

Misbolbear

GREATLY ENLARGED CHRISTMAS NUMBER

The MODERN BOY

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2^d



FULL SPEED AHEAD FOR THE HOLIDAYS!



Mule-Kick trails rods by the side of the Kid. There was no chance of a getaway!

Mule-Kick Gets His Man

The Ranger's Return!

THIS sound of hoof-beats coming up the prairie trail was too common at the Lazy S Ranch for the Rio Kid to give it special heed. Every hour of the day cowboys came and went on clattering broncos. The Kid, as he sat in the bunkhouse, heard those clattering hoofs with a careless ear, little dreaming what they led to him.

The Kid was feeling good that day. His handsome, sunburnt face was cheery as he sat resting after a hard day on the ranges, a cup of coffee in his hand, talking cowboy talk with half a dozen Lazy S punchers, who had been on the ranges with him.

Any one who had looked into the Lazy S bunkhouse then, and seen "Mr. Cartfax," foreman of the ranch, talking to his bunch, would hardly have guessed that at other times, in other places, he had been known as the Rio Kid, the boy outlaw of the Rio Grande. Mr. Cartfax had, indeed, almost forgotten it himself.

Weeks ago the Kid had ridden into the Laroux valley, hoping, in that remote corner of Texas, to throw off the pursuit that had been hot at his heels; to join up with some outfit where he was unknown, and to get back to the old game of punching

cows. His luck had been far beyond his hopes. Now he was foreman of the Lazy S, trusted by his boss, Morris Hall, liked by the whole bunch that rode at his orders.

He had had a bad jolt when the rancher's brother, Mule-Kick Hall, captain of the Texas Rangers, located at the ranch, hunting for the Rio Kid. Mr. Cartfax had found business away from the ranch while the troop of rangers were there. But Mule-Kick and his men had hit the trail one sunny day—and on sunset of the same day, Mr. Cartfax had resumed his duties at the Lazy S. Another day had nearly passed since then and the Kid had dismissed the rangers from his mind. They had had news of the Rio Kid on his old stamping ground at Poco, and had gone hunting him in that direction.

The rangers had come—and gone—and a clear trail lay before the Kid. In the Laroux country, only one man knew the Kid in his real name—Pedro Diaz, the Mexican horse thief. And Pedro had lost the trail for Mexico, grateful to the Kid for having saved his neck from the lynchers' noose.

No wonder that the Kid was feeling good.

Sitting on a pinched bench, leaning back against the wall of the

bunkhouse, the Kid sipped hot coffee from his cup, and never dreamed of danger.

A burly figure darkened the doorway, as Colorado, the horse-wrangler, came in. Colorado dropped off a bench near the Kid and stretched out his long legs.

"Say, Mr. Cartfax, sir," said the horse-wrangler, "you see that guy that's just rode in?"

"Huh?" answered Mr. Cartfax, curiously. "I guess I heard a guy ride up to the house. Some horse to see Mr. Hall, I reckon."

"Sure!" said the horse-wrangler. "And I'll say he will want to see you, Mr. Cartfax."

The Kid glanced quickly at Colorado.

The sense of danger was only dormant in the boy outlaw, who had been hunted for his life. But he did not think of the rangers. Jim Hall and the men were gone—and gone, the Kid figured, for keeps. It was the thought of the Mexicans that came into his mind. He had saved, and spared, the life of Diaz, and trusted him to keep his old stamping on what he knew. But if Diaz, after all, had spilled his knowledge—if it was Seth Hawk, the town marshal of Hatchet, who had just ridden up to the ranch——The Kid's heart

* Another fine *
* Adventure of *
* the Rio Kid *
***** By *****

RALPH REDWAY

Throwing a gun on Mr. Carfax

Mule-Kick Gets His Man

gave a quick beat, and he shifted his position on the bench, to bring a gal-lut nearer to his hand.

"You reckon?" drawled the Kid.

"I'm telling you!" said Colorado, with a nod. He paused to take a deep draught of coffee. Then he went on: "It was a queer thing, Mr. Carfax, that Mule-Kick Hall never met up with you while the rangers was here—and I guess he was plumb keen to show the rag with you a piece. I'll say that ranger guy was sure disappointed when he had to hit the trail for Frio without meeting up with you, sir. But I guess you went miss him now, Mr. Carfax."

Mr. Carfax sat very still.

"Say, that ranger guy ain't hit the ranch agin?" asked Panhandle Pete. "I sure reckoned he was riding into Frio after this."

"He sure has," answered the horse-wrangler. "I seen him ride up to the ranch, sifer. He ain't got his bunch with him—maybe he's sent them on to Frio, to look for that doggoned firebug, the Rio Kid. But Mule-Kick Hall is sure back here—showing the rag with Mister Hall in the plaza."

Mr. Carfax put down his unfinished cup of coffee on the bench beside him. His manner was quite casual as he rose to his feet. It was ten minutes, or more, since he had heard the horseman ride up to the ranch. But for the chance that Colorado had come into the bunkhouse, he would never have thought of connecting up the horseman with Mule-Kick Hall. Was there time yet?

"Say, you ain't going, Mr. Carfax?" asked Panhandle.

"I guess I got to see to my coyase," said the Lazy S foreman, and, with a nod to the punchers, he moved across to the doorway.

A dark shadow fell across the doorway—the shadow of a thickset, stocky man in a stetson. And Mr. Carfax paled. He knew that it was too late!

"Hands Up!"

MULE-KICK HALL, captain of the Texas Rangers, was in doubt as he rode the buck trail to his brother's ranch. His low, hard-brown face was set and bitter. Thirty miles on the trail to the Rio Frio had the ranger ridden with his men before he turned back. He was in doubt—but it was a doubt that had to be resolved before he left the Lariat valley for keeps. And yet, all the while, he knew that he might be wasting time—giving the man he wanted a free run.

More than a week the rangers had camped at the Lazy S, and twice the ranger captain had seen the Rio Kid—but failed to clinch that elusive firebug. Then the news had come that the Kid was back at Frio—news that drew the rangers on a new trail.

During the stay at the ranch, Mule-Kick had never met up with Mr. Carfax, the new foreman. What had first turned his suspicions on that guy, he hardly knew—indeed, he

wondered sometimes whether his long, weary trail after the elusive Kid had got on his nerves and caused him to fancy the Kid's face under every station hat in Texas. And yet his suspicion was strong.

It was ten to one—a hundred to one—that Carfax was O.K., and that Mule-Kick was wasting his time in riding back. And yet he felt in his bones that while he stayed at his brother's ranch he would never see his brother's foreman! And why? Why unless Mr. Carfax was indeed the Rio Kid at a new game?

Instinct, rather than reasoning, told the ranger that he was on the trail of the boy outlaw who had always escaped him. Anyhow, he was going to meet up with this Mr. Carfax—he was going to see the guy face to face and settle that haunting doubt. And, having his men to ride on to Frio, Mule-Kick had hit the trail back to the ranch, taking only three men with him. But those three he left at a distance when he rode up to the ranch in the sunset.

His eyes were keenly about him, his hand very near a gun, as he rode up to the ranch-house. But he saw no guy even remotely resembling the Rio Kid. He hitched his horse and went into the plaza, to be greeted by his brother, the rancher, with a surprised stare.

"You back, Jim?" exclaimed Morris Hall.

Mule-Kick coloured faintly. Of his suspicions he had said no word to his brother; neither was he inclined to say a word now. If he was wrong—and he dreaded that he was—he did not want to look a banehead, dreaming that he saw the Rio Kid at every turn of the trail.

"Say, I'm sure glad to see you, Jim!" said the puny rancher. "But I figured you was in Frio by this time, roping in that firebug, the Rio Kid."

"I've sent my men on," said Jim Hall, "if the Kid's back on his old stamping ground, they will be looking for him. But I ain't a whole heap satisfied that he is, Morris."

"We got the news," said the rancher. "There ain't no doubt that the Rio Kid was shooting up Frio three or four days ago."

"You said it!" agreed Mule-Kick. "But I reck I wouldn't put it past the Kid to ride over to Frio and shoot up the town just to put a guy on the wrong trail. I sure don't aim to be hunting that outlaw along the Rio Frio and the Pecos and him riding out in the Lariat valley. I got a bunch that that foreman of yours is the guy to keep tabs on him, if he's still around the Lariat, and I've rode in for a word with Mr. Carfax. Is he back at the ranch yet?"

With all his self-command, Mule-Kick could scarcely hide his eagerness as he asked that question.

"Sure!" answered Morris Hall. "He hit the ranch at sunset yesterday. He was sure peered at, having missed meeting up with you."

"I'll say he was!" said Mule-Kick grimly. "Is he on the ranch now?"

"Sure—is in the bunkhouse, I reckon."

answered the rancher unashamedly. "I guess he'll be glad to see you, Jim. I'll send him word that you're here—"

"I guess I'll go to the bunkhouse," said Jim Hall. "I sure do not want to miss that guy agin, after missing him so often."

"Come with me, then," said the rancher; and the brothers went down the steps of the plaza together.

Mule-Kick's hand rested on the butt of a gun as he walked across to the bunkhouse. Mr. Carfax had returned to the ranch the day the rangers had hit the trail—and Mule-Kick knew that he had expected to hear exactly that. But he did not expect to see Mr. Carfax of word was sent to him to come up to the house to meet the ranger captain! He figured that Mr. Carfax, on getting that word, might saddle up his mayses, on some pressing business at a distance from the ranch. Suspicion was now something like certainty in the ranger's mind—and yet doubt lingered.

His shadow fell across the doorway as he stepped a little in advance of his brother. Instinctively his gun came out at his hand, steady eyes swept the interior of the building.

The next instant his gun was at a level, aimed at a handsome, sunburnt face, and his voice rang loud and sharp:

"Hands up! Hands up, the Rio Kid! Stick 'em up, pronto, or I'll drop you dead in your tracks!"

And, with a bitter smile, the foreman of the Lazy S lifted his hands above his head.

Cashed at Last!

THERE was a roar of surprise in the bunkhouse. Every man was on his feet at once, staring at the strange and startling scene. Only Mr. Carfax was not surprised. He stood with his hands above his stetson, the ranger's six-gun looking him in the face. There was no fear, but there was black bitterness in the Kid's face.

"Keep 'em up!" breathed Mule-Kick Hall. "I get you, Kid—got you at last! Keep 'em up!"

He stepped close, till the muzzle of his gun was hardly a yard from the outlaw's face. The Kid did not stir.

"Say, what's that game?" roared Colorado. "You gone loco, Jim Hall? What you mean by pulling a gun on our foreman?"

"I'll say that guy is plumb loco!" exclaimed Panhandle Pete. "And I guess our foreman has got side-kicks, if it's gun-play!" He drew his Colt, and three or four other guns were drawn.

"What's hitting you, Jim?" gasped the amazed rancher, in the doorway. "What you pullin' on my foreman for?"

"Foreman nothing!" snapped Jim Hall. "That guy is the Rio Kid! I'll tell all Texas, I've got my man at last!"

"That guy's my foreman, Carfax!" roared the rancher.

"Mebbe! He was the Rio Kid before that, I reckon! You've been

fooled good and hard by that firebug, but I've got him dead to rights at that!" "I'll tell you now that I suspicioned him a whole heap, and I reckoned your foreman would never show up at the ranch while I was around."

"You sure have played me for a sucker, Jim Hall!" said the Big Kid quickly. "I never reckoned that you knew a thing, or that you was stringing me along when you hit the trail. Maybe the Big Kid ain't as sure as he was when he was an outlaw," he added bitterly.

The Lazy S bunch stared at him.

"Say, Mr. Carfax, what you spillin'?" exclaimed Calamico blankly. "You got friends here to stand by you, even if that degraded ranger has got you under his gun. You ain't allowin' that you're the man he calls you?"

The Kid smiled faintly.

"I guess what Hall says goes," he answered. "I reckon he could bring 'em plenty galoots here that know the Big Kid, if he had to prove it. You can pack your hardware, Jim Hall," he added disinfluently. "I ain't pullin' a gun. You got me, you dogged bloodhound!"

"I guess I'm making sure of you now I got you!" said Hall grimly. "You ain't slipping through my fingers again, Kid. Like you done before. Men of the Lazy S, I call on you, in the name of the law, to catch that outlaw!"

"The Big Kid!" said Morris Hall, almost dizzily. "What you giving us, Carfax? You allow you're that firebug what's shot up more guys than he's got fingers and toes?"

The Kid smiled bitterly.

"I guess the Big Kid ain't shot up all the guys that's put down in his tally, Mr. Hall, sir," he answered. "They done do hang on to the Big Kid heap plenty shootings and kidnappings that he never heard of. I reckoned I'd ride a new trail in a new country, sir, but I figured all the time that maybe there was a kick comin' for me—and sure it's come!"

"You—outlaw and firebug!" muttered the ranger. "You—the man

I've trusted—the man I made my foreman!"

—The Kid's face flushed.

"I reckon you won't allow, sir, that you've found me a square man on this ranch," he said, in a low voice. "I'll tell all Texas, I never wanted to be an outlaw—and that bloodhound, Jim Hall, knows as well as any honker that it was a mistake and a false charge that drove me outside the law. They made me an outlaw—and I guess after that I had to be what they made me. And I've sure given the shorts to run for their money—and the youngsters, too. Busted them when they thought they had me cracked!" The Kid's eyes flashed. "And I'd been Mule-Kick to it agin, sir, if I wasn't standing in your bunkhouse on your ranch!" But the outlaw and firebug, the Big Kid, ain't burnin' powder on men that he's rode and barked with—on the boss that's treated him—he sure ain't! It's the end of the Big Kid's trail, right now!"

He glanced round at the staring cattle on the bunch to stand by him.

"You boys, you've known me for a white man while I was here," he said. "You know now what I was, and couldn't help being—but I reckon you'll remember me as a square man."

"You said it, sir!" muttered Colotado.

"And you, sir," said the Kid, his eyes turning on the ranger, "you get to allow that the Big Kid—firebug as they call him—has done his duty while he was your foreman, and you ain't got no kick comin'. Me, I pack two guns, but I guess no guy here ain't seen me handling them previous. You pack a good roll, sir, but it ain't never been in no danger from the Big Kid—hold-up man as they call him! They'll tell you in the cow camps that the Kid's an all-fired bushwhacker, but there ain't a cow missing from your range, sir, since I been foreman."

Morris Hall nodded.

"I reckoned," said the Kid, "that I'd done with outlaw trials—but it was too good to last! If I was the firebug that they call me, I guess I shouldn't be standing under Jim Hall's gun this minute—I've said had him under my muscle more'n once; but your foreman, sir, wasn't going to play an outlaw game on your ranch. I got it comin' to me—and I ain't squawking now! You got me, Jim Hall—take my gun and close on that if you want the boy's brother; you wouldn't live to take them!"

With his left hand the ranger lifted the two walnut-hilted guns from the Kid's low-swinging holsters. And the Kid, saying no more, walked out of the Lazy S bunkhouse, the ranger at his side, gun in hand.

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Riding Back to Frio!

DARK and gloomy was the brood of the Big Kid as he rode away from the Lazy S. He rode Side-Kicker with his feet tied to the stirrups, and his hands were bound down to his sides.

Mule-Kick Hall was taking no chances with the elusive Kid now that he had clutched him. He rode by the captured outlaw's side, with his hand very near a gun—ready, and willing, to shoot him dead if he made any attempt to get away. Not that the Kid was likely to make it—bound, with the ranger leading his horse, there was little chance of a getaway. The last chance would have been enough for the Kid, and the ranger's gun would not have stopped him from jumping at it—but here there was no chance—the ghost of one!

The Lazy S bunch watched him go with clouded faces. They had liked their foreman—had found him a square man—and would have backed him up through thick and thin. And even when they knew that he was the Big Kid—the hunted outlaw—they liked him still—and there was more than a chance that guns would have been pulled for him had the Kid

been called on the bunch to stand by him.

That the Kid did not dream of doing, Morris Hall, in grim silence, gave the Kid a grip of the hand. Whatever he was, and had been, the rancher was going to remember him as a good and true foreman. But Morris Hall would have stood by his brother if it had come to gunplay. The Kid knew that, and not to save his liberty or his life would he have seen trouble at the Lazy S.

In silence, he rode away with his captor—in silence, they watched him go—and the long trail through the waving prairie grass swallowed him from their sight.

On a peaking ridge, the Kid looked back—his last glance at the Lazy S. Hall, glancing at him, pulled in his horse for a moment or two. Grim, hard, ruthless as the ranger was in pursuit of the man he wanted, he was not inhuman.

For a long minute the Kid looked at the ranch—the buildings and fence line in the distance—the herds of cattle on the plain, a rider's station post here and there—looked, with a heavy heart. Then he rode on again with Jim Hall.

Outlaw once more—and riding back to Frio to be handed over to the sheriff, and to take what was coming to him. Hell it was ninety miles to the banks of the Rio Frio—and the Kid was not handed over to Sheriff Watson yet! He had lost his freedom, but while there was life there was hope. If he could not ride the ranges as a desperado, he could ride the trails as an outlaw—if the grip of that grim-faced ranger unloosed. On the Lazy S, the Kid would not have burned powder; but if a chance came his way on the long ride to Frio he was not going to lose it, although at the moment any chance of escape was very remote.

In the Kid's holsters, which he still wore, were the two walnut-hilted guns that had seen so much service. Hall had replaced them there, after carefully unloading them. Unless to the Kid now, even had they been loaded—for the carb on his wrists was safely knotted—Hall was not the man to give his prisoner a chance. And the Kid knew that Mule-Kick would not hesitate a split second to drive a bullet through his heart rather than run the remotest risk of losing him.

That, indeed, the Kid would have chosen rather than riding back to Frio tied on his master, to be handed over to the sheriff. But he was not at Frio yet, and hope was not dead in his breast.

But it came near dying when, in the last glimpse of the sunset, Austin Judd and two other rangers rode out of a timber clump by which the trail ran. The Kid's face darkened as he saw them. He realized now that Mule-Kick had not taken the back trail alone, though he had left his companion at a distance from the ranch. The three rangers stared hard at the Kid, and Austin Judd, who had seen him as "Mr. Carfax," without knowing that he was the wanted outlaw, blinked in surprise.

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Ghost of Corse Grange

(Continued from page 5)

the chair was empty. Sir Humphrey had gone!

The Mystery Solved!

FOR a moment, Uncle George was incapable of movement. Was this some tomfoolery, he asked himself wildly. Was the whole thing some stupid practical joke being played at his expense?

It must be, he thought. It couldn't be anything else. But, by Jove, it had gone too far. Dash it all, he thought furiously, there were limits!

Turning, he rushed from the room and dashed along to Sir Humphrey's room, intent on telling that gentle man exactly what he thought of him.

Sir Humphrey's room was fitted with electric light, as was every room in the garage, with the exception of the haunted chamber. Groping for the switch, Uncle George pressed it, then stood staring in astonishment at Sir Humphrey, who, propped on his elbow in bed, was blinking at him in alarm.

"What's the matter, Goffin?" ejaculated Sir Humphrey. "You're all right, aren't you?"

"All right?" roared Uncle George. "Yes, I'm all right, but I've had enough of this idiocy. You gave me your word you'd leave me alone to-night and not play silly tricks on me, but instead of that you've done your best to put the blessed wind up me and make a perfect fool of me!"

Sir Humphrey had swung his pyjama-clad legs to the floor. He looked very pale, thought Uncle George, although there was no sign of a wound about him. But, of course, there wouldn't be, reflected Uncle George wrathfully. The whole thing had been a put-up job.

"Listen, Goffin! Get a grip on yourself, man, and tell me exactly what's happened," said Sir Humphrey.

"You know what's happened, don't you? You don't!" burst out Uncle George furiously. "Giving me the fright of my life in the haunted

chamber, like you did, then riding with me as like you, Humphrey, out along the road and pretending to hold-up some of your fat-headed pals in a stage-coach and pretending to be shot. If you call that sort of thing playing the game, I don't!"

Sir Humphrey had risen to his feet. He approached Uncle George.

"Goffin," he said earnestly, "it's obvious to me that something's happened, but I give you my solemn word of honour that I have never moved from out this room since saying good-night to you just before midnight!"

Uncle George stared at him. He was momentarily speechless, for Sir Humphrey's words had staggered him.

"Do you—do you mean you've never been out of here at all to-night?" he choked.

"On my honour, I haven't!" retorted Sir Humphrey.

Uncle George collapsed limply into a chair.

"There she was that I've been with!" he whispered, staring at Sir Humphrey with distended eyes.

"Tell me what's happened!" said Sir Humphrey quietly.

Uncle George told him, leisurely and perkily. Sir Humphrey heard him out in silence, then thoughtfully paced the floor.

"So that was how my ancestor died, was it?" he said quietly, turning at length to face Uncle George. "Shout whilst he and O'Finn were holding up a stage-coach near here. Well, I'm not surprised."

"But—but you don't mean to say I've been with him!" gasped Uncle George.

"Listen, George!" said Sir Humphrey quietly. "I'm going to tell you something which, to spare your feelings, I didn't mention when telling the story of Sir Humphrey at dinner tonight. O'Finn's name was George O'Finn. When he was captured in London he'd changed his name. He'd taken the initial of his Christian name on to his surname, making it Goffin—or Goffe, if you like!"

"Good gracious!" gasped Uncle George. "But that fellow I've been

with was as like you, Humphrey, as two peas in a pod."

"I'm supposed to resemble that particular Sir Humphrey very closely in feature," said the other. "Anyways, I think we know now, George, that it wasn't O'Finn—or Goffe, as he called himself later—who shot Sir Humphrey that night. I'm convinced the mystery's been solved!"

"So am I!" gulped Uncle George.

"**A**ND that," said Goffin, sliding off his stool at the tuckshop counter, "is why Uncle George never talks slightlyingly of ghosts nowadays. Well, along!"

"Here, let wait a minute!" exclaimed Dawson. "Seeing that this O'Finn had changed his name to something like Goffin, and, seeing that the visitor to the haunted chamber appeared to know your Uncle George, it looks to me as though O'Finn must have been one of your Uncle George's ancestors!"

"That is what we all think," agreed Goffin blandly. "As a matter of fact, Uncle George is rather proud of it. Well, cheerio!"

The door closed on his retreating form. A moment later it opened again and the head of Goffin reappeared.

"I might add," said Goffin, "that the ghost of Sir Humphrey never appeared again. It had succeeded in clearing the name of O'Finn, and was apparently happy. Ta-ta!"

The door closed again. There was a moment of silence. It was broken by Dawson.

"Well, I suppose it's possible," he said, picking up his ginger-beer.

"What's possible?" demanded Potts sharply.

"That there has been a highwayman in the Goffin family," said Dawson.

"It's more than possible!" agreed the others.

Next week, Goffin's detective uncle decides the bulk of providing AN ICE CREAM PARLOR, with rollers lumbering in the background, trying to turn it into a complete frost!

juniper, a horseman dashed out on the plain, little more than a shadow in the thickening dark. But the Kid's eyes noted the big Mexican sombrero—caught a glimpse of the dark face under it—and knew that it was Pedro Diaz—Pedro the Knife whom he had spared, and whom he had allowed to ride. Mule-Kick recognised him at the same moment, and his gun flashed out.

But the Mexican, after a start at the torch of riders, wheeled his pinto, and dashed away at full gallop. Hall's gun roared, sending a bullet whizzing after the disappearing horseman.

For a moment the Kid hoped that this was a chance—if the rangers delayed to deal with the Mexican bandit. And Hall, he could see, was loath to let slip the chance of roping

in Pedro. But the ranger captain shook his head.

"I guess that greaser will keep it up," he muttered. "We got the Kid—and we got to keep him safe! Ride on!"

They rode on, and the hoofbeats of the Mexican's horse died away in the distance.

It was not till the night was old that they halted at last by a rippling spring in a timber island, camping under the boughs of great cotton woods. The Kid, weary from the saddle, was freed from his mustang, and Side-Kicker was tethered with the rangers' horses, close by the camp. Black night lay on the prairie, and through the thickets shone the red glow of the rangers' campfire. The Kid's hands were freed to eat his supper, but they were bound again

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Mule-Kick Gets His Man

(Continued from page 13)

"Say, you raped in the foreman of the Lazy S, sir?" said Jed.

Hall snorted scornfully.

"I've raped in the Rio Kid, who was playing foreman on my brother's ranch all the time we were here," he answered curtly. "I guess you ought to have been wise to him, Jed, when you met up with him!"

"Search me!" said Jed. He knew now why the captain of the rangers had ridden back to the Lazy S. He knew, too, that Hall had not been sure, or he would not have ridden alone.

At a gallop, they rode on. Lower and lower the sun dipped, and shadows deepened on the shimmering grass. From a struggle of pine and

Under cover of darkness

Mule-Kick Gets His Man

afterwards, and his ankles tied together." Then he was allowed to roll in his blanket—but round the blanket another rope was run, binding him in. The Kid smiled mockingly as Mule-Kick, with a curse and oathful hand, knotted the rope.

"I'll tell a man, you can't going to see me, if you can help it, Jim Hall!" he remarked. "You sure do know how to see this baby out at Poco."

"I'm taking no chance, Ed!" said Hall briefly.

The rangers rolled themselves in blankets. And the Kid, as they settled down to sleep, tried his strength on the ropes that fastened him—and tried it in vain. There was no chance—and he reckoned that he might as well sleep.

Pedro of Cuchillo Remembers!

THIS touch that awakened the Kid was light. He did not stir as he wakened. His eyes opened but saw nothing. Only a faint gleam of red came from the embers of the campfire. What had awakened him—what had touched him in the darkness? the Kid did not know. But the long habit of wary caution kept him still and silent. Something was stirring, and something had touched him. Seeing nothing, hearing nothing, he lay still to puzzle it out. And he became conscious of a darker shadow in the darkness than beat over him, and at the same time of a glimmer of bare steel. And in the same moments he knew that the rope that fastened the Kid round him had loosened.

In other wonder, he lay still. A knife had gone silently through the knotted rope. In whose hand? Four Texas Rangers were round him, sleeping in their blankets. It was not one of them that had cut the rope—that was a mere cinch. Who was it that had crept into the rangers' camp, lynn-cry in the darkness, making no sound—as silent, as cautious, that he had not awakened even Jim Hall, who slept like a weasel. Not a foot—but who, had the Kid guessed?

The Kid had hoped against hope for a chance of escape, but it had never crossed his mind to hope for help. Who, in all the Larim country, could have come to his aid, risking life to help him? Not one of the Lazy S bunch—the Lazy S was left a good twenty-five miles away to the west, and no man from the ranch had followed the trail of Mule-Kick Hall and his prisoner. Yet it was the hand of a friend, seeking to save him, that cut the rope binding him in the blanket. The Rio Kid was lost in wonder, but he lay still, giving no sign.

The blanket slid away from him, softly and silently. His limbs within it were bound—and he felt a groping hand, and the sawing of a raw-edged blade. From ankles and wrists the entrapment dropped away, the Kid lay free—still from his bonds, but free!

He drew a deep, quivering breath. An unseen hand grasped his arm, and he rose silently to his feet. There was

a sudden gleam as the fire burned up for a second, and he saw the sleeping forms of the rangers coiled in their blankets, caught the gleam of a revolver in the hand of Mule-Kick Hall. Had the ranger captain awakened at that moment, the Kid would have fallen, shot through the heart. The momentary gleam fled away again. Of his ranger the Kid glimpsed only a dim shadow. The hand on his arm was drawing him away, and he yielded to the guidance.

His heart was beating hard. Freedom—life and freedom, if he won clear of the rangers' camp; but life was in the balance now, for Mule-Kick Hall would have turned powder instantly had he found his prisoner escaping. A careless step—a slight sound—would have been enough. Step by step, inch by inch, but by foot, the Kid crept, till a massive cotterhook was between him and the rangers' camp, and he breathed more freely. And then he drew to a halt.

He was free—but on foot. A gay lad, no chance on the boundless prairie; and even had there been a chance, the Kid would not have made his getaway without Side-Kicker. In the faintest of whispers, he breathed a word to the unseen shadow that drew him by the arm.

"I guess I want my cayuse, fellow?"

"Si, si, senor!" came back a breath. And the Kid started. It was a Mexican who stood by him in the darkness under the cottonwood. It was a greaser who had run this deadly risk to give him! The grasp slipped from his arm, and the Kid moved silently to the horse.

A whisper to Side-Kicker was enough. He cast loose the trail-rope, and drew the mustang away. Saddle and bridle were off the mustang, and the Kid did not figure on seeking them in the rangers' camp. He had ridden bareback often enough, and asked nothing better than to feel Side-Kicker's glossy sides between his knees. The black muscle quivered under his arm, as the mustang followed him. Two long, silent minutes, and the Kid was outside the timber of the prairie island, knee-deep in the open grass, with the night wind blowing on his face, and the stars glittering over his head.

He breathed hard and deep in the fresh wind of the prairie. He had lost the shadowy figure of his rescuer; but now it loomed by his side again, and the hand touched his arm. From the rangers' camp came no sound. A smile played over the Kid's face, as he stepped silently away through the grass followed by his mustang, led by the shadow.

A dim form leaped up in the gloom—a tethered horse. The shadow leaped over the cayuse, and slid into the saddle, and the Kid mounted Side-Kicker.

"Ride, senor!" came the whisper.

"You said it!" breathed the Kid.

Saddle and bridle mattered little to the Kid. He guided Side-Kicker with his knees. Side by side they dashed away across the dim prairie, and at the beat of the hoofs came a shout from the awakened camp.

Loud and savage rang the shout of

Mule-Kick Hall—loud and fierce the voices of his men—followed by dashes in the dark, and the roar of six-guns as the enraged rangers banded away at random.

The Rio Kid laughed as he urged Side-Kicker to a gallop.

Little enough he cared for the rage of Mule-Kick Hall, or for the whining bullets from the rangers' camp. The grass flew under the galloping hoofs, as he dashed on at full speed by the side of the still-unseen rescuer.

From the darkness came the beat of hoofs. The rangers were mounted and riding, seeking the escaping Kid—riding at random, blundering away at shadows.

Thundering hoofs and roaring guns died away into the silence of the night as the Kid galloped on. Miles on miles flew under the lurching hoofs, till the Kid at last checked his galloping mustang. Many times, as he galloped, his eyes had turned on the dark figure riding at his side, dim in the gloom, shadowed by an immense Mexican sombrero. But under that ambrino he had had a glimpse of a smarthy, black-turbaned face, and he guessed,

"Pedro Diaz, I guess!" said the Kid, speaking at last.

The Mexican pulled in his horse and looked at him, grinning under the big sombrero.

"Si, senor. Did I not tell you, when you took the lyncher's rope from my neck, that I should remember?"

"I'll say you did, fellow!" said the Kid. "And I'll tell a man, you sure have paid the account, and a little over! I guess if them rangers had spotted you getting me away, they'd have killed you as full of holes as a colander, and then some."

"A life for a life, senor!" said the bandit. He looked curiously at the Kid in the glow of the stars. "Your game is up at the Lazy S, senor?"

The Kid's heart darkened.

"Sure!" he said.

"My trail lies to the south—to Mexico! Ride with me, senor—there is safety on the other side of the border."

The Kid shook his head.

"I guess not, fellow," he said, with a grin. "I make my own way. It ain't like the Kid not to know his mind, but I guess I'm still cousin to my lucky stars. I'm not roped up under a blanket, waitin' for someup to be taken into Poco tied to my own horns. You beat it your own way, Pedro. I guess this is a hot spot for both of us now."

The Mexican shrugged as the Kid gripped his dusty hand. A moment later Pedro of Cuchillo was riding for the south, leaving the Kid alone under the stars.

Hours later, when dawn streaked the eastern sky and the sun came up, it shone on the back of the Rio Kid, riding Side-Kicker hard into the west!

Mule-Kick Hall makes things as bad for the Kid, never giving him a moment's respite, until the boy author decides to quit Texas. Next week, with guns blazing, he blows into Hollister, crossing up the film city!