I caught an angel, lol

Copyright (c) Jon Adams

This work is licensed under Creative Commons Attribution 4.0 International.
You may share and adapt it, including for performance, with attribution.
Licence: https://creativecommons.org/licenses/by/4.0/

If you use it, Jon would love to hear from you:
jonathan@stegatrops.co.uk

The licence covers Jon’s original contributions only; it does not grant
rights to third-party characters, music, images or other material.

More plays: https://stegatrops.co.uk/christmas/

I caught an angel, lol

<start in the middle-ish of church, in the aisle>

1: There you are, I've been looking all over for you!

2: Oh hi! Yeah, sorry, I've got a new themed app on my phone, and it's one of those that encourages exercise …

1: Which one is it? Is it the "Seven Minute Workout", does it play great tunes when you're running?

2: Lame! ... Nah, it's not like that it's a chase and capture app, a bit like Pokémon GO! but it's Christmas themed … It's called "Bethlehem GO!" … <plays with phone, angel walks up> … see I've caught an Angel already!

1: Really? What can it do?

2: Not much at the moment, apparently you can level them up by getting them to interact with other characters! … Do you want to help me? I'm trying to get the whole set!

1: Sure, since this is a Christmas play, and it wouldn't make sense to stop now. What do we have to do?

2: Well the character that everyone is after is the Jesus one, but there's a rumour he hasn't been released yet, but there are the shepherds and kings, and of course Mary and Joseph …

2: You find the characters in the places that they're most comfortable.

1: You mean like the Pokémon, where the water ones are near to rivers or beaches?

2: Exactly, and we can track the ones that are close by … <looks at phone again> … in fact it looks like there is a Mary near by, possibly in that direction. <points to front of church>

<1, 2 and angel go to the front of church>

Mary's house scene

<Mary sitting at front of church knitting/cleaning?>

Angel: "You are truly blessed! The Lord is with you."

<Mary looks a little scared!>

1: Oooh, they're interacting!

Angel: "Don't be afraid! God is pleased with you, and you will have a son. His name will be Jesus"

Mary: "I am the Lord's servant! Let it happen as you have said."

Copyright (c) Jon Adams | CC BY 4.0: https://creativecommons.org/licenses/by/4.0/ | jonathan@stegatrops.co.uk

<Mary gets up and leaves, preferably back towards the altar out of sight>

1: Wait, didn't you want to capture her? She's escaped!

2: We should have, but at least the Angel should be levelling up nicely.

1: Is there anyone else nearby that we can get?

2: <looks at phone> … looks like we need to walk, we're going to have to go out of town

… <1, 2, angel do an anti-clockwise circuit around the church, coming back down the center "aisle"> (planted members of the congregation stand up and "take pictures")

hill side scene

<from center of the church>

2: There is supposed to be a "Lure" around here somewhere, it's supposed to draw in more characters.

1: I think I can see some shepherds! <points to front>

2: quick, we'd better get there before other people do (planted members of the congregation stand up and "take pictures"?)

Angel: <arriving at the front> "Don't be afraid! I have good news for you"

<more angels appear> (Congregation participation, trying to catch angels!?)

Angel: "This very day a Saviour was born for you. You will know who he is, because you will find him dressed in baby clothes and lying on a bed of hay."

Shepherds: "Let's go to Bethlehem and see what the Angel has told us about."

<shepherds "run" off … anti-clockwise circuit to back of church>

1: blast it! The shepherds have gone as well, you're not doing so well at this!

2: I know … **we're** not doing so well! … But did you see the angel, he was definitely glowing, he must be at least level 2 by now, which is good because it means I should be able to catch the rarer characters.

2: <looking at phone> looks like we might have a chance of some kings if we're quick about it.

<kings walk from back of church to front … pointing at angel>

1: We've definitely got them this time, catch one while they're distracted! (participation?)

2: Caught them!

Kings: "We have to go to Bethlehem and search carefully for the child. We want to go and worship him"

Copyright (c) Jon Adams | CC BY 4.0: https://creativecommons.org/licenses/by/4.0/ | jonathan@stegatrops.co.uk

2: What was that? I missed it!

1: He talked about going to Bethlehem. So did the shepherds. Come to think of it, the game is called “Bethlehem Go!” … Maybe that’s a clue to the “Jesus” character!

2: there’s only one way for us to find out, we will have to go to Bethlehem!

<1, 2, angel, king(s) proceed to walk around church (again), but clockwise this time> (planted members of the congregation stand up and “take pictures”)

stable scene

<Mary, Joseph, Shepherds, “Jesus” already at scene> (congregation participation?)

<shepherds set off from back of church to front, before the kings arrive at the back of church>

Shepherds: There he is! <kneeling down, they say to Mary> The Angels told us he would be in a manger, and that he would be our saviour!

<1, 2, Kings and Angel head to the front now, just behind the shepherds>

Kings: There he is! <Kings give presents, knee down and worship, 1 at a time, draw it out>

2: <to 1> it’s the mother lode! I think they’re all here!

1: Wow, and they’re really getting into this! We’re right in the story.

<2 plays with phone, catching all the characters>

2: and would you look at that; we’ve even caught them all!

Copyright (c) Jon Adams | CC BY 4.0: https://creativecommons.org/licenses/by/4.0/ | jonathan@stegatrops.co.uk