

ISAIAH JONES

and the Seekers of
The Lost Christmas Treasure



PLAYER 1

Created by Christy Semsen
Arranged by Daniel Semsen

Wordkidz

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Approximate Performance Time: 38 minutes

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Transcribed and Engraved by **BRENT ROBERTS**
Edited by **ANISSA SANBORN & SARAH HUFFMAN**
Art Design by **FUNNYPAGES PRODUCTIONS**
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ACCOMPANIMENT DVD CUE POINTS

[REFERENCE GUIDE]

1 Isaiah Jones

2 CUE-Dream Sequence

3 Follow the Star

4 CUE-Tiny Cactus Underscore *and* SFX-Freeze

5 CUE-Breakdancing Cactus Underscore *and*
SFX-Ice Cream Rocket Launcher & Shooting Star

6 SFX- Power-Up

7 Road to Bethlehem

8 CUE-Level Five

9 SFX-Clue

10 CUE-Ritzy Inn Underscore 1

11 CUE-Lose 1

12 CUE-Ritzy Inn Underscore 2

13 CUE-Lose 2

14 CUE-Ritzy Inn Underscore 3

15 CUE-Winner

16 No Room

17 SFX-Clue

18 CUE-Running Out of Time Underscore

19 SFX and CUE-King of Thieves Underscore

20 Emmanuel

21 SFX-Rope

22 SFX-Shooting Star

23 SFX-Low Battery

24 SFX-Lower Battery (faster)

25 SFX-Cricket 1

26 SFX-Cricket 2

27 CUE-Win the Game

28 Give It Away this Christmas

29 SFX-Sparkle and Baby Cry

30 Hallelujah (Light Has Come)

31 Finale *includes*

Give It Away this Christmas, Emmanuel, *and* Isaiah Jones

32 Bows

***includes* Isaiah Jones**

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Finale	91
INCLUDES Give It Away this Christmas, Emmanuel, Isaiah Jones	
Bows	100
INCLUDES Isaiah Jones	

* * * *

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FOREWORD

I am so excited to introduce the musical, *Isaiah Jones and the Seekers of The Lost Christmas Treasure*. I'm sure you can imagine the excitement when I told our kids choir we were doing a *video game* musical! The mere concept of turning kids into 8-bit, pixelated video game adventurers has made this a really fun musical for my own choir to present. Aside from all the great musical and creative aspects, there is an important message that shines through: in giving us His Son, God gave us His most precious Gift. The secret to "winning the game of life" and finding your true purpose is living a life that is used by God's Spirit to give His love away to others.

As the musical opens, we hear a voice that resounds above the epic adventure music, telling the tale of Isaiah Jones. He braves overwhelming obstacles in his search for the Lost Treasure. Not until the music morphs into video game sounds do we realize that although it is Christmas Eve, a boy is playing his favorite hand-held video game, "Isaiah Jones." After brushing off his little sister's request to go caroling, he falls asleep and the unimaginable happens—he wakes up in the video game!


As he journeys through the game levels with two adventurers, Ellie Ellington and Savanna, they meet two members of the IRS (Item Relocation Specialists) on the Road to Bethlehem, who promise to help guide them safely to the Cave of Wisdom at the end of the game. When they finally reach the Cave of Wisdom, they realize with horror that they have been traveling with the King of Thieves in disguise! He swipes the key to the Golden Gate, throws Isaiah Jones into a pit of gummy worms, and steals the ancient treasure of Myrrh! Savanna reminds Isaiah that no matter how hopeless our situation seems, God is always with us – Emmanuel. When the King of Thieves grabs the Treasure of Myrrh to win the game, nothing happens. Having expected to win the game, he comically sobs and leaves to return to the Desert of Doom. Isaiah Jones is helped out of the pit by his fellow adventurers and meets a Wise Man who is traveling to see a King. Wanting to help, Isaiah and his friends give Balthazar the Treasure of Myrrh. Immediately the game stops and they are all declared the winners! What really won the game was giving the gift away! Balthazar guides them to a simple stable in Bethlehem where they find that the **Baby** is the Treasure—God's most precious Gift.

Please feel free to contact me with questions or to share the great things that God is doing in your groups. Check out my Facebook group: "Christy Semsen's Epic Kids Choir Forum." You can become a member and use it as a resource to communicate with other directors who have posted questions, photos, and videos of their productions! My email is csemsen@gmail.com and I'd love to hear from you. I'm thrilled to be a part of this journey with you!

Christy Semsen

P.S. I would like to extend an extra special thanks to my friends Christy Rheam from Bonita Road Christian School and Jenny Kujath from First Baptist Raytown for helping create great kickoff ideas and some of the small group activities!

SCENE 1

 1 *(music begins to “Isaiah Jones.” Stage is dark. We hear a voice that resounds above the epic music, telling the tale of Isaiah Jones. Not until the music morphs into video game sounds do the lights come up on a boy, and we realize he is playing a handheld video game)*

BOY: *(In an “announcer” voice in the darkness)* **Through treacherous mountains, he forges ahead. Braving unimaginable obstacles, he will fight until he wins the prize. He will seek until he finds the Lost Treasure. With a grin on his face and a spring in his step, there’s nothing he can’t do—he’s Isaiah Jones!**

(Spotlight comes up on Boy and Little Sis. Music changes to video game sound and we realize he is playing a video game. On the accompaniment DVD, you can see the adventure here, Isaiah Jones, jumping and moving through the course. He is wearing a distinctive, Indiana Jones-type outfit)

(In a normal kid voice, deeply immersed in the game) **And now, if Isaiah Jones could just find a Power Up Lemonade Token, I could outrun the robbers and get the map to the Lost Treasure.**

LITTLE SIS: *(entering excitedly)* **Are you ready to go caroling?**

BOY: **Not now! I finally figured out how to defeat the Deadly Sugar Bees in the Desert of Doom!**

LITTLE SIS: *(sincerely)* **Can’t you play it later?**

BOY: *(distracted)* **What? No! If I stop now I’ll lose all my progress . . .**

LITTLE SIS: *(sweetly trying to convince him)* **But it’s Christmas Eve.**

BOY: *(not hearing)* **Hmmmm . . . And jump! And punch . . . punch . . . punch!** *(lights fade off on Boy and Little Sis)*

(During the song, the video game world “comes alive” all around him, with Sand Princesses there and kids playing jungle-type drums; Boy continues playing game, looking down)

Isaiah Jones

**1****Cinematic, with building intensity** ♩ = 120

N.C.

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsén

The musical score is written for piano in 4/4 time with a key signature of one sharp (F#). It consists of four systems of staves. The first system begins with a forte (f) dynamic marking. The melody is primarily in the right hand, while the left hand provides a harmonic accompaniment with chords and moving lines. The score includes measure numbers 1, 3, 6, and 8. A large, diagonal watermark reading 'FOR PREVIEW ONLY' is overlaid across the entire page.

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10

Measures 10 and 11 of a piano piece. Measure 10 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 11 continues with a treble clef containing a half note G4 and a bass clef with a half note F3. The key signature has one sharp (F#) and one flat (Bb).

12

Measures 12 and 13 of a piano piece. Measure 12 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 13 continues with a treble clef containing a half note G4 and a bass clef with a half note F3. The key signature has one sharp (F#) and one flat (Bb).

14

BOY: "Through treacherous mountains . . ."

Measures 14 and 15 of a piano piece. Measure 14 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 15 continues with a treble clef containing a half note G4 and a bass clef with a half note F3. The key signature has one sharp (F#) and one flat (Bb).

16

Measures 16 and 17 of a piano piece. Measure 16 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 17 continues with a treble clef containing a half note G4 and a bass clef with a half note F3. The key signature has one sharp (F#) and one flat (Bb).

18

Measures 18 and 19 of a piano piece. Measure 18 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 19 continues with a treble clef containing a half note G4 and a bass clef with a half note F3. The key signature has one sharp (F#) and one flat (Bb).

20

Measures 20 and 21 of a piano piece. Measure 20 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 21 continues with a treble clef containing a half note G4 and a bass clef with a half note F3. The key signature has one sharp (F#) and one flat (Bb).

22



24

"... he's Isaiah Jones!"

mf



26

"And now, if Isaiah Jones,..."



29

(video game-like)

mp



31

LITTLE SIS: "Are you ready..."



33



35



37

"What? No! ..."




39

accel.



41

"punch ... punch ... punch!"



2 Driving! ♩ = 144

G

43

mf



CHOIR
mf

46

Who is__ the one who will track down the truth,

mf

49

fight - ing bat - tles and find - ing clues? Who is__ the one you can

52

call when you're lost, seek - ing an - swers at an - y cost?

55

Brav - ing wind__ and drought__ and rain,__ there's

57

noth-ing he can't do. I - sa - iah Jones,

Am D G

f

60

*SAND PRINCESSES**

I sa - iah.

(CHOIR)

on the move. I -

F2
G

63

sa - iah Jones, he can - not lose!

C
G

G

*Sand Princesses are also included on the accompaniment split-track.

66

can - not lose!

I - sa - iah Jones, on the

G

69

I - sa iah.

move. I - sa - iah Jones

F2 C

72

can - not lose!

G

percussion cont.

LITTLE SIS: *(during song at meas. 75)* Mrs. Hinkle next door gave me two cookies, even though I wasn't caroling. I brought them so we could eat them together.

BOY: *(distractedly takes both and stuffs them in his mouth)* Thanks.

LITTLE SIS: Hey!

BOY: *(momentarily looks up)* Oh, did you want one?

LITTLE SIS: *(sigh)* No. It's okay. It's Christmas, but all you care about is that game.

BOY: *(matter of fact)* It's a great game. *(back to his game)* I'm not stopping 'til I find the Lost Treasure—even if I have to stay up all night!

LITTLE SIS: "Mrs. Hinkle next door . . ."

75 N.C. 3

mp (video game-like)

78 3

81 4

84 " . . . up all night!" *CHOIR f*

D I -

87

SAND PRINCESSES

I -

sa - iah Jones, _____ on the move. _____

G F2
G

90

sa - iah.

I - sa - iah Jones, _____ he

C
G

93

He can - not _____ lose! _____

can - not _____ lose! _____ I - sa - iah Jones, _____

G G

96

I - sa - iah.

on the move. I -

F2

99

sa - iah Jones can - not

C

101

lose!

G

percussion cont.

lose!

Dream Sequence



5

Ethereal, but with a techno feel ♩ = 146

FRANZ GRÜBER
Arranged by Daniel Semsen

N.C.

The musical score is for a piano piece in 4/4 time, key of D major (two sharps). It consists of three systems of staves. The first system starts with a mezzo-piano (mp) dynamic. The melody is in the right hand, and the bass line is in the left hand. The piece ends with a final chord in the right hand and a whole note in the left hand.

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SCENE 2



5 (Cue—music begins to “Dream Sequence”)

(Spotlight comes up on the boy asleep on the floor, curled up with a blanket, the game controller still in his hands. “Dream Sequence” ends. Stage lights up. His surroundings have changed; he is shocked to find himself dressed like his hero, Isaiah Jones)

ELLIE:

(Walks to stand over him, talking very fast and excitedly. She doesn’t pause between sentences, and speaks as if the paragraph were a run-on sentence.) Well, if I knew you were going to take a nap I wouldn’t have used the Lightning-Lemonade Power Up. It doesn’t last forever, you know? Whoop! Those “power-up” tokens really give you a boost, you know?

BOY/

ISAIAH: *(sleepily)* Hmmm?

ELLIE: *(continuing fast, in one breath)* But, if you think I climbed up Mistletoe Mountain, braving the Deadly Sugar Bees to get that Lightning-Lemonade Power Up, just to “WASTE IT” watching you sleep . . . *(takes a huge comic breath)* well, you’re crazier than I thought! *(pause)* *(yelling)* WAKE UP, IZZY!

ISAIAH: *(confused)* Izzy?

ELLIE: *(Still energetic and fast)* Oh, don’t tell me *now* you don’t like your nickname? For the longest time it was like, *(imitating Isaiah Jones)* “Call me Izzy . . . Call me Izzy...Isaiah sounds like a poet, not an adventurer,” and I was like, “Okay, I’ll call you Izzy.” and now you don’t *like* it anymore?

ISAIAH: *(incredulously)* Isaiah!? Am I in the . . . in the . . . ?

ELLIE: *(answers for him)* . . . Desert of Doom? Yes. We passed through the Sticky Sandstorm to get here, remember? That sand must have really knocked you out!

ISAIAH: *(under his breath, to himself)* I must be in the video game! This is AWESOME! And *she* must be Isaiah Jones’ spunky sidekick, Ellie Ellington . . .

ELLIE: *(answering to her name)* Yes?

ISAIAH: *(clears throat)* Uh, nothing, Ellie. *(saying grandly)* And “Izzy” would be fine, thank you.

ELLIE: *(continuing on)* Well, I’m glad you think so because this Lightning Lemonade is really doing the trick and I think we need to get going before it wears off and . . .

SAVANNA: *(running onstage)* Did you see it?

ISAIAH: *(excitedly)* See what?

SAVANNA: The Shooting Star. I tracked it to this location!

ELLIE: We lost track of that when we got caught in the Sticky Sandstorm. But before that, Izzy saw it, right Izzy?

ISAIAH: *(grandly trying to embrace his new role)* Uh, right. I saw it in the . . . uh . . . in the . . .

ELLIE: *(impatient)* . . . in the City of Strangers. *(apologetic)* His pixels have been a bit scrambled since the Sandstorm got us. I'm sorry, where are my manners? I'm Ellie Ellington, and this here is THE great adventurer, Isaiah Jones. We are traveling to the Cave of Wisdom to find the Lost Treasure!

ISAIAH: *(embracing it)* You can call me Izzy.

SAVANNA: My name is Savanna, and I'm seeking the Lost Treasure, too. The rumor is that the treasure is myrrh—an ancient gift worthy of a king! You mind if I travel with you? I found the Golden Clue to get to the next level. *(pulling it from pocket or pouch)*

ISAIAH: You did? Great!

SAVANNA: It says, "Travel the Road to Bethlehem, and beware of robbers who will take you in."

ISAIAH: *(confused)* Bethlehem? I don't remember the Cave of Wisdom being located in Bethlehem . . . this isn't a Christmas game! Huh. I must have forgotten.

SAVANNA: You *have* to travel the Road to Bethlehem, because it leads to The Ritzy Inn in Level 5.

ISAIAH: *(puzzled)* Did you say, "The Ritzy Inn-Inn"?

ELLIE: The Ritzy what-what?

ISAIAH: I'm pretty sure I heard you say, "The Ritzy Inn-Inn"?

SAVANNA: No, I said, "The Ritzy Inn . . . *in* Level 5" . . .

ALL THREE: Oh . . . ahh . . . right, gotcha, etc. . . .



(music begins to "Follow the Star", page 19)

ISAIAH: *(to himself)* I actually don't remember The Ritzy Inn being a level in this game . . .

ELLIE: *(confused)* Uh, Izzy, we've never been to Level 5.

ISAIAH: Uh, never mind—you're right; I may *have* gotten my pixels scrambled. Will you refresh me on the levels we are playing next?

Follow the Star

DVD 3

6

Like a video game ♩ = 90

ISAIAH: "I actually don't remember . . ."

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen

3

mp

3

"... are playing next?" Faster, hip hop ♩ = 120

3

mf

8

6

mf SAND PRINCESSES ELLIE

Fol-low, fol-low. This

E♭m

9

game is not_ for the faint of heart; the ac-tion be-gins the mo-ment you_

11

SAND PRINCESSES

start_ Read-y? Set?

mf CHOIR

fol - low, fol - low the_

13

SOLO 1 (opt. SAVANNA)

Rac-ing through Lev-el One, the dead-ly plains in the blind-ing sun.

star._____

15 *SAND PRINCESSES*

Blind - ing, it was blind - ing!

CHOIR

Fol - low the



17

star. _____



19 *ELLIE*

Up a Moun - tain of Mis - tle - toe; a - round ev - 'ry cor - ner, a dan - ger - ous foe.

Em



21 *SAND PRINCESSES*

Bees, so _____ man-y bees! _____

CHOIR

Fol - low the _____

23 *SOLO 2 (opt. SAVANNA)*

Once you pass through the Des-ert of Doom,

star. _____ Doom, doom, doom, doom.

25 *ELLIE*

go to the Inn and find a room.

Room, room, room, room. _____

*SAND PRINCESSES
& CHOIR*

8

27

Fol-low, fol-low, fol-low the star.

30

CHOIR

Fol-low the star, fol-low the light.

Am Em

33

Do not let it out of your sight.

B Em

35

mf TUMBLEWEED RAPPER(S)

Nev-er give up, no mat-ter the
Nev - er give up, no mat - ter the cost. If you
Am Em

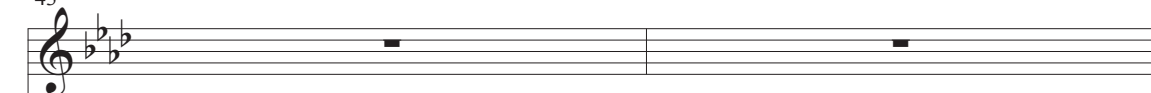
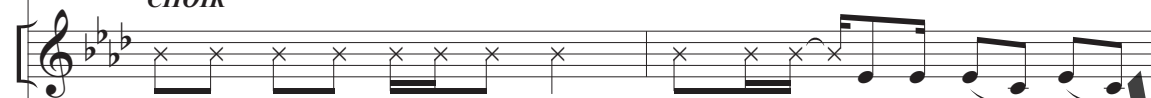
37

cost.
fol-low the Shoot - ing Star,
B #8

40

the game can-not be lost...
Em

43

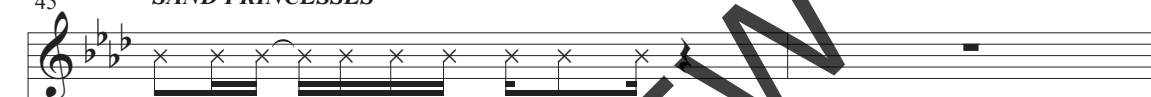
**CHOIR**

As you pass the lev-el with ease, watch your-self_ or we guar - an -

Fm



45

SAND PRINCESSES

Sat - is - fac - tion or your mon-ey back!



tee, . . .

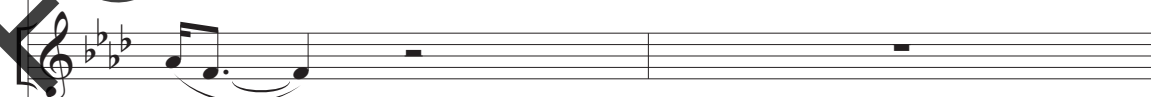
Fol - low, fol-low the_



47

ELLIE

You'll be back at the top; all pro-gress will come to a



star. _____



49

stop.
*SAND PRINCESSES
& CHOIR*

Stop, in the name of I - sa - iah Jones. Fol-low,

Fm

52

10

fol - low, fol-low the star.

55

f CHOIR

Fol-low the star, fol-low the light. Do not let it

Bbm Fm C

f

58

TUMBLEWEED RAPPER(S)

58

Nev-er give up,

out of your sight. Nev - er give up, no

Fm Bbm

60

60

no mat-ter the cost.

mat - ter the cost. If you fol - low the Shoot - ing

Fm C

62

62

Star...

F

SOLO (SHOOTING STAR)
mp

65

Star of won - der, star of light, star with roy - al

mp

68

beau - ty bright,

mp CHOIR

West - ward lead - ing still pro - ceed - ing,

Bb F Dm C Bb C

71

guide us to thy per - fect light.

F Bb Fm

mf resume "4" feel

74

*SAND PRINCESSES
& CHOIR*
mf

Fol - low,

we will

76

fol low,

fol - low

the

star.

SCENE 3

SAVANNA: We'd best keep moving. We don't want to be on this road once the timer starts counting down.

ISAIAH: Tell me about it—when the time starts running out, sometimes I have to use ten different lives to get through that part of the course.



ELLIE: Ten lives? What in the world!? (*matter of fact—to self*) My Lemonade Power Up must be wearing off . . . *that's* what it is.

SAVANNA: (*whispering*) You know, they say there are robbers on this road.

ISAIAH: (*nonchalant*) Oh, there are; they're pretty easy to defeat, though.

ELLIE: There's the Izzy I know!

SAVANNA: You've been this way before?

  (*Cue—music begins to “Tiny Cactus Underscore”*)

Tiny Cactus Underscore



Funky groove ♩ = 106

DANIEL SEMSEN

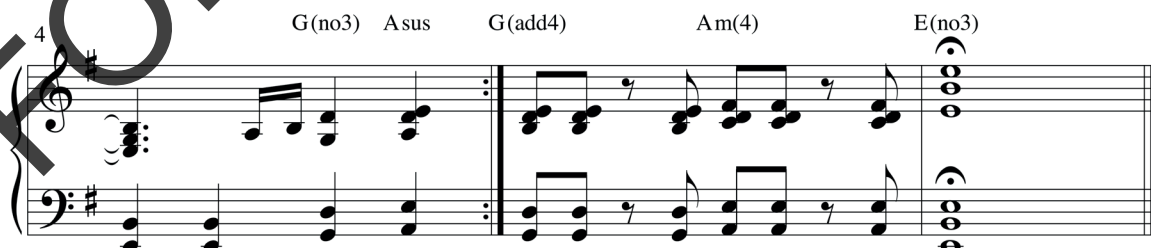
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ISAIAH: (*1st time*) “Only up through . . .”

Em

G(no3) F(no3) Em

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ISAIAH: **Only up through Level 4, but what you really want to watch out for is a Dancing Cactus. They'll steal 15 points from you if they tag you. What you need to do is use the Ice Cream Rocket Launcher. You can freeze them so you don't lose any points.**

ELLIE: **See that tiny cactus over there?** *(she points to a tiny cactus that is moving and dancing a bit)* **He seems harmless, but when he grows up, he will really cause some damage.** *(When music changes, Ellie pulls out sparkly ice cream powder and throws it on the Tiny Cactus that freezes.)*

(Shooting Star [optionally, could be Little Sis], runs across towards stage left. An embedded Shooting Star SFX immediately follows the Tiny Cactus freeze.)

ISAIAH: **There's the Shooting Star!**

SAVANNA: *(excitedly)* **Yes! They say the Shooting Star guides you to the Treasure of Myrrh at the end of the game. But we will need to find the next Golden Clue; that will help us get to the hidden entrance to the Cave of Wisdom.**

ELLIE and
ISAIAH:

Oooooooo—the Cave of Wisdom!

(Ellie and Isaiah are so enthralled by the path of the star, they nearly back into two cactus enemies.)

SAVANNA: *(seeing the cacti)* **Watch out!**



(Cue—music begins to “Breakdancing Cactus Underscore”, page 34)

ELLIE: *(startled)* **Dancing Cactus!** *(several Breakdancing Cacti dance toward them, surrounding them.)*



ISAIAH: **Where?!**

ELLIE: *(yells)* **Everywhere! They're closing in on us.**

SAVANNA: **And it's the most dangerous kind—the Breakdancing Cactus!**

ISAIAH: *(nobly)* **Hold on, everyone—Isaiah Jones will take care of you! . . . Wow,** *(jumping around to avoid them as they encircle them)* **this is harder in real life.**

KRUZ: *(pops up with Scarlett; he holds up an Ice Cream Rocket Launcher)*
Here, use this!

- ISAIAH: **Wow! An Ice Cream Rocket Launcher!**
- ELLIE: **Who are you?**
- SCARLETT: **Never mind! Just take it!** *(throws Ice Cream Rocket Launcher to Isaiah)*
- ISAIAH: **POWER UP!** *(when music changes, this is the cue to shoot the Ice Cream Rockets to freeze the Cacti)*
- (breakdancing cactus music stops here)*
- ISAIAH: **Wow! Thanks!**
- KRUZ: *(smoothly)* **No problem!**
- SAVANNA: *(to Scarlett and Kruz)* **Where did you come from?**
- KRUZ: **I'm Kruz, this is Scarlett. Let's just say . . . we are experts in cactus fighting.**
- SCARLETT: **We are *always* happy to help people passing through.**
- SAVANNA: **Are you adventurers, too?**
- KRUZ: **Absolutely! We have a long lineage of . . . “adventurers” . . . in our family.**
- SCARLETT: *(motioning all around)* **Welcome to our home. Can I get you anything?**
- ELLIE: *(still energetic, but less fast talking)* **You live in the Desert of Doom?! Wait,   *(Cue–Power Up)* the only people that actually LIVE in the Desert of Doom are the Cactus and . . . and the Robbers! *(Ellie points Ice Cream Rocket Launcher at Kruz and Scarlett)***
- SCARLETT: **If you don't mind, we prefer “Item Relocation Specialists.” I.R.S. for short.**
- KRUZ: **Do you mind if we join you?**
- ELLIE: *(suspiciously)* **You're not going to “specially relocate” any “items” from us, are you?**
- KRUZ: **No need to. We are happy to guide any fellow travelers safely on the Road to Bethlehem.**

(Ellie is still not sure about Kruz and Scarlett on the team. She eyes them cautiously.)



(music begins to “Road to Bethlehem”, page 35)

ISAIAH:

Welcome to our team, Kruz and Scarlett! We are grateful for your experience navigating the Road to Bethlehem. Lead the way!

(During song, the kids change set pieces from cacti and desert hills to end the song with the set for The Ritzy Inn—a few small lounge tables and a singer and a musical “band.” The set change becomes part of the movement of the song, since they are “traveling” the road to Bethlehem.) (See instructional DVD for simple set ideas.)

FOR PREVIEW ONLY

Breakdancing Cactus Underscore



13

Funky groove ♩ = 112

N.C. ELLIE: *Dancing Cactus! . . .*"

DANIEL SEMSEN

Arranged by Daniel Semsen

mp

4

6

8

10

12

Electronic noise

Road to Bethlehem

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen



Folk feel ♩ = 130

15

ISALAH: "Welcome to our team, . . ."

B E B E B

musical notation for the first system, featuring piano accompaniment and lyrics.

4 "... Lead the way!"

CHOIR
mf

Wea - ry trav - ers press - ing_ on;_ no

F# B

musical notation for the second system, featuring piano accompaniment and lyrics.

7 end in_ sight,_ the days are_ long._ Ad -

F# B

musical notation for the third system, featuring piano accompaniment and lyrics.

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9

ven - tur - ers have just one_ aim:_ to

Musical score for measures 9-10. The melody is in treble clef with a key signature of three sharps (F#, C#, G#). The piano accompaniment is in treble and bass clefs with the same key signature. The lyrics are: ven - tur - ers have just one_ aim:_ to

16

11

gain the_ prize_ and win the_ game._

F# B

Musical score for measures 11-12. The melody is in treble clef with a key signature of three sharps (F#, C#, G#). The piano accompaniment is in treble and bass clefs with the same key signature. The lyrics are: gain the_ prize_ and win the_ game._

13

Trust - ing, wait - ing, _

E B

Musical score for measures 13-14. The melody is in treble clef with a key signature of three sharps (F#, C#, G#). The piano accompaniment is in treble and bass clefs with the same key signature. The lyrics are: Trust - ing, wait - ing, _

15

nev - er know - ing what's_ a - head._

G#m F#

Musical score for measures 15-16. The melody is in treble clef with a key signature of three sharps (F#, C#, G#). The piano accompaniment is in treble and bass clefs with the same key signature. The lyrics are: nev - er know - ing what's_ a - head._

17

Stead - fast, — fol - low-ing — the One Who leads the way.

E B F#

20

— on the road to Beth - le - hem.

B E

23

On a

B E B F# B

26

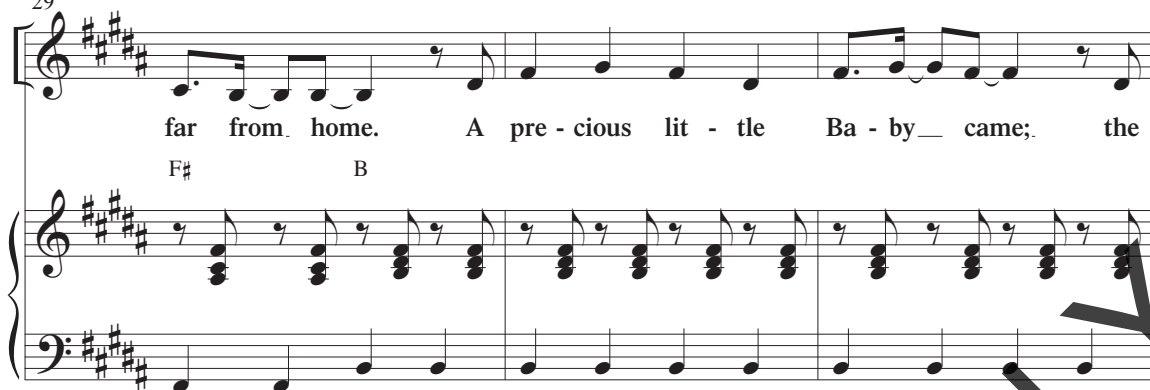
road like this one, years a - go, — a cou - ple trav - eled

B

29

far from home. A pre - cious lit - tle Ba - by__ came; the

F# B

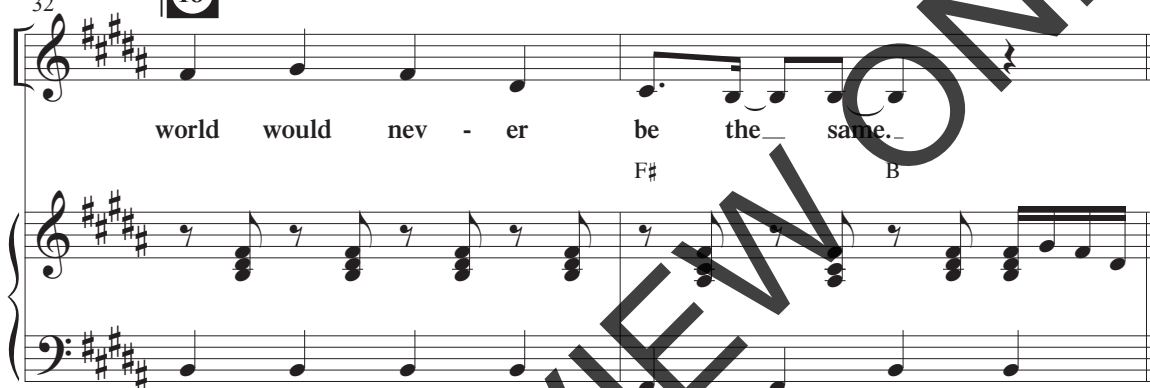


32

18

world would nev - er be the__ same..

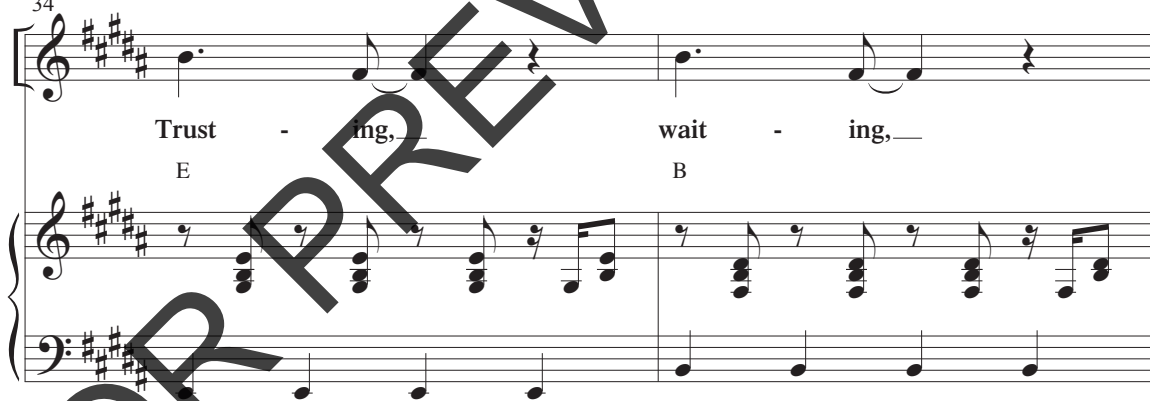
F# B



34

Trust - ing, __ wait - ing, __

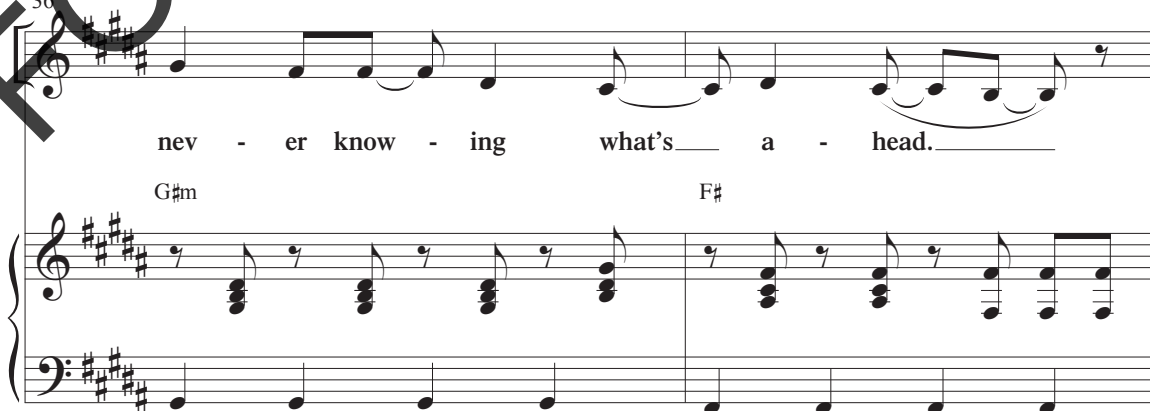
E B



36

nev - er know - ing what's__ a - head. _____

G#m F#



38

Stead - fast, fol - low - ing the

E B

40

One Who leads the way, on the road to Beth - le -

F#

43

NARR. 1: "In those days . . ."

hem.


B E B E B

mp

NARR. 1: (During song, m. 44) "In those days Caesar Augustus issued a decree that a census should be taken of the entire Roman world.

NARR. 2: So Joseph also went up from the town of Nazareth to Bethlehem. He went there to register with Mary, who was expecting a Child."
(adapted from NIV)

46 F# B E B



49 *"So Joseph also went up . . ."* G#m F# E



52 B G#m F#

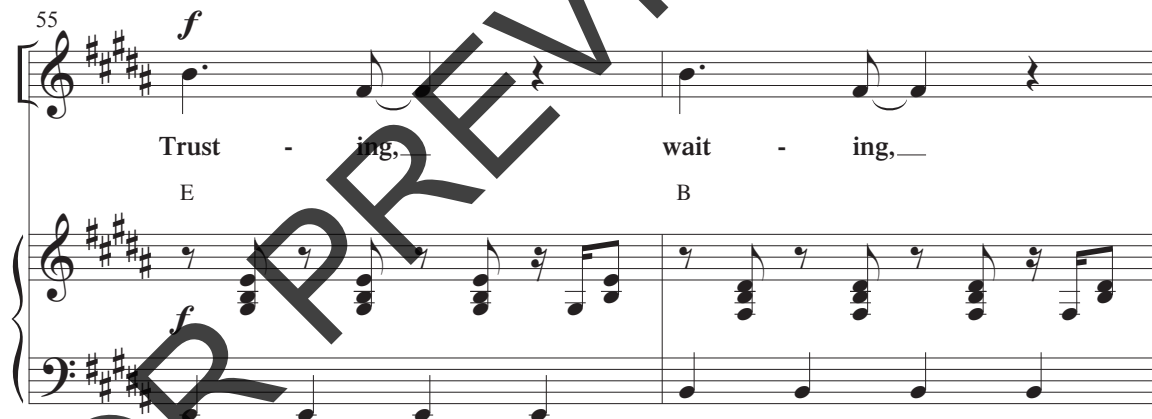
19

"expecting a Child."



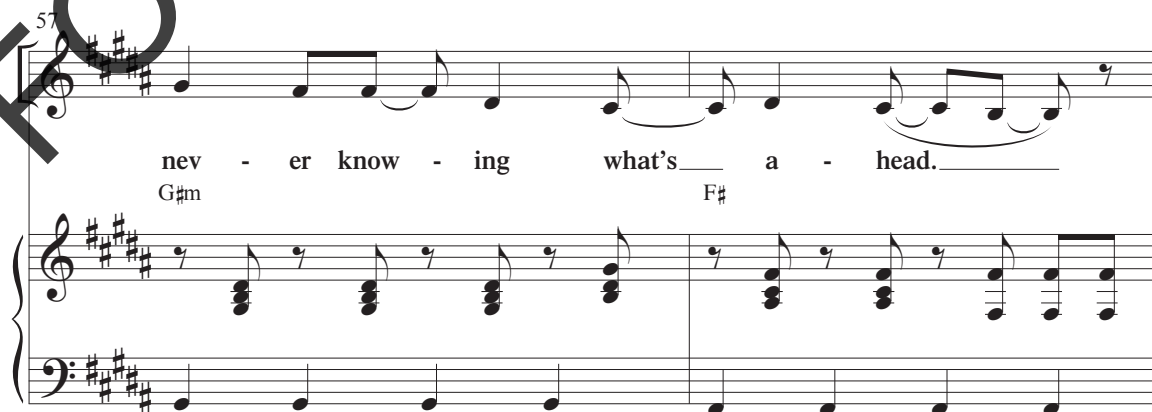
55 *f* Trust - ing, wait - ing, —

E B



57 nev - er know - ing what's a - head. —

G#m F#



59

Stead - fast, — fol - low - ing — the

E B



61

One who leads the way, — on the road to Beth - le -

F#



64

hem.

B E B E B E B



SCENE 4

DVD 8

CUE-LEVEL FIVE

20

F/A F G/B G A



ELLIE:

DVD 8

20

We made it to Level 5, everyone! *(cheers)*
(DVD 9 21 SFX-Cue) And there's the next clue over there! *[She picks up a gold card from the floor and gives it to Isaiah]*

DVD 10

22

(music begins to "Ritzy Inn Underscore I" page 44)

ISAIAH:

The Ritzy Inn-Inn! I mean . . . Inn. I've never seen this level before.

ELLIE:

(looking at him as if he were crazy) Of course, you haven't—we just got here!

ISAIAH:

(reading the clue with Ellie) "You've safely traveled the Bethlehem road, like Mary and Joseph so long ago. Search for the Key where there was no room for a baby.

ELLIE:

(continuing) But choose correctly, or you will be back at the top and all progress will come to a stop."

SCARLETT:

Back at the top? I wonder what that means?

ELLIE:

("know it all," still peppy) It means we would have start the level over again—which, if you ask me, is a huge waste of time.

SAVANNA:

We know that before we make it to the Cave of Wisdom, we have to unlock the Golden Gate. The place we find the Key is where there was no room for a baby . . .

ISAIAH:

(finishing for her) No room . . . in the inn. That sounds like a Bible story I've heard before. Hey, this is an inn, so the Key should be here!

INNKEEPER:

(walking up to them) Welcome to The Ritzy Inn. I'm sorry to tell you that we are completely sold out for the night.

SCARLETT: Oh, we're not staying—just passing through.

ISAIAH: We need to find the Key to the Golden Gate.

INNKEEPER: Ahhh, another treasure hunter. Come on in. *(They enter into a hotel 1940s-era lounge with waiters holding room service covered gray trays; see instructional DVD for cut-out versions)*

ISAIAH: I definitely do not remember this level.

INNKEEPER: A word of advice—when seeking the Key, check under something gray that keeps something warm. But if you'll excuse me, I need to check on a couple out in the stable. *(To himself)* Why anyone would want to stay in a stable is beyond me. *(Shooting Star runs in same direction with him)*

SAVANNA: Izzy, the Shooting Star went toward the stable!

ISAIAH: Okay, but first we need to get the Key . . . under something gray . . . keeps something warm—

KRUZ: It must be these covered trays that the waiters are holding. We just need to pick the right one!

SCARLETT: How do we know which waiter to choose?

ISAIAH: The great Izzy Jones just knows. *(walking up to a waiter)* Excuse me, sir? May I take a look at the tray?

WAITER: Certainly. *(uncovers tray; it is filled with gummy worms.)*

ISAIAH: It's not the key—those are (  Cue-Lose 1, page 45). Gummy Worms! I HATE Gummy Worms!! *(Lights go out)*

(The actors reset quickly to the beginning of the scene during the blackout. Lights up on the adventurers at the entrance of the Inn as music to "Ritzy Inn Underscore 2" begins.)

Ritzy Inn Underscore 1

Arranged by Daniel Semsen

SILENT NIGHT! HOLY NIGHT (Music by Franz Grüber)

DVD 10

ISALAH: (1st time) "The Ritzy Inn-Inn! . . ."

ISALAH: (2nd time) "That sounds like a Bible story . . ."

22

INNKEEPER: (3rd time) "Why anyone would . . ."

1st time only: play R.H. 8^{va} through m. 12

*Accompaniment split-track fades here, 3rd time.

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13 *(loco each time)*

16

20

DVD 11

(Back to m. 1, p. 44)

**3. ISAIAH: It's not the key—
those are . . .**

**23 Gummy Worms!
(Cue—Lose 1)**

24

**If needed, and to accommodate the pacing of individual performances, an additional repeat (fading at measure 12 each time), is provided on the Accompaniment Split-track for Ritzy Inn Underscores 1, 2 and 3. As performance 'times' may vary, when you are ready for the next Gummy Word "Lose Cue", simply progress to the next CD Point (23, 25, and 27).*

(music begins to   “Ritzy Inn Underscore 2”, page 46)

INNKEEPER: Welcome to The Ritzy Inn. I’m sorry to tell you that we are completely sold out for the night.

ISAIAH: *(confused)* Have we been here before?

INNKEEPER: Ah, another treasure hunter. Come on in. *(They enter into a hotel 1940s-era lounge with waiters holding room service covered gray trays.)*

SAVANNA: We must have made the wrong choice and ended up back at the beginning of the level!

INNKEEPER: A word of advice—when seeking the Key, check under something gray that keeps something warm. But if you’ll excuse me, I need to check on a couple out in the stable. *(To himself)* Why anyone would want to stay in a stable is beyond me.

ISAIAH: *(walking up to a different waiter)* Excuse me, sir? May I take a look at the tray?

WAITER: Certainly. *(Opens cover to tray—it is filled with Gummy Worms.)*

ISAIAH: That’s not the Key!   SFX—Lose 2) Aaaahhh! Gummy Worms! *(Lights go out)*

Ritzy Inn Underscore 2

Arranged by Daniel Semsen

SILENT NIGHT! HOLY NIGHT (Music by Franz Grüber)

INNKEEPER: “Welcome to the Ritzy Inn. . .”

N.C.

1st time only: play R.H. 8^{va} through m. 12



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5

9

13

16

20

24

(Back to m. 1, p. 46)

3.

25 DVD 13

(Cue-Lose 2)

Aaaahhh! Gummy Worms!

mf

*Accompaniment split-track fades here, 3rd time.

(The actors reset quickly to the beginning of the scene during the blackout. Lights up on the crew at the entrance of the Inn. Pick up the pace of the dialogue this time. [DVD 14] [26] Cue—music begins to “Ritzy Inn Underscore 3”, page 48)

INNKEEPER: **Welcome to The Ritzy Inn. I’m sorry to tell you that we are completely sold out for the night.** *(Innkeeper walks off stage)*

ELLIE: **We’re wasting time! We keep picking the wrong waiter.**

ISAIAH: **Wait . . . the Innkeeper said the Key is under something gray that keeps something warm. I have an idea.** *(He runs off stage and gets the Innkeeper.)*

INNKEEPER: **Can I help you?**

ISAIAH: **I thought it was the waiters—but really, you are the one with the Key! Your hat is gray and your head is warm under the hat! The Key is under your gray hat!**

INNKEEPER: *(smiling, takes off his hat and hands him the Golden Key)* **Congratulations! ([DVD 15] [27] Cue—Winner, page 49) you have solved the riddle of The Ritzy Inn . . .**

ISAIAH: **. . . Inn. Friends, I present—the Key to the Golden Gate!** *(everyone cheers)*

Ritzy Inn Underscore 3

SILENT NIGHT! HOLY NIGHT! *(Music by Franz Grüber)*

Arranged by Daniel Semsen

[DVD 14]

[26]

INNKEEPER: **“Welcome to the Ritzy Inn. . .”**

N.C.

1st time only: play R.H. 8^{va} through m. 12

The musical score is for 'SILENT NIGHT! HOLY NIGHT!' by Franz Grüber, arranged by Daniel Semsen. It is written for piano in 4/4 time. The score begins with a treble and bass clef, a key signature of one sharp (F#), and a tempo/mood marking of 'mf'. The melody is primarily in the treble clef, while the bass line is in the bass clef. The score shows the first few measures of the piece, with a large 'FOR PREVIEW ONLY' watermark diagonally across the page.

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5

10

15

20

24

27 **DVD 15** (Cue-Winner)

28 **DVD 16** (28) music begins to "No Room", page 50)

(Back to m. 1, p. 48)

3. "Congratulations—you have solved..."

F/A F G/B G A

3 3

*Accompaniment split-track fades here 3rd time.

INNKEEPER: Now, I don't mean to be rude, but we have *paying* customers that have reserved rooms here. (**DVD 16** **(28)** music begins to "No Room", page 50) I even booked the stable in the back. You really cannot stay here tonight. You're welcome to enjoy the music, but there's no room. We're just too busy.

No Room

Words and Music by
CHRISTY SEMSEN
 Arranged by Daniel Semsen

DVD 16

Jazz ballad ♩ = 78 ♩ = ♩³

28

INNKEEPER: "... I've even booked ..."

"... just too busy"

Dmaj13

Dmaj13 C#7 Cmaj7

A7

SOLO (Ritzy Inn singer)

mf

The an - gels sang,

"Glo - ry to God

D6

Dmaj13

Dmaj9

in the high - est Heav - en!

A King has been born; you won't

Dmaj13

F#m7

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9

find Him_ in a pal - ace, you won't find Him_ wrapped in scar - let, this

Em7 A6 F#7(#9) Bm9 D7

11

Ba - by born in Beth - le - hem.____

G6 A9

8va-----

Faster swing

14

Faster swing ♩ = 165
CHOIR *mp*

Go_ and find the Ba - by. Go_

F6 F6/A Bb6 C6 C7 F6 F6/A

mp

17

__ and find the Ba - by. Go_ and find the Ba - by.

Bb6 C6 C7 F6 F6/A Bb6 C6 C7

20 *mf*

You will find Him in a man - ger. _____ Go_

B \flat 6 C7 F6 F6/A

mf

23

— and find the Ba - by. Go — and find the Ba - by.

B \flat 6 C6 C7 F6 F6/A B \flat 6 C6 C7

26

Go — and find the Ba - by. You will

F6 F6/A B \flat 6 C6 C7 B \flat 6 C7

29 *ISAIAH: "Seriously—was there . . ."*

find Him in a man - ger. _____

F6 F6/A B \flat 6 C6 C7

mp

ISAIAH: Seriously—was there a Christmas upgrade added to this game? I really don't remember there being so many Christmas elements.

ELLIE: (*matter of fact*) Everybody loves Christmas, Izzy!

ISAIAH: (*doubtful*) Okay . . .

32 F6 F6/A B♭6 C6 C7 F6 F6/A

35 **30** ISAAH: "Okay . . ."

f CHOIR

'Cause there's

B♭6 C6 C7 B♭9 C7

38

no room for a Ba-by's birth. There's no room for

F6 F6/A B♭6 C6 C7 F6 F6/A

f

41

peace on earth. First come, first served; take a

B♭6 C6 C7 F6 F6/A



num - ber, get in line, 'cause there's no room.

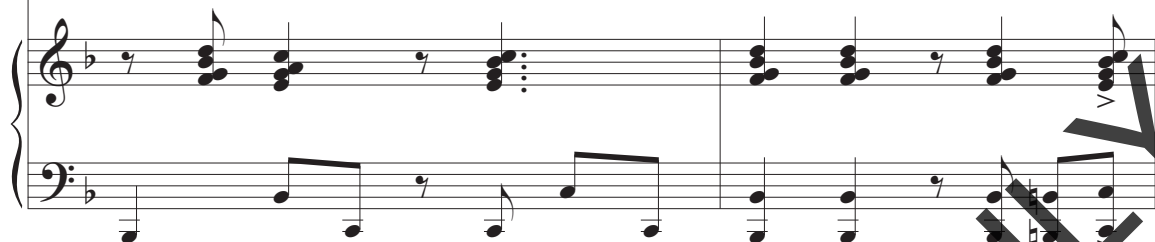
Bb6

C6

C7

Bb6

C7



45 (Choir choreography)



ff



F6

F6/A

Bb6

C6

C7

F6

F6/A



ff

'Cause there's

Bb6

C6

C7

Bb6

Bdim7

C7

C



54

no room for a Ba-by's birth.. There's no room for

F6 F6/A Bb6 C6 C7 F6 F6/A

ff

57

peace on earth.. First come, first served, take a num-ber, get in line, 'cause there's

Bb6 C6 C7 F6 F6/A Bb6 C6 C7

60

no room. Ah, no room.

Bb6 C7 F

Drum fill

SCENE 5

SAVANNA: I think I see another clue up ahead. (**DVD 17** **32** *SFX—Clue. She grabs a Gold Clue*) “Once you’ve passed the place that had no room, take the city path past the emerald rocks to the Cave of Wisdom.”

ISAIAH: Let’s see where the entrance to the Cave of Wisdom is! (*They look at map*)

DVD 18 **33** (*music begins to “Running Out of Time Underscore”, page 58*)

ELLIE: Oh, no, we’ve wasted too much time on Level 5—the countdown clock has been activated—we’re running out of time!

ISAIAH: OK, the entrance to Level 6 is up ahead—come on, everybody!

KRUZ: I’ll run around the back of these rocks and see if there’s an opening. (*he circles around behind rocks*)

ISAIAH: (*continuing reading the clue*) “Before a player can complete the Final Level and find the fabled Lost Treasure of Myrrh, the player must defeat the King of Thieves.”

ELLIE: How do we find the King of Thieves?

SAVANNA: (*Reading clue*) “Players must unlock the Golden Gate to gain access to the Cave of Wisdom.” But where’s the Golden Gate?

ELLIE: (*talking fast again*) That’s easy . . . by calculating the distance from the emerald rocks, I think it would be right (*she runs over*) over . . . here. Yes! Here it is!

SAVANNA: Quick! Use the Key to open the Golden Gate!

ISAIAH: (*looking for it*) I can’t . . . seem to find it . . . it was right here in my bag. (pocket).

SAVANNA: It must be there—you had it a little while ago.

(*“Running Out of Time Underscore” abruptly ends*)



KRUZ: (*enters from side of cave—now dressed as the King of Thieves*) If only you hadn’t been so trusting, so naïve. Didn’t your mommy tell you to never trust a stranger?

SAVANNA: You!? But, I don’t understand . . .

ISAIAH: *(realizing)* He's not Kruz, from the I.R.S! He's . . .

KRUZ: *(grandly)* Kruz, the King of Thie— *(aside comment)* Scarlett, my audio vocal enhancer!

SCARLETT: *(running over to him and adjusting something on his belt)* Oh, sorry, boss.

  *(SFX and Cue—music begins to “King of Thieves Underscore”, page 60)*

KRUZ: *(lipsynching to SFX)* Kruz, the King of Thieves!

ALL: Oh, no . . . how could this happen, etc?

SAVANNA: Why would you *do* this?

KRUZ: Simple. Since you don't have the Key to enter the Cave of Wisdom, you will not be able to level up with the Wisdom Armor to fight and defeat me. And for ONCE, I can win the Ancient Treasure of Myrrh!

ELLIE: You will never get away with this! Isaiah Jones will always figure out a way to defeat you!

KRUZ: Yes, Isaiah Jones. . . *(jokingly mocking)* “Izzy.” I must admit that you were . . . different than I expected. Younger, maybe. No matter. There is no way you will be able to defeat me when you are stuck in a pit of Gummy Worms for all eternity! *(He pushes Isaiah in a “pit.” Isaiah kneels partway down behind a “rock.”)*



ISAIAH: Gummy Worms?! NOOOO!!!

(Screen shows all points reset to “0”; “King of Thieves Underscore” ends)

ALL: Oh, no! What are we going to do?, etc.

KRUZ: Scarlett, let's go get my royal crown. I want to watch them squirm a bit, before I take my Treasure and defeat this game. *(Kruz and Scarlett walk off)*

ISAIAH: *(discouraged)* That's just great. I can't even win my own game.

SAVANNA: Isaiah, you have to trust that God sees the whole picture. Even when we don't understand why things happen, we can trust that He is with us. When the Israelites were crying out for a Savior, God sent Emmanuel down to earth. A Savior!   *music begins to “Emmanuel”, page 62)* God with us!

Running Out of Time Underscore

DVD 18

♩ = 92

33

ELLIE: "Oh no, we've wasted . . ."

N.C.

DANIEL SEMSEN
Arranged by Daniel Semsen

detached

mf 3 3

ISAIAH: "... Before a player . . ."

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10

10

$\text{♩} = 164$ (double time)

13

13

1. (Back to m. 13) 2.

16

16

resume $\text{♩} = 92$

18

SAVANNA: "... little while ago."

18

King of Thieves Underscore

DVD 19

34

KRUZ: "Kruz, the King of Thieves!"

N.C.

DANIEL SEMSEN
Arranged by Daniel Semsen

Measures 1-2 of the score. The key signature has one flat (B-flat). The time signature is 4/4. Measure 1 has a whole rest in the treble and a half note B-flat in the bass. Measure 2 has a whole rest in the treble and a half note B-flat in the bass. A dynamic marking of *f* (forte) is present in measure 1.

Measures 3-4 of the score. Measure 3 has a triplet of eighth notes in the treble and a half note B-flat in the bass. Measure 4 has a half note B-flat in the treble and a half note B-flat in the bass. A dynamic marking of *mf* (mezzo-forte) is present in measure 4.

Measures 5-6 of the score. Measure 5 has a half note B-flat in the treble and a half note B-flat in the bass. Measure 6 has a half note B-flat in the treble and a half note B-flat in the bass. A dynamic marking of *mf* (mezzo-forte) is present in measure 6.

Measures 7-8 of the score. Measure 7 has a half note B-flat in the treble and a half note B-flat in the bass. Measure 8 has a half note B-flat in the treble and a half note B-flat in the bass. A dynamic marking of *mf* (mezzo-forte) is present in measure 8.

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12

15

18

21

KRUZ: "... for all eternity!" ISALAH: "Gummy Worms?! NOOOO!!!"

24

Emmanuel



With energy ♩ = 128

35

SAVANNA: "... God with us!"

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen

Cm **Bb**

mf

3 **Eb** **Fsus**

SOLO (opt. CHOIR)
mf

5 When it all goes wrong,

Cm **Bb**

7 when the jour - ney's long, when I

Bb **Fsus**

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9

36

don't un - der - stand, —

CHOIR *mf*

He is

Cm Bb Ab Bb

12

still Em - ma - a - an - u - el, Em -

Cm Bb Cm Bb

15

ma - a - an - u - el. Joy to — our world, the

Cm Bb Ab

18

Sav - ior_ is here — Em - ma - a - an - u - el.

B \flat Cm B \flat



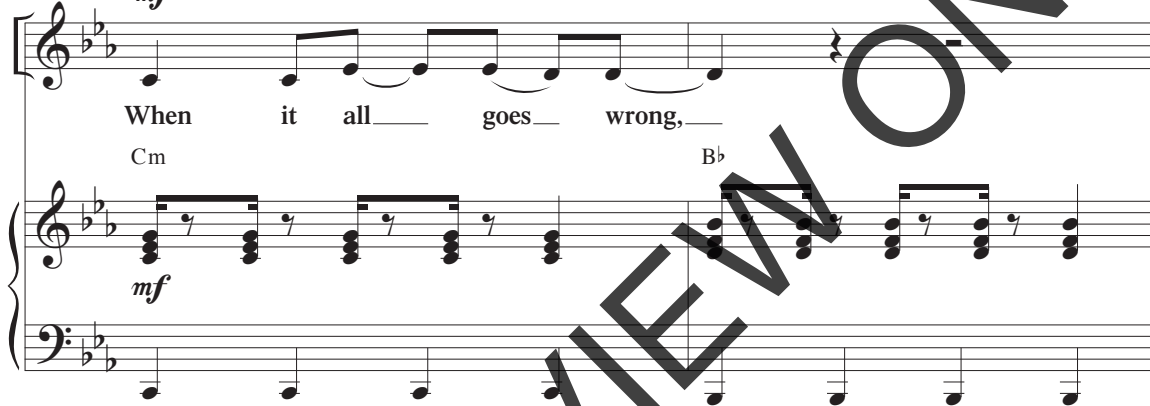
21

mf

When it all_ goes_ wrong, _

Cm B \flat

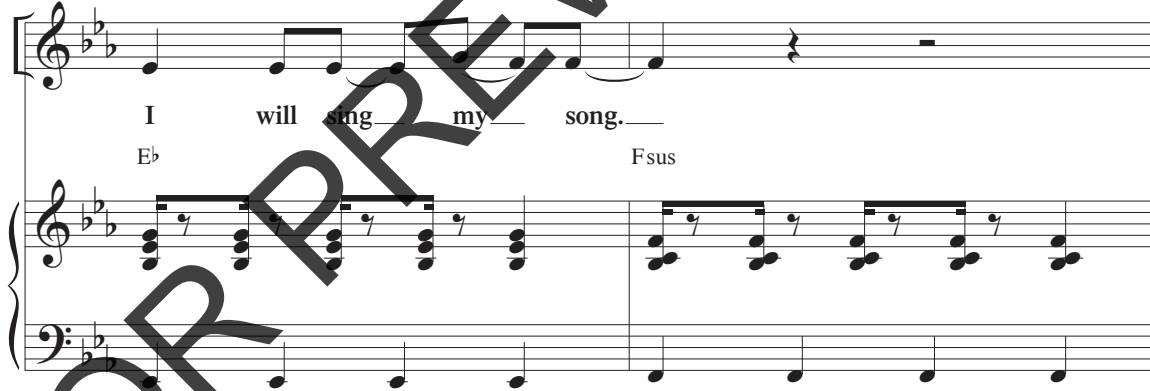
mf



23

I will sing_ my_ song. _

E \flat Fsus

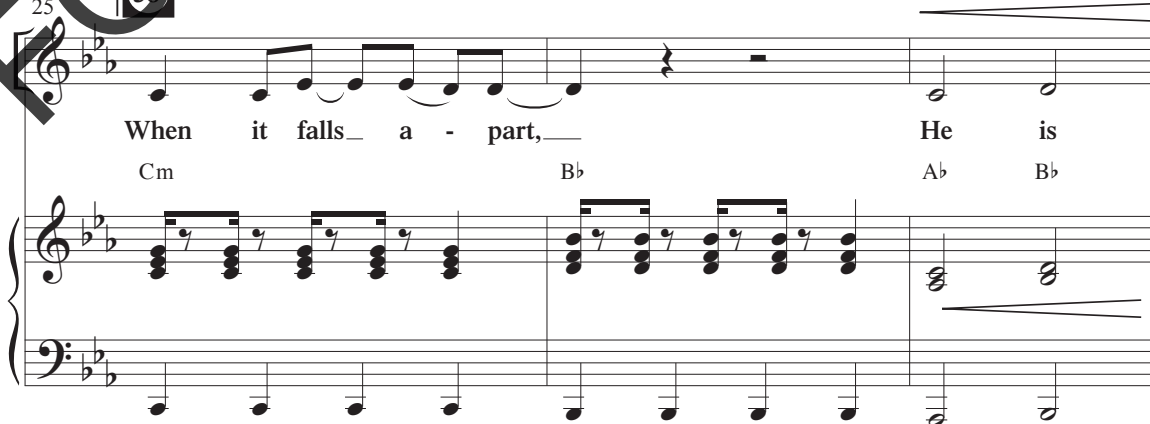


25

38

When it falls_ a - part, _ He is

Cm B \flat A \flat B \flat



28 *f*

still Em - ma - a - an - u - el, Em -

Cm B \flat Cm B \flat

f

31

ma - a - an - u - el. Joy to our world, the

Cm B \flat A \flat

34 30

Sav - ior is here — Em - ma - a - an - u - el.

B \flat Cm B \flat

37 *ff*

God with us, He is here — Em -

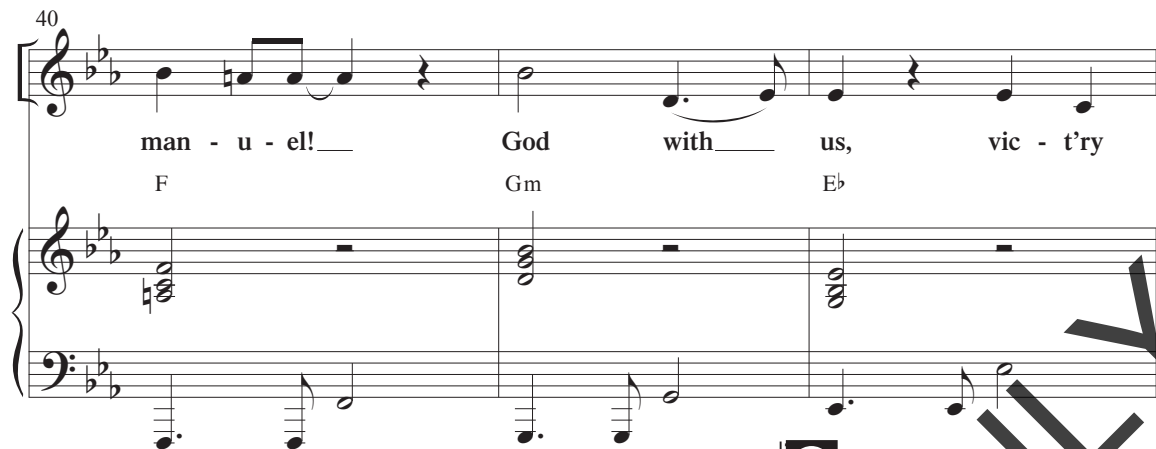
Gm E \flat B \flat

ff Strong feeling of 2

40

man - u - el! God with us, vic - t'ry

F Gm E \flat



43

o - ver fear.

B \flat F Cm



46

Em - ma - a - an - u -

B \flat Cm

f resume quarter-note feel



48

el, Em - ma - a - an - u - el.

B \flat Cm B \flat



51

Joy to our world, the Sav - ior is here — Em -

A^b B^b

53

ma - a - an - u - el. God with

Cm B^b Gm

Back in "2"

56

us, He is here — Em - man - u - el! —

E^b B^b F

59

God with us, vic - t'ry o - ver fear.

Gm E^b B^b

62

God with us, He is

F Gm Eb

65

here — Em - man - u - el! — God with

Bb F Gm

68

us, though the road's un - clear.

Eb Bb F

71

Em - ma - a - an - u -

Cm Bb Cm

resume feeling of "4"

f

74

el, Em - ma - a - an - u - el. Em -

B \flat Cm B \flat

77

ma - a - an - u - el Em -

A \flat B \flat



79

ma - a - an - u - el!

Cm B \flat Cno3

SCENE 6

SAVANNA: **I didn't bring these ropes for nothing! Here, Izzy—grab ahold and we'll pull you out of the pit. Pull, Ellie!** (*They pull Izzy out of the "pit".*) (  *SFX-Ropes*)

  (*SFX-Shooting Star*) **There goes the Shooting Star!**

ELLIE: **Why would the Star be going that way, when the cave with the Treasure is right here?**

  (*SFX-Low Battery. Flashing red light indicates low battery.*)

ISAIAH: **What's that?**

ELLIE: (*still energetic but not too fast*) **We don't really know, but it happens almost every day. A red light flashes and all our progress in the game disappears, and we are sent back to Level 1.**

SAVANNA: (*Knowingly*) **The Great Reset...**

ALL: **Ooooh—the Great Reset!**

ISAIAH: **What? Oh, no, you mean... the battery dies?**

ALL: (*resigned*) **Oh, that's probably it. Yes, that makes sense, etc.**

ELLIE: **I wouldn't be too concerned. The worst case scenario is that we just have to start over.**

ISAIAH: **But... what if there was a *new* character introduced into the game? Someone who might not be who you thought he was? What would happen to *him*?**

ELLIE: **That's simple, he'd be deleted forever!!**

SAVANNA: (*nodding in agreement*) **That sounds about right.**

ISAIAH: **WHAT? I'd be deleted *forever*??**

  (*SFX-Lower Battery; beeping gets faster as battery level decreases*)

KRUZ: (*walks on with Scarlett. He is so confident in his win that he doesn't see that Savanna and Ellie have moved quickly to stand in front of the newly-freed Isaiah*) **It seems that's my cue. You all can stay here while I grab the Treasure and win the game. Scarlett—my crown!**

SCARLETT: *(Puts the crown on his head)* **Here it is, boss.** *(The low battery music stops)*

KRUZ: **And, now . . . the Lost Treasure of Myrrh!! Myrrh!!** (**DVD 25** **47** *SFX—Cricket 1. He grabs it and holds it over his head for his winner's announcement. Nothing happens*) **Hmm . . . that's odd. I thought the game was supposed to end when I grabbed the Treasure. One more time—the Lost Treasure of Myrrh!** (**DVD 26** **48** *SFX—Cricket 2. He grabs it ceremoniously and poses—again, nothing happens.*)

SCARLETT: *(nervously)* **Uhhmm . . . maybe there is a malfunction in the game, boss.**

KRUZ: **WHAT? You tell me I have been slaving in this game, 4,356 times through these levels, and the game doesn't even let me WIN?**

SCARLETT: *(scared that he's going to be angry)* **Yes . . .**

KRUZ: *(Suddenly gets tears in his eyes and breaks down crying)* **It's just such a letdown, really . . .**

SCARLETT: *(comforting)* **I know it is, boss.**

KRUZ: **You work hard for something your whole life . . .**

SCARLETT: **It's gonna be okay, boss. Let's go back to the Desert of Doom and chase some Cacti.** *(treating him like a little boy)* **Would that make it all better?**

KRUZ: *(pouting)* **It would be a start.** *(They exit)*

ISAIAH: **All that effort and it doesn't even win the game!**

BALTHAZAR: *(entering)* **Excuse me, did you see a Shooting Star come through here? I am seeking a great Treasure.**

ISAIAH: **The Shooting Star went that way. But I'm sorry to tell you, we already found the Treasure. It's not what we expected, but we might still be able to get something for it on eBay®.**

BALTHAZAR: **Oh, that's . . . not the Treasure I'm seeking . . . I'm seeking a Baby.**
(WISE MAN) **The Baby is the Treasure.**

ELLIE: **Well, in that case, the Shooting Star went that-a-way! Always glad to help a fellow adventurer in this game of life. This is the great**

Isaiah Jones by the way, and this here is Savanna, and I'm Ellie Ellington.

BALTHAZAR: Very nice to meet you. I'm Balthazar. I got separated from my group because I wanted to stop to find the perfect gift to give this Baby King. But I was just robbed by two strangers down the road.

ISAIAH: Was one of them crying?

ELLIE: And not a pretty crier?

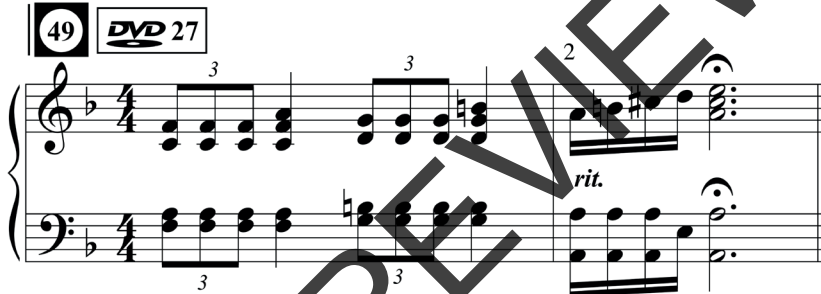
BALTHAZAR: Indeed, he was. And no, not a pretty crier. But, regardless, they took all I had.

ISAIAH: Why don't you take this Treasure?

BALTHAZAR: Oh, thank you, young man.

ISAIAH: *(He gives him the Myrrh). Here you go!*

CUE-WIN THE GAME



DVD 27 **49** *(Cue Win the Game is played. Immediately, a few characters come out and put medals around the adventurers' necks. The game is over. Everyone cheers.)*

ELLIE: We beat the game! I'm so proud of us, I could just climb Mistletoe Mountain all over again! *(looking around)* But, I'll just stay here and celebrate with y'all.

ISAIAH: But how did we beat it?

SAVANNA: *(thoughtfully)* All the time we thought that *finding* the Lost Treasure of Myrrh would win the game, *(music begins to* **DVD 28** **50** *"Give It Away This Christmas", page 73)* but it seems that what REALLY won the game was giving the Treasure away!

BALTHAZAR: Follow me—I think you're going to want to see this Treasure. *(They walk off stage, or perhaps into the audience. They can search in the aisles and end up back on stage after the song.)*

Give It Away This Christmas

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsen

DVD 28 Modern rock ♩ = 146

50 SAVANNA: “But it seems . . .”
N.C.

synth swell

f

4 BALTHAZAR: “. . . see this Treasure.” *mf* SOLO 1

Ev-’ry-bod-y’s won - d’ring

mf

7 what will be wait-ing un-der-neath the Christ-mas tree.

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51

SOLO 2

mf

10

Ev-'ry-bod-y's search - ing, try-in' to find the lat-est fad, _ one

13

of a kind.

CHOIR *mp*

Do we real - ly need _ an - oth - er can - dy cane? _

B

mp

16

f

Or do we real - ly need to... Give it a - way, _ for

A

F#m

G#m

A

B

E

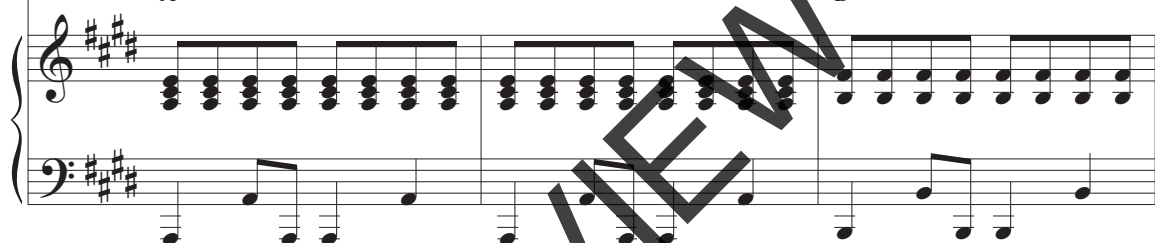
f



Christ has come. Give it a - way, _ joy for ev - 'ry -
C#m



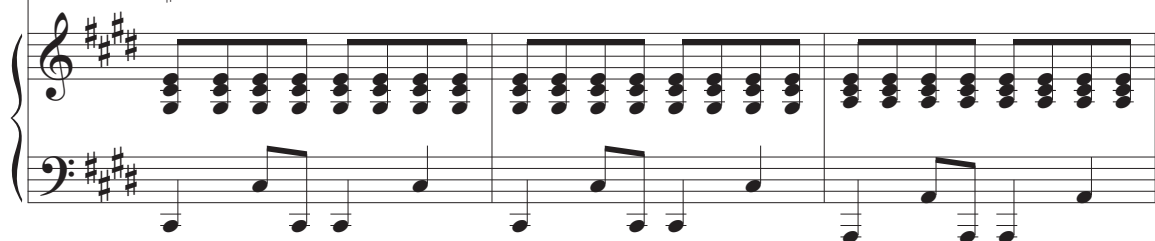
one! Love came down for all, peace for
A B



great and small. Give it a - way, _ we'll share His love.
E



Give it a - way, _ Good News from a - bove. God
C#m A



31

gave His Son, Hope for ev - 'ry - one. We

B

34

can - not keep it qui - et an - y - more.

C#m B A

37

We've got-ta give it a-way!

B N.C.

40

Do we real - ly need an -

B

mp

43

oth - er can - dy cane? _____ Or do we real - ly need to

A F#m G#m A B

46

f Give it a - way, for Christ has come. Give it a - way, -

E C#m

49

joy for ev - 'ry - one. Love came down for all,

A

52

peace for great and small. Give it a - way, - we'll

B E

55

share His love. Give it a - way, - Good News from a -

C#m

58

bove. God gave His Son, Hope for

A B

53

61

ev - 'ry - one. We can - not keep it qui - et an - y -

C#m B

64

more. We've got - ta give it a - way, -

A B C(no3)

ff

66

for Christ has come. Give it a - way, _

F Dm

69

joy for ev - 'ry - one! Love came down for all,

B \flat

72

peace for great and small. Give it a - way, _ we'll

C F

75

share His love. Give it a - way, _ Good News from a -

Dm

78

bove. God gave His Son, Hope for

B \flat C



81

ev - 'ry - one. We can - not keep it qui - et an - y -

Dm C



84

more. We can - not keep it

B \flat C(no3) Dm



87

qui - et an - y - more. We

C B \flat C(no3)



90

can - not keep it qui - et an - y - more.

Dm C B \flat



93

We've got-ta give it a-way!

C(no3) N.C.

f



96

D(no3)



SCENE 7

 29  (SFX—Sparkle and Baby Cry)

(Stage lights come up on a simple scene with Mary and Joseph beside a manger. No one else is there.)

SHOOTING

STAR: *(peacefully)* **Welcome. You’ve arrived at the Secret Bonus Level—the real Treasure!**

ISAIAH,

ELLIE and

SAVANNA: *(awed)* **The *Baby* is the Treasure . . .** *(Baby heard crying)*

ISAIAH: **I KNOW I’ve never been to this level before.**

ELLIE: *(hushed)* **Me, neither.**

SAVANNA: **The highest level of the game is . . . a simple stable?**

 30  *[music begins to “Hallelujah (Light Has Come)”, page 83]*

ISAIAH: **Is this where you were leading us all along?**

SHOOTING

STAR: **Yes. The true Treasure is here . . . this Baby in a manger . . . God’s most precious Gift.**

(Mary holds Baby Jesus and sings; an angel quartet joins her)

Hallelujah (Light Has Come)

Words and Music by
 ALYSSA BARLOW,
 LAUREN BARLOW,
 and REBECCA BARLOW
 Arranged by Daniel Semsén

DVD 30

Gently, steady four ♩ = 68

ISAIAH: "Is this where..."

"... most precious Gift."

55

Dm

Gm

A

Dm

p

SOLO (MARY)

p

4

Mmm — my Ba - by,

Gm A Dm Gm A

7

Heav - en sent You to me. All the world's been pray-

Dm Gm A Dm

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10 *mp*

- ing: "Who will save?" But

Gm/D A Dm(42) Dm Em7(b5) A

13 (MARY)

who am I, that here to - night

4 ANGELS (QUARTET) *mp*

Who am I here to - night,

Gm Dm Dm2 Dm F

16

I hold the One Who'll

hold the One,

C Gm Dm Dm2 Dm

19

57

*rit.**a tempo*

bring us

life?

*CHOIR: unison**rit.**a tempo f*

bring

us

life?

Hal-le-lu - jah! We've

F

C

F

F/A

B \flat *rit.**f a tempo*

22

been found!

A Child

is born

to save

C

A 7/C \sharp

Dm

G7

24

us now:

Je - sus!

Hal - le-lu - jah! Light

C

C/B \flat

F

F/A

B \flat

58

26



has come, a Sav - ior set us free.

C

A7/C#

Dm

G7



28

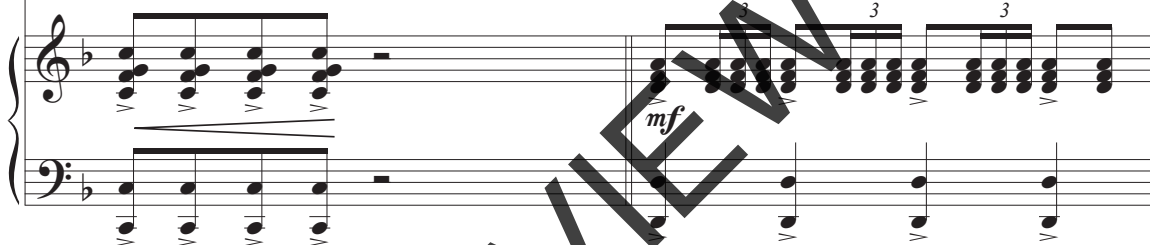
slightly faster

So, praise to God on high!

Csus

N.C.

Dm



30



He has heard our cry.

F

Aaug

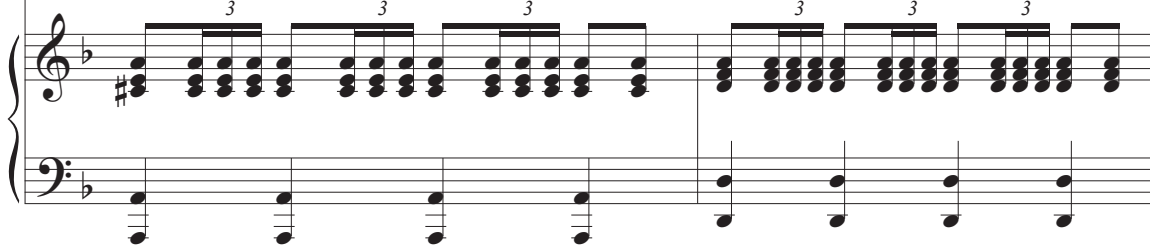


32



So, praise to God on high!

Dm



34 *cresc.*

He has heard our cry.

F Aug A

cresc.

59

36

Aug A

38 *SOLO (opt. SHOOTING STAR)*
mp *cresc.*

Hal - le - lu - jah! We've been found! A Child

F B \flat C A7/C \sharp

sub. mp

40

_____ is___ born___ to save___ us now:

f (CHOIR)

Dm G7 C C/B \flat Je - sus!

42 (CHOIR)

— Hal-le-lu - jah! Light has come, a Sav - ior Who will set

F F/A B \flat C A7/C \sharp Dm G7

45

— us free, the Prom - ise for those who be - lieve.

C A/C \sharp Dm G7 C A7/C \sharp

60

SOLO (MARY)
p

48

Mmm_____ my

Dm Gm/D A/C# Dm Dm/C

p Tempo 1

61

O COME, LET US ADORE HIM (Traditional/from Wade's "Cantus Divisi")
CHOIR: unison *mp* a tempo

51

Ba - by. O come, let us a -

Ddim7 A7sus A7 D

rit. *mp a tempo*

54

dore Him, O come, let us a - dore Him, O

A D/F#

57

come, let us a - dore Him, Christ the Lord.

G D/F# Em D A D/F# G D/A A D

SCENE 8

(Lights come up on the Boy, who is asleep with his game controller in his hand. As Little Sis stands directly over him, he awakens with a start.)

LITTLE SIS: *(annoyingly hovers in his face)* **Helloooooo?!**

BOY: *(flustered)* **Wha—? The Baby is the Treasure!**

LITTLE SIS: **Baby?**

BOY: *(confused and waking up)* **I mean, hi.** *(Turning to try to hide what he does, but whispering frantically to his video game)* **Ellie? Are you in there?!**

LITTLE SIS: **Are you talking to your video game?**

BOY: **Never mind. Let's go caroling. I'll take you right now.**



LITTLE SIS: *(flatly)* **It's 8 in the morning.**

BOY: **Oh, well, let's go anyways.**

LITTLE SIS: **Okay . . .**

BOY: **We get the chance to tell people about the biggest treasure EVER—God's Treasure in a manger!**

LITTLE SIS: **What happened to *you*?**

BOY: **I had a dream that, well, it showed me what's really important. Let's go.** *(He stands up and something falls out of his pocket)* **Oh, what's this?** *(It is the medal he won in his dream.  31  Music begins to "Finale", page 91.)*

LITTLE SIS: **Oooh, a medal! Can I have it?**

BOY: *(pausing, slowly smiling)* **Sure. You know, what really wins the game is giving the gift away.** *(He puts it around her neck)*

LITTLE SIS: *(beaming)* **Thanks! And I have a gift for you, too!** *(She hands him a bag of gummy worms)*

BOY: **Gummy worms??! NOOOOOOOOO!!!!**

Finale

includes **Give It Away This Christmas,**
Emmanuel and Isaiah Jones

DVD 31

62

Cinematic, with building intensity ♩ = 120

LITTLE SIS: "Ooh, a medal! . . ."

N.C.

Words and Music by
CHRISTY SEMSEN

Arranged by Daniel Semsén

3

5

7

“... Nooooo!”

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Faster ♩ = 148

63

9

fp (drums) *f*

GIVE IT AWAY THIS CHRISTMAS (Christy Semsen)

CHOIR (ALL) *f*

12

Give it a - way, _ for Christ has come

F *f*

15

Give it a - way, _ joy for ev - 'ry - one! Love came

Dm *Bb*

18

down for all, peace for great and small.

C

21

Give it a - way, _ we'll share His love. Give it a - way, _

F Dm

24

Good News from a - bove! God gave His Son,

B \flat

27

Hope for ev - 'ry - one. We can - not keep it

C Dm

30

qui - et an - y - more. We've got-ta give it a-way!

C B \flat C

The musical score is written for a vocal line and a piano accompaniment. The key signature has one flat (B-flat). The piano part features a steady eighth-note accompaniment in the right hand and a simpler bass line in the left hand. The vocal line consists of four staves, each with a measure number (21, 24, 27, 30) at the beginning. The lyrics are written below the vocal staff. A large, diagonal watermark reading 'FOR PREVIEW ONLY' is overlaid across the entire page.

64 EMMANUEL (Christy Semsen)

33

f

Em -

N.C.

Cm

B \flat

(Video game SFX)

f

36

ma - a - an - u - el, Em - ma - a - an - u -

Cm B \flat Cm

39

el. Joy to our world, the

B \flat A \flat

41

65

Sav - ior is here! Em - ma - a - an - u - el,

B \flat Cm B \flat

44

God with us — He is here. Em - man - u - el,

Gm Eb Bb F

Feeling of 2

48

God with us — vic - t'ry o - ver fear.

Gm Eb Bb F

52 **66**

Em - ma - a - an - u -

Cm Bb Cm

quarter note-feel resumes

f

55

el, Em - ma - a - an - u - el. Em -

Bb Cm Bb

58

ma - a - an - u - el, Em - ma - a - an - u -

A^b B^b Cm

61

Driving! ♩ = 144 ISAIAH JONES (Christy Semsén)

el!

B^b

G(no3)

mf

64

mf

Who is the one who will

G

67

track down the truth, fight - ing bat - tles and find - ing clues?

F/G C/G G

70

Who is__ the one you can call when you're lost, seek - ing an - swers at

F/G C/G

73

an - y cost? Brav - ing winds and drought__ and rain,__ there's

G Em C

68

76

noth - ing he__ can't do!__ I - sa - iah Jones,_____

Am D G

f

79

SAND PRINCESSES

I - sa - iah.

on the move. I -

F2/G

82

He

sa - iah Jones, he can - not lose!

C/G G

85

can - not lose!

I - sa - iah Jones, on the

G

88

I - sa - iah.

move. _____ I - sa - iah Jones

F2 C

91

Shout!

CAN NOT LOSE!

G

percussion cont.

Bows

includes **Isaiah Jones**



69

Cinematic, with building intensity ♩ = 120

N.C.

Words and Music by
CHRISTY SEMSEN
Arranged by Daniel Semsén

FOR PREVIEW ONLY

The musical score is for the song 'Bows' and is written for piano. It is in the key of D major (indicated by two sharps) and 4/4 time. The tempo is marked as 120 beats per minute. The score consists of four systems of music, each with a treble and bass staff. The first system starts with a mezzo-forte (mf) dynamic. The second system begins with a measure rest in the treble staff and a forte (f) dynamic in the bass staff. The third and fourth systems continue the melodic and harmonic development. A large diagonal watermark 'FOR PREVIEW ONLY' is overlaid across the entire score.

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10

Measures 10-11 of a musical score. Measure 10 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 11 features a treble clef with a half note G4 and a bass clef with a half note F3. The key signature is one sharp (F#).

12

Measures 12-13 of a musical score. Measure 12 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 13 features a treble clef with a half note G4 and a bass clef with a half note F3. The key signature is one sharp (F#).

14

Measures 14-15 of a musical score. Measure 14 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 15 features a treble clef with a half note G4 and a bass clef with a half note F3. The key signature is one sharp (F#).

16

Measures 16-17 of a musical score. Measure 16 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 17 features a treble clef with a half note G4 and a bass clef with a half note F3. The key signature is one sharp (F#).

18

Measures 18-19 of a musical score. Measure 18 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 19 features a treble clef with a half note G4 and a bass clef with a half note F3. The key signature is one sharp (F#).

20

Measures 20-21 of a musical score. Measure 20 features a treble clef with a half note G4 and a bass clef with a half note F3. Measure 21 features a treble clef with a half note G4 and a bass clef with a half note F3. The key signature is one sharp (F#).

22



24



26



Driving! ♩ = 144

29



32



35 D/A A F#m 70

Musical score for measures 35-37. Measure 35 has a D/A chord. Measure 36 has an A chord. Measure 37 has an F#m chord. A circled number 70 is in the top right corner.

38 *f* CHOIR I -

D Bm E

Musical score for measures 38-40. Measure 38 has a D chord. Measure 39 has a Bm chord. Measure 40 has an E chord. A 'f' dynamic marking is present above the choir part in measure 38.

41 *SAND PRINCESSES* I -

sa - lah Jones, on the move.

f G2/A

Musical score for measures 41-43. Measure 41 has a 'f' dynamic marking. Measure 42 has a G2/A chord. The lyrics 'sa - lah Jones, on the move.' are written below the vocal line.

44

sa - iah.

I - sa - iah Jones, _____ he

D/A

47

He can - not lose! _____

can not lose! _____ I - sa - iah Jones, _____

A

50

Musical score for measures 50-53. The score is in G major (one sharp) and 4/4 time. It features three staves: a vocal line, a piano line, and a bass line. The vocal line has lyrics: "I - sa - iah." and "on the move. I - sa - iah Jones". The piano line has a G2 chord marked above the first measure. The bass line has a D chord marked above the first measure. A large diagonal watermark "FOR PREVIEW ONLY" is overlaid across the score.

54

Musical score for measures 54-57. The score is in G major (one sharp) and 4/4 time. It features three staves: a vocal line, a piano line, and a bass line. The vocal line has lyrics: "CAN-NOT LOSE!". The piano line has a forte (*ff*) dynamic marking. The bass line has a forte (*ff*) dynamic marking and a section marked "percussion cont." with a triangle symbol. A large diagonal watermark "FOR PREVIEW ONLY" is overlaid across the score.



ISAIAH JONES

and the Seekers of
The Lost Christmas Treasure

PRODUCTION NOTES

(10 roles + 1 optional small adult role)

THE ADVENTURERS (Lead Roles)

BOY/ISAIAH JONES

Boy who loves playing video games; becomes his hero, Isaiah Jones, in a video game; has a gummy worm phobia

ELLIE ELLINGTON

Isaiah's sidekick/friend in game; energetic, fast talking

SAVANNA

Intellectual adventurer who joins Isaiah in the Desert of Doom

KRUZ

Character who befriends Isaiah but then reveals himself to be a robber and nemesis, The King of Thieves

SCARLETT

Kruz's sidekick and partner in crime

CHARACTERS IN THE GAME (Medium/ Small Roles)

LITTLE SIS

Boy's sister; in opening and closing scenes; wants to spend time with her brother; may double as Shooting Star

INNKEEPER

Innkeeper of The Ritzy Inn; Key Master for next level

BALTHAZAR (*optional adult*)

Wise Man searching for the True Treasure

SHOOTING STAR

Tiny child who runs across the stage periodically (can double as Little Sis); 2 lines/2 small solos

NARRATOR 1

Choir member who can step forward to read Bible verse in "Road to Bethlehem"

NARRATOR 2

Choir member who can step forward to read Bible verse in "Road to Bethlehem"

NON- SPEAKING PARTS

- | | |
|---|---------------------------------------|
| • Dancing Cacti | Obstacles to defeat in Desert of Doom |
| • Sand Princesses (3+ girls) | Group singing roles |
| • Waiters/Waitresses | Obstacles to defeat at The Ritzy Inn |
| • Singer at The Ritzy Inn | Solo |
| • "Band" at The Ritzy Inn (<i>opt.</i>) | Pantomime playing instruments |
| • Mary | Manger scene |
| • Joseph | Manger scene |
| • Angels (<i>quartet</i>) | In "Hallelujah (Light Has Come)" |
| • Wise men (<i>optional</i>) | |

SOLOS, TRIOS, QUARTETS

- | | |
|--|--|
| Song 1: <i>Isaiah Jones</i> | Sand Princesses (trio)
*Sand Princesses are included on the accompaniment split track) |
| Song 2: <i>Follow the Star</i> | Sand Princesses (trio),
Ellie (solo), Savanna (solo),
Tumbleweed Rapper (rap),
Shooting Star (solo) |
| Song 4: <i>No Room</i> | The Ritzy Inn Singer (solo) |
| Song 5: <i>Emmanuel</i> | Solo (<i>opt.</i>) |
| Song 6: <i>Give It Away this Christmas</i> | Solo 1, Solo 2 |
| Song 7: <i>Hallelujah (Light Has Come)</i> | Mary (solo),
Angels (quartet),
Shooting Star (solo)
Sand Princesses (trio) |
| Song 8: <i>Finale</i> | |
| Song 9: <i>Bows</i> | Sand Princesses (trio) |

HOW TO PREPARE ISAIAH JONES WITH A SMALL CHOIR:

Cast and Choir - 11 Members Total

In order to do this presentation with a small number of cast and choir, you can easily combine the parts of Little Sis and the Shooting Star. It makes sense that in the Boy/Isaiah's dream, he would interact with people that he knows. You can use 2-3 Sand Princesses who sing on the first two songs and then supplement their responsibilities with other non-speaking roles (i.e., serve as a type of chorus who do fun things throughout the presentation: Dancing Cactus, Waiters, Waitresses and Wise Men). If you have limited children to cast, ask an adult to play Balthazar (with only a few lines, it should not be difficult to recruit an adult to play this Wise Man). If you don't double cast the Sand Princesses for bit parts, you can quickly transform the Tiny Cactus into a Breakdancing Cactus by adding a baseball cap. The Narrators 1 and 2 dialogue can be combined.

Breakdown for Small Choir

- Boy/Isaiah Jones
- Ellie Ellington
- Savanna
- Kruz
- Scarlett
- Little Sis/Shooting Star
- Sand Princesses (3 or more singers); can also double as Dancing Cacti, Waitresses, Innkeeper, Narrators 1 & 2
- The Ritzy Inn Singer (solo)
- Mary (solo)
- Balthazar (optional adult)

HOW TO PREPARE ISAIAH JONES WITH A LARGER CHOIR:

50-200 Cast and Choir Members Total

There are ways that you can use more children for each of the non-speaking roles. First, increase the number of Sand Princesses to total 8-12 girls. This is a great chance for older girls to be featured if they can confidently sing 2-part harmony in a group. These older girls can easily show how enamored they are of the great Isaiah Jones! Increase the

Tumbleweed Rapper role in “Follow the Star” to a group of Tumbleweed Rappers that can be costumed. If you have many younger children, use between 5-15 kids as “Tiny Cacti” (change the script to read: “See THOSE Tiny Cacti over there?...”), who can freely jump around the stage during the Underscore music. Use 10-15 older kids who can dance as “Breakdancing Cacti.” Add 10-12 waiters and waitresses circling the room in The Ritzy Inn scene (carrying covered room service trays); they can become swing dancers for the song “No Room.” Add a band to play 2D 8-bit instruments (refer to the Teacher Resource Kit for photos). Take your cast into the game world by using the 2D Props and Sets that are available for purchase from Word Music (www.wordmusic.com).

Cast children to play shepherds, sheep, Wise Men, and angels (add between 4-10 angels to sing together on the harmony parts) for the manger scene. You may also costume kids as some of the elements/obstacles that are alluded to in the video game, such as the Deadly Sugar Bees or the Gummy Worms (in the pit). Lastly, cast an older child as Balthazar.

Breakdown for Large Choir

- Boy/Isaiah Jones
- Ellie Ellington
- Savanna
- Kruz
- Scarlett
- Innkeeper
- Balthazar (optional adult)
- Little Sis
- Shooting Star
- Narrator 1
- Narrator 2

Non-Speaking Parts

- Tiny Cacti (5-15 younger children)
- Breakdancing Cacti (5-15 older kids)
- Sand Princesses (3-12 girls)
- Waiters and Waitresses (2-10 children)
- Singer at The Ritzy Inn
- Big band at The Ritzy Inn (3-6 instrumentalists)
- Mary
- Joseph

- Angels (4-12 children)
- Shepherds
- Wise Men

THE COSTUMES:

CHOIR

The “Isaiah Jones” t-shirt available at wordmusic.com is a great costume for your choir! Just add black pants or jeans and black shoes to complete the look!



CAST

Below are some costuming suggestions. Refer to the TRK (Teacher Resource Kit, #080689353970) to view costume photos of each character.

ISAIAH JONES

“Indiana Jones” adventurer-type costume; jacket and hat to slip on for costume change; khakis or brown jeans, Christmas-colored shirt, sneakers

LITTLE SIS

Dressed for caroling in the first scene; changes costume according to other small roles; Christmas pajamas for closing scene

ELLIE ELLINGTON

Dressed as sidekick to Isaiah Jones: khaki skirt or pants, boots with tall socks, white button-down shirt, bandanna, headbands with 8-bit bows fastened (one red); small pouch with glitter for cacti scene

SAVANNA

Similar costume to ELLIE ELLINGTON: khaki skirt or pants, boots with tall socks, white button-down shirt, bandanna, headbands with 8-bit bows fastened (one green)

KRUZ (a.k.a. THE KING OF THIEVES)

All black clothing; need crown and robe to slip on when he reveals he is the King of Thieves

SCARLETT

As Kruz’s sidekick, costumed in all black clothing; *optional*: coordinating skirt for the King of Thieves reveal

INNKEEPER

1940s-style suit jacket (we used a white tuxedo jacket that we had on hand); red cummerbund, 8-bit red bowtie, and a grey hat with a key (an element in the game) hidden inside

BALTHAZAR

Wise Man robe

SHOOTING STAR

White or sparkly robe or clothing; sparkly shoes; cardboard 8-bit star for actor/actress to hold

SAND PRINCESSES

Hot pink or yellow wigs; white shirt, hot pink skinny jeans, black/hot pink flip flops, 8-bit starfish attached to costumes and hair clips

AFRICAN DRUM/BONGO PLAYERS

Miscellaneous costumes; each can wear an 8-bit bow tie fastened to a ribbon

GUMMY WORMS

Red beanies with 8-bit eyes, red t-shirt, purple sweatpants

TUMBLEWEED RAPPERS

Sunglasses, black sweatshirts, brown t-shirts, stocking hats

TINY DANCING CACTUS /CACTI

Boys: green t-shirt, black pants, 8-bit lizard attached to costume, green beanie

Girls: green t-shirt, green leggings, green tutu, headband, 8-bit flowers attached to headband or costume

BREAKDANCING CACTI

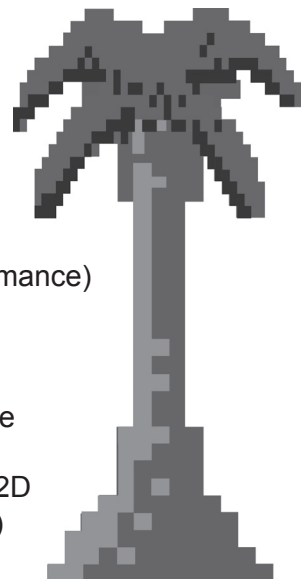
Green skin suits; green shirts and shorts worn over skin suit; green hats; pipe cleaners sticking out of the skin suit and hat

THE RITZY INN SINGER

Long 1940s-style flowing dress, 1940s-style wig, headband with 8-bit red flower, wristlet with 8-bit red flower

THE PROPS:

- Handheld video game controller
- Plate
- Christmas cookies (2)
- Glitter (enough bags for Ellie to toss on the Tiny Cacti during dress rehearsal and for each performance)
- Golden Clues (4)
- Rope
- Ice Cream Rocket Launcher (consider making it 2D and 8-bit) taped to a Nerf ball gun to shoot the “ice cream balls” at the Breakdancing Cacti)
- Grey covered serving platters (consider making 2D and 8-bit) (2 of the trays will hold gummy worms)



- Adventurer Hat
- Band instruments (consider making 2D and 8-bit)
- Lost Treasure of Myrrh
- Audio Vocal Enhancer (can be a type of microphone)
- King of Thieves crown
- King of Thieves robe
- Gummy Worms (for waiter's grey serving trays)
- Gummy Worms (gift from Little Sis)
- Star (8-bit)
- Manger (may be a cardboard silhouette)
- Medals (8-bit)

Available 8-bit sets and props for purchase through Word Music.

THE SET:

The set for this show, as always, can be as elaborate or simple as you like. We chose to make cardboard cutouts of 8-bit video game set pieces; contact Word Music at wordmusic.com for availability of some 8-bit set pieces.



Christy Semsen and Daniel Semsen—the groundbreaking creative team who brought you *The Agape League* and *We Three Spies*—are back again...this time better than ever! *Isaiah Jones and the Seekers of The Lost Christmas Treasure* delivers action and adventure galore as your Kids Choir is transported into a video game world of mystery, intrigue, and adrenaline-generating Christmas fun!

Join in the excitement as our young hero, along with his friends and companions, search for the Lost Christmas Treasure, navigating levels of the video game as they go. Cheer them on through challenge after challenge as they follow the shooting star that guides their way on a suspense-filled journey, leading them to their greatest discovery...the real Treasure of Christmas is Jesus!

Assemble your cast of characters and prepare for the expedition of a lifetime with *Isaiah Jones and the Seekers of The Lost Christmas Treasure*! Featuring inspired songs framed by a high-powered script, Isaiah Jones and friends will take you on a thrill ride straight into the heart of Christmas! Highlight your performance with the high-octane, super-charged DVD Accompaniment Track, guaranteed to light a spark of epic adventure in your next kids' Christmas program!

FEATURES AND HIGHLIGHTS:

- Teacher Resource Kit
 - Instructional and Performance DVDs available
 - T-shirts and Pin Kits!
 - Sets and Prop Packs available
- (Check wordmusic.com for desert background and props, including clouds, shooting star, palm trees, and more!)

Isaiah Jones
Follow the Star
Road to Bethlehem
No Room
Emmanuel

Give It Away this Christmas
Hallelujah (Light Has Come)
Finale

INCLUDES Give It Away this Christmas,
Emmanuel, Isaiah Jones

Bows
INCLUDES Isaiah Jones