

## SCENE 1

(music begins to “The Agape League”)

**NARRATOR:** High in the mountains above a city near you, earth’s noblest heroes have begun to assemble in the Fortress of Virtue. Known for extravagant displays of the highest virtues, they face a common enemy. Uniting together is their only defense to withstand the enemy’s tricks that cannot be withstood alone. These heroes serve on the frontlines every day, evidence of virtues available to every follower of Christ. On this day, a day like no other, they assemble together—The Agape League!

## The Agape League

Words and Music by  
**CHRISTY SEMSEN**  
Arranged by Daniel Semsen

**1** With suspense ♩ = 148  
N.C.

*building intensity throughout*  
*p*

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

7

The musical score is written for piano in 4/4 time with a key signature of two sharps (F# and C#). It begins with a first ending bracket labeled '1' and a tempo marking of 'With suspense' at 148 beats per minute. The music is marked 'N.C.' (No Chords) and 'p' (piano). The score consists of three systems of piano accompaniment. The first system has two staves. The second system starts at measure 4 and includes the instruction '(sim.)' (simulacrum) and a pre-recorded narrator line: 'NARRATOR (pre-recorded). "High in the mountains . . ."'. The third system starts at measure 7 and ends with a treble clef at the end of the line.

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

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The Agape League

8  
10 Bm G/B

*mp*

13 Bm

16 F Bm

*mf*

19 G/B

22 E/B G2/B G/B

25 N.C.

*mf building in intensity*

“... The Agape League!”

28 **Bm** **f** **G**

31 **E/G#**

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

**2** Rock ♩ = 125

36 **N.C.** **Bm** **sub. mp** **Drum fill** **mf**

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

10

CHOIR

42

*mf*

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

Bm G

*mf*

Detailed description: This block contains the first system of the musical score, covering measures 42 to 44. It features a vocal line in treble clef and a piano accompaniment in bass clef. The key signature has two sharps (F# and C#). The piano part includes a Bm chord in measure 42 and a G chord in measure 44. A large, semi-transparent watermark is overlaid on the right side of the page.

45

flect - ing the heart of God, a

E/G#

Detailed description: This block contains the second system of the musical score, covering measures 45 and 46. The vocal line continues with the lyrics 'flect - ing the heart of God, a'. The piano accompaniment features an E/G# chord in measure 46. A large, semi-transparent watermark is overlaid on the right side of the page.

47

3

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

G

Detailed description: This block contains the third system of the musical score, covering measures 47 and 48. A circled number '3' is placed above measure 47. The lyrics are 'sac - ri - fi - cial love; he - roes col - lid - ing, spread - ing'. The piano accompaniment includes a G chord in measure 48. A large, semi-transparent watermark is overlaid on the right side of the page.

49

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

F# Bm

*f*

Detailed description: This block contains the fourth system of the musical score, covering measures 49 and 50. The lyrics are 'pow'r from a - bove. U - nite, A - ga - pe League!'. The piano accompaniment includes an F# chord in measure 49 and a Bm chord in measure 50. A dynamic marking of *f* (forte) is present in measure 50. A large, semi-transparent watermark is overlaid on the right side of the page.

51

Dark-ness on the run

G E/G#

53

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

G A Bm

55

We will show His love in the

G E/G#

57

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

G A Bm G

12

60

4

nite! Shad-ow!

E/G# G A Bm

63

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

G

66

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

E/G# G

69

LEAGUE MEMBERS: Where is he? What? etc.

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

F#

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

Bm G

75  
Dark-ness on the run we will o - ver - come. Stand

E/G# G A

77  
strong, A - ga - pe League!

Bm G

79  
We will show His love in the pow - er from a - bove. U -

E/G# G A

The Agape League

14

81

nite! U - nite!

Bm G E/G#

84

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

G A Bm G

87

nite! A - ga - pe League, u -

E/G# G A

89

nite!

Bm

*ff*



*(After song ends, the League Members file offstage so they can enter through the Identity Portal. General walks under the Identity Portal doorway onto center stage. As he walks through, it activates and computer beeping sounds commence as automated voice confirms his identity. He is followed by Shadow.)*

\*AUTOMATED VOICE: **6**  
**Identity confirmed: General Agape. Extraordinary Ability: Love.**  
*(more beeping sounds as Shadow walks through.)* **Identity confirmed: Shadow. Extraordinary Ability: Faithfulness.**

GEN. AGAPE: *(looking around)* **Shadow, I thought you said you called all the League members in?**

SHADOW: **I did, General. I activated all of the correspondence beacons last night.**

GEN. AGAPE: **Where's Ironblade? Well, someone needs to check on him. Will you look into it?**

SHADOW: **Yes, General. Using the HPS now.** *(walks over to a computer-type contraption and starts typing)*

AUTOMATED VOICE: **7**  
**Hero Positioning System. Tracking: Ironblade. Tracking . . . Tracking . . . Tracking . . .**

*(Jumper and Serenity enter and step through the Identity Portal. It activates, and computer beeping sounds commence as automated voice confirms their identities.)*

AUTOMATED VOICE: **Identity confirmed: Jumper. Extraordinary Ability: Joy. Identity confirmed: Serenity. Extraordinary Ability: Peace.**

GEN. AGAPE: *(walking up to them)* **Jumper! Serenity! Good to see you!**

JUMPER: **It's been too long!!**

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

16

SERENITY: **Things move so fast. I'd love to just sit and catch up.**

GEN. AGAPE: **No time for that now. The Agape League is needed now more than ever. But first, we may have a problem. Shadow, how is the search coming?** *(Video and audio confirm)*

AUTOMATED VOICE: **8**  
**No matches found. No matches found.**

JUMPER: **No matches found for what?**

GEN. AGAPE and SHADOW: *(solemnly)* **Ironblade.** *(Honeycomb walks through the Identity Portal)*

AUTOMATED VOICE: **9**  
**Identity confirmed: Honeycomb. Extraordinary Ability: Kindness.**

GEN. AGAPE: **Welcome, Honeycomb. I'm afraid our mission may have just gotten a bit more complicated.**

JUMPER: *(jumping in)* **Ironblade is missing!**

HONEYCOMB: **Oh, no! I'll go look for him!**

GEN. AGAPE: **Actually, let's send Freezer Burn. With his special ability, he will be able to find him more quickly.** *(to Jumper and Serenity)* **Why don't you two have a seat? The others are on their way.** *(Freezer Burn enters)*

AUTOMATED VOICE: **10**  
**Identity confirmed: Freezer Burn. Extraordinary Ability: Patience.**

JUMPER: *(bounding over and hugging Freezer Burn)* **It's great to see you, Freezer Burn!**

*(Young superheroes Lambswool and Golden Girl enter)*

AUTOMATED VOICE: **Identities confirmed: Lambswool and Golden Girl. Extraordinary Abilities: Gentleness and Goodness.**

GEN. AGAPE: *(Calling them over to a circle of chairs in the middle)* **It looks like we are ready to begin. Circle up, everyone. Freezer Burn has gone to find one of our own: Ironblade.**

FREEZER BURN: **I'll be back before you know it, General.**

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