

THE LONE RANGER
Created by George W. Trendle

"THE TATOED ARM"
Ralph Goll

2770-1994

Mr. Striker

10-18

CAST

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Ranger

Tonto

Terry Moore (Real Name, Pat McGann).....mining engineer, about 30
Judy.....his wife, nice, about 25
Sonny.....their child, about 6
Sid Devon.....casino keeper and crook, 40
Spike Mason.....crooked gambler, 30
Stub..... another crook
Old Man Prescott.....mine owner, irascible, elderly
Black.....mine super, 5 lines
Chief Hastings.....chief of mine police

Voices

PROMO FOR "THE TATOOED ARM"

HOOFS HALTING AS

Ranger: Tonto, the Padre wants us to find a man who escaped from the Fort Defiant guardhouse after being sentenced to death by a courtmartial. The Padre has established his innocence.

Tonto: It look like long, hopeless job to hunt one feller.

Ranger: There is one thing that will identify him. He had a color sergeant's chevrons tatooed on his left arm.

Tonto: Ugh! Better we look for outlaws who rob train couple days ago.

Ranger: I'd rather clear an innocent man than capture all the crooks in the West. Come on, Silver!

Tonto: Getum up, Scout!

HOOFS STARTING AS

Annor: Yes, it may be a long job which the Lone Ranger has undertaken. It may be hazardous, too. In following the trail of the innocent fugitive with the strangely tatooed arm, the masked man himself may become a ~~plaything~~ plaything of fate. Be sure to listen, etc.

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10-18-50

(USUAL OPENING)

Annecr: The Lone Ranger and Tonto were ~~standing~~^{seated} beside a small campfire. While the Indian friend bacon, the masked man finished reading a lengthy letter from his old friend, the Padre, which a Navajo runner had delivered a short time before.

(PAPER RUSTLES)

Tonto: What Padre say, kemo sabay?

Ranger: He wants us to look for Pat McGann, a former color sergeant of the Fourth Field Artillery whom a courtmartial condemned to hang for murder a few years ago. The Padre has established his innocence.

Tonto: Ugh!

Ranger: McGann escaped from the guardhouse at Fort Defiant the night before he was to have been executed. Later it was reported but not proven that guards who had fought beside him in the Civil War allowed him to get away.

Tonto: How Padre know him innocent?

Ranger: An ex-soldier named Tom Murphy recently died at the mission. In a deathbed confession to the Padre he said that he committed the crime for which McGann was convicted. He named Sid Devon, another artilleryman, as his accomplice. Both Murphy and Devon were dishonorably discharged for crooked gambling soon after McGann's escape.

Tonto: Is Padre sure McGann go free if we find him?

Ranger: He has been in communication with high army officers. They have reopened the case and are ready to clear McGann. But they want him to return to Fort Defiant and make a statement. They'd also like to get hold of Devon.

Tonto: Maybe it be easier to find Devon than McGann.

Ranger: That's possible. Most certainly McGann changed his name after his escape. But the Padre furnished several clues by which he may be identified.

Tonto: What them?

Ranger: For one thing, he had an ambition to become a mining engineer and spent most of his liesure time in the Army reading books on metallurgy. For another, he had the insignia of his rank tatooed on his left arm.

Tonto: Me not savvy.

Ranger: The tatoo consists of three red chevrons with crossed flags beneath them.

Tonto: It sound like big job to find him. Maybe we be needed to catch gang that rob Denver train couple days ago.

Ranger: I'd rather clear an innocent man than send all the outlaws in the West to prison. Neither the West nor the nation can survive if people lose faith in law.

Tonto: What we do?

Ranger: AS soon as we've eaten and broken camp, we'll head for the mining camps.

MUSIC: INTERLUDE

Annex: As the Lone Ranger and Tonto prepared to start their search, the ex-soldier, Sid Devon, leaned back in an easy chair in the office of his Copper City casino. He had his long white fingers clasped behind his neck and his eyes, hard and bright as the stone in his shirt front, were fixed on the studious face of a man who had just entered. The caller was asking--

Terry: Do you want to see me, Sid?

Sid: I sent for you, didn't I?--(SARCASTIC)--Mr. Terry Moore?

Terry: Yes, but this isn't payday at the mine. You know that I haven't any money now. Payday is two weeks away.

Sid: I'm not asking you to kick through with anything now. Maybe I'll never ask you for another cent.

Terry: (BITTER LAUGH) If you ever quit blackmailing me, it will be because I have left Copper City.

Sid: I wouldn't leave town if I were you, Pat McGann! I wouldn't even think of leaving! I'll know about it the first morning you fail to report at the mine. I'll put the provost marshal at Fort Defiant on your trail. How far would you get-- you with a wife and kid and no money?

Terry: Leave my wife and son out of this, you buzzard!

Sid: (CHUCKLES) They're the high cards in my hand, feller! I know you won't desert them. I know that you'll do anything I say rather than run the risk of going to the gallows and disgracing them.

Terry: You're leading up to something. What is it?

Sid: I hear that old man Prescott, who owns the Consolidated Mine, has promoted you to be chief engineer.

Terry: Suppose he has? My salary won't be much bigger.

Sid: Now, now! Let's forget about what you've been drawing and what I've been collecting for keeping my mouth shut. I never needed your money. I just took it to keep you on the hook until the right time came.

Terry: What do you mean?

Sid: I figured you'd soon be chief engineer. From the miners' talk I've heard here in the casino, I know that the chief engineer can go into the strongroom in the mine office. I know the mine payroll is kept there the night before payday.

Terry: What of it?

Sid: You're going to help me get that payroll.

Terry: What!!

Sid: You heard me! I want that ^{Ten}~~thousand~~ thousand dollars!

Terry: How could I help you, even if I were willing? That vault is cut out of solid rock. The door is steel and can't be opened without two keys.

Sid: I understand that. Old Prescott keeps one. The mine manager^e keeps the other. But they let you have them when you need some of the valuable instruments stored in the vault.

Terry: Yes, but I have to give the keys right back. It's one of Mr. Prescott's rules.

Sid: (CHUCKLES) He didn't get rich by letting other fellers rob him. But he overlooked something I thought about.

Terry: What?

Sid: You'll know in a jiffy. I've got a little present in this desk drawer that I'm going to give you.

(DRAWER OPENS, SHUTS)

There, take it.

Terry: That...that's wax!

Sid: (CHUCKLES) Sure it is! You're going to carry it. And the next time you go into the strongroom you're going to use it to make impressions of those keys. Savvy?

Terry: I'll never do it! I'll kill myself first!

Sid: And leave your wife and kid to starve? No, you won't. You'll do as I tell you.

Terry: Don't drive me into this, Sid! Isn't it enough that you perjured yourself before the courtmartial and swore my life away? Isn't it enough that you've blackmailed me for a year?

Sid: (CHUCKLES) Oh, I'll be big-hearted! I'll give you a couple thousand dollars out of the boodle!

Terry: Sid, I can't--(BREAKS)

Sid: It's either that or this!

Annrc: As he spoke, Devon pulled up on his string tie and made a horrible grimace, sticking out his tongue and rolling his eyes. Shuddering, the man who called himself Terry Moore fled from the office.

MUSIC: INTERLUDE

Dancer: Day after day, the Lone Ranger and Tonto rode through the mining area. Visiting boom towns and lonely cabins, the Indian asked how to find Sid Devon or the man with the tatooned arm. No one remembered the tatoon, but many knew Devon as a mining camp gambler. Acting on their information, the masked man and Tonto headed their horses toward Copper City. Meanwhile, the chief engineer of the Consolidated Mine had lived in constant torment. Over the breakfast table in their modest home, his wife studied his haggard face with anxious eyes.

(DISHES RATTLE)

Judy: Terry, what in the world are you worrying about? You look positively ghastly.

Terry: (FORCED LAUGH) I'm all right. It's just that I have a problem at the mine. A little more coffee, please.

Sonny: Daddy, were you ever a soldier?

Terry: Why do you ask, Sonny?

Sonny: I saw a soldier yesterday. He had a thing on his coat sleeve just like you have on the skin of your arm.

Terry: Was the soldier here? Did he asky any questions?

Sonny: No, I saw him up the street. I'm going to be a soldier/^{some day}

Judy: I thought you wanted to be the Lone Ranger.

Sonny: Daddy says there isn't any Lone Ranger. I don't want to be be somebody who isn't.

Terry: Of course, you don't, Sonny. Just try not to be like your dad! (FORCED LAUGH) Well, I must get along to work.

D LIB: GOODBYS

MUSIC: INTERLUDE
(HOOFS)

anner: As the engineer rode toward the mine, another horseman overtook him. Turning, he saw that the rider was Spike Mason, who operated the roulette wheel in Devon's casino. Mason smiled thinly--

Spike: How long a rope does it take to hang a feller, (SARCASTIC) Mr. Moore?

Terry: Listen, you cheap tinhorn--

Spike: (CUTS IN, LAUGHS) You've just about reached the end of your rope. Tomorrow's your payday.

Terry: I know it!

Spike: Today's your last chance to get impressions of those keys. If you don't--(BREAKS)

anner: Repeating Devon's hideous pantomime of strangulation, the gambler whirled his horse and spurred back toward town. Blindly, the engineer rode on.

MUSIC: INTERLUDE

anner: In the meantime, the Lone Ranger and Tonto had at an abandoned shack on the opposite side of Copper City. Leaving the masked man there to establish a camp, the Indian rode on into town where he soon located Devon's casino. Although the gaming had not yet started, a cafe connected with the place was open. Tonto entered and ordered food. Several hours later he was back at the shanty with a report--

onto: Me see Devon. Hear him talk about feller called Terry Moore.

- Ranger: What was said?
- Tonto: Him say Moore got to come through or him have Moore hung. Then gambler called Spike say something about keys. Me not savvy that.
- Ranger: Their conversation suggests blackmail.
- Ammer: A short time later the snap of a twig just outside the door interrupted their conversation. Tonto moved noiseless^y to the opening.
- Tonto: It only little boy with popgun! What you do here, boy?
- Sonny: I saw you in town. I trailed your paint horse.
- Tonto: You make plenty good scout!
- Sonny: I'm going to be a soldier and fight you Indians and hunt buffaloes.
- Tonto: When you grow up all buffalo be gone. All Indians be peaceful.
- Sonny: Oh, shucks! Somebody always spoils everything! If there was just a Lone Ranger--(BREAKS) Who is that man?
- Tonto: Him friend. Him not hurt you.
- Sonny: I'm not scared. Say, mister, what is that thing on your face?
(STEPS UP TO HALT)
- Ranger: (COMING UP) It's a mask, sonny.
- Sonny: That's what my daddy and mama call me. But my real name is Patrick Moore. My father is Terry Moore.
- Ranger: Oh.
- Sonny: I have heard that the Lone Ranger wears a mask. Are you-- but you couldn't be. Daddy says there isn't any such man.

Ranger: Your father may be mistaken!

Sonny: He couldn't be! He's a big mining engineer! And I'll bet he was a soldier for a long, long time.

Ranger: Why do you think that?

Sonny: Because those marks like soldiers wear on their coat sleeves have come off on his arm and won't wash off.

Ranger: What do the marks look like?

Sonny: Just like the letter "V" made upside down. And under them there are two flags.

MUSIC:INTERLUDE

Annecr: That evening Sid Demon, Spike and another crook known as Stub were in the casino office. Stub, who was a craftsman of sorts and kept the gambling paraphernalia in repair, bent over a small vise and plied a file.

(FILING SOUNDS)

The casino keeper was saying—

Sid: I knew we'd get those impressions! How soon will you be finished, Stub?

Stub: Another touch or two will do it. There, those keys should fit.

(FILING STOPS)

Spike: Who's going after the payroll.

Sid: You and Stub, of course. You won't have any trouble. Chief Hastings, of the mine police, is here in the casino now. I've heard him say that his men only look in at the office once an hour.

Spike: We'll have to pull the job early tonight before the moon comes up.

Stub: Right! Let's get ready!

MUSIC:INTERLUDE

Annecr: That night the man Copper City knew as Terry Moore sat in the parlor of his home, his head in his hands. After days of mental torture, he had at last yielded to the common instinct of men to preserve themselves and their families. Sonny tried to console him---

Sonny: Daddy, I'll bet the Lone Ranger could help you! I saw him today! He's real!

Judy: Sonny, what in the world possesses you that you tell such things?

Sonny: I did so see him! At first I didn't believe it because of what daddy said. But his Indian friend brought me home on his paint horse. He told me the truth. His name is Tonto and he taught me how to give a warhoop. Like this---(YELLS)

Judy: Just for that I'll take you ^{patairs} to bed this very minute. Your father doesn't want to be disturbed. Come along.

Sonny: (FADING) I'm sorry, daddy!

AD LIB: GOODNIGHTS

Annecr: It was a half hour later when a soft footfall roused the mining engineer from his bitter thoughts. He turned to see a masked man and an Indian in the doorway. He stared in speechless amazement.

Ranger: (COMING UP) Don't be alarmed. We're here as friends.

Terry: You must be the men my son said he saw!

Ranger: (UP) We are.

- Terry: Then you're--
- Ranger: Let's not talk about my identity now. Mine is not important. Yours is. I believe you are Pat McGann.
- Terry: (GASPS) No--(BREAKS)--yes, I may as well admit it! I was condemned to die for a crime I didn't commit! Now I'm condemned to live by a crime I did commit!
- Ranger: Terry or Pat--
- Terry: Call me Terry.
- Ranger: Your innocence in the case at Fort Defiant has been established through the deathbed confession of Tom Murphy. If you will report to the fort--
- Terry: ((CUTS IN)) Then I'm free, FREE--(BREAKS)-- no, I've only escaped one of fate's traps to fall into another. You came too late!
- Ranger: Why do you say that?
- Terry: To save myself and my family, I made impressions of the keys to the strongroom at the mine. I gave them to Sid Devon, who'd been blackmailing me.
- Ranger: He himself was implicated in the Fort Defiant murder. But tell me, when ^{do} they plan to rob the strongroom.
- Terry: Tonight! There's a ~~million~~^{ten} thousand dollar payroll in the vault! They may already have it!
- Ranger: Do you have a horse?
- Terry: Yes. It's saddled and waiting. I wanted to prevent the theft but I couldn't bring myself to act.

Ranger: I don't blame you, Terry. No man knows what he would do or should do under similar circumstances. But now we must act fast. Come on.

Tonto: Where we go?

Ranger: To the mine!

MUSIC: INTERLUDE

Annrc: A few minutes later the masked man, Indian and mining engineer reached a large slag pile near the office. They pulled their horses to a halt with low-voiced commands.

(HOOFS HALTING AS)

AD LIB: (SOTTO) WHOAS

Terry: (SOTTO) There's the building! Let's hurry and get down.
(DISMOUNTING EFFORTS) This way! I have a key to the front/^{door.}

(STEPS ON GRAVEL)

Ranger: (SOTTO) Is the place guarded?

Terry: The watchman should be at the smelter now. We'll have plenty of time.

Tonto: Here is door!

Terry: It's unlocked! Come on!

(DOOR OPENS, CLOSES: STEPS ON BARE FLOOR)

Ranger: Where's the strongroom?

Terry: Over here! I'll strike a match!

(STRIKES MATCH)

Terry: The vault door is open!

Ranger: Then the crooks have been here!

Terry: The payroll's gone!

Ranger: What was it in?

- Terry: A japanned metal box. It was all in currency.
- Ranger: Close the strongroom door. Try to get hold of your bosses' keys the first thing in the morning.
- Terry: I can do that.
- Ranger: Then lock the vault.
- Terry: The office manager will open it in the afternoon before the miners come in for their pay. What do you propose to do?
- Ranger: What must be done? With the help of my friend, I'll try to get the payroll away from Devon and replace it before the theft is discovered.

MUSIC: INTERLUDE

- Annecr: The curtain falls on the first act of our Lone Ranger adventure. Before we continue with the next exciting scenes, please permit us to pause for just a moment.

COMMERCIAL

- Annecr: As the Lone Ranger and Tonto left the mine with the engineer, who had agreed to leave them his horse and walk home after reaching town, the payroll thieves gathered around a table in ~~the~~ the casino office. On the table lay the box of money, as yet unopened. Stub eyed it greedily.

- Stub: Let's pry the lock off, Sid!
- Sid: No, we'll wait until after we close up. It'll be safer to work on it then.
- Stub: Where can we hide it until the crowd leaves?

New Page 13-A

Sid: Put it in that chest where we keep the crooked gambling equipment we're not using.

Stub: Right!

Spike: It sounds like there's a big crowd out in front.

Sid: There is. We'll both have to get out there. Stub, you make sure that the back door is bolted.

Stub: Right!

Spike: And don't bust that box open until we come back. I wanted to see the money counted.

Sid: Come on, Spike!

(DOOR OPENS, CLOSSES)

Annecr: In the big front room of the casino several hundred men were gathered around various gambling devices.

(CROWD NOISES)

At the roulette wheel a coupier who had substituted for Spike waved his wooden rake and chanted--

Coupiers: Pick your color! Pick your number! Make your play, gents!

Annecr: A blackjack dealer turned his hole card and intoned--

Dealer: Pay nineteen!

Annecr: Poker chips and gold coins rattled. The chuck-cage spun madly and dice danced on the green felt. Feverish with excitement, players and spectators waited the turn of chance. Such was the scene on which the masked man and Indian looked after dismounting in a side alley and making their way to a window. Tonto was saying--

Tonto: (SOTTO) Devon feller in front room. Him got big diamond in shirt.

Anger: The army wants him, so we'll take him. We'll go in the front way.

New Page 15

Tonto: That be plenty dangerous! Them fellers all got guns!

Ranger: We'll take the risk!

(STEPS)

Annrc: Finding the sidewalk in front of the casino deserted, the masked man and Indian drew their guns and strode through the swinging doors.

(CROWD NOISES)

Ranger: Get your hands up, all of you!

Tonto: Stand back against wall!

(STEPS STOP)

AD LIB: EXCITEMENT

Devon: It's a holdup!

Ranger: We're not robbers! You patrons won't be harmed if you obey orders! Tonto, keep ~~XXXXXXXXXX~~ them covered!

Tonto: Me see nobody moves hand!

Ranger: Devon, get back into your office!

(STEPS)

Sid: (CALLS) Stub! Stub!

Ranger: You'd better tell your man not to shoot!

Sid: Don't shoot, Stub! I'm being covered!

Ranger: Into your office, I said! Keep walking backward!

Sid: This is the office!

(STEPS STOP)

Ranger: Stub, drop that gun!

Sid: Do as he says!

Stub: There it goes!

(GUN FALLS)

Sid: Now what do you want?

Ranger: The mine payroll! Where is it?

Sid: I don't know what you're talking about!

Ranger: Devon, keep your hands up! I think you have a sleeve gun!

Sid: I have!

Anncr: ~~XXXX~~ As he spoke, Devon threw himself backward, shook out the double-barreled pistol attached to forearm and fired.

(TWO SHOTS)

Hot lead seared the masked man's neck. The next instant the Colt Peacemaker in his right hand belched fire and smoke.

(SHOT)

He had aimed to cripple the casino keeper, but just as the hammer fell Stub had pushed a table against him, jolting his arm. The bullet went wide of its mark.

Sid: Get him, Stub!

Anncr: Knowing that Devon's derringer was empty, the Lone Ranger swung his guns on the other crook, who had begun to grope under the table for his fallen gun.

Ranger: Get up, Stub! Up, I said!

Stub came up, but as he did he upended the table.

(TABLE OVERTURNS)

New Page 16-A

Anncr: As the Lone Ranger dodged back, Devon sprang upon him, getting an armlock around his neck and trying to throttle him.

Sid: I've got him, Stub! Shoot him! (EFFORTS)

Stub: I can't find my gun!

Sid: Then give me a hand! (EFFORTS)

Anncr: Holstering his own guns in order to be able to use his hands, the masked man seized the forearm which was choking him, broke the hold and whirled Devon around.

Sid: Stub, help me!

Then the Lone Ranger unleashed a blow which caught the casino keeper flush on the jaw.

(BLOW)

Devon collapsed over a large wooden chest.

(BODY FALL)

Anncr: Pivoting, the masked man was just in time to meet an attack by the other crook.

AD LIB: FIGHT

Stub: (GROANS) I've had enough! Don't hit me again!

Ranger: Then tell me where the payroll is.

Stub: I hid it in that chest!

Ranger: Get it out! Devon, stand up!

Sid: (EFFORT) I'm getting up!

Stub: There, I've lifted the lid on the chest. The money's in that metal box.

Ranger: I'll take it!... So this chest is where you store your crooked gambling outfits? Stub, grab hold of it and drag it out into the front room. Devon, walk in front of me! Stub, you'll hurry if you know what's good for you!

Stub: (EFFORT) Here goes the chest!

(STEPS: DRAGGING SOUNDS)

Ranger: Devon, I want those duplicate keys to the door of the mine's strongroom!

Sid: I haven't got them!

Stub: I threw them away between here and the mine. (Effort) Didn't want to be caught with them.

Ranger: Is that the truth?

Stub: I swear it.

Ranger: That doesn't make your word any better, but I think you're too scared to lie. Now you've gone far enough with the chest.

(STEPS, DRAGGING SOUNDS STOP)

Ranger: (CALLS) Men, I told you this wasn't a holdup. Now take a look in this chest. It's filled with apparatus for cheating you!

Voice: The masked man's right!

AD LIB: EXCITEMENT

Ranger: Now's our chance to get out, Tonto! Come on, Devon!
(STEPS)

Tonto: Me walk backward! Keep crowd covered!

Devon: Where are you taking me?

Ranger: To the nearest United States marshal. The Army wants you for the murder you and Tom Murphy committed and then pinned on Pat McGann.

Voice: (BACK) Look! The owlhoots are taking Sid Devon with them as a prisoner!

Voice: (BACK) Let them have the tinhorn!

Voice: (BACK) Grab those other cheats!

Voice: (BACK) We'll wreck this shebang and ride them out of town on rails!

Voice: (BACK) Let me at that crooked roulette wheel!
(YELLS: FURNITURE BREAKING IN BACK)

Ranger: There goes your gambling house, Devon!

MUSIC: INTERLUDE

Annrcr: The Lone Ranger and Tonto rode to the edge of town with their prisoner and the mine payroll, then waited to learn whether they had been followed. Hearing no sounds of pursuit, Tonto observed--

- Tonto: Me not think we ever get out of casino alive. Only crooked gambling stuff save us.
- Ranger: I know. Every man there was prepared to cut loose with a gun the moment we tried to make a getaway.
- Tonto: What you think happen to this Devon feller's gang?
- Ranger: They can't be punished for any part they may have had in stealing the payroll now, but if I know miners they'll be banished.
- Tonto: Ugh! It worse to be chased into mountains on foot than to go to jail.
- Ranger: We'd better consider our own problems.
- Tonto: What you mean?
- Ranger: I expected to get the duplicate keys to the strongroom as well as the payroll. Then I could have returned the money tonight without anyone becoming the wiser.
- Tonto: Me not see how we get money back now without getting engineer into trouble.
- Ranger: There's only one way left to do it. We'll go on to the shack with Devon and then I'll explain.
- AD LIB: RIDEAWAY
- MUSIC: INTERLUDE
- Annrcr: Unaware of the masked man's whereabouts and knowing little of what had happened at the casino, Terry returned to the mine office to work the following morning. He was still conscience-stricken, still tormented by a hundred fears. He barely noticed the arrival of Old Man Prescott, Superintendent Black and other mine officials.

- Annex: Then Chief Hastings, the elephantine head of the mine police who ruled the town as well as the company's holdings, swaggered in and approached the Old Man. Prescott eyed him with disfavor as he did all people, including himself--
- Prescott: Well, Chief, what is it.
- Chief: Mr. Prescott, there were some mighty queer shenanigans in town last night, as maybe you heard.
- Prescott: I heard the miners wrecked the casino and drove the gamblers out of town. I heartily approve of their action.
- Chief: There was a masked man mixed up in that deal somehow. When I saw him in the casino--
- Prescott: (INTERRUPTS) What were you doing there, Chief?
- Chief: Er...ah, well, it was like this. I I went there to see whether any of the men on the mine police force were gambling.
- Prescott: SNORTS
- Chief: Like I was saying, when I saw the masked feller he had a green japanned box and it looked like it had the name of this mine painted on it.
- Prescott: That description fits our payroll box!
- Chief: I thought the same thing, but of course nobody could have stolen it with the kind of protection you have.
- Prescott: That remains to be seen. Moore! You were in the strongroom this morning.

Terry: Yes, sir.

Prescott: Was the payroll box in there?

Terry: I didn't see it.

Prescott: Then look again. Here's my key. Black, give him yours.

Black: Here you are, Moore.

Chief: Get the door open and we'll all take a look.

(STEPS FADING BACK TO HALT)

Prescott: Nothing could be taken from that strongroom without ~~any~~ inside help. If that payroll is gone, I want you to arrest my entire staff. Do you understand, Chief?

Chief: I savvy.

(KEY FALLS IN BACK)

Prescott: Moore, you dropped a key! Your fingers are all thumbs! How did you ever get to be an engineer?

Terry: (A LITTLE BACK) I'll have the door ~~XXXXX~~ unlocked in a moment.

(TWO UNLOCKING SOUNDS A LITTLE BACK)

Prescott: What are you waiting for? Open it!

Terry: There!

(OFFICE DOOR OPENS)

Ranger: (A LITTLE BACK) Keep your hands frozen, you men!

(STEPS COMING UP)

Prescott: A masked man! Arrest him, Chief!

Chief: He's the same feller I saw in the casino.

Ranger: (UP) I'll take your gun, Chief. You'll find it outside after I leave.

New Page 22

Chief: You'll pay for this!

Ranger: Go into that side room!

Black: We'll go! Don't shoot!

(STEPS)

Ranger: Now I'll close and lock the door on you!

(DOOR CLOSES, LOCKS)

MUSIC: INTERLUDE

Annrcr: At a signal from the masked man Tonto, who had been waiting out of sight with the box of money, stole soundlessly into the mine office. Easing the vault door open, he deposited the payroll inside. Then he pushed the door back into the position in which he had found it and vanished. The Lone Ranger followed him. An instant later they were both in the saddle.

AD LIB: RIDEAWAY

MUSIC: INTERLUDE

Annrcr: A few minutes later Chief Hastings swung a chair against the door of the room in which he and the other mine officials were imprisoned.

(POUNDING: BOARD SPLINTERS AND BREAKS)

Under his furious blows a panel gave way. Reaching through the opening, he found that the key was in the lock.

Chief: I'll have you out of here in a moment, Mr. Prescott.

(DOOR UNLOCKS, OPENS)

Black: Is the outlaw gone?

Chief: Of course! Holdup men don't hang around after a robbery. Come on out!

(STEPS)

New Page 23

Prescott: Chief, I should fire you! Why didn't you arrest the scoundrel?

Chief: Dead men don't arrest anybody... and he looked plumb fatal to me.

Black: If the payroll wasn't gone before he held us up, it certainly is gone now.

(STEPS STOP AS)

Prescott: Moore, swing that vault door wide open.

Terry: Yes, sir! (EFFORT) There you are!

Black: Look! The payroll box is ~~XXX~~ still inside!

AD LIB: SURPRISE

(SEVERAL STEPS BACK)

Black: (A LITTLE BACK) It's locked!

Prescott: You have a key to it. Use it!

Black: That's what I'm doing.

(SMALL LOCK CLICKS IN B. G.)

Chief: Well, I'll be hornswoggled! The money's still in it!

Black: (A LITTLE BACK) It's level full, just as it should be! Not a wrapper has been broken!

Chief: This beats all I ever heard of!

AD LIB: WONDERMENT

MUSIC: INTERLUDE

Annrcr: Sonny and his mother were standing in front of their home when the Lone Ranger and Tonto thundered down the road from the mine.

(HOOFS FADING IN FAST)

Wide-eyed, the boy called to his mother--

Sonny: Look!! The Lone Ranger and Tonto are coming!

Judy: Now, now, Sonny!

Sonny: Did you ever see anyone ride so fast? The masked man is waving his hat!

Judy: Why, he IS masked!

(HOOFS UP)

Ranger: Adios, Sonny! ~~XXXXXXXXXXXXXXXXXXXX~~

Sonny: Adios, mister!

Judy: Sonny, he threw something to us! Here it is!

Sonny: What is it, mother?

Judy: It's a note and it's wrapped around a-- why, this is a silver bullet!

Sonny: What does the note say?

Judy: It reads, "To Sonny With Best Wishes. Tell your father that he will find Sid Devon tied up in the old shack at the west end of town. He will know what to do. " It is signed--(HESITATES)

Sonny: What's the matter, mother?

Judy: Sonny, you were right about the man who just rode by. This note is signed...the Lone Ranger!
'BACK)HI-YO-SILVER-AWAY'