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THE **AGAPE** LEAGUE

A
SUPERHERO ADVENTURE
ABOUT
THE FRUIT
OF THE SPIRIT



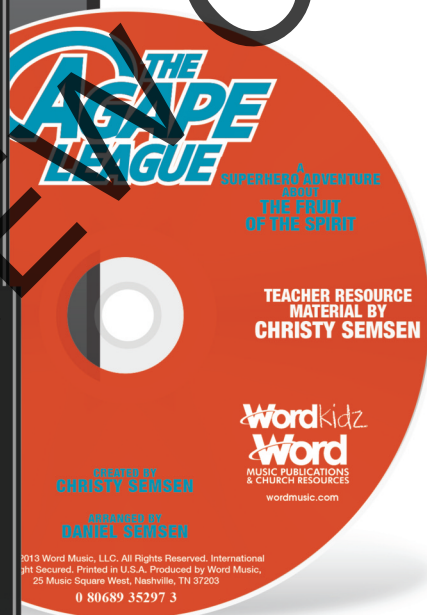
CREATED BY
CHRISTY SEMSEN

ARRANGED BY
DANIEL SEMSEN

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**THE
AGAPE
LEAGUE**

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A
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OF THE SPIRIT

CREATED BY
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Approximate Performance Time: 37 minutes

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Music Engraved by **BRENT ROBERTS**

Edited by **SARAH HUFFMAN & ANISSA SANBORN**

Art Design by **FUNNY PAGES**

Art Production by **FUDGE CREATIVE**

1 This symbol indicates a track number on the Accompaniment Compact Disc. Selecting a given CD track number will start the accompaniment track at the corresponding musical section indicated in the choral book.

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While the characters and costumes on the cover are meant to be both fun and inspire ideas for how creative each church might want to be with their presentation. IT IS ABSOLUTELY NOT NECESSARY TO CREATE ELABORATE COSTUMING IN ORDER TO SUCCESSFULLY PRESENT 'THE AGAPE LEAGUE.' Simple costuming, having the characters wear the Agape League T-shirts available from wordmusic.com, or creative use of 'capoes,' etc., can be as much fun and just as effective as elaborate costumes!

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FOREWORD

I am so happy to introduce you to *The Agape League*! The idea for this musical came when I was driving, brainstorming, and trying to think about what really excites my own sons. The answer was right there in front of my nose—SUPERHEROES! The concept of turning our choirs into a bunch of superheroes has made this a really fun musical, both to write and also to direct with my church choir. But aside from great musical and dramatic aspects, an important message shines through: each Fruit of the Spirit is vital in the life of a Christian, all evidence of a life that is growing in Christ. And we must be careful not to let the distractions of this world keep us from displaying these extraordinary virtues!

As the musical opens, we encounter a meeting of The Agape League, “high in the mountains above a city near you.” General Agape has called The Agape League into the Fortress to help two children in Suburbiana City who need reminders of the Fruit of the Spirit. To the dismay of the superheroes, they discover that one of their own, Ironblade, has failed to report in. Freezer Burn races off to find him, but everyone’s worst fears are realized when he returns...having forgotten his superhero identity! They all try in vain to jog Ironblade’s memory by telling him about their own abilities, but nothing seems to work. The stakes get even higher when the General informs them: if an Agape League member stops using his/her superpower for a period of time, the entire Agape League will forget who they are, and the Fortress will crumble! Will Ironblade remember his true identity, and will the League make it to Suburbiana City in time?

There are more distractions than ever in our lives today, and I think it is so very important that we teach our choirs to keep our eyes on the Lord. All children of God can display the Fruit of the Spirit as they allow the Lord to work in them and continue to mold them into vessels of the Holy Spirit. My prayer for you is that the words of these songs and the scripture that is so prevalent in this musical will root deeply into the lives of your children, bringing about the Fruit that is promised in the Word of God!

Please feel free to contact me with any questions or to share the great things that God is doing in your groups. I invite you to become a member of my Facebook group—“Christy Semsen’s Epic Kids Choir Forum”—where you can join other awesome directors who post questions, photos, and even videos of their productions! My email is csemsen@gmail.com, and I’d love to hear from you. I’m thrilled and blessed we’re on this journey together!

Christy Semsen

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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!

The Agape League

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen

1 With suspense ♩ = 148
N.C.

building intensity throughout
p

4 NARRATOR (pre-recorded): “High in the mountains . . .”

(sim.)

The part of “Narrator” is pre-recorded on the accompaniment CD. It appears twice: on pages 7 and 90 of the musical.

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8

10 Bm G/B

mp

13 Bm

16 F Bm

mf *mp*

19 G/B

22 E/B G2/B G/B

25 N.C.

mf building in intensity

"... The Agape League!"

28 **Bm** **G**

31 **E/G#**

34 **G2** **G** **A**

36 **2** **Rock** ♩ = 125 **N.C.** **Bm**

39 **G** **E/G#** **G** **A**

FOR PREVIEW ONLY

10

CHOIR

mf

42

On the front lines, dis - play - ing might - y war - riors, re -

Bm G

mf

45

flect - ing the heart of God, a

E/G#

47

sac - ri - fi - cial love; he - roes col - lid - ing, spread - ing

G

49

pow'r from a - bove. U - nite, A - ga - pe League!

F# Bm

f

FOR PREVIEW ONLY

51

Dark-ness on the run

G E/G#

53

we will o - ver-come. Stand strong, A - ga - pe League!

G A Bm

55

We will show His love in the

G E/G#

57

pow-er from a-bove. U - nite! U -

G A Bm G

FOR PREVIEW ONLY

12

60

4

nite! Shad-ow!

E/G# G A Bm

Jump-er! Freez-er Burn! Hon-ey-comb! Se-

G

ren-i-ty! Lambs-wool! Gold-en Girl!

E/G# G

69

5

LEAGUE MEMBERS: Where is he? What? etc.

I-ron-blade! I-ron-blade!?

F#

FOR PREVIEW ONLY

72 *f*
U - nite, A - ga - pe League! —
Bm G

75
Dark-ness on the run we will over-come. Stand
E/G# G A

77
strong, A ga - pe League! —
Bm G

79
We will show His love in the pow-er from a-bove. U -
E/G# G A

14

81

nite! U - nite!

Bm G E/G#

84

A - ga - pe League, u - nite! U -

G A Bm G

87

nite! A - ga - pe League, u -

E/G# G A

90

nite!

Bm

ff

FOR PREVIEW ONLY

(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: **6**
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: **7**
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.)

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!!**

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

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 VOICE: **8**
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 VOICE: **9**
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 VOICE: **10**
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*)

Underscore 1

CHRISTY SEMSEN

Arranged by Daniel Semsen

With suspense ♩ = 145

11 N.C. FREEZER BURN: *This never gets old.*

4

7 GENERAL: *"I'm sure that..."*

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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.**

FOR PREVIEW ONLY

The Fruit of the Spirit

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen

12 Pop rock ♩ = 174

A(no3) B(no3) E(no3) A(no3) B

4 *CHOIR f*

Oh, oh, oh, oh.

E(no3) A B E

7

Oh, oh, oh, oh. Oh, oh, oh,

A B E A B

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10

SOLO 1 *mf*

Let us

oh. Oh, oh, oh, oh.

E A B E

13

walk, walk, walk in the Spir-it of the Lord.

A B E A B

mf

16

SOLO 2 *mf*

13

Let us leave be - hind_ the

E A B E

19

sin that binds...

CHOIR mf

Let us run, run, run in the

A B E F#m7

22

path of Truth, and in free-dom we will stand... The

f

E/G# A B

25

Fruit of the Spir-it will shine in ev - 'ry - thing you do...

E E/G# A2 C#m

f half-time feel

FOR PREVIEW ONLY

28

The Fruit of the Spir - it will shine in

B E E/G#

31

ev - 'ry - thing you do: love, joy, peace, and pa - tience,

A2 C#m B F#m

34

kind - ness, good - ness, faith - ful - ness, gen - tle - ness, self - con - trol. The

E/G# A B

37

Fruit of the Spir - it will shine in, shine in

E E/G# A2 C#m

FOR PREVIEW ONLY

40

ev - 'ry - thing. — Oh, — oh, — oh, — oh. —

B A B E

Drum fill (*half-time feel ends*)

43

Oh, — oh, — oh, — oh. — Let us walk, walk, walk

A B E A B

mf

46

in the Spir-it of the Lord. Let us

E A B E

49

leave be - hind — the sin that binds. —

A B E A B

FOR PREVIEW ONLY

52

Let us run, run, run in the path of Truth, and in

E F#m7 E/G#

55

free-dom we will stand. The Fruit of the Spir-it will

A B E

f

Drum fill *f half-time feel*

58

shine in ev-'ry-thing you do. The

E/G# A2 C#m B

61

Fruit of the Spir-it will shine in ev-'ry-thing you do.

E E/G# A2 C#m

FOR PREVIEW ONLY

64

love, joy, peace and pa - tience,

B F#m7

66

kind - ness, good - ness, faith - ful - ness, gen - tle - ness,

E/G# A

68

self - con - trol. The Fruit of the Spir - it will

B E

70

shine in, shine in ev - 'ry - thing.

E/G# A2 C#m B

Drum fill

FOR PREVIEW ONLY

73 *f*

Oh, oh, oh, oh. Oh, oh, oh,

A B E A B

This system contains measures 73, 74, and 75. It features a vocal line with lyrics and piano accompaniment. The key signature has three sharps (F#, C#, G#) and the time signature is 4/4. The piano part includes chords and a bass line.

76

oh. Oh, oh, oh, oh.

E A B E

This system contains measures 76, 77, and 78. It continues the vocal and piano accompaniment from the previous system.

79

Oh, oh, oh, oh.

A B

This system contains measures 79, 80, and 81. It concludes the vocal and piano accompaniment for this section.

FOR PREVIEW ONLY

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)*

Underscore 2

CHRISTY SEMSEN
Arranged by Daniel Semsen

17 With suspense ♩ = 123

N.C. SHADOW: "It seems there . . ." Gm

mp
grad. building throughout

3 *(sim.)* *mf* Eb

6 HONEYCOMB: "Sounds like they . . ." F/Eb

The musical score is written for piano in 4/4 time with a tempo of 123. It begins with a circled measure number 17. The first system shows the right hand starting with a whole rest followed by eighth-note patterns, and the left hand with a steady eighth-note accompaniment. The second system continues this pattern, with a dynamic marking of *mp* and the instruction *grad. building throughout*. The third system features a *(sim.)* (simultaneous) marking and a dynamic of *mf*, with a key signature change to E-flat major indicated by an Eb symbol. The fourth system starts with a circled measure number 6 and a key signature change to F major/E-flat major indicated by an F/Eb symbol. The score concludes with a final chord in the right hand.

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9 F Fsus

12 F(no3) Gm

SHADOW: "Spirit of God..." GENERAL: "Honeycomb and Jumper..."
N.C.

15

JUMPER: "Oh, there
you are, Ironblade!"
(approx. 12 beats)

18

SHADOW (cont.): 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: **Helloo! 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."

He Gives Me Joy

Words and Music by
CHRISTY SEMSEN

Arranged by DANIEL SEMSEN

21 Gospel funk ♩ = 103
N.C. JUMPER: "... and peace as you ..."

The musical score is for a piano accompaniment in 4/4 time, marked 'Gospel funk' with a tempo of 103. It begins with a dynamic marking of *mf*. The score consists of two systems of music. The first system shows the first two measures, and the second system shows the next two measures, including a chord change to F7 in the third measure. The bass line features a steady eighth-note pattern, while the treble line has a more melodic, syncopated line.

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32

B \flat 7

C7

6

8

SOLO 1 (opt. Jumper) mf

The Lord _____ is my strength, the Lord is my shield.

F7

N.C.

F7

10

22

My heart trusts in Him, _____ and He helps me. _____ Yeah, _____ He helps _____

B \flat 7

C7

12

me. _____

CHOIR mf

The Lord _____ is my strength, the Lord is my shield.

F7

F7

14
 My heart trusts in Him, and He helps me. Yeah, He helps.

Bb7

C7

16
 me. Oh, He gives me joy!

F7

Eb

Bb/D

18
 Oh, He gives me joy,

F(no3)

Eb

Bb/D

20 **23**
 Praise

SOLO 2 mf

F(no3)

F7

N.C.

FOR PREVIEW ONLY

34

22

be to the Lord! He has heard my cry... He has heard my cry... for mer-

F7 Bb7

24

- cy, yeah, for mer - cy Praise

C7 F7

CHOIR

26

be to the Lord! He has heard my cry... He has heard my cry... for mer-

F7 Bb7

28

- cy, yeah, for mer - cy.

C7 F7

FOR PREVIEW ONLY

30

Oh, He gives me joy! —

E \flat B \flat /D F(no3)

32

Oh, He gives me joy! —

E \flat B \flat /D F(no3) F7

34

Clap your hands, sing to the Lord, bow your knee and praise Him. He's wor-

G(no3) C

36

- thy, yeah, — He's wor - thy. —

D7

N.C. gliss.

gliss.

Drum fill

FOR PREVIEW ONLY

38 (9)

Clap your hands, sing to the Lord, bow your knee and praise Him. He's wor-

G(no3) C7

40 25

- thy, yeah, He's wor - thy

D7 G(no3) N.C.

42 *SMALL GROUP*

CHOIR Oh, my Je - sus gives me joy! —

Oh, He gives me joy! —

F C/E G(no3)

44

Oh, my Je - sus gives me joy! _____

Oh, He gives me joy! _____

F C/E G(no3) G7

46

He gives me joy, - He gives me joy! _____

Oh, He gives me joy! _____

F C/E G(no3)

(slide)

48

He gives me joy, - He gives me joy! _____

Oh, He gives me joy! _____

F C/E G(no3) N.C. G(no3)

FOR PREVIEW ONLY

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

FOR PREVIEW ONLY

Wait for the Lord

Words and Music by
CHRISTY SEMSEN
 Arranged by Daniel Semsen

Ballad ♩ = 100

28 FREEZER BURN: "The Bible says,..."

B \flat Cm Gm

4 E \flat B \flat Cm Gm

8 *SOLO 1 p*
 More than lit - tle ones for Christ -

E \flat B \flat

10
 - mas morn, than a sol - dier waits to hear

Cm Gm

The musical score is written in 4/4 time with a key signature of two flats (B-flat and E-flat). It consists of four systems of piano accompaniment and vocal lines. The first system (measures 1-3) features a piano introduction with chords B-flat, C minor, and G minor. The second system (measures 4-7) continues the piano accompaniment with chords E-flat, B-flat, C minor, and G minor. The third system (measures 8-9) includes a vocal solo starting with the lyrics 'More than lit - tle ones for Christ -'. The piano accompaniment for this system uses chords E-flat and B-flat. The fourth system (measures 10-13) continues the vocal line with lyrics '- mas morn, than a sol - dier waits to hear'. The piano accompaniment for this system uses chords C minor and G minor.

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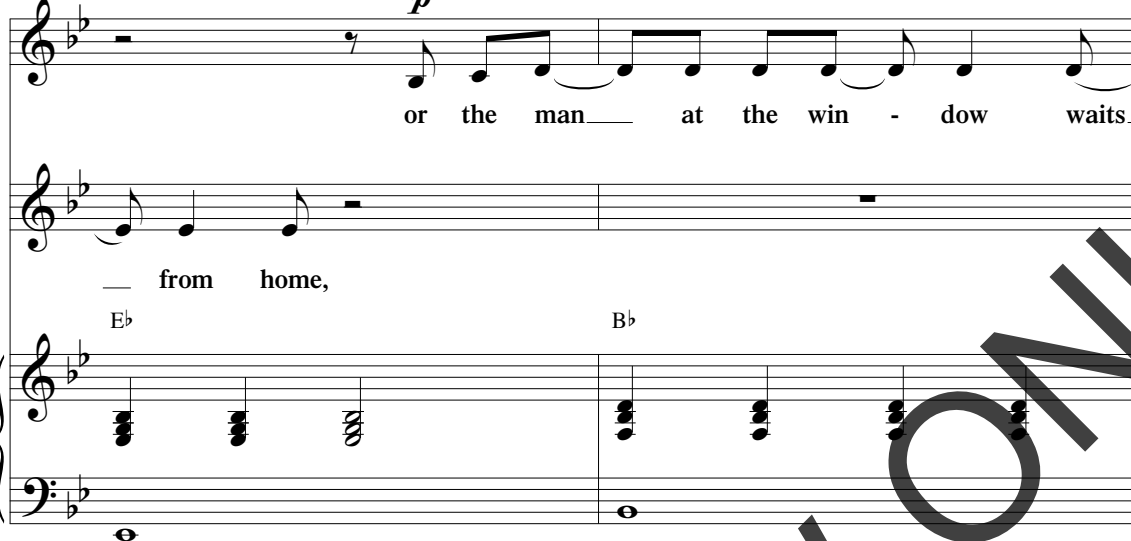
12

SOLO 2
p

or the man at the win - dow waits_

from home,

E \flat B \flat



14

for news that he'll fi nally see his grand-

Cm Gm



29

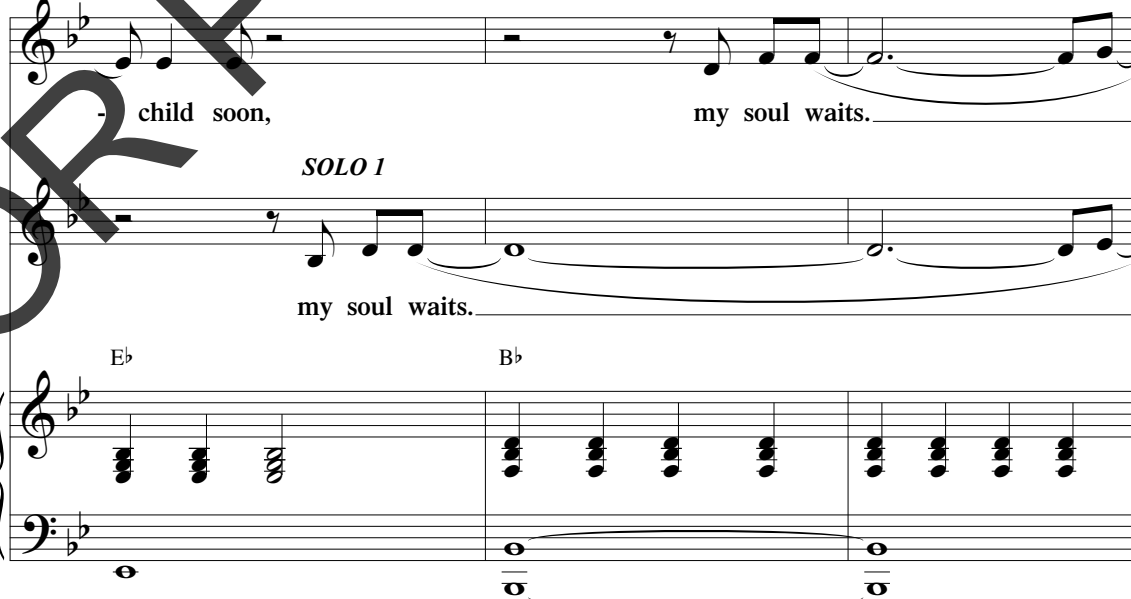
16

child soon, my soul waits.

SOLO 1

my soul waits.

E \flat B \flat



19

CHOIR *mp*
More than a moth - er waits nine months

Cm/Bb Bb

mp

Detailed description: This system contains measures 19, 20, and 21. It features three staves: a vocal line for the choir, a piano accompaniment, and a grand staff. The vocal line begins with a whole rest in measure 19, followed by the lyrics 'More than a moth - er waits nine months' in measures 20 and 21. The piano accompaniment consists of chords in the right hand and a bass line in the left hand. A dynamic marking of *mp* is present in measure 21.

22

to greet those pre - cious hands and ti -

Cm Gm

Detailed description: This system contains measures 22 and 23. It features three staves: a vocal line, a piano accompaniment, and a grand staff. The vocal line continues with the lyrics 'to greet those pre - cious hands and ti -' across measures 22 and 23. The piano accompaniment continues with chords and a bass line. A dynamic marking of *mp* is present in measure 23.

24

(,)
ny feet, or a par - ent who has prayed

Eb Bb

Detailed description: This system contains measures 24 and 25. It features three staves: a vocal line, a piano accompaniment, and a grand staff. The vocal line begins with a comma '(,)' in measure 24, followed by the lyrics 'ny feet, or a par - ent who has prayed' in measures 24 and 25. The piano accompaniment continues with chords and a bass line. A dynamic marking of *mp* is present in measure 25.

26

and prayed for the prod - i - gal to come home

Cm Gm

28

to stay, my soul waits, my soul trusts,

Eb Bb

30 *cresc. poco a poco* **30**

my soul hopes, my soul sings:

Cm7 Bb/D

cresc. poco a poco

32 *mf*

Wait for the Lord. Be strong,

Eb F Bb Cm7

mf

FOR PREVIEW ONLY

44

35

take heart and wait for the Lord.

Gm Eb F Bb

38

31

Be strong, take heart. Find

Cm7 Gm Eb F

mp

41

rest, O my soul, in God a - lone.

Gm Eb Bb

mp

44

Find rest, O my soul, in

Eb Gm Eb

FOR PREVIEW ONLY

47 32

God a - lone. My soul waits, my soul trusts,

B \flat E \flat B \flat

50

my soul hopes, my soul sings:

Cm7 B \flat /D E \flat F

53 *mf*

Wait for the Lord. Be strong, take heart.

B \flat Cm7(4) Gm7

mf

56

and wait for the Lord. Be strong,

E \flat F B \flat Cm7(4)

FOR PREVIEW ONLY

59 *mp*

take heart. Find rest, O my

Gm7 Eb2 F Gm *mp*

62

soul, in God a lone. Find

Eb Bb Eb

65 *decresc. to end*

rest, O my soul, in God a lone.

Gm Eb Bb Eb *decresc. to end*

SCENE 4

Underscore 3

CHRISTY SEMSEN

Arranged by Daniel Semsen

33 With suspense ♩ = 152
N.C.

f (cues opt.)

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”)

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Underscore 4

CHRISTY SEMSEN
Arranged by Daniel Semsen

With suspense ♩ = 150

35

N.C. GENERAL: "Everyone, I'm afraid..."

SHADOW: "If Ironblade fails..."

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GENERAL: "I'm afraid Shadow . . ."

Em

13

16

C

Em

19

C2

C

E(no3)

GOLDEN GIRL:
"How is this . . ."

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!**

FOR PREVIEW ONLY

The Joy of the Lord (Rap)

Words and Music by
CHRISTY SEMSEN
 Arranged by Daniel Semsen

36 Rap ♩ = 113
JUMPER: "I need my crew . . ."

f Cowbell

*Percussion,
 percussive vocal sounds, etc.*

5 *f* SOLO (Jumper)

Jump it, jump, jump, now jump it! Break it down, break it down now!

7

CHOIR
f

Jump it, jump, jump, now jump it! Break it down, break it down now!

The

9

joy of the Lord is__ my strength! The

The joy of the Lord is__ my strength!

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11

joy of the Lord is__ my strength!

The joy of the Lord is__ my strength!

Musical notation for measures 11-12, including vocal lines and a drum line with slashes.

13

Jump it, jump, jump, now jump it! Break it down, break it down now!

Musical notation for measures 13-14, including vocal lines and a drum line with slashes.

15

Jump it, jump, jump, now jump it! Break it down, break it down now!

Musical notation for measures 15-16, including vocal lines and a drum line with slashes.

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

FOR PREVIEW ONLY

The Peace of God

Words and Music by
CHRISTY SEMSEN
 Arranged by Daniel Semsen

Pop ballad ♩ = 80

37 **SERENITY: "... and petition, with ..."**

C#m E

mp

3 *SOLO 1 mp*

When the

C#m B/D# E

5

world is clos - ing in__ and the truth is hard_ to see,__ when

C#m E

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7 *SOLO 2 mp*

wor-ry seems to o - ver-whelm me, I'll get on my knees. When the

C#m A B E

9

an-swer is - n't clear, when my on-ly hope is gone, when I

C#m E

11

can't see through my fear, I'll get on my knees.

C#m G#m A B

38

13

CHOIR *mf* (gently)

And the peace of God_ will

E A

mf

This system contains the first two measures of the piece. It features a vocal line for the choir, a piano accompaniment, and a grand staff. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The lyrics are 'And the peace of God_ will'. Chord symbols 'E' and 'A' are placed above the piano accompaniment. The piano part includes a dynamic marking of *mf*.

15

guard your hearts, and the peace of God_ will

Bsus E E A

This system contains measures 15 and 16. The lyrics are 'guard your hearts, and the peace of God_ will'. Chord symbols 'Bsus', 'E', 'E', and 'A' are placed below the vocal line. The piano accompaniment continues with the same key signature and time signature.

17

fill your mind._ It's a peace too great_ to

Bsus E A

This system contains measures 17 and 18. The lyrics are 'fill your mind._ It's a peace too great_ to'. Chord symbols 'Bsus', 'E', and 'A' are placed below the vocal line. The piano accompaniment continues with the same key signature and time signature.

19

com - pre - hend, and the peace of God will reign.

Bsus E A Bsus

21

39

So I will trust

E A

23

in You. I'll say You are my God;

E B A B

25

my life is in Your hands. So I will trust

E A B A

FOR PREVIEW ONLY

27

in You. I'll say You are my God,

E A B A B

29

my life is in Your hands. And the

E A B A

mp

31

peace of God will guard your hearts, and the

E A Bsus E

mp

33

peace of God will fill your mind. It's a

A Bsus E

FOR PREVIEW ONLY

35

peace too great_ to com - pre - hend,_ and the

A Bsus E

37

41 *f*

peace of God_ will reign._ So I will trust_

A Bsus E A

40

in You. I'll say You are_ my God,

E B A B

42

my life is in_ Your hands._ So I will trust_

E A B A

FOR PREVIEW ONLY

44

in You. I'll say You are my God,

E A B A B

46

my life is in Your hands. And the

E A B A

SOLO 1 mp

48

peace of God will guard your hearts, and the

E A B_{sus} E

mp *SOLO 2*

50

peace of God will reign.

A B_{sus} E A B_{sus} E

rit. *Slower*

FOR PREVIEW ONLY

SCENE 5

GEN. AGAPE: *(dry, no music)* Jumper, when do you 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: ( ⁴³ *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.)*

FOR PREVIEW ONLY

Underscore 5

Dramatic ♩ = 146

CHRISTY SEMSEN
Arranged by Daniel Semsen

AUTOMATED VOICE: "Emergency Shutdown. . ."

43

N.C.

mp (Gong) (Toms) mf

Detailed description: This system shows the beginning of the 'Emergency Shutdown. . .' section. It features a piano accompaniment in 4/4 time with a key signature of two sharps (F# and C#). The right hand has a series of chords and a trill marked 'tr #'. The left hand has a diamond-shaped chord and later some rhythmic patterns. Dynamics range from mezzo-piano (mp) to mezzo-forte (mf). A circled number '43' is in the top left corner.

GENERAL: "Quick, everyone, . . ."

7

(trill for G#) f sub. mp

Detailed description: This system continues the piano accompaniment. It includes a trill instruction '(trill for G#)' in the right hand. The music features a 7-measure rest in the right hand followed by a melodic line. The left hand continues with a rhythmic accompaniment. Dynamics include forte (f) and mezzo-piano (sub. mp). A circled number '7' is above the first measure of the melodic line.

SHADOW "Let love and faithfulness . . ."

7

E/G#

Detailed description: This system shows the beginning of the 'Let love and faithfulness . . .' section. It features a piano accompaniment in 4/4 time with a key signature of two sharps. The right hand has a steady eighth-note accompaniment. The left hand has a bass line with some chords. A circled number '7' is above the first measure.

10

G A Bm

Detailed description: This system continues the piano accompaniment for 'Let love and faithfulness . . .'. It features a piano accompaniment in 4/4 time with a key signature of two sharps. The right hand has a steady eighth-note accompaniment. The left hand has a bass line with some chords. Chord symbols G, A, and Bm are indicated above the right hand. A circled number '10' is above the first measure.

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13 E/G#

16 G A Bm

19

21

GENERAL: “. . . in perfect unity.”

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)

44 (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”)

Underscore 6

Cinematic ♩ = 120

CHRISTY SEMSEN

Arranged by Daniel Semsen

45 IRONBLADE: “. . . and to *self-control*, . . .”

Em C2

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4 Bm

7 ALL: "It's working!"
E C#m
mf

10 ALL: "I press on..."
F#m
cresc.

13 "... in Christ Jesus."
D N.C. B
rit. f a tempo rit.
GENERAL: "Praise the..."
Segue directly to "Eye on It"
F#m

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) Hmmm . . . 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!)*

FOR PREVIEW ONLY

Eye on It

Words and Music by
CHRIS STEVENS, MIKE WOODS
and TOBY McKEEHAN
Arranged by Daniel Seisen

Techno Pop ♩ = 125

GEN. AGAPE: "... Lord! NOW we..."

46 N.C.

mf

3

6 JUMPER: "Team, let's go..."

CHOIR *mf*

Eye on it,

The musical score is written in 4/4 time with a key signature of three sharps (F#, C#, G#). It consists of three systems. The first system (measures 46-48) is marked 'N.C.' and 'mf'. The second system (measures 49-51) is marked '3'. The third system (measures 52-54) includes a vocal line for the 'JUMPER' and a 'CHOIR' line. The lyrics 'Eye on it,' are written under the choir line. The piano accompaniment continues throughout all systems.

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9

eye on it,

12

eye on it,

14

47

eye on it.

16 *SOLO 1*
mf

I set my eyes to the west, walk-in' a -

C#m

18

way from it all. Reach-in' for what lies a-head, I've got my

20 *SOLO 2*
mf

eye on it. I see my sweat hit the ground, I put my

22

foot in the block. This is the race of my life, and I can't

24

wait for this shot.

CHOIR *SMALL GROUP: Hey!*

'Cause I can feel the wind on my back,
N.C.

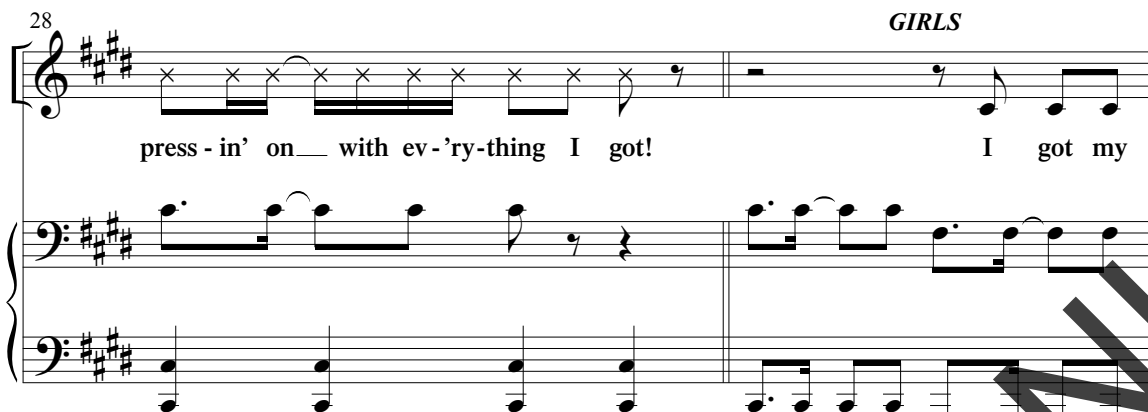
26

chest is pump-in' like a heart at-tack, feet are mov-in' and my mind is locked, Hey! Hey!

FOR PREVIEW ONLY

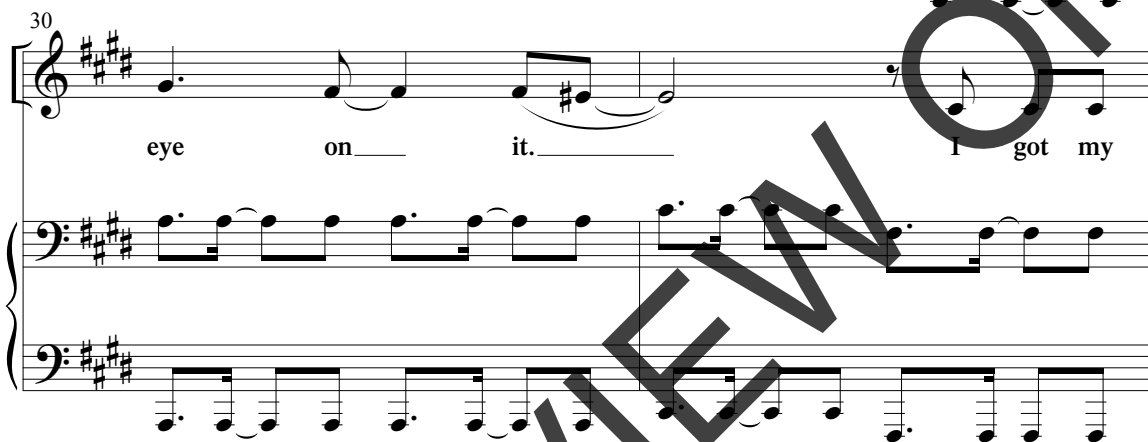
GIRLS

28



press - in' on___ with ev-'ry-thing I got! I got my

30



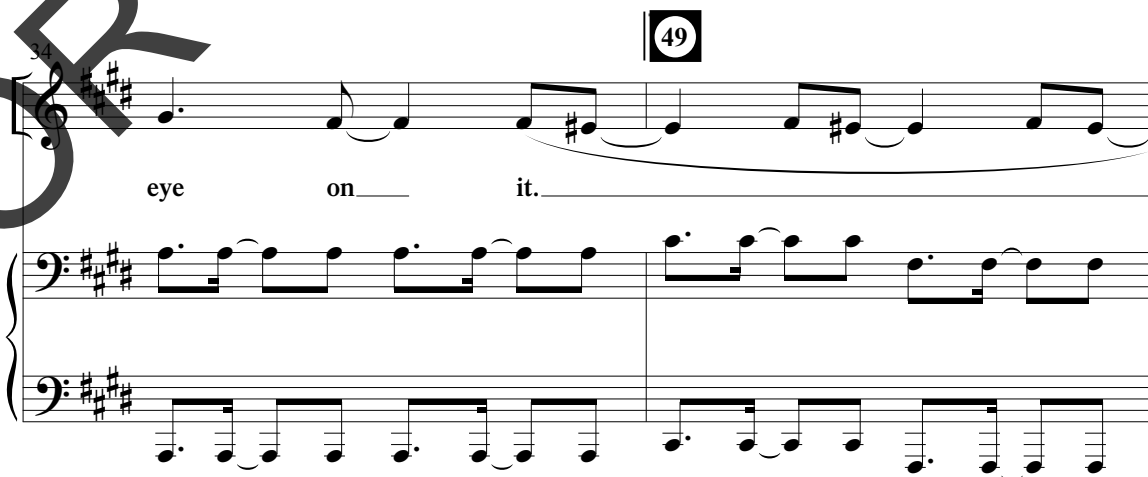
eye on___ it. I got my

32



eye on___ it. I got my

34



eye on___ it.

49

36

BOYS
mf

— Eye on it. Eye on the prize, I got my

mf

38

eye on it. I've got my eye on the prize, I got my

40

GIRLS
f

I've got my

f

eye on it. I've got my eye on the prize, I've got my

50

42

eye on it,

eye on it. I've got my eye on it, and

f

44

(BOYS) *CHOIR*
mf

will not quit. I've got a new Pas - sen - ger to help me

C#m

mf

46

nav - i - gate the way, so when my heart hits the floor, I can re -

FOR PREVIEW ONLY

48

cal - i - brate. I feel a deep - er call in me, all else is

50

51

fad - in' in the past. So let me run in the race that I know is

52

f

Hey!

built to last. Cause I can feel the wind on my back,
N.C.

54

Hey!

Hey!

chest is pump - in' like a heart at-tack, feet are mov - in' and my mind is locked,



56

press - ing on, I got-ta take my shot. I got my

Amaj9
mp

58

eye on it, I got my

B C#m

60

eye on it, I got my eye on it. building...

B A B

63

Eye on it.

C# N.C.

FOR PREVIEW ONLY

SUPERHERO 2: Therefore, let us throw off everything that hinders, and the sin that so easily

66

entangles. And let us run with perseverance the race marked out for us, fixing our eyes on Jesus.

69

52

C#m F#m Amaj7

72

GIRLS f

I've got my

CHOIR f *BOYS*

Eye on it. Eye on the prize, I've got my

F#m N.C.

f

74

eye on_ it. I've got my
eye on_ it. I've got my eye on_ the prize, I've got my

This system contains measures 74 and 75. It features a vocal line with lyrics, a piano accompaniment, and a grand staff. The key signature has three sharps (F#, C#, G#) and the time signature is 4/4. The lyrics are: "eye on_ it. I've got my" for measure 74 and "eye on_ it. I've got my eye on_ the prize, I've got my" for measure 75.

76

eye on_ it. I've got my I've got my
eye on_ it. I've got my eye on_ the prize, I've got my

ff

This system contains measures 76 and 77. It features a vocal line with lyrics, a piano accompaniment, and a grand staff. The key signature has three sharps (F#, C#, G#) and the time signature is 4/4. The lyrics are: "eye on_ it. I've got my I've got my" for measure 76 and "eye on_ it. I've got my eye on_ the prize, I've got my" for measure 77. A fortissimo (*ff*) dynamic marking is present at the end of measure 76.

78

eye on_ it.
eye on_ it, I've got my eye on_ it and_ I

ff

This system contains measures 78 and 79. It features a vocal line with lyrics, a piano accompaniment, and a grand staff. The key signature has three sharps (F#, C#, G#) and the time signature is 4/4. The lyrics are: "eye on_ it." for measure 78 and "eye on_ it, I've got my eye on_ it and_ I" for measure 79. A fortissimo (*ff*) dynamic marking is present at the beginning of measure 79.

80

I, I, I will not quit!

will not quit. I, I, I will not quit!

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
BURN: **53**
(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.**

FOR PREVIEW ONLY

Never a Reason

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen

Rock ♩ = 97

IRONBLADE: "Looks like we . . ."

54

Em C/E Em7(no5)

(guitar) *f*

4 C/E Em C/E

7 "... feel like it." SOLO (Jeffrey) *f*

I'm look-ing out for num-ber one,

Em7(no5) C/E Em

10

rac-ing through a bus-y day. Don't think a - bout get-ting in__ my way..

C/E Em7(no5)

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55

12

CHOIR *f*
We

C/E Em C/E Em7(no5) C/E

15

want it here, we want it now. Wait-ing will just slow us down. No

Em C/E

17

time to stop and smile, or e-ven look 'em in the eye.

Em7(no5) C/E

56

HONEYCOMB *mp*

19

But they will

Em C/E Em7(no5) C/E

21

know we are Chris - tians, they will know what we be-lieve. They will

Em C

mp

23

know we are Chris - tians by the love that they see. They will

G D

CHOIR mf

FOR PREVIEW ONLY

25

know we are Chris - tians, they will know what we be-lieve... They will

Em C

mf

27

know we are Chris - tians by the love that they see...

G D

29

There's nev-er a rea - son _____ to be un - kind,

G C

f

31

nev-er a rea - son _____ to for-get

D C Em C

sim.

FOR PREVIEW ONLY

33

— we all are made in the im - age of God a - lone;

D C G C

35

— nev-er a rea - son, nev-er a rea - son.

D C Em C

38

SUPERHERO 3: "Therefore, as God's chosen people, holy and dearly loved,

Em C/E Em7(no5)

58

41

clothe yourselves with compassion and kindness." Colossians 3:12 *mp*

They will

C/E Em C/E Em7(no5) C/E

FOR PREVIEW ONLY

44

know we are Chris - tians, they will know what we be-lieve... They will

Em C

46

know we are Chris - tians by the love that they see... They will

G D

48

know we are Chris - tians, they will know what we be-lieve... They will

Em C

50

know we are Chris - tians by the love that they see...

G D

FOR PREVIEW ONLY

52 *f*

There's nev-er a rea - son _____ to be un - kind,

G C

54

nev-er a rea - son _____ to for-get

D C Em C

sim.

56

we all are made in the im - age _____ of God a - lone;

D C G C

58

nev-er a rea - son, _____ nev-er a rea -

D C Em C

FOR PREVIEW ONLY

60

- son. —

D G C D

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!

The Agape League (Reprise)

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen

60 With suspense ♩ = 148
N.C.

building intensity throughout
p

4 (sim.)

*NARR.: "The Agape League once again prevails..."
7 Bm G

10 E/G#

*Pre-recorded on accompaniment track.

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NARRATOR:
"... The Agape League!"

61

Rock ♩ = 125

13

G2 G A

sub. mp

16

CHOIR *f*

U - nite, A - ga - pe League!

Bm G

Drum fill ***f***

19

Dark-ness on the run we will o - ver-come. Stand

E/G# G A

21

strong, A - ga - pe League!

Bm G

FOR PREVIEW ONLY

23

The first system of music consists of a vocal line and piano accompaniment. The vocal line starts with a treble clef and a key signature of two sharps (F# and C#). The melody begins with a quarter note G4, followed by quarter notes A4, B4, and C5. There are rests for the next two measures, followed by quarter notes B4, A4, and G4. The piano accompaniment features a steady eighth-note bass line in the left hand and chords in the right hand.

We will show His love in the pow - er from a - bove. U -

E/G# G A

The piano accompaniment for the first system features a consistent eighth-note bass line in the left hand. The right hand plays chords, including E/G# and A, with some notes marked with accents.

25

The second system continues the vocal line and piano accompaniment. The vocal line has rests for the first two measures, followed by quarter notes G4, A4, and B4. The piano accompaniment continues with the same eighth-note bass line and chords.

nite! U - nite!

Bm G E/G#

The piano accompaniment for the second system continues with the eighth-note bass line and chords Bm, G, and E/G#.

28

The third system continues the vocal line and piano accompaniment. The vocal line has rests for the first two measures, followed by quarter notes G4, A4, and B4. The piano accompaniment continues with the eighth-note bass line and chords.

A - ga - pe League, u - nite! U -

G A Bm G

The piano accompaniment for the third system continues with the eighth-note bass line and chords G, A, Bm, and G.

31

The fourth system continues the vocal line and piano accompaniment. The vocal line has rests for the first two measures, followed by quarter notes G4, A4, and B4. The piano accompaniment continues with the eighth-note bass line and chords.

nite! A - ga - pe League, u -

E/G# G

The piano accompaniment for the fourth system continues with the eighth-note bass line and chords E/G# and G.

33

Musical staff for voice, measure 33. The staff contains a whole rest.

nite!
N.C.

Musical staff for piano accompaniment, measures 33-34. The right hand has whole rests. The left hand plays a rhythmic pattern of eighth and sixteenth notes.

mf

35

Musical staff for voice, measure 35. The staff contains a whole rest.

Musical staff for piano accompaniment, measures 35-36. The right hand has whole rests. The left hand continues the rhythmic pattern.

37

Musical staff for voice, measure 37. The staff contains a whole rest.

Musical staff for piano accompaniment, measures 37-38. The right hand has chords labeled F7 and Bb7. The left hand continues the rhythmic pattern.

F7

B \flat 7

39

Musical staff for voice, measure 39. The staff contains a whole rest followed by a quarter note G4 and a quarter note F4.

CHOIR mf

The Lord_

Musical staff for piano accompaniment, measures 39-40. The right hand has chords labeled C7, F7, and N.C. The left hand continues the rhythmic pattern.

C7

F7

N.C.

FOR PREVIEW ONLY

41

— is my strength, the Lord_ is my shield. My heart trusts_ in Him,_ and He

F7 Bb7

43

helps me. Yeah,_ He helps_ me._ The Lord_

C7 F7

45

— is my strength, the Lord_ is my shield. My heart trusts_ in Him,_ and He

F7 Bb7

63

47

helps me. Yeah, He helps me.

C7 F7

49

SMALL GROUP

CHOIR

Oh, my Je - sus gives me joy!

Oh, He gives me joy!

E \flat B \flat /D F(no3)

51

Oh, my Je - sus gives me joy!

Oh, He gives me joy!

E \flat B \flat /D F(no3) F7

FOR PREVIEW ONLY

53

He gives me joy, He gives me joy!

Oh, He gives me joy!

E^b B^b/D F(no3)

This block contains the musical notation for measures 53 and 54. It features a vocal line with lyrics, a piano accompaniment, and a bass line. The lyrics are "He gives me joy, He gives me joy!" and "Oh, He gives me joy!". The piano part includes chords E^b, B^b/D, and F(no3).

55

He gives me joy, He gives me joy!

Oh, He gives me joy!

E^b B^b/D F(no3) N.C. F(no3)

This block contains the musical notation for measures 55 and 56. It features a vocal line with lyrics, a piano accompaniment, and a bass line. The lyrics are "He gives me joy, He gives me joy!" and "Oh, He gives me joy!". The piano part includes chords E^b, B^b/D, F(no3), N.C., and F(no3).

FOR PREVIEW ONLY

Curtain Calls

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen

64 With energy! ♩ = 148

N.C.

The musical score is written for piano in 4/4 time with a key signature of two sharps (F# and C#). It consists of four systems of music, each with a treble and bass clef staff. The first system starts with a piano (mf) dynamic and includes a 'Drum fill' instruction. The second system begins at measure 4 and features a Bm chord in the right hand. The third system begins at measure 7 and features a G chord in the right hand. The fourth system begins at measure 10 and features E/G# and G chords in the right hand. The score includes various musical notations such as notes, rests, and dynamic markings.

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13 F# Bm G

16 E/G# G A Bm

19 G E/G# G A

22 Bm G E/G#

65

25 *CHOIR f*

U - nite, A - ga - pe_ League!

G A Bm G

28

Dark-ness on the run we will o - ver-come. Stand

E/G#

G

A

Piano accompaniment for measures 28-29, featuring chords and melodic lines in both hands.

30

strong, A - ga - pe__ League!_

Bm

G

Piano accompaniment for measures 30-31, featuring chords and melodic lines in both hands.

32

We will show His love in the pow - er from a - bove. U -

E/G#

G

A

Piano accompaniment for measures 32-33, featuring chords and melodic lines in both hands.

34

nite! U - nite!

Bm

G

E/G#

Piano accompaniment for measures 34-35, featuring chords and melodic lines in both hands.

FOR PREVIEW ONLY

37

A-ga-pe League, u - nite! U -

G A Bm G

40

nite! A - ga - pe League, u -

E/G# C A

42

nite!

Bm

ff

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PRODUCTION NOTES

THE AGAPE LEAGUE



ONLY

THE SUPERHEROES:

Leads (8 kid leads + 1 teen or optional adult)

General Agape: Leader of The Agape League
Ability: LOVE

Shadow: General Agape’s intellectual assistant
Ability: FAITHFULNESS

Jumper: Bubbly and enthusiastic superhero
Ability: JOY

FOR PREVIEW ONLY

Freezer Burn: Superhero who can freeze time
Ability: PATIENCE

Honeycomb: Sweet superhero
Ability: KINDNESS

Serenity: Prayerful superhero
Ability: PEACE

Ironblade: Superhero who has forgotten his identity
Ability: SELF-CONTROL

Jess: Young girl who needs help in Suburbiana City;
Jeffrey's sister

Jeffrey: Boy who needs help in Suburbiana City; Jess's brother

Smaller Roles

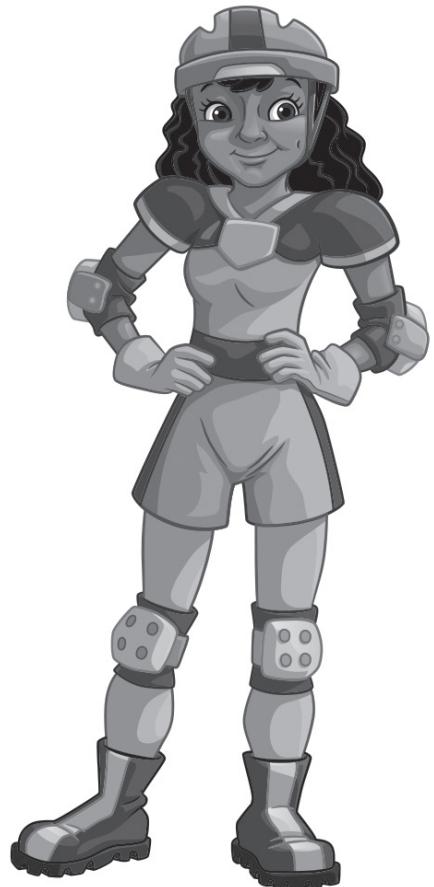
Lambswool: 5 lines
Young Superhero
Ability: GENTLENESS

Golden Girl: 4 lines;
Young Superhero
Ability: GOODNESS

Superhero 1: 2 lines

Superhero 2: 1 line

Superhero 3: 1 line



NARRATOR

THE PART OF NARRATOR IS PRE-RECORDED ON THE SPLIT-TRACK ACCOMPANIMENT CD. IT APPEARS TWICE IN THE MUSICAL: ON PAGES 7 AND 90.

Optional Characters

If you have a lot of children who audition, consider how you can expand the cast to fill additional parts. Divide the dialogue of some of the bigger roles into shorter, “narrator-type” lines and assign to “Superheroes 4-10.” There are opportunities for dancers in “He Gives Me Joy” and “Eye on It,” or for a beat boxer crew in Jumper’s rap, “The Joy of the Lord.” Assign fun names for these newly-created superheroes (i.e., Swagger, Rubber Band, Vaporizer, Hammer, Sunburst, Microman, Wiki Wiki, Rockslide, Echo, etc.). Make it fun!

SOLOS:

<i>The Fruit of the Spirit</i>	Solo 1	Solo 2	
<i>He Gives Me Joy</i>	Solo 1	Solo 2	Small Group
<i>Wait for the Lord</i>	Solo 1	Solo 2	
<i>The Peace of God</i>	Solo 1	Solo 2	
<i>Eye on It</i>	Solo 1	Solo 2	
<i>Never a Reason</i>	Solo 1	Solo 2	

THE COSTUMES:

Choir

“The Agape League” t-shirt (both long and short sleeved t-shirts are available at wordmusic.com) is the perfect disguise for members of your superhero choir. Black pants and shoes will complement the bright colors of the themed t-shirt.

Cast

Costuming for the cast can be as basic or as elaborate as you like; the sky is the limit for The Agape League superheroes! For a basic wardrobe, every cast member can wear “The Agape League” t-shirt and black pants, but a mask or an accessory may be added to identify the lead characters (i.e., a silver mask for Freezer Burn or a gold hat for Golden Girl). For more elaborate costuming, customize a costume for each superhero personality. Pick a signature color for each superhero character and accessorize accordingly. Colorful wigs, half masks, or hats can be added (see demonstration DVD for suggestions). *Note: The Teacher’s Resource Kit offers photos of complete costume ideas for each character.*



Some Costume ideas . . .

- General Agape: Purple theme; purple trench coat, purple eye patch
- Shadow: Purple theme (since character shadows the General); purple wig, a black or silver mask, black or silver skirt or pants
- Jumper: Red theme; hip-hop style clothing; red high-top shoes, a glittery and reflective shirt
- Freezer Burn: Blue/silver theme; blue shirt, white pants, a silver mask
- Honeycomb: Yellow/black theme; bumblebee outfit, yellow wig
- Serenity: Green theme; green wig and clothing, nature accessories
- Ironblade: Black theme; traditional superhero costume with a cape; wears a jacket when he forgets his identity
- Lambswool: Pink/white theme; sheep ears, pink/white accessories
- Golden Girl: Gold theme: gold clothing, gold hairspray and glitter
- Jess: Brightly colored kids' clothing
- Jeffrey: Brightly colored kids' clothing



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*Faster than speeding bullets,
more powerful than locomotives,
leaping tall buildings...*

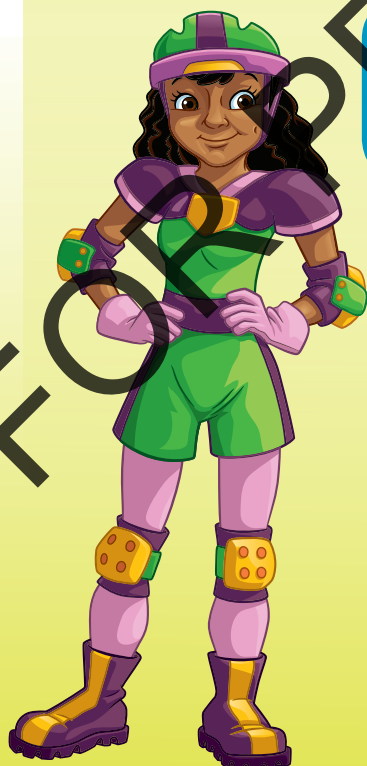
Superheroes have always been a source of fascination for most kids. Christy Semsen (a superhero in her own right in the world of kids' musicals) must have shared some of the same fascination, and certainly she saw the same in her own boys when she came up with the idea for this blockbuster new musical, **The Agape League!** What better way to get kids excited about singing in church than to let them do it in superhero fashion! And more importantly, what better way to capture their attention in order to teach them about one of the most important elements of our Christian walk...the Fruit of the Spirit as taught in Galatians 5:22-23 ~~ *But the fruit of the Spirit is love, joy, peace, patience, kindness, goodness, faithfulness, gentleness and self-control...*

This high-octane story—framed with clever dialogue, dynamic contemporary songs, and uncompromised spiritual truth—**unfolds** in the impenetrable **Agape Fortress**, where General Agape has called the mighty **Agape League** together to solve a crisis in Suburbiana City! Calling on the super-powered Fruit of the Spirit available to every follower of Christ, these superheroes soon find themselves facing a problem within their own ranks. *Will the crisis in Suburbiana City be averted? Will the source of true power – God's Word – finally be utilized before time runs out?*

The Agape League, the new epic kids' choir adventure from **Christy Semsen** and **WordKidz**, brings together the high voltage *Zap, Pow, and Zowie fun* of the superhero genre with the *life-changing truth of God's Word*. Super-charge your presentation via the invaluable Teacher Resource Kit and Instructional DVD. Also available is an Accompaniment DVD, a *superlative* production aid that will super-charge your performance with big screen, Technicolor-life! This year, be sure to catch *The Agape League*, coming to a church near you!

FEATURES AND HIGHLIGHTS:

- Teacher Resource Kit, Instructional DVD and Performance DVD available
- T-Shirts
- Superhero Fun Kit



THE AGAPE LEAGUE
THE FRUIT OF THE SPIRIT
HE GIVES ME JOY
WAIT FOR THE LORD
THE JOY OF THE LORD (RAP)
THE PEACE OF GOD
EYE ON IT
NEVER A REASON
THE AGAPE LEAGUE (REPRISE)
CURTAIN CALLS

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