

BOX 13 . . . NINE O'CLOCK



ALAN LADD
as Dan Holiday

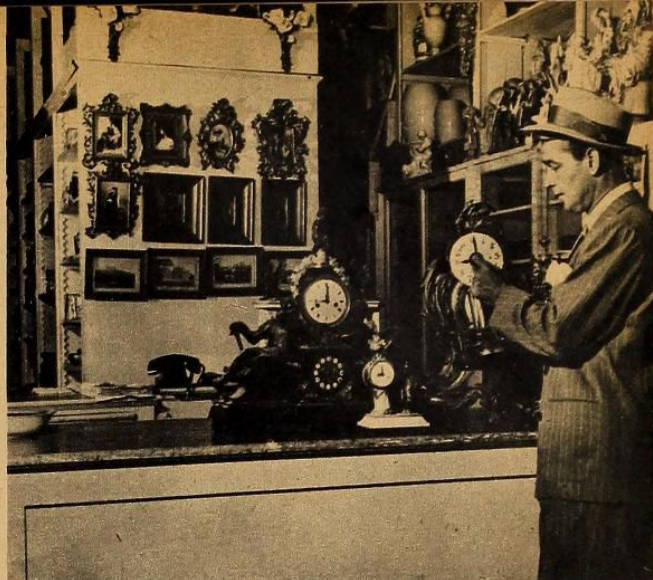
AND ALL'S WRONG



1. To Dan Holiday, writer—and adventurer—comes a letter strangely worded. Secretary Suzy listens as he reads aloud directions to go to a certain antique shop and pick up a particular clock: one that has stopped at nine! But adventure is Dan's business; he gets his hat and goes.

ADVENTURE wanted. Will go any place, do anything. Write to Box 13". . . This ad runs regularly in the classified section of the Star-Times, and brings to the desk of writer Dan Holiday exactly what he is looking for—adventure. Intelligent, capable and curious, Dan's excursions into other people's troubles have many times brought him close to danger; but he knows how to take care of himself. If, occasionally, he finds himself slightly involved with the police—well, Dan's always on the right side of that situation, as Lieutenant Kling well knows!

Box 13, starring Alan Ladd as Dan Holiday, is heard Wednesday nights at 9:30 on WOR, and on local stations from coast to coast. Sylvia Picker plays Suzy.



2. Here is the shop—dark, crowded, somehow sinister for the clocks that fill it are all very old. And presently Dan cocks an ear and hears . . . only silence. All of the clocks are set at nine o'clock, and all of them have stopped! How in the world is he to decide which of the clocks his letter-writing client wants picked up?



3. With nobody around to answer his questions, Dan characteristically decides to investigate. Cautiously—for Dan is too experienced not to realize that he has been lured into a threatening situation—he begins to explore the dusty stockrooms at the back of the mysterious shop.

BOX 13...



4. Suddenly he stumbles, and draws back. At his feet is the crumpled-up body of an elderly man, from whose hand Dan gently takes a scrap of paper. Pondering the paper's message—"nine o'clock"—Dan is off guard long enough for a heavy antique candlestick to do its crushing work.



5. When Dan revives, he faces a stranger who introduces himself as the owner of the shop. "But I thought he was the owner," Dan says. "Who?" asks the man, and Dan turns to find that the body has vanished. He is suspicious of the stranger, but cannot be sure the man is an imposter.



7. With the "owner," Dan re-investigates the shop, only to find that now all the clocks are running—and all show different times. None of them shows nine o'clock. However, on one of the dusty counters Dan finds a round, clean spot. Something that stood there has been recently removed. Perhaps . . . the clock?



8. Dan raises his eyes from his discovery—and finds himself facing the "owner's" gun. But a quick maneuver changes the picture, puts the gun in Dan's hand with the cowering impostor at his mercy. Now Dan knows the missing clock must be valuable, for by giving up his search the man might have escaped.

NINE O'CLOCK AND ALL'S WRONG



6. Still, Dan decides, no bona fide dealer in valuable curios would leave his shop untended and unlocked. Picking up an enameled vase, he remarks "This is a handsome piece; 16th-century Florentine, isn't it?" "Why, yes," says the stranger. Then Dan turns it in his hand and says coolly, "Maybe not, though. It looks more like 18th-century French." Confused, the stranger turns away from the accusing look in Dan's eyes.



9. Dan deduces, from the fact that the bogus owner remained on the premises after murdering the real owner and striking Dan, that the clock must still be there too. After strenuous search, he finds it . . . and finds, too, a fortune of jewels hidden inside it. That's why it had been worth murder to the fake owner!



10. To a bewildered Suzy, Dan explains: two people knew of the fortune in the clock: his client, and the bogus "owner." Dan arrived too late to prevent the murder of the real owner, too soon to allow the fake owner to get away with the jewels. Now, the criminals have lost out.