

The background of the page is a solid blue color, representing a sky. There are several white, stylized clouds scattered across the top and bottom edges. The clouds have a soft, puffy appearance with blue outlines. The text 'RUNNING SCRIPT' is centered in the middle of the page in a white, bold, sans-serif font.

RUNNING SCRIPT

SCENE 1

(music begins to “The Agape League”)

NARRATOR: **High in the mountains above a city near you, earth’s noblest heroes have begun to assemble in the Fortress of Virtue. Known for extravagant displays of the highest virtues, they face a common enemy. Uniting together is their only defense to withstand the enemy’s tricks that cannot be withstood alone. These heroes serve on the frontlines every day, evidence of virtues available to every follower of Christ. On this day, a day like no other, they assemble together—The Agape League!**

(SONG: “The Agape League”)

(After song ends, the League Members file offstage so they can enter through the Identity Portal. General walks under the Identity Portal doorway onto center stage. As he walks through, it activates and computer beeping sounds commence as automated voice confirms his identity. He is followed by Shadow.)

*AUTOMATED VOICE: **Identity confirmed: General Agape. Extraordinary Ability: Love.**
(more beeping sounds as Shadow walks through.) **Identity confirmed: Shadow. Extraordinary Ability: Faithfulness.**

GEN. AGAPE: *(looking around)* **Shadow, I thought you said you called *all* the League members in?**

SHADOW: **I did, General. I activated all of the correspondence beacons last night.**

GEN. AGAPE: **Where’s Ironblade? Well, someone needs to check on him. Will you look into it?**

SHADOW: **Yes, General. Using the HPS now.** *(walks over to a computer-type contraption and starts typing)*

AUTOMATED VOICE: **Hero Positioning System. Tracking: Ironblade. Tracking . . . Tracking . . . Tracking . . .**

(Jumper and Serenity enter and step through the Identity Portal. It activates, and computer beeping sounds commence as automated voice confirms their identities.)

**All “Automated Voice” dialogue is pre-recorded on the split-track accompaniment CD.*

AUTOMATED

VOICE: **Identity confirmed: Jumper. Extraordinary Ability: Joy. Identity confirmed: Serenity. Extraordinary Ability: Peace.**

GEN. AGAPE: *(walking up to them)* **Jumper! Serenity! Good to see you!**

JUMPER: **It's been too long!!**

SERENITY: **Things move so fast. I'd love to just sit and catch up.**

GEN. AGAPE: **No time for that now. The Agape League is needed now more than ever. But first, we may have a problem. Shadow, how is the search coming?** *(Video and audio confirm)*

AUTOMATED

8

VOICE: **No matches found. No matches found.**

JUMPER: **No matches found for what?**

GEN. AGAPE

and SHADOW: *(solemnly)* **Ironblade.** *(Honeycomb walks through the Identity Portal)*

AUTOMATED

9

VOICE: **Identity confirmed: Honeycomb. Extraordinary Ability: Kindness.**

GEN. AGAPE: **Welcome, Honeycomb. I'm afraid our mission may have just gotten a bit more complicated.**

JUMPER: *(jumping in)* **Ironblade is missing!**

HONEYCOMB: **Oh, no! I'll go look for him!**

GEN. AGAPE: **Actually, let's send Freezer Burn. With his special ability, he will be able to find him more quickly.** *(to Jumper and Serenity)* **Why don't you two have a seat? The others are on their way.** *(Freezer Burn enters)*

AUTOMATED

10

VOICE: **Identity confirmed: Freezer Burn. Extraordinary Ability: Patience.**

JUMPER: *(bounding over and hugging Freezer Burn)* **It's great to see you, Freezer Burn!**

(Young superheroes Lambswool and Golden Girl enter)

AUTOMATED

VOICE: **Identities confirmed: Lambswool and Golden Girl. Extraordinary Abilities: Gentleness and Goodness.**

GEN. AGAPE: *(Calling them over to a circle of chairs in the middle)* **It looks like we are ready to begin. Circle up, everyone. Freezer Burn has gone to find one of our own: Ironblade.**

FREEZER

BURN: **I’ll be back before you know it, General.**

GEN. AGAPE: *(chuckling)* **I know you will, Freezer Burn.**

FREEZER

BURN: **Ready? You know when I freeze time it will seem like no time has passed for you.**

JUMPER: **Do your thing, Freezer Burn. Just let me pose in a good position.**

ALL: **Me, too. This is my best side. Here we go, etc.** *(They all assume comically awkward poses.) [Freezer Burn blows handful of icicles (glitter) toward the kids (Underscore 1); everyone except Freezer Burn “freezes.”]*

FREEZER

BURN: *(looking at their poses and smiling)* **This never gets old.** *(Exits stage briefly) (Freezer Burn runs back on and claps once; everyone immediately starts moving and talking)*

GEN. AGAPE: **I’m sure that Freezer Burn will return . . .**

FREEZER

BURN: *(interrupts)* **Already back!**

JUMPER: **Man, Freezer Burn, you do not mess around!** *(all agree)*

HONEYCOMB: **Well, did you find Ironblade??**

FREEZER

BURN: *(hesitantly)* **I did . . .**

GEN. AGAPE: **Wonderful! Is he here?**

FREEZER

BURN: **Yes, that’s the thing . . .**

GEN. AGAPE: **Thank you, Freezer Burn. With the League back together, we will be able to concentrate on the mission I called you here for. It will take each member of this team to use your unique abilities** *(music begins to “The Fruit of the Spirit”)* **and the virtues that God has cultivated in you.**

(SONG: “The Fruit of the Spirit”)

SCENE 2

GEN. AGAPE: **Shadow, will you please pass out the mission briefings?**

SHADOW: *(passing out folders)* **I thought you’d never ask, General!** *(music begins to “Underscore 2”)* **It seems there has been a serious problem in Suburbiana City. *(dialogue continues on bottom of next page)* People are fighting with each other over the littlest things, and everyone is so absorbed in their own personal problems that the town is falling apart!**

HONEYCOMB: **Sounds like they are lacking Kindness.**

JUMPER: **And they are definitely needing some Joy down there!**

SHADOW: **The focus of *this* mission is not on the entire town, but on two children—*(looking at notes)* a brother and a sister—Jess and Jeffrey Sandler. We need to remind them of the Fruit of the Spirit available through the Spirit of God.**

GEN. AGAPE: **Honeycomb and Jumper, you will run the operation, along with Freezer Burn and Ironblade.**

JUMPER: *(looking around)* **Where *is* Ironblade? I thought you said he was here?**

FREEZER
BURN: **That’s what I’ve been trying to tell . . .** *(Ironblade wanders onstage, skipping the Identity Portal and barely looking up from his handheld video game)*

JUMPER: **Oh, *there* you are, Ironblade!**

IRONBLADE: *(not acknowledging Jumper; walks in and looks around. Turns to Freezer Burn, accusingly)* **Hey, you said you were taking me to the world’s biggest arcade?!**

GEN. AGAPE: *(after a beat)* **Freezer Burn, may I have a word with you, privately?** *(the two of them walk a little off to the side)*

FREEZER
BURN: *(whispering to General Agape)* **General, Ironblade is completely removed from reality! The only way I could convince him to come here was to pretend it was an arcade. It was the first thing that popped into my head!**

IRONBLADE: **Hellooo! Do you all work here? Where do I buy tokens?**

JUMPER: *(jumping in)* **Uhm . . . WELCOME to The Fortress of Virtue . . . ARCADE! If you’ll just follow me, I’ll show you around.** *(Leads a puzzled Ironblade)*

IRONBLADE: *(as Jumper leads him away)* **Love the costumes, guys.**

SERENITY: *(incredulous)* **Whaaat?**

LAMBSWOOL: **I don’t understand! Why is he acting so funny?**

GEN. AGAPE: **Lambswool, it’s worse than we could have imagined. Ironblade** *(pauses for effect)* **seems to have forgotten his superhero identity!**

ALL: *(gasps)* **Oh, no! What? How can this happen? etc.**

HONEYCOMB: **I didn’t think that was possible, General! How can he lose his** *ability?*

GEN. AGAPE: **Oh, I didn’t say he *lost* his ability. God gives every believer the virtues of the Fruit of the Spirit when their lives are surrendered to Him. Unfortunately, sometimes we tend to forget the virtues that God has made available to us through His Spirit.**

SHADOW: **We will do whatever it takes to help Ironblade remember!** *(All agree)*

SERENITY: **If the time I’ve spent in the Word has taught me anything, it’s to remember to put our focus where it belongs. Let’s pray, everyone.**

GEN. AGAPE: **Excellent idea, Serenity.**

SERENITY: **Father, we thank You for Your unfailing love, and for allowing us to demonstrate Your love and Your power to those around us. Please guide us as we dedicate this . . . unique . . . mission to You. Amen!**

[18] *SFX (computer bleep)*

SHADOW: **I found something! The Agape Interface uncovered these statistics relating to Ironblade’s last mission.**

AUTOMATED VOICE: **[19]** **Cultural immersion. Distraction. The tyranny of the urgent. Amusement as the highest priority. Selfishness.**

SHADOW: *(reading screen)* **It seems that Ironblade became so immersed in the**

culture and technological distractions, he didn’t even realize that he was neglecting to display his ability: Self-Control. After awhile, he just started to forget who he was!

GEN. AGAPE: **Where was his last mission posting?**

SHADOW: **Checking on that, General . . .**

AUTOMATED VOICE: **20 SFX**
Ironblade: last posting—Suburbiana City.

GEN. AGAPE: **Suburbiana City?!**

FREEZER
BURN: **Yes! He does seem to have been affected by the same selfishness and insensitivity plaguing that city! Before we can help Jess and Jeffrey Sandler, we need to help Ironblade remember his superpower!**

IRONBLADE: *(walking in)* **Does anybody have a charger? My battery is low.**
(walks around looking for an outlet while still playing the game)

HONEYCOMB: **Here, let me plug it in for you.** *(upstage wall plug)*

IRONBLADE: **Thanks. There’s no panic like the panic you feel when your battery is down to 7%.**

HONEYCOMB: *(doesn’t understand, but pretends, cheerfully)* **Oh! Right . . . 7%.**
(Ironblade is back to the game)

FREEZER
BURN: **I thought if we reintroduce Ironblade to what we’re all about, perhaps it will jog his memory.**

JUMPER: *(enthusiastically)* **Fantastic! This will be fun, everyone! I’ll go first. Romans 15:13: “May the God of hope fill you with all joy *(music begins to “He Gives Me Joy”)* and peace as you trust in him, so that you may overflow with hope by the power of the Holy Spirit.”**

(SONG: “He Gives Me Joy”)

SCENE 3

JUMPER: **Woo-hoo! If that doesn't get you excited about the Lord, I don't know what will!**

IRONBLADE: *(off to the side, still playing video, now plugged in)* **Ooh, it's back up to 33%! YES!**

GEN. AGAPE: *(awkwardly)* **We're, uh . . . happy to help.**

IRONBLADE: *(seeing General Agape)* **Hey, you look familiar!**

GEN. AGAPE: *(hopeful)* **I do??**

IRONBLADE: **Are you the Purple Power Ranger?**

GEN. AGAPE: **Ah, no.**

IRONBLADE: *(oblivious)* **You know, I feel strangely comfortable with you all.**

FREEZER BURN: *(excited again)* **You DO?**

IRONBLADE: *(looking at Jumper)* **I do! Let's all have ice cream. Where's the snack bar?**

JUMPER: *(trying to think of something)* **Uh . . . let's go check on that.**
(whispering to General Agape) **Do we *have* any ice cream here?**
(takes Ironblade offstage)

SERENITY: *(confident)* **Don't worry, he'll come around.**

FREEZER
BURN: *(to others)* **I'm sure if he spends a little more time here at the Fortress, he'll start to remember. It's not a race, everyone. We just need to be patient.**

([26] SFX—Freezer Burn is stopped by a rumbling sound, as the Fortress gradually begins to shake)

HONEYCOMB: **Whoa—earthquake!**

ALL: **What's that? Oh, my gosh! Why are we shaking?, etc.**

SERENITY: **General, what was that?**

GEN. AGAPE: *(puzzled)* **I'm not sure.**

IRONBLADE: *(entering holding a smoothie)* **I don’t mean to be picky, but your ice cream selection was . . . not amazing. What kind of arcade has only kale smoothies?**

LAMBSWOOL: *(interested)* **Ooh, what’s a “kale”?**

IRONBLADE: *(spluttering after taking a bite)* **I don’t think it’s food . . .**

SHADOW: ( 27 computer SFX; looking at the computer screen) **Kale is a vegetable in the cabbage family, rich in vitamins and calcium.**

IRONBLADE: *(politely)* **I’ll pass.**

GEN. AGAPE: *(defensive)* **Well, I didn’t know I was running an ice cream parlor! It’s very healthy for you!**

JUMPER: *(being positive again)* **Yum, kale! Freezer Burn was just going to tell us about his ability.**

IRONBLADE: **What ability?**

JUMPER: **Well, Freezer Burn has a unique ability to demonstrate great patience with people.**

IRONBLADE: **What’s so special about *that*?**

FREEZER
BURN: **God gives every believer the virtue of patience, through the power of His Spirit! *(music begins to “Wait for the Lord”)* The Bible says, “I wait for the Lord, my soul waits, and in his word I put my hope. My soul waits for the Lord more than watchmen wait for the morning.” Psalm 130:5-6**

(SONG: Wait for the Lord”)

SCENE 4

(music begins to “Underscore 3”)

GEN. AGAPE: *(walking onstage with an air of urgency)* **Shadow, will you please pull up the statistics I sent you, and display them for our team?**

SHADOW: **Sure thing!** *(She works on her computer station, continuing to frown; video shows static and blips that don’t make sense—the computer is not functioning correctly.*

([34] Sound effect—computer malfunction)

There is something wrong with the Agape Interface. I can’t make it work properly. *(Computer continues making noise)*

IRONBLADE: *(still engaged in game)* **My game is working fine!**

GEN. AGAPE: *(quietly)* **Lambswool, will you please take our guest outside for a minute?**

LAMBSWOOL: **Yes, General.** *(walks Ironblade offstage)*

(music begins to “Underscore 4”)

GEN. AGAPE: **Everyone, I’m afraid there’s something I haven’t told you yet. I wanted to be absolutely sure before I told you.**

HONEYCOMB: **What is it?**

SHADOW: *(solemnly)* **If Ironblade fails to recover his memory and start displaying his abilities again . . . we ALL will forget who we really are . . . permanently!**

ALL: *(panicked)* **Permanently? What? That can’t be? Oh, no! etc.**

GEN. AGAPE: **I’m afraid Shadow is right. The earthquake you felt is just the beginning signs of the crumbling of the Fortress. Has anyone else experienced *anything* strange?**

SHADOW: *(hesitantly)* **The Agape Interface is definitely broken.**

(Kids react, “Oh, no!” etc.)

GEN. AGAPE: **Then we don’t have a minute to waste!**

GOLDEN
GIRL:

How is this even possible?

SHADOW:

If an Agape League member fails to use his or her ability for an extended period of time, they will lose all recollection of their true identity! And, because all of our abilities function together as Fruit of the Spirit, I calculate that the entire Agape League is in danger of extinction in . . . *(calculating, looking at her paper files)* **approximately 3 hours!**

ALL:

(all gasp) **Oh, no! That's not enough time! What are we going to do?**

JUMPER:

(positively) **So, what you're saying is . . . we still have three whole hours!!** *(kids laugh)*

GEN. AGAPE:

That's the spirit!

JUMPER:

Don't worry, everyone. God will work this out! *[music begins to "The Joy of the Lord" (Rap)]* **I need my crew to come help me spread some joy up in here!** *(A "crew" of a few kids comes to the microphone and "beat box" while Jumper raps. As Jumper leads, everyone jumps and repeats the rap after her.)* **OK, everyone!**

[SONG: "The Joy of the Lord" (Rap)]

IRONBLADE:

(walking in while they are jumping) **I don't care what anybody says . . . this is a st-range arcade.**

HONEYCOMB:

(to Ironblade) **One of Jumper's Extraordinary Abilities is that she is able to display God's joy, no matter what the circumstance!**

IRONBLADE:

(not that interested) **Huh!** *(Goes back to his video game on side of stage)*

GOLDEN
GIRL:

(urgently) **You guys, if he doesn't recover his memory, we can't go help the kids in Suburbiana City!**

SERENITY:

Now, wait a minute. Let's not forget—God gives His peace in any and every situation. Philippians 4:6-7 says, "Do not be anxious about anything . . ."

LAMBSWOOL:

(cautiously) **Even if your fortress is about to crumble?**

SERENITY:

(comforting) **Even if your fortress is about to crumble.**

JUMPER: *(jumping in and saying quickly, with no pause between sentences)*
Even if it SEEMS like your fortress is about to crumble. But even if it does, our God is victorious! WOO! *(pause)* Oh, you were going somewhere with that, Serenity. Sorry I jumped in.

SERENITY: **"Do not be anxious about ANYTHING, but in EVERYTHING by prayer *(music begins to "The Peace of God")* and petition, with thanksgiving, let your requests be made known to God.**

SUPERHERO 1: **And the peace of God, which surpasses all understanding, will guard your hearts and your minds in Christ Jesus."**

(SONG: "The Peace of God")

SCENE 5

GEN. AGAPE: *(dry, no music)* **Jumper, when you do think the team will be ready to leave? I’ve just received a report that the situation between Jess and Jeffrey Sandler is getting worse!**

JUMPER: **We just need a few more minutes, General. I have an idea how to jog Ironblade’s memory. Perhaps the problem is, we have been showing Ironblade *our* abilities and teaching him about the Fruit of the Spirit, but we haven’t been giving him a chance to exhibit *his* special ability.**


HONEYCOMB: **I’ve always thought it was so cool that Ironblade’s ability is tied in with his knowledge of scripture! Kind of a cool motivator to memorize Bible verses, right?**

IRONBLADE: *(inquisitively)* **Excuse me, did you say something about memorizing Bible verses?**

SERENITY: *(cautiously)* **Yes . . . Are you . . . remembering something?**

IRONBLADE: **I feel kind of funny.**

GOLDEN
GIRL: **Maybe it’s the kale smoothie!**

AUTOMATED
VOICE: ( *SFX accompanied by warning beeping sound; music begins to “Underscore 5”*) **Emergency Shutdown. Emergency Shutdown. Please Evacuate Agape Fortress Immediately.** *(Alert continues but gets softer, repeating with a flashing red light throughout scene.)*

GEN. AGAPE: **Quick, everyone, let’s help him remember by reciting scripture!**

(The following lines are spoken with urgency but compassion and feeling; warning lights and sounds are in the background. Each League member emphasizes his/her ability when saying the Bible verse snippet)

SHADOW: *(urgently and compassionately)* **“Let love and *faithfulness* never leave you. (Proverbs 3:3)**

SERENITY: **“Let the *peace* of Christ rule in your hearts.” (Colossians 3:15)**

HONEYCOMB: *(urgently and compassionately)* **“I have loved you with an everlasting love; I have drawn you with unfailing *kindness*.” (Jeremiah 31:3)**

FREEZER

BURN: **"Be *patient*, then, brothers and sisters, until the Lord's coming."**
(James 5:7)

JUMPER: **I will "sing for joy to the Lord," for he has done great things.**
(paraphrased, from Ps. 95:1, 1 Sa. 12:24)

LAMBSWOOL: **"Let your *gentleness* be evident to all. The Lord is near."**
(Philippians 4:5)

GOLDEN GIRL: **"Make every effort to add to your faith *goodness*."** *(2 Peter 1:5)*

GEN. AGAPE: **"Over all these things put on *love*, which binds them all together in perfect unity."** *(Colossians 3:14)*

 *(SFX earthquake starts with rumbling sounds)*

SERENITY: **We are running out of time!**

SHADOW: **I took the liberty of compiling a list of some of Ironblade's favorite verses.** *(pushing the page in front of him)* **Here, read this!**

IRONBLADE: *(confused but willing)* **Out loud? Uh, sure, I guess. 2 Peter 1:5-7:**

"For this very reason, make every effort to add to your faith goodness; and to goodness, knowledge; and to knowledge, *self-control*, . . ." Hmmm . . . I'm feeling kinda strange.

JUMPER: **Keep reading!**

(music begins to "Underscore 6")

IRONBLADE: *(As he reads he becomes more confident, and slowly starts walking toward the Identity Beacon.) . . . and to self-control, perseverance. (the emergency alert and lights stop) HMMMM . . . this is sounding familiar. Philippians 3:13-14: “Brothers and sisters, I do not consider myself yet to have taken hold of it.*

ALL: *(earthquake stops; underscore continues with escalating music) It’s working!*

IRONBLADE: *(reading strongly now, and stepping onto The Identity Beacon) “But one thing I do: Forgetting what is behind and straining toward what is ahead, (he continues with the whole choir)*

ALL: *(with great enthusiasm) “I press on toward the goal to win the prize for which God has called me heavenward in Christ Jesus.” (Cheers)*

(Ironblade is now standing on The Identity Beacon. Everyone cheers as the Automated Voice speaks. “Underscore 6” reaches majestic conclusion as he victoriously remembers who he is!)

AUTOMATED
VOICE: **Identity confirmed: Ironblade. Extraordinary Ability: Self-Control.**

(music begins to “Eye on It”)

GEN. AGAPE: **Praise the Lord! NOW we are ready to complete the mission. What a great reminder Ironblade has given us—to keep our eyes focused intently on Jesus!**

JUMPER: **Team, let’s go to Suburbiana City! (Everyone cheers!)**

(SONG: “Eye on It”)

SCENE 6

(Lights up on a street in Suburbiana City. Jeffrey is threatening to throw Jess's doll into the street. Ironblade, Jumper, Freezer Burn and Honeycomb are standing downstage left, while Jess and Jeffrey are standing next to the "street," stage right (Cars are heard passing periodically))

IRONBLADE: **So, who are we helping?**

HONEYCOMB: **The reason we have been called here is for our friends, Jess and Jeffrey.**

IRONBLADE: **I've seen them before. I was on a mission not too far from here. I guess that's when I started forgetting who I was. Watch yourselves, team! Be alert!**

JUMPER: **Will do, Ironblade!**

JESS: *(genuinely concerned)* **Don't do it, Jeffrey! She's *my* doll! What did she ever do to you?**

JEFFREY: *(smug, but playful)* **I don't like her attitude. She looks like she is judging me . . . with those non-blinking eyes.**

JESS: **Jeffrey! Stop it!** *(honking is heard in the distance)*

JEFFREY: *(taunting)* **I'm gonna throw it, right there in the middle of the street.**

JESS: **You're mean! I never want to play with you again!**

JEFFREY: *(hurt, but trying not to show it)* **Wow. I was just kidding. But now maybe I really will throw it!**

JUMPER: **Uh, oh. This looks like trouble. This is a pretty busy street. We need to intervene soon.**

JEFFREY: *(throwing the doll)* **Too late!** *(Pantomiming shooting a basket with the doll)* **He shoots! He scores!** *(doll is thrown offstage)*

JESS: *(upset)* **Jeffrey! I'll never forgive you! I'm going to go get her.** *(honking and car sounds get louder)*

JEFFREY: *(nervous)* **Wait, Jess! It's not safe!**

JESS: *(continuing to walk toward the street)* **You're always trying to trick me! But I'm not going to fall for it.**

FREEZER

53

BURN:

(In a spotlight, Freezer Burn blows glitter toward the kids; everyone freezes and the sound of cars stops. Freezer Burn walks offstage, picks up the doll, and then walks over to "frozen" Jess and leads her to safety.) **Whoa, honey. You've got to be more careful. You could have really gotten hurt.**

JESS:

(in awe) **Where did you come from?**

FREEZER

BURN:

I'm a friend. It looked like you needed a little help.

JESS:

What happened? Is my doll okay?

FREEZER

BURN:

Yep, here she is. Safe and sound. *(Claps once and the street sounds resume; everyone moves again.)*

JEFFREY:

Jess! Wait, what happened?

JESS:

My friend helped save my doll.

JUMPER:

Looks like your doll tore her dress. Do you have any other clothes for her?

JESS:

(getting excited) **Do I ever! I have tons of clothes.**

FREEZER

BURN:

Why don't you show us?

JESS:

Okay! *(She leads Jumper and Freezer Burn upstage and sits down)*

IRONBLADE:

Jeffrey, what happened here?

JEFFREY:

(defensively) **I don't know. I was just playing. She's such a crybaby.**

HONEYCOMB:

Someone could have gotten seriously hurt.

IRONBLADE:

We were sent to help you, Jeffrey. *(music begins to "Never a Reason")* **Looks like we got here just in time.**

JEFFREY:

Aw, you know sisters. It's her own fault. She's always bugging me!

HONEYCOMB:

You know, Jeffrey, the Bible tells us that we need to be kind to one another. But we don't have to do it in our own strength. He will give us His Spirit that helps us display His kindness, even when we don't feel like it.

(SONG: "Never a Reason")

SCENE 7

JEFFREY: *(traffic noises in background)* I get so angry at her sometimes. It seems she is just trying to push my buttons.

IRONBLADE: I know what you're going through. Everyone gets angry sometimes, and everyone gets on each other's nerves.

HONEYCOMB: But God says there is another way.

IRONBLADE: You see, God can give you the strength to have self-control and do the right thing. And the best part is, we don't have to do it alone. His Spirit will lead us!

JESS: I'm sorry for being a pain, Jeffrey. Sometimes you make me mad. But Jumper's been talking to me about finding joy in the little things God has given us. And I'm thankful you're my brother!

JEFFREY: Well, now I feel terrible. *(laughs)* I'm sorry, too. *[music begins to "The Agape League—(Reprise)"]* I guess I have a lot to learn.

IRONBLADE: We are *all* on a journey. Let me tell you about this awesome thing called the Fruit of the Spirit!

NARRATOR: *(pre-recorded)* The Agape League once again prevails against the powers of darkness. The Spirit of the Lord empowers them to withstand the enemy's tricks that cannot be withstood alone. They will stand to face another adventure . . . *(drums)* The Agape League!

(SONG: "The Agape League (Reprise)")

(SONG: "Curtain Calls")