God’s Promise - Shock and Awe (short version)

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God's Promise – Shock and Awe.

Opening up.

2 teenagers sitting in front of / to the side of the 'big screen' with their “PS Wii 360” or similar

1 “I've got this great new game, galactic conquest, supreme control, unique interface; thought I'd bring it over for us to play on your big telly.”

2 “What's the rating, what's it called, you got the cheat codes for it?”

1 “Done better than that, I got the walkthrough and completed it! The Games called 'God's Promise'”

2 “Sounds lame!”

1 “You get to play the part of God and conquer the world.”

2 “Ok, **that** sounds better.”

First cut scene

2 “So how do we start? Go in all guns blazing? Shock and Awe?” (needs expanding)

<kids roll in, guns blazing, war noises, people crying> (please feel free to make this nicer, could just be marching)

1 “No, you need to think outside the box! You're God remember, and more importantly it's based at 0 AD ... no guns then!”

Second cut scene

2 “what, you mean like send in Armies of battling angels ... shock and, umm, supernatural awe?”

<cue large “battle angels” (possibly grown-ups) fierce and fighting, (flight of the Valkyries style) bright lights, people falling down, outnumbering others, people trembling>

2 “Is that the way to win this game?”

Third cut scene

1 “Nope that's not the way ... there is death, suffering, shock and awe ... but it all starts with a baby.”

<cue standard stable scene >

2 “Baby?”

1 “... in a stable ...”

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2 “Stable?”

1 “With shepherds ...”

2 “Shepherds?”

1 “Poor and helpless.”

2 “I don't believe you, you play God ... as a Baby?”

1 “Here's the walkthrough! Check it for yourself”

1 hands 2 the 'walkthrough' (bible)

<fade to black>

<insert obligatory Scooby-Doo ending>

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