

# *CAPTAIN MIDNIGHT*

First Show sponsored by Ovaltine  
Originally broadcast on September 30, 1940

## **Cast**

Captain Midnight  
General  
Major Steel  
Man at house in Virginia(SS-11)  
Head Spy  
Announcer (Pierre André)  
Announcer 2

## Captain Midnight

**SFX:**           **BELLS and Airplane sound**

**ANNR:**       The makers of Ovaltine presents ... Captain Midnight!

**Music:**       **Airplane sound.**

**ANNR:**       Captain Midnight brought to you every day, Monday through Friday, at this same time by the makers of Ovaltine. Captain Midnight is a new program to many of our listeners. It is written for Red Blooded, Young Americans, for boys and girls, and yes, and for mother and dad too. For everyone who's young in spirit. Captain Midnight will bring you plenty of excitement, mystery, suspense. Thrills galore! It lets you live a story of real adventure in the air and on the ground. You'll never want to miss a single broadcast of Captain Midnight, and you'll want all your friends to enjoy it too. So be sure and tell them to listen in every day.

This program is brought to you by the makers of Ovaltine. The famous food drink that is a favorite with millions of Americans young and old. Ovaltine is a favorite food drink for two reasons. First, because it's so downright good! You'll love its rich satisfying flavor. So different from any other drink you've ever tasted. And you'll never grow tired of it. Second, because Ovaltine is so good for you. It brings you loads and loads of valuable vitamins, minerals, and other vital food elements that help build strong, healthy bodies. Give you the pep and energy you need to be wide awake and husky. So, tell mother you'd like to start drinking Ovaltine every single day! And to start listening to this swell new program.

And now, to CAPTAIN MIDNGHT !

**ANNR:**       We are about to embark upon a series of strange and exciting dangerous adventures. Adventures that will lead us to all parts of the world. But now, in order that you may understand the amazing events which are about to take place, we take you across the Atlantic ocean to wartime France.

The First World War had reached a moment of crisis. The Allied Armies were in danger of terrible destruction. And then, at the moment of greatest peril, the courage of one man, helped save them from surrender and lead them to final victory.

We take you now, to a small, bomb-proof dugout somewhere in France. Where a flickering light of a candle, plays across the strained face of a lone officer; a general of the Allied Army. He is a studied, military man. Outside the night is black and cold. Suddenly, we hear ... but listen.

**SFX:**           **Knock on door.**

**GENERAL:**    Come in.

**SFX:**           **Door Open. Foot steps.**

**GENERAL:**    Major Steel.

**MAJOR:**       Sir. Everything is prepared.

**GENERAL:**    You have found the man?

**MAJOR:**       I have.

**GENERAL:**    What's his name? No... It's better that I don't know.

**MAJOR:**       I agree with you sir. There are only two people in the world who know the mission to which he has been assigned.

**GENERAL:**    You and our leader in Washington.

**MAJOR:**       Yes sir.

**GENERAL:**    Major. Do you think he has a chance?

**MAJOR:**       I am afraid the odds against him are about one hundred to one.

**GENERAL:**    If he fails, it will be terrible for us all. It will ... but enough of that! Bring him in.

**MAJOR:**       Yes sir.

**GENERAL:**    Wait... I don't want to see his face. Blow out the candle.

**MAJOR:**       Yes sir.

**SFX:**           **Foot steps.**

**GENERAL:**    Now, bring him in.

**MAJOR:**       Yes sir.

**SFX:**           **Foot steps. Door Open.**

**MAJOR:**       Will you come in Captain?

**SFX:**           **Foot steps. Door Closes. Foot steps.**

**MAJOR:**       The man is before you sir.

**GENERAL:**    You have your instructions?

**CAP MID:**     Yes sir.

**GENERAL:**    Then I want to talk to you. Be sure that you understand the risk you are taking.

**CAP MID:**     I do.

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

**CAP MID:**     I do.

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

**CAP MID:**     Yes General. Very Clear.

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

**CAP MID:**     I understand.

**GENERAL:**    You are ready to go?

**CAP MID:**     My plane stands outside the door.

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

**CAP MID:**     Sir. If I have not returned by twelve o'clock, you will know I failed.

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

**CAP MID:**     Thank you sir.

**SFX:**           **Foot steps. Door open, then close. Plane start, take off.**

**ANNR:** And so, into the night roars a plane piloted by a lone man, upon whose shoulders rests the fate of this country. Hours later he has not returned. The General of the Allied Army is waiting in his dugout with despairing hope.

**GENERAL:** What time is it Major?

**MAJOR:** Fifteen seconds until twelve o'clock.

**GENERAL:** Well Major, I ... I guess we're sunk.

**MAJOR:** It means disaster for us all.

**GENERAL:** It was too much to ask of a mere man. I should have known that ...

**SFX:** **Airplane sound in distance, then get louder over next lines**

**GENERAL:** Listen. Listen! Do you hear anything?

**MAJOR:** I do! I do! It's a plane!

**GENERAL:** Listen to that! We're saved!

**MAJOR:** Yes! And it is just twelve o'clock.

**GENERAL:** Yes. And to me, he shall always be, "Captain Midnight"!

**SFX:** **Airplane Loud - flies over dugout**

**ANNR:** But that was twenty years ago. Slowly as time rolls by, strange stories are whispered about a shadowy plane, a mysterious pilot, who whenever trouble started in any part of the world, was certain to come diving furiously from the night sky. But the years have passed. We are no longer in France, but in the United States in the gently rolling hill country of Virginia. Out among the hills of Virginia, there stands a solitary, lonely house. It's situated well back from the road. Trees and shrubbery form an effective screen. The house of gray stone gives the impression of having been recently remodeled. The house and grounds appear to be deserted. But suddenly, a car is heard approaching along the road. The car turns into the driveway.

**SFX:** **Car sound. Car stops when announcer indicates .**

**ANNR:** Drives up to the front door, then stops. The car door opens.

**SFX:** **Car door open**

**ANNR:** Closes.

**SFX:** **Car door closes**

**ANNR:** A man walks the stone steps to the door.

**SFX:** **Foot steps**

**ANNR:** He's a tall, muscular and his lean, dark face is bronzed by wind and sun. His hand reaches for the bell, but before he can ring, the door opens.

**SFX:** **Door Open**

**ANNR:** And a man's voice says ...

**MAN:** Yes Sir. What can I do for you?

**CAP MID:** I beg your pardon, but I may have lost my way. I came two miles west, four south, and then eight miles west again.

**MAN:** That's most curious sir. Do you realize you have cubed the numeral two?

**CAP MID:** Numerals two, four, and eight were considered lucky by the ancient Medes in Persia. And even in those days, a secret.

**MAN:** A secret even today, and I might add, the way is long.

**CAP MID:** You're right. The way is long, but the reckoning is sure.

**MAN:** You haven't lost your way sir. Come in.

**SFX:** **Foot steps. Door Closes.**

**MAN:** I'll take your hat.

**CAP MID:** Thanks.

**MAN:** Here are your instructions.

**CAP MID:** Shall I open them here?

**MAN:** If you please. You must be sure you know what to do.

**CAP MID:** (reads silently) Hmmm.

**MAN:** Are your instructions perfectly clear?

**CAP MID:** Absolutely.

**MAN:** You will follow me.

**SFX:** **Foot steps**

**MAN:** Now then.

**SFX:** **Wall open**

**CAP MID:** Very interesting. The wall in front of us, part of it seems to be moving.

**MAN:** You will follow me through the opening.

**SFX:** **Foot steps**

**CAP MID:** Very clever. I would never have dreamed there was an entrance through that wall.

**MAN:** We hope no one else will either. Now then, I'll close the door.

**SFX:** **Wall close**

**MAN:** You will follow me down the stairs in front of us.

**SFX:** **Foot steps continue under next lines**

**CAP MID:** Indirect lighting I see.

**MAN:** Yes. All lighting is indirect within the house.

**SFX:** **Foot steps, then stop**

**MAN:** Now then, from here you go on alone.

**CAP MID:** Well, I see nothing but concrete walls and a flagstone floor.

**MAN:** I know. I'll step on a certain flag stone near the wall.

**SFX:** **Floor opens**

**CAP MID:** Well, more surprises. A section of the floor is rising. Now I see a circular staircase.

**MAN:** Yes. You will descend the staircase according to your orders.

**SFX:**           **Foots steps on staircase**

**MAN:**           After your head is below the floor, I'll close the opening. Good bye and Good luck!

**CAP MID:**      Good bye and much obliged.

**SFX:**           **Floor Closes. Foots steps on staircase**

**CAP MID:**      Ah. There's the steel door. That must be the button that will open it.

**SFX:**           **Steel Door opens**

**CAP MID:**      Well, I guess here is where I am supposed to make myself comfortable. So I'll try out one of those easy chairs.

**SFX:**           **Steel Door closes. Air conditioning motor hum**

**CAP MID:**      I see the door is beginning to close again. That hum indicates an air conditioning system. I wonder how long it will be.

**ANNR:**         While Captain Midnight waits in that secret room of the lonely, stone house in the Virginia hills, a car turns into the estate's driveway. Comes to a stop at the front door.

**SFX:**           **Car sound. Car stopping.**

**ANNR:**         Three men step out from the rear seat. The driver closes the door behind them.

**SFX:**           **Car door closing. Foot steps**

**ANNR:**         The three men hurry up the steps. One in the lead, the other two following closely behind. The house door opens.

**SFX:**           **Door Open. Foot steps**

**ANNR:**         And the first man enters, the other two remaining outside.

**SFX:**           **Door Closes.**

**MAN:**           He's waiting for you below sir.

**HEAD SPY:**    Very good SS-11. I'll go down to him at once.



**MAN:** Pardon me sir, but, do you have your mask?

**HEAD SPY:** Yes, in my pocket. I don't think he will recognize me anyway, but I better wear it. I'll adjust it on the way down. Every precaution must be taken.

**SFX:** **Steel Door closes**

**CAP MID:** How do you do?

**HEAD SPY:** Good afternoon. You are Captain Midnight?

**CAP MID:** I'm the one known by that name.

**HEAD SPY:** Yes. Your real name is Captain Albright. But please, you aren't to remain standing. I will sit down also.

**CAP MID:** Thank you.

**HEAD SPY:** We have a great deal to discuss.

**CAP MID:** There are very few people indeed who know my real name.

**HEAD SPY:** I know all about you Captain Midnight. I know that you and your ward Chuck Ramsey have just returned from a vacation in the Orient.

**CAP MID:** Chuck and I have been back less than a week.

**HEAD SPY:** Then perhaps you are not very well acquainted with the events of the past few months.

**CAP MID:** I have learned that there has been a vast increase in un-American activities that endanger our democracy.

**HEAD SPY:** More than you dream Captain Midnight. More than the general public knows. Certain things have been kept quiet. Sabotage or airplane and munitions factories have taken place. Numerous explanations have been offered. But I have come to a definite conclusion that a secret Anti-American criminal organization has come into being that endangers the very existence of the United States. And it is directed by an evil genius such as the world has never known before. I am forming a secret squadron to combat this criminal force, and I wish you to command it.

**CAP MID:** Well. You do me a great honor indeed.

**HEAD SPY:** I have taken a long time to look the deal over. You, I am sure, are the best equipped man in the United States for such a task.

**CAP MID:** Well, I am flattered indeed, but if you'll pardon me, I don't know who you are. It's true Major Steel sent me to you and I have full confidence in him...

**HEAD SPY:** I know what is going on in your mind Captain Midnight. If you take the post I offer, you must have absolute confidence in me. You must know who I am. I disguised myself before putting on this mask, and I don't believe you'll recognize me. But pardon me a moment while I turn my back to you. {PAUSE} There. Now my mask is off. Do you know me?

**CAP MID:** Why, no. No I don't.

**HEAD SPY:** Then read the name on this paper.

**SFX:** **Paper sound.**

**CAP MID:** You. You! I never dreamed it would be you Mr. ...

**HEAD SPY:** {Cut off Captain to prevent name from being spoken} Please Captain Midnight. Don't go any further. You must NEVER mention my name!

**ANNR:** Captain Midnight has had many a stunning surprise in his dangerous and exciting life. But never one like this. A breathe-taking shock comes over him, as he suddenly realizes the tremendous gravity of the situation. He can hardly wait for this vitally important conference to continue. What will be Captain Midnight's answer? Will he accept command of the secret squadron? Don't miss the exciting adventure tomorrow. Tune in same time, same station to Captain Midnight.

Now, just a word about you. You have just heard the opening episode in a new series of exciting adventures with Captain Midnight. If you like the way this program begins, keep on spreading the news to all the fellows and girls you know. Will ya? And don't forget to try Ovaltine this very night.

It's not only a good tasting drink, but it's good for you too. You see, Ovaltine brings you loads of wonderful vitamins and minerals and other food elements our bodies need if we are to fill out and grow up strong and husky. Nobody wants to be skinny-looking and tired and worn out all the time. We all want to be regular fellows and girls. Full of get up and go. Always ready for adventure. And that's why, thousands and thousands of smart fellows and girls are drinking Ovaltine every single day. Why don't you try some tonight. And then, be sure to tune in tomorrow, same time, same station, for another stirring adventure with Captain Midnight. Brought to you every day, Monday through

Friday by the makers of Ovaltine. See you tomorrow. And until then, this is Pierre André your Ovaltine announcer, saying ...

**SFX:**           **BELLS**

**ANNR:**        Good bye and "HAPPY LANDINGS"!

**SFX:**           **Air Plane flying and Bells continued rest of program**

**ANNR2:**      This is the Mutual Broadcasting System.