

AM 1110
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RADIO VOICES OF MOODY BIBLE INSTITUTE
820 NORTH LA SALLE STREET • CHICAGO 10, ILLINOIS

PROGRAM RANGER BILL

* 375

BY Grant #43

TIME "The Spirits and the Spira^{DATE} part II

USED

CAST: 4 men

4-26-61
ORGAN:

BILL
STUMPY
GEORGE
CASADEL

See script

SOUND:

TECH:

ECHO EFFECT

JUNGLE BIRDS
SLIGHT BREEZE
FOOTSTEPS ON STONE
SQUEEKY DOOR
BATS!
CAVE IN!
OPEN AND UNFOLD LETTER

1. USUAL TX OPENING

2. BILL: Hello, boys and girls.

3. ORGAN: SMALL ACCENT INTO OMINOUS AND UNDER

4. BILL: Last time I was telling you the story about the wierd
5. vacation that Stumpy and I took with our friend George
6. Nelson and a native boy named Casadel...deep in South
7. America along the Amazon River. If you remember, we were
8. looking for an old Portugese fort, built down there
9. roughly five-hundred years ago. At that time it was a
10. thriving fort with many troops and many more slaves.
11. Within its walls was stored vast riches in gold and native
12. works of art.

ALL
K Mike
K sign

13. ORGAN: SLIGHT ACCENT AND UNDER

14. BILL: Then one day, the slaves rebelled. They massacred every
15. Portugese soldier and citizen, and went back into the jungles
16. to their homes. The fort was desolate and forgotten.

17. ORGAN: ESTABLISH A BIT LIGHTER MOOD UNDER

18. BILL: Forgotten, that is, until a friend of mine, George Nelson,
19. was flying off his usual course in that area, and spotted
20. the fort from the plane. He took pictures of it, and the

(MORE)

1. BILL: (CONF.) next time he was back in Knotty Pine, showed them
2. to Stumpy and Ma. It wasn't long before the three of us
3. decided to use our vacation time to go up the Amazon,
4. looking for the fort.

5. ORGAN: BACK TO OMINOUS UNDER

6. BILL: It was after we got down into South America that we began
7. to run into problems. No one would act as our guide.
8. As soon as they found out that we were going to explore the
9. old fort...they just walked away. Finally, one native boy
10. named Casadel said he would go with us. And on our way up
11. the river, he told us the story of the fort. Legend has
12. it that all the treasure is still in the fort, but that
13. it is being guarded by the ghosts of the dead Portugese
14. troops who were killed there. Casadel expected us to turn
15. around and head for home when we heard the story of the
16. fort, but we surprised him by being all the more
17. interested in looking into it. We had just stumbled over
18. an old skeleton and spotted the fort when we left off
19. last time...

20. ORGAN: COMING UP TO COVER AND OUT

21. SOUND: JUNGLE BIRDS B.G.

1. BILL: Look at the size of it. I had no idea it was so large.
2. CASADEL: Big fort hold many evil spirits...soon we all like man
3. of bones here.
4. GEORGE: I'm afraid we don't share your worries, Casadel. Well,
5. Bill? Stumpy? What do you say we take a look at that
6. beautiful old pile of stones?
7. STUMPY: What are we waitin' for?

 8. ORRAN: SHORT PUNCHY BRIDGE AND OUT ON EERIE NOTE

9. SOUND: JUNGLE BIRDS MORE DISTANT: SLIGHT BREEZE B.G.

10. CAST: AWED BY EXPERIENCE
11. STUMPY: Whooooee! It's like bein' in another world.
12. BILL: We are in another world, Old Timer. This is Portugese
13. civilization in the fourteen and fifteen hundreds.
14. GEORGE: It must have taken some time to build these things...I
15. mean without machinery or anything of that kind.
16. BILL: It took many slaves. It's no wonder they were bitter
17. enough to rebel.
18. CASADEL: Father of my father say many die to build this fort.
19. BILL: I'm not surprised.

1. GEORGE: It shows you how slaves were thought of at one time,
2. doesn't it? I mean, the poor creatures who were made to
3. build this fort were no more respected than animals.
4. Thank God for civilization.
5. BILL: Thank God for His revelation...which makes men important
6. as individuals.
7. CASADEL: What you say?
8. BILL: You remember we were talking about Jesus dying for us?
9. CASADEL: Casadel remember. What that to do with slave?
10. BILL: You see, Casadel, when Jesus died for each one of us, He
11. showed that as far as God was concerned, every man was
12. worth dying for. That means you...me...every person.
13. CASADEL: Casadel glad God not have slave.
14. GEORGE: (SMILES) So are we, Casadel.
15. STUMPY: Let's get to lookin' around this here fort. We must be in
16. some sort of courtyard or somethin'.
17. GEORGE: That's what it looks like. I suppose all those rooms you
18. can see around the sides were the rooms of the troops and
19. citizens who lived here.

1. BILL: Um hum...I imagine so. I wonder if this outside wall is
2. hollow.
3. GEORGE: I don't think so, Bill.
4. BILL: It must be ten or twelve feet thick.
5. STUMPY: Heh, I wonder what they was protectin' themselves against?
6. GEORGE: Looks like the trouble they should have been worrying about
7. was inside the walls. Let's take a look at some of those
8. rooms.
9. STUMPY: That looks like a staircase over there, leadin' to the rooms.
10. SOUND: THEY WALK ALONG GRITTY STONE SURFACE
11. BILL: I wonder how long it's been since anyone was here?
12. GEORGE: From the looks of things, I'd say a good long time.
13. STUMPY: You said a mouthful there, Sonny. You know how long it takes
14. t'grow moss like is all over this place.
15. BILL: I haven't seen any signs of any disturbance. I'd guess that
16. there hasn't been anyone here for at least a hundred years.
17. GEORGE: Probably longer than that, Bill. If the natives keep quiet
18. about this place...and there weren't any planes to spot

(MORE)

1. GEORGE: (CONT.) it by over a hundred years ago...and you can't
2. see it from the river...
3. STUMPY: Sounds to me like we might be the first folks here since it
4. was abandoned all them years ago.
5. GEORGE: That seems pretty safe to say.
6. CASADEL: Then only ones here be evil spirits...guarding treasure.
7. GEORGE: The treasure! Hey, that's right. We got so taken up with
8. this whole idea of ghosts and spooks and things, that we
9. forgot what those ghosts were supposed to be guarding...
10. the treasure!
11. BILL: It had slipped my mind, George. I wonder if there's any
12. truth to that part of the story?
13. CASADEL: Casadel afraid you find out there much truth to all of story.
14. BILL: Casadel, I hope, as you explore this old fort with us, that
15. you begin to see what we are talking about. The one Great
16. Spirit...God's Spirit is here...and He is in us. And if
17. God is for us...there isn't anyone or anything that can
18. stand against us.
19. CASADEL: Casadel like your words. But still watch for evil spirits.

1. GEORGE: Here are the stairs. Boy, that courtyard is wide enough,
2. isn't it? I wonder what they used to do for entertainment...
3. played football?!

4. SOUND: THEY WALK UP SMALL FLIGHT OF STONE STAIRS AND ALONG MORE
5. STONE HALLWAY

6. STUMPY: This sure is interestin'. As soon as we get a good look
7. around, let's unpack the cameras.

8. GEORGE: This place sure is over-grown. I hope we'll be able to push
9. some of these doors open. May I show you to your rooms,
10. Gentlemen?

11. CAST: LAUGH

12. STUMPY: I'd like a room and a bath, please.

13. GEORGE: I can show you to a room, sir, but you'll have to take your
14. own bath!

15. CAST: LAUGH

16. STUMPY: That's pretty good. Say, there's one with the door part of
17. the way open.

18. SOUND: MEN STOP WALKING: "ACT" UNDER FOLLOWING ?

19. GEORGE: Looks dark in there.

1. CASADEL: Spirits need no light.
2. STUMPY: I wish you'd forget about all that ghost talk, Casadel.
3. There just ain't such things and that's that.
4. BILL: Easy, Stumpy. You and I know that, but remember, Casadel
5. has been raised a little differently than we have.
6. STUMPY: (A LITTLE PUT OUT) Well...I'd think a feller could find more
7. t'talk about than spooks and the like. Even if you don't
8. believe in 'em, when a feller keeps talkin' about 'em, it
9. gives you the creeps.
10. GEORGE: (TRYING TO LIGHTEN THE MOOD) Come on, Stumpy. Let's you and
11. I go in this room and scare out a couple of big ones!
12. STUMPY: Sure. Let's go, Sonny. (SHOUTS) Look out, Spooks! We're
13. comin' in after you! (DOWN AGAIN) Let's get this door
14. pushed open, George.
15. SOUND: PUSH SQUEEKY, SCRAPEY WOODEN DOOR A LITTLE WAYS AND TWO MEN
16. WALK INTO ROOM/ FADING OUT
17. CASADEL: They being very foolish, Mr. Bill.
18. BILL: Well, anyhow, if there is anything in that room, they'll....

1. SOUND: MANY BATS FADE UP FAST - THIS IS AS EERIE A SOUND AS POSSIBLE -
 2. THEY TAKE OVER MIKE PERSPECTIVE FOR A FEW SECONDS AND THEN
 3. FADE OFF
 4. CAST: ALL REGISTER VOCAL REACTION TO ABOVE *Suffling*
 5. CASADEL: MOANS IN FRIGHTENED TONES
-
6. BILL: Take it easy, Casadel. Easy, now.
 7. STUMPY: (FADING ON A LITTLE WEAK FROM THE FRIGHT) Whoosh! Which
 8. way did they go?
 9. GEORGE: (FADING ON) I caught one of them. Look.
 10. CASADEL: (FRIGHTENED) Spirit! Bad spirit! Seek revenge on those who
 11. come!
 12. BILL: I'm afraid it's nothing of the kind, Casadel. See? Look
 13. what George has in his hands.
 14. CASADEL: Little spirit!
 15. GEORGE: Nope. Just a bat, Casadel. It seems that was a favorite
 16. hang-out for a flock of bats, and we interrupted their sleep.
 17. CASADEL: Bats? Little furry wing creature called...bat?
 18. BILL: That's right, Casadel. It's a rather common little animal
 19. in places such as these.

1. CASADEL: It make noise of spirit.
2. STUMPY: That was some roar they set up...all of 'em wingin' for
3. the door. I got to admit they gave me quite a turn.
4. GEORGE: Me, too. I don't know why I didn't expect to run into
5. them sooner or later. But take a good look at this little
6. fella, Casadel, before I let him go. This is a bat...an
7. ordinary little animal...not a spirit.
8. CASADEL: Not...a...bad spirit.
9. BILL: If I'm not mistaken, that little bat looks more frightened
10. than you are, Casadel.
11. CASADEL: (A LITTLE PROUD) Bat more frightened of Casadel than Casadel
12. of bat.
13. STUMPY: But both of you are frightened for the same reason. Neither
14. one of you understand each other.
15. CASADEL: (SMILES) Casadel feel better.
16. GEORGE: I'll let this little fella go.
17. **L** SOUND: **L** FURIOUS FLAP OF WINGS FADE OFF FAST
18. CASADEL: (LAUGHS) Fly away...bat. Run...hide...Casadel scare
19. you? (LAUGHS)

1. BILL: (SMILES) Well, it looks to me as though we may have an
2. easier time looking around this old fort, now that Casadel
3. has found at least one spook he's stronger than.

4. ORGAN: LIGHT BRIDGE AND THEN START TO DESCEND INTO OMINOUS

5. SOUND: THEY WALK ALONG DOWN STONE STAIRS

6. TECH: AS SCENE PROGRESSES BEGIN TO ECHO SOUND AND SPEECH. INCREASE
7. TO DESIRED AMOUNT AND HOLD

8. GEORGE: Better get out your flashlights, fellas. It just gets darker
9. and darker, the farther we go down.

10. STUMPY: This almost looks like underground apartment houses down here.

11. BILL: There must be hundreds of small rooms and far too many
12. corridors to explore in the small time we have.

13. GEORGE: It's amazing, all right. I guess it's best to just stick to
14. this stairway and corridor. It seems to be the main way down.

15. STUMPY: What do you suppose they used all these little rooms for, Bill?

16. BILL: I don't know. Slaves, maybe. Let's look in to one and see
17. if there's any clue.

18. SOUND: THEY STOP WALKING: ACT UNDER FOLLOWING

?

1. GEORGE: They all look pretty much alike. Hmmm...just a small
2. square room. That looks like it might have been something
3. like a bed over there.
4. BILL: Possibly...it's pretty decayed to tell.
5. STUMPY: Sure doesn't look comfortable. What do you think, Casadel?
6. PAUSE
7. STUMPY: Casadel? What do you think of all this?
8. PAUSE:
9. GEORGE: Bill, shine your light back down the hall. See what's the
10. matter with Casadel.
11. BILL: It might be a better question to ask where Casadel is! He
12. isn't with us!
13. ~~ORGAN:~~ SMALL STAB AND OUT
14. TECH: KEEP ECHO
15. BILL, STUMPY, AND GEORGE: SHOUT FOR CASADEL "WHERE ARE YOU?", ETC.
16. WAIT FOR ANSWER
17. GEORGE: (A LITTLE UPSET) I don't know. I thought he was getting
18. along pretty well.

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13.5

1. STUMPY: I did, too. He hadn't even mentioned spooks for at least
2. half-an-hour.
3. GEORGE: Looks like all he was waiting for was a chance to run.
4. BILL: I don't know...I didn't figure Casadel that way at all.
5. I mean, even when he was the most frightened, he stuck with us.
6. GEORGE: What do you think happened to him, Bill?
7. BILL: That's a good question. But I don't think it'd be a waste
8. of time to look for him. It just may be that he's hurt
9. or something.
10. STUMPY: What do you mean..."or something"?
11. GEORGE: That's what I was wondering. Bill, you aren't falling for
12. this ghost stuff, are you?
13. BILL: I just think we'd better retrace our steps and see if we
14. can discover where Casadel is.

15. ~~ORGAN~~ ACTION BRIDGE (TECH: ECHO OUT)

16. SOUND: JUNGLE BIRDS AGAIN B.G.


17. STUMPY: Well, we been over every inch of that corridor, and looked
18. in every room we could...and no Casadel.
19. BILL: I still think he's in there.

1. GEORGE: Why do you say that, Bill?
2. BILL: Well, look here on the ground. See where we walked into
3. that corridor?
4. STUMPY: You can see our footprints as clear as day in that sand.
5. BILL: And here is where we came out. But do you see another set
6. of footprints coming out and running away?
7. GEORGE: You're right. But that means that he's disappeared! We
8. checked every place we could all the way back.
9. BILL: That's right, we did. But we didn't check every place
10. there was to check. There are a number of tunnels and
11. hallways leading off that main corridor.
12. STUMPY: It'd take years to cover all that ground, Bill.
13. GEORGE: Besides, if he didn't run, how could he go in the wrong
14. direction? We were all sticking close together down
15. through there.
16. BILL: I just don't know. But I'm sure he's still somewhere down
17. in this fort...somewhere in that maze of tunnels and rooms.
18. GEORGE: Oh, Bill. I liked Casadel, too, but I still think he ran.

1. BILL: I suggest we walk around the fort...inside and out, and
2. check every entrance-way for footprints. If he did come
3. out some other way, we'll find out that way, and not spend
4. a lot of time looking for him down there.
5. STUMPY: I shore hope we find out he's run away.
6. BILL: You hope we find out he has run away, Old Timer?
7. STUMPY: That's right, Bill. 'Cause if'n he hasn't, then somethin's
8. happened to him...and I don't like the idea of anythin'
9. happenin' to anybody in this spooky old place!

 10. ORAN EERIE BRIDGE AND UNDER

11. SOUND: JUNGLE BIRDS B.G.

12. GEORGE: It's just too hot to keep this up, Bill. We've looked
13. at so many entrances my head is spinning!
14. BILL: Well, it looks like we're just about back where we started.
15. And no sign of Casadel's footprints.
16. GEORGE: Well, where could he be?!
17. BILL: That's what I'd like to know. Somewhere down below us,
18. Casadel is either wandering around...trying to find his
19. way out...or he isn't!
- 

1. ORGAN: UP TO COVER WITH EERIE BRIDGE

3. TECH: ECHO EFFECT

L 4. SOUND: L THEY MOVE ALONG STONE CORRIDOR BELOW SURFACE OF FORT

5. Cast THEY CALL CASADEL AND WAIT FOR ANSWER

6. GEORGE: Not a sound...except our own voices coming back to us.

7. BILL: I don't think he turned off before this point.

8. STUMPY: Why do you say that, Sonny?

9. BILL: Right about here it gets dark enough to make it hard to
10. see. Up to this point he would have no trouble following us.

11. GEORGE: That's a good point...no matter what you think happened
12. to him.

13. STUMPY: What are you drivin' at, young feller?

14. GEORGE: Well, we've been going on the idea that he just made a
15. wrong turn...accidentally. But let's say he was trying to
16. run away. He'd still have to wait till we got far enough
17. in for it to be dark. And then, there is the other
18. possibility...

19. STUMPY: What other possibility?

1. GEORGE: If someone...or something...took him away...this thing
2. would have to wait for it to be dark enough to cover
3. its action.
4. BILL: (SURPRISED) George, you aren't starting to get a little
5. ghost-conscious yourself, are you?
6. GEORGE: No, Bill...it's just that...well, like Stumpy said a little
7. while ago...when you hear enough chatter about ghosts and
8. spooks, and you're wandering around in a place like this
9. old fort...well, even if you don't believe it, it still
10. makes you jumpy.
11. STUMPY: Say! Look down that corridor.
12. SOUND: -- THEY STOP --
13. BILL: Hummmmm. That's strange. It's pretty dark all around here...
14. except for our flashlights...
15. GEORGE: But there seems to be a kind of gold light down there...
16. hey! It looks like it's moving!
17. BILL: (CALLS) Casadel? Is that you down there?
18. PAUSE

1. STUMPY: (ALMOST WHISPERS) Look at it, will you? Kinda glimmerin'
2. and swayin'...way down near the end of this corridor.
3. BILL: Maybe it's just an odd reflection. Kill your lights.
4. PAUSE
5. GEORGE: It's still there, Bill. What do you make of it?
6. BILL: I don't know. But I think we ought to go down this
7. corridor and find out what it is.
8. GEORGE: That's the wierdest light I've ever seen. Kinda looks like
9. it's under water or something...the way it moves.
10. BILL: Come on.
11. SOUND THEY BEGIN WALKING ALONG CORRIDOR
12. STUMPY: More and more of these little rooms. There must have been
13. thousands of slaves kept down here.
14. BILL: I imagine these walls could tell quite a story if they
15. could talk.
16. GEORGE: We seem to be getting closer, Bill. That light is
17. larger looking.

1. STUMPY: Either we're getting closer to it, or it's gettin' closer
2. to us.
3. BILL: I don't think it moves, Stumpy. I looked it over very
4. carefully from back at the entrance to this side corridor.
5. It shimmers and wavers, but it doesn't actually move.
6. STUMPY: (SNORT) That's why you looked so fearless when you said
7. for us to come here and see what it was.
8. BILL: (CHUCKLES) Come on, Old Timer. You aren't really afraid
9. of ghosts down here, are you?
10. Stumpy: Nope! I just don't like the idea of folks disappearin'
11. and strange lights and all that. That's all.
12. BILL: Well, we're almost to where that light is.
13. GEORGE: Hadn't we better lower our voices?
14. BILL: (CHUCKLES) I don't think so. We all agree that there isn't
15. anyone else around here but us...and Casadel. And if
16. whatever is making that strange light is a spirit or ghost...
17. well, I'm afraid it wouldn't do a whole lot of good.
18. GEORGE: I guess not.
19. BILL: Here we are.

1. SOUND: THEY STOP WALKING

2. STUMPY: It just sorta dances on the wall...like a reflection

3. or something.

4. GEORGE: Yeah.

5. BILL: Hmmmm. I think you've hit it, Stumpy. It is a

6. reflection. Let's find out where it's shining from. I'll

7. just move my hand around by the wall until it casts a

8. shadow...There!

9. GEORGE: Sure. Now, whatever is throwing that reflection should be

10. in a direct line from the light through your hand to...

11. look! Over there in that big room!

12. STUMPY: Great horney toads!!!

13. BILL: (AWED ALONG WITH THE OTHERS) I'd never believe it, if I

14. didn't see it.

15. GEORGE: Everywhere you shine your light...from one end of this big

16. room to the other...

17. STUMPY: Gold!:

2 18. SOUND: THEY WALK QUICKLY A FEW PACES AND STOP

19. GEORGE: Is it real?!

1. BILL: My guess would be...yes. Probably stored away down here
2. by the Portugese when they lived in this fort.
3. STUMPY: All them vases, and little statues...and look at them
4. jeweled boxes over there...probably filled to overflowin'
5. with gold coins and the like.
6. BILL: Take a look at that armor over there, Old Timer.
7. GEORGE: Shields, and breastplates...Bill, it's unbelievable.
8. STUMPY: You ain't just garglin' sassaparilla, Sonny! At least we
9. know this part of Casadel's story is true.
10. GEORGE: It seems that most of what he told us about the fort was
11. true. From all that we've seen around here...and now the
12. gold. I don't think he was lying to us at all.
13. BILL: (SMILES) Not even the last part of his story?
14. GEORGE: You mean about the spirits of the dead Portugese guarding
15. this gold?
16. BILL: That's right.
17. GEORGE: Well, some fancy attaches itself to almost every story of...
18. SOUND: RUMBLE STARTS AND GROWS IN SIZE AS PASSAGEWAY COLLAPSES
19. AFTER SOUND DIES AWAY

E ch 5

1. GEORGE: Bill? Stumpy? Are you all right?
2. BILL: I think so.
3. STUMPY: Whoosaa! I thought the whole place was gonna come down
4. on us.
5. BILL: I nearly did. If we'd been standing back there in the
6. corridor, we would have joined the Portugese who once lived
7. here.
8. GEORGE: (SUDDENLY FEAR) Bill...do you realize what this means?
9. BILL: What do you mean, George?
10. GEORGE: With that passageway gone...we're trapped in here with the
11. treasure! Bill, they really are guarding this stuff!
12. BILL: Take it easy, George. That was just a coincidence. Probably
13. the vibrations of our walking and our voices shook loose
14. the old supports.
15. GEORGE: But we're trapped!
16. STUMPY: It almost does seem like we're supposed to be kept here...
17. I don't like this, Bill.

1. BILL: Well, there's no time to muse about whether or not the
2. spirits caused that cave-in. We've got to start looking
3. for a way out...
4. CASADEL: (DISTANT) FRIGHTENED MOAN WHICH SOUNDS MORE LIKE A GHOST
5. THAN LIKE A MAN AFRAID OF ONE. KEEP IT UP COMING CLOSER.
6. GEORGE: Listen!
7. THEY DO
8. STUMPY: Bill...I said it before, and I'll say it again...I don't
9. like this.
10. BILL: I don't think much of it either, Old Timer.
11. GEORGE: Where is it coming from?
12. BILL: Hard to tell the way this place echoes. I think somewhere
13. in that direction. Let's take a look.
14. GEORGE: (FRIGHTENED) Sure...what have we got to lose!
15. SOUND: THEY WALK A FEW PACES AND STOP
16. BILL: (QUIETLY) This is where it's coming from, all right. See?
17. A very slim passageway running off in that direction. *Made way out of here*
18. GEORGE: B-b-but whatever's making that noise is coming in this
19. direction.

1. BILL: Quick! Back against this wall. When it comes out of there,
2. we'll have a chance to see it before it sees us.

3. STUMPY: That's providin' it has eyes!

4. BILL: Shhhh! Douse your flashlights!

5. CASADEL: (CLOSER AND CLOSER AND FINALLY MOVES ON MIKE)

6. BILL: Now!

act
Long
7. IN MAD CONFUSION THAT FOLLOWS CASADEL SCREAMS IN TERROR AND STUMPY,
BILL, AND GEORGE GIVE VOCAL STARTLED AND FRIGHTENED REACTIONS.

9. THEN THEY REALIZE IT IS CASADEL AND EVERYONE TRIES TO CALM
10. ONE ANOTHER AND ALL TRY VAINLY TO LAUGH.

11. BILL: What were you doing back in that passageway, Casadel?

12. CASADEL: Casadel see strange light. Think maybe it spirits come to
13. do you harm...

14. GEORGE: You what?

15. CASADEL: I not say anything, but go to meet them...Find all treasure...
16. but not find way out.

17. PAUSE

18. STUMPY: You were willing to do that...for us?

1. GEORGE: You were going to face the spirits alone...just to keep
2. them away from us?
3. CASADEL: (QUIETLY) On way here, you tell Casadel of Jesus who give
4. life for many. Casadel think long on what you say. If
5. true...then Jesus give His life for Casadel, and God not
6. unhappy with Casadel.
7. BILL: That's right, Casadel.
8. CASADEL: If true, then Casadel not afraid to face bad spirits.
9. STUMPY: That's wonderful...
10. CASADEL: Oh no. Wonderful part is that bad spirits turn out to be
11. afraid of Casadel. They run from him. I not meet even one.
12. CAST: LAUGH OF RELIEF
13. ORGAN: UP TO CONCLUSION WITH MODIFIED CLIMAX THEME: THEN UNDER
14. STUMPY: (FADING ON) Mail's arrived.
15. BILL: Ahhh. Anything besides bills?
16. STUMPY: None besides Ranger Bill's. LAUGHS
17. BILL: You know what I mean.

1. STUMPY: Here you are. This one looks like it's from South America.
2. I just may be wrong but that looks like Casadel's
3. handwriting.

4. BILL: You're right.

17 5. SOUND: OPEN LETTER AND UNFOLD

6. BILL: Listen to this, Stumpy. He says that the Lord is really
7. working through him down there in his village. As soon as
8. anyone hears that he has actually been in the old fort of
9. their ancestors, they look on him as some sort of hero.
10. I guess he uses that time to tell others about the Great
11. Spirit that lives within him. *Tag*

12. STUMPY: That was a vacation worth rememberin', Bill. Casadel...
13. the skeletons...all that gold...Say, what does Casadel say
14. about that stuff? Has anybody gone after it to dig it out
15. of all that rubble?

16. BILL: I guess not. He says he still can't get anyone to go there
17. with him to do the job! I guess they are all still afraid
18. of the spooks.

19. STUMPY: I don't blame 'em. That old place almost had me believin'
20. in 'em. LAUGHS