



Worship Illustration: Script
Commander Cosmos
Prophets & Promises Part 1: Acts - Revelation
Unit 3, Lesson 12

Paul Visits Macedonia

Acts 16:6-10

Running time: Approximately 6 minutes

Setting: This series (Units 1- 4) is set on board a spaceship. The set is designed to look like the interior of the spaceship Skylab Omega. There are colored Plexiglas panels with lights behind them, computer parts, knobs and buttons, and a built-in view screen. The Command Center is on the B-deck (upper level or stage right area). The A-deck (lower level or stage left) has a sliding entrance upstage center and a Teleport. There is a tube where messages and the Bible can be received. The Virtual Bible is a screen or monitor displaying the Bible verses in the script. For extra fun, build windows where the characters and puppets can pop up unexpectedly.

Characters: Commander Cosmos is the pilot of Skylab Omega. He is a strong, confident leader with a bit of a strut in his walk. The Computer is a projected screen with a recorded or live voiceover that gives navigational advice.

Plot: Commander Cosmos attempts to visit missionaries on planet Bythinia but obstacles prevent the ship from getting there. They receive a distress signal from planet Macedonia and realize the Holy Spirit is leading them there. We learn the Holy Spirit guides us to where God wants us to go.

Costumes: Commander Cosmos wears a space suit and boots.

Props: Bible, remote control

Sound effects (SFX):

1. Intro/outro music suggestion: Space-themed songs

2. Computer Voiceover: Voice with echo that recites scripture
3. Plexiglas window suggestion: Handel's Messiah "Hallelujah Chorus." Music plays when window is opened to reveal Bible.
5. Computer keyboard typing sounds. (For more humorous elements, add SFX such as cowbell, foghorn, etc.)
6. Virtual Bible theme suggestion: "Close Encounters" Theme

Visual effects (VFX):

1. Video Intro featuring space ships and rockets available at ResourceWell.org
2. Sliding Plexiglas window holds the Bible. When opened, light shines out and music plays.
3. Pre-recorded Asteroids video game
4. Video of asteroid field (For example: Asteroid scene from Titan A.E.)
5. ALERT! sign (on computer screen)
6. Static video or voiceover: "Please send someone... please come to Macedonia... Macedonia... please..."
7. Scripture Slide (on Virtual Bible): ***After Paul had seen the vision, we got ready at once to leave for Macedonia, concluding that God had called us to preach the gospel to them. Acts 16:10***
8. Closing Slide: "Jesus is the same yesterday, today, and forever!"
9. Fall back slide: Traveling rocket ship

Adaptations:

1. Sound Effects: instead of using recorded effects, have children make the sounds
2. Voiceovers: may be spoken off stage
3. This illustration is also available in storybook form located at ResourceWell.org

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Voiceover (VFX: short video intro)

Scripture...the finest frontier. These are the voyages of Skylab Omega. Its five month mission to spread the Gospel to the galaxy, to share God's love with civilization, to boldly go where one Savior has gone before! Come with us now as we blast through the Bible with Commander Cosmos: Space Ranger!

Cosmos (enters)

Hello, Space Cadets! Commander Cosmos: Space Ranger, at your service! (trips and catches himself) Ha! You thought I was going to fall didn't you. Not this soldier. I've got a keen sense of balance. (falls) I meant to do that! Well, kids. Our mission has been very successful thus far. Ambassador Nofutu tells me that many people on planet Jerusalem have asked Jesus into their hearts. And now he and Lieutenant Ruby are spreading God's Word on planet Pharis. I'm going to give them a week or two to complete their mission. In the meantime, I've set the ship's course for planet Bithynia. It's only a couple of parsecs away and I want to visit some missionary friends that live there. Computer, update our heading.

Computer V.O.

Aye, aye, Commander. Skylab Omega passing the star of Mysia on course to planet...uh-oh!

Cosmos

Uh-oh? Where is planet Uh-oh?!

Computer V.O.

There is no planet uh-oh, sir. I was saying uh-oh because I have detected solar flares coming from the star of Mysia.

Cosmos (climb up to A deck)

Well then, we simply can't go that way. A solar flare could burn Skylab Omega to tiny cinders. Computer, chart another

course. We can cross through the galaxy of Troas.

Computer V.O.

Aye, aye, Commander. Reversing course and setting coordinates for planet...uh-oh!

Cosmos

Planet Uh-oh, again!

Computer V.O.

No, sir. I was saying uh-oh because we just entered an asteroid belt.

Cosmos

An asteroid belt? Uh-oh! We must take evasive action! Computer, switch to manual and bring up the view screen on the asteroid belt!

Computer V.O. (VFX: Asteroids video game)
Aye, aye Commander.

Cosmos

Not that! That's a video game!

Computer V.O.

Oops, sorry, Commander! (VFX: Video of asteroid field)

Cosmos (steers ship, dodges asteroids)

Wow! That's a lot of asteroids. All right kids, hold on tight. We're in for a bumpy ride. (ad-lib through bumps until video ends) Yes! We made it!

Computer V.O.

Congratulations Commander, Skylab Omega is safe.

Cosmos

Thank you, Lord Jesus! ... Uh-oh, that little detour took us light years out of our way. I'm not going back through that asteroid belt. I remember the star map showed a wormhole near planet Galatia, maybe we can go that way.

Computer Voice Over (V.O.)

Excuse me, Commander.

Cosmos

Yes, Computer.

Computer V.O.

Latest reports show that Galatia is surrounded by unpredictable meteor showers.

Cosmos

Well, that closes that door. It just seems like somebody doesn't want us to get to Bithynia.
(climb down to B deck)

Computer V.O.

Incoming message, incoming message. (VFX: ALERT! sign)

Static Video (or Voiceover)

Please send someone...please come to Macedonia...Macedonia...please...

Cosmos

Speak up, I can hardly hear you. We have a bad connection. Computer, please boost the signal.

Computer V.O.

Too late. Transmission lost.

Cosmos

I think the Holy Spirit is trying to tell us something and I know just where to get the answers. I'll get the Bible out right now!
(Opens window, SFX: "Hallelujah Chorus," VFX: Beam of light shines from window.) **Aha, I knew this sounded familiar! This very thing happened to the apostle Paul!**

Computer V.O.

Excuse me, Commander. Don't you mean the apostle Saul?

Cosmos

Well actually at this point, everyone was calling him by the Greek version of his name: Paul.

Computer V.O.

Roger.

Cosmos

No, not Roger, Paul.

Computer V.O.

Aye, aye, Commander. Saul is now called Paul.

Cosmos

Correct. You see, Paul and his friends went through an adventure like the one we just had. They tried several ways to get to the place they wanted to go, but the Holy Spirit closed every door.

Computer V.O.

Pardon me, Commander. I didn't know the Holy Spirit could close doors. Does He open gates too? That would explain why the iron city gate opened all by itself for Peter and the angel!

Cosmos

Oh, you mean in last week's story? That's true, Computer. The Holy Spirit is sort of like you.

Computer V.O.

Like me? Oh no, I'm not holy.

Cosmos

No, but you do guide the ship. You use your built-in Global Positioning System to tell us which way to go and to steer us away from paths that might lead to danger. That's what the Holy Spirit does. He's sort of like our "spiritual GPS." On this day, He was guiding Paul to the place God wanted him to go. That is why all the other ways were blocked. I believe God might be trying to tell us the same thing. Let me check the Virtual Bible and see what it says. (SFX: Virtual Bible Theme, VFX: Scripture Slide) ***After Paul had seen the vision, we got ready at once to leave for Macedonia, concluding that God had called us to preach the gospel to them.***

Of course! Now, the message we received from Planet Macedonia makes sense! Computer, re-route our course. I think God wants us to pay a little visit to Planet Macedonia.

Computer V.O.

**Are you sure, Commander? The Virtual Bible
is thousands of years old.**

Cosmos

**It may be old but truth is always true and
the Holy Spirit never changes. After all ...
say it with us, kids! Jesus is the same
yesterday, today, and forever! (VFX: Closing
slide, SFX: Outro music)**

(VFX: Fallback slide)

(exits)