh, that's something we'd have to determine, Chuck. If we  
27 can pull this plane out the mud, I might be able to take the

1 ship off. Unless this crust gets thinner out toward the  
2 middle. But first, how can we pull the plane out?

PAREDA: 3 If we can find my men, Senors, they will help you.

CHUCK: 4 There's an idea, Red.

MIDNIGHT: 5 How soon will you know whether your men are around here or  
6 not, Senor?

PAREDA: 7 If they are here, El Cap-i-tan, they will gather late in the  
8 night.

MIDNIGHT: 9 Hmm, very well. Now here's what we'll do, Chuck. It's now...  
10 (BRIEF PAUSE AS IF LOOKING AT WATCH) ...about the middle of  
11 the afternoon...

CHUCK: 12 Hmm, three thirty to be exact...

MIDNIGHT: 13 Uh huh, we'll go over to Senor Pareda's hunting lodge. Then  
14 tonight - after darkness sets in - we'll make our way down  
15 to the cabin where the others are waiting for us.

PARDEA: 16 Si, Senor. That will be quite possible. You will go up over  
17 the mountain to the west, and then, down the canyon on the  
18 other side. As long as you keep in the canyon, you cannot  
19 lose the way - because the canyon takes you to the cabin.

CHUCK: 20 Couldn't we start right away?

PAREDA: 21 No, no...that is not the wise thing to do. This Chadwick,  
22 Ivan Shark, you call him, his men are down that way! In the  
23 blackness of the night, you will have the better chance.

CHUCK: 24 Gosh...I guess that would be better. And anyway, I could use  
25 a little shuteye.

MIDNIGHT: 26 Yes, I'll say you can. Your eyes of bloodshot from lack of  
27 sleep.

CHUCK: 1 (CHUCKLES) So are yours, Red. I guess a little rest will do  
2 all us a lot of good. Don't you think so, Senor Pareda?

PAREDA: 3 Si, si. I have not closed the eye for many days and perhaps  
4 you have not also. Come then, Senors. We will go to my  
5 hunting lodge in the woods. There will we find a comfortable  
6 bunk. After we have rested, you shall go to your friends,  
7 and I shall wait for my men.

MIDNIGHT: 8 All right, come on, Chuck, let's go.  
9 (PAUSE)

SOUND: 10 LOW SOUND OF WIND - IT IS NIGHT CONTINUES UNDER

MIDNIGHT: 11 (WHISPERING) Chuck! Hey Chuck!

CHUCK: 12 (STIRRING) Hmmm. Hummm?

MIDNIGHT: 13 (STILL WHISPERING) Come on, come on, Chuck. Wake up.

CHUCK: 14 (WAKING UP) Ah, gee, Red, let me sleep.

MIDNIGHT: 15 (WHISPERING) Come on, come on, snap out of it, Chuck. Come  
16 on, we've got to get up.

CHUCK: 17 Humm? What? Red, where are you?

MIDNIGHT: 18 (CHUCKLES) I'm right here, come on, wake up, fella.

CHUCK: 19 (STILL TRYING TO SNAP OUT OF SLEEP) Ah, gee, Red, where are  
20 we?

MIDNIGHT: 21 In Senor Pareda's hunting lodge, Chuck. It's time for us to  
22 go down and see how Ma and Patsy and Slim and Pinky are  
23 getting along.

CHUCK: 24 Ah, gosh. I remember now. For a second, I couldn't think  
25 what happened, or where I was.

MIDNIGHT: 26 Yes, I know, Chuck. I'm sorry to wake you because you need  
27 sleep badly.

CHUCK: 1 (YAWNING) Yeah, you need it just as bad as I do.

SOUND: 2 LOW SOUND OF WIND BLOWING AND UNDER

CHUCK: 3 Gee, Red, listen. What's that noise?

MIDNIGHT: 4 It's the wind...in the trees...outside, Chuck.

CHUCK: 5 Gosh...I guess that must have come up since I went to sleep.

MIDNIGHT: 6 Yes, it just rose about a half-hour ago. I've been lying  
7 here listening to it...thinking things over.

CHUCK: 8 (CHUCKLES) Listen, Senor Pareda's still asleep.

MIDNIGHT: 9 Yes. Poor fellow's absolutely exhausted.

CHUCK: 10 We'll keep quiet, then, so as not to disturb him...but gee,  
11 Red...what about after we leave?

MIDNIGHT: 12 Well, if any of his men come down here, he'll be safe enough  
13 with them. And I don't believe any of Shark's cut-throats  
14 know about his place.

CHUCK: 15 Gee, if he can sleep all night, it would make a new man of  
16 him.

MIDNIGHT: 17 Well, maybe he'll have that chance.

CHUCK: 18 Well, I'm all ready now. Shall we start?

MIDNIGHT: 19 Oh, just a second, Chuck. Wait a minute, let me look here.

CHUCK: 20 Here, Red...look at my wristwatch. It has a luminous dial.

MIDNIGHT: 21 Oh, yes. Let's see...seven thirty. How long do you think it  
22 will take us to get down to that cabin?

CHUCK: 23 Well, Senor Pareda said it was about seven or eight miles...

MIDNIGHT: 24 Yeah.

CHUCK: 25 If it's real rough going, it will take us about four or five  
26 hours.

MIDNIGHT: 27 Oh, no, no. It won't take us that long, Chuck. Because I



1 talked to Senor Pareda a little while after you went to  
2 sleep. There's an old mountain trail leading down through  
3 that canyon. But we'll get started in a few minutes and take  
4 our time. If any of Shark's men should be prowling around,  
5 they may relax their vigilance by that time of night.

CHUCK: 6 Okay. I sure hope nothing's happened to Ma and Patsy and  
7 Slim and Pinky.

MIDNIGHT: 8 I've got a lot of confidence in Pinky and Slim.

CHUCK: 9 So have I, Red. But they might not be able to hold off a  
10 whole gang.

MIDNIGHT: 11 Yes, yes, I know that, Chuck. We'll just have to pray for  
12 the best.

CHUCK: 13 There's just one thing, Red, that's in our favor.

MIDNIGHT: 14 Yeah? What's that, Chuck?

CHUCK: 15 Major Steele and Bud Conley. They should be starting back to  
16 help us by early in the morning.

MIDNIGHT: 17 I know, Chuck. I was thinking about them a little while ago.  
18 Yeah, but we can't put all our eggs in one basket.

CHUCK: 19 (CONFUSED) Well, gosh, what do you mean?

MIDNIGHT: 20 I mean just this: We've got to know what we're going to do  
21 in case Major Steele and Conley don't come back.

CHUCK: 22 (SURPRISED) Don't come back? Wha...they wouldn't let us  
23 down.

MIDNIGHT: 24 No, no, of course they wouldn't. But suppose they don't get  
25 to the border.

CHUCK: 26 Ah, they'll get there all right.

MIDNIGHT: 27 I'm not so sure. Don't forget the gasoline that's in the

1 Spartans' tanks.

CHUCK: 2 Sure, I remember. The engine didn't rev up the way it  
3 should. The temperature was getting a little high. But we  
4 were still getting by.

MIDNIGHT: 5 Yeah, sure, we were getting by for the time being. But what  
6 about the tough grind of a long cross-country trip? You said  
7 that it was overheating - well, you know as well as I do  
8 what happens when a motor gets too hot.

CHUCK: 9 Oh, gosh, that's right. It might be all right for a little  
10 while - but something's going to happen if it stayed that  
11 way too long.

MIDNIGHT: 12 Major Steele is a wonderful pilot. And he'll baby that  
13 engine as long as much as he can. But after all, Chuck,  
14 there's not an awful lot you can do when you've got the  
15 wrong kind of gas in your tanks.

CHUCK: 16 I guess I don't quite get it, Red. Why should that gas work  
17 all right in the engine of the black plane and not in our  
18 Spartan?

MIDNIGHT: 19 Well, it's very simple, Chuck. Now, um, these black planes  
20 have low compression motors in them and will perform all  
21 right with a lower octane gas. But - the engine in the  
22 Spartan is high compression - must have a better gas.

CHUCK: 23 You mean a higher octane gas?

MIDNIGHT: 24 That's right.

CHUCK: 25 But, well - well, I guess this sounds kind of foolish to you  
26 - but what is the difference between a low octane and high  
27 octane gas?

MIDNIGHT: 1 Well, now look - I'll give you the whole thing in a  
2 nutshell, Chuck.  
3 (BRIEF PAUSE)  
4 Did you ever throw a stone into the middle of a smooth pool  
5 of water?

CHUCK: 6 Sure I have.

MIDNIGHT: 7 All right. Now did you notice the ripples? That is, little  
8 waves that start and keep moving until they hit against the  
9 shore?

CHUCK: 10 Of course, I have.

MIDNIGHT: 11 Now - that is exactly what happens in the firing chamber of  
12 a gasoline engine. The splash of the stone in the pool is  
13 the same as the firing of the spark in the cylinder head.  
14 The time it takes for those little waves to get to the shore  
15 is called - lag.

CHUCK: 16 Lag?

MIDNIGHT: 17 Uh huh.

CHUCK: 18 You mean like to...to lag behind?

MIDNIGHT: 19 Yes, that's it exactly. Now - if the ripples go real fast  
20 there isn't very much lag. And if they go real slow -  
21 there's a lot of lag. Now - in high octane gas, which means  
22 it has a naturally higher body - the lag is very slow.

CHUCK: 23 Oh, I begin to get it. Then - if the lag is slow, which  
24 means the vapor takes a long time to burn there wouldn't be  
25 any knock!

MIDNIGHT: 26 Uh, huh.

CHUCK: 27 And if the lag isn't slow - if the vapor burns quickly,

1 there's liable to be a knock.

MIDNIGHT: 2 Right. That's the whole story. The only other thing to  
3 remember is that engines are not all built the same. Certain  
4 one's require higher octane gas than others. You should  
5 always find out what gasoline will give the best performance  
6 in the engine you have.

CHUCK: 7 Oh, gosh. I see the whole thing now. But in general, isn't  
8 it true that lately the tendency has been toward higher  
9 compression engines which require a higher octane gas?

MIDNIGHT: 10 That's right, Chuck. That's what the tendency has been.  
11 Well, enough of that. Come on, we might as well get started.

CHUCK: 12 Okay. I'm all set.

MIDNIGHT: 13 Now look, let's tip toe out quietly so as not to awaken  
14 Senor Pareda.

CHUCK: 15 (WHISPERING) Okay, let's go.

MIDNIGHT: 16 Yeah, come on.

SOUND: 17 WALKING ACROSS ROOM, THEN A DOOR OPENS. BRIEF PAUSE THEN THE  
18 WIND PICKS UP AND WE HEAR THE SOUND OF WALKING FAST OUTSIDE.  
19 LOUDER WIND IS UNDER.

MIDNIGHT: 20 Easy, Chuck. Easy, not so fast.

CHUCK: 21 Yeah, right you are, Red.

MIDNIGHT: 22 We've got to go very carefully now.

CHUCK: 23 I can't understand it, Red. I'm sure the field is right  
24 ahead. We should be running into the cabin any second.

MIDNIGHT: 25 Quiet now, wait. Let's go up to that next tree there.

SOUND: 26 THE TWO WALK ON BRUSH MOVING TO THE NEXT TREE. WIND SOUND  
27 SLIGHTLY UP

CHUCK: 1 You know, this winds a big help. It makes so much noise it  
2 would be hard for anyone to hear us.

MIDNIGHT: 3 Yes. And it will be hard for us to hear anyone else.

SOUND: 4 WIND DOWN SLIGHTLY

CHUCK: 5 (SURPRISED) Oh, look, Red. Look, there's the cabin.

MIDNIGHT: 6 Yes - yes, Chuck, you're right.

CHUCK: 7 Come on, let's go.

MIDNIGHT: 8 (QUICKLY) Wait...wait a second, Chuck. Let's be sure no one  
9 is watching us.

CHUCK: 10 Okay. Let's stand absolutely quiet a few seconds.

MIDNIGHT: 11 Right.

SOUND: 12 PAUSE - ONLY THE SOUND OF THE WIND CAN BE HEARD AND UNDER

MIDNIGHT: 13 (SUSPICIOUSLY) Aah, there's something about this I don't  
14 like, Chuck.

CHUCK: 15 It's the sound of that wind through the trees, Red. I never  
16 heard anything so spooky in all my life.

MIDNIGHT: 17 You're right.

CHUCK: 18 It's sort of, well, sort of sends chills down my back.

MIDNIGHT: 19 I can't see a sign of anything, Chuck. Well, come on. We're  
20 gonna make a break for the door.

CHUCK: 21 Okay, I'm ready.

MIDNIGHT: 22 Now let's don't make any more noise than we have to. You go  
23 first and I'll be right behind you. All right, go ahead, go  
24 on.

SOUND: 25 FAST RUNNING ON GROUND WHILE WIND CONTINUES

CHUCK: 26 (BREATHLESS) We're almost there.

MIDNIGHT: 27 (BREATHLESS) Right, now around the corner now.

CHUCK: 1 Here we are.  
2 (PAUSE)  
3 Blazin' Beacons, Red. The door's wide open.

MIDNIGHT: 4 (ANXIOUSLY) Stop, Chuck! Stop! Don't go in there!

SOUND: 5 THE WIND SOUNDS LIKE A HOWLING SOUND NOW AND UNDER

CHUCK: 6 Listen, Red! Listen to that!

SOUND: 7 SOUND OF WIND FADES AFTER A FEW SECONDS FOLLOWED BY A FEW  
8 SECONDS OF SILENCE

ANNCR: 9 Well. Did Captain Midnight have a presentiment of disaster?  
10 What is the meaning of the open door? Are Ma and Patsy  
11 together with the faithful miners Pinky Drake and Slim Poole  
12 still inside? Or is some enemy crouched in the blackness -  
13 ready to spring? Strange and mysterious events are ahead.  
14 Don't miss them. Tune in next Monday to Captain Midnight.  
15 (PAUSE)

SOUND: 14 GONG UP

ANNCR: 15 ...Happy Landings!

SOUND: 16 GONG CONTINUES AND PLANE UP THEN ALL FADE  
17  
18  
19  
20  
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