

VBS 2024, Feature Presentation - 252 Movie, Day 5

Original Script by Ramuel Galarza

Start the Party: Celebrate the good news!

BL: You can be a party starter.

BS: You are the light of the world (Matthew 5:14-16)

Cast: Jon

Brandon

Storyteller

Party Guests (non-speaking): Crew members, possibly guests from previous days (Melinda Manners, Renee Soiree, three clowns, etc...)

Jesus (V.O.)

Colin (non-speaking) - Could be Brandon or a crew member

SO AND SO SHOW INTRO PACKAGE

INT. JON'S BASEMENT

The set could be decorated for a party or have leftover decorations from the rest of the week's episodes.

Brandon and Jon sit at the desk.

BRANDON AND JON

Hello!

BRANDON

I'm Brandon.

JON

And I'm Jon.

BRANDON

And welcome to-

BRANDON AND JON

The So & So Show!

JON

We've been having such a great time!

BRANDON

It's been a non-stop party! Because when you put your trust in Jesus and you experience new life through him, it makes you want to Start the Party!

SFX - Party music, not unlike 'Gangnam Style' by Psy

BRANDON and JON dance. They sit back down after a few seconds.

JON

I feel like we've experienced every party there is.

BRANDON

Well, almost.

JON

What's left?

BRANDON

Just the best party of all time. A slumber party!

JON

(hesitant)
What?

BRANDON

A slum-

JON

horrific gasp

He turns to the camera with a look of horror.

Zoom in close to JON's terror

Maybe SFX of children laughing in the background, like a horror film. - https://www.youtube.com/watch?v=wf-Bko_wXbg - Or just a horrific chord

BRANDON

What's wrong?

JON

I don't--um--I don't like sl-slumber parties.

BRANDON

Why not? Here.

Brandon pulls out fun pajama one-sies, either animal ones or superheroes.

BRANDON (CONT'D)
I even brought some fun pajammies.

JON
horrific gasp

Zoom in close

Horror SFX or MX follows.

BRANDON
You don't like jammies?

JON
I don't like slum-slum...you know.

BRANDON
Did something happen?

JON
Last time I went to a sl-, that sort of party, everyone was telling spooky stories and there were games with no rules, and I got scared. And when they turned off the lights...well, I couldn't sl-slumber. I still sleep with a night light to this day.

BRANDON
Oh, buddy! I didn't know. Well, what if we don't call it a slumber party. What if it's just a- a- a- a wide awake party and we stop before we have to slumber?

JON
So... no sl-slumber?

BRANDON
Yeah! Here. Why don't you put these on, and I'll get us set up.

JON
No spooky stories?

BRANDON
No spooky stories.

JON
Okay.

Jon, grabs one of the onesies. BRANDON exits. JON looks at camera, takes a deep breath, and exits.

CUT TO:

Full screen - FIVE MINUTES LATER in a creepy font.

SFX - Horror noise or chord

INT. JON'S BASEMENT

Close on Jon as he enters in the onesie.

BRANDON (O.C.)

Tada!

Jon looks around mouth agape.

Wide shot.

The whole set is slumber party ready. There's a giant blanket fort illuminated by twinkling lights where the desk usually is, two sleeping bags, bowls of snacks (we can have the ones listed below or change the script to whichever ones we have), two flashlights, a duffel bag, and other, fun night lights.

Brandon is wearing the other onesie.

JON

Woah! You did all of this in five minutes?

BRANDON

Only the best for my best buddy.
Look!

Brandon runs to the snack bowls filled with an assortment of goodies, including the ones listed below.

BRANDON (CONT'D)

I got all your favorite snacks.

JON

Ooo. Fried Oreos, pizza bites, muddy buddies, and my favorite: pickle and peanut butter crackers.

He eats one with delight.

JON (CONT'D)

Mmmm. That takes me back.

Brandon sits on a sleeping bag and puts the duffel bag between them. Jon sits on the other sleeping bag.

BRANDON
Okay, let's tell stories!

JON
horrific gasp

BRANDON
Not spooky ones. I'll tell a story where good things happen!

JON
(suspicious)
Oh. Okay.

BRANDON picks up a flashlight and holds it under his face.

BRANDON
It was dark and stormy night...

JON
Okay, already that sounds spooky.

BRANDON
It's not. Trust me.

JON
I do. But do you need the creepy flashlight effect?

BRANDON
Sorry.

BRANDON puts the flashlight down.

BRANDON (CONT'D)
It was a dark and stormy night. I was driving home from my grandmother's house. There was a lot of traffic on the freeway so I decided to take a back road. That's when...it happened.

JON
(nervous)
What happened?

BRANDON
My car got a flat tire.

JON
NO.

BRANDON

YES! I was going to call someone to help, but my phone...wasn't getting a signal.

JON

NO!

BRANDON

YES! And then, out of nowhere, an old dark blue truck with a hatchet painted on the hood stopped right behind me.

JON

Are you sure this isn't spooky?

BRANDON

I'm sure. A man got out of the truck, limped up to my window, and raised up a tire iron!

JON

HE HAD A TIRE IRON FOR A HAND?

JUMP CUT TO:

INT. GREEN SCREEN - DARK ROAD

COLIN (Brandon or crew member) dressed in mechanics coveralls and a hat standing outside on a dark back road, holds up a hand. There's a tire iron where a hand should be. He smiles creepily. He's missing a few teeth.

SFX - Horror chord

JUMP CUT TO:

INT. JON'S BASEMENT

BRANDON

No. It was just a regular tire iron that he was holding. And then he helped me put my spare tire on and I was on my way. Great guy. His name was Colin.

JUMP CUT TO:

INT. GREEN SCREEN - DARK ROAD

COLIN now wearing a name badge that reads 'COLIN' stands waving his actual hand. He smiles creepily, still missing teeth.

JUMP CUT TO:

INT. JON'S BASEMENT

JON

And that's...that's the end of the story?

BRANDON

Yep. Wanna play some games now?

JON

Sure. Anything but Truth or Dare. Last time, someone dared me to eat a whole watermelon.

BRANDON

And did-

JON

Don't. Ask.

BRANDON

Okay. We won't play Truth or Dare. But we'll play something better! Truth...

BRANDON opens up the duffel bag and pulls out a handful of wigs.

BRANDON (CONT'D)

...or Hair.

JON

Hair?

BRANDON

Ask me the question.

JON

Um, truth or hair?

BRANDON

Hair.

BRANDON reaches in and pulls out a black, rocker wig. He puts it on.

BRANDON (CONT'D)
(British accent)
Rock on!

He plays air guitar

MX: Hard rock guitar riffing.

SFX: A stadium crowd cheering.

BRANDON takes off the wig.

BRANDON (CONT'D)
Your turn. Truth or hair?

JON
Well, I'm not going to pick truth.
You might ask me to reveal my
deepest darkest secret.

BRANDON
What's your-

JON
HAIR!

JON reaches in and pulls out an Elvis-like, black, quaffed wig. He puts it on.

MX: 50's rock music.

JON (CONT'D)
(Elvis accent)
Thank you. Thank you very much.
Where's my mustang?

SFX: A horse neighs.

JON (CONT'D)
(Elvis accent)
No, the car.

CUT TO:

LATER

Brandon wears a long grey wig, similar to Gandalf. He acts like an ancient, weathered wise man.

BRANDON
 (shouting)
 You shall not pass! Let my people
 go!

CUT TO:

LATER

Jon's wearing a colorful, rainbow clown wig with a puffy, red nose.

JON
 (clown accent)
 Haha! I'm Bozo!

BRANDON
 shriek

JON
 What?

BRANDON
 You know I don't like clowns.

JON
 Oh, sorry.

He takes off the nose.

BRANDON
 I'm sorry too. TAG! You're it.

Brandon flashes a flashlight in Jon's eyes.

JON
 Ah!

Lights go out. BRANDON is gone.

JON (CONT'D)
 Hello? This isn't funny. You know I
 don't like the dark.

BRANDON (O.C.)
 It's Flashlight Tag! Grab the
 flashlight next to you.

Brandon's voice sounds like it's coming from multiple directions.

Jon turns on his flashlight.

Jon lights up various spots of the room in search of Brandon.

WHOOSH! Something brushed behind him.

Jon yelps and shines his flashlight behind him.

Nothing.

He walks forward, scanning the floor with his light. It passes a onesie foot.

Jon pauses. He flashes his light back at the onesie foot.

He follows it up to Brandon's face.

JON
TAG! You're it.

BRANDON
Oh, man!

MONTAGE OF FLASHLIGHT TAG

Jon and Brandon play tag around the set, being found in silly places.

They could hide under the snack bowl,

Pretending to be a lamp, like their head is covered by a lamp shade,

Or in a sleeping bag.

Whenever someone is caught, the person searching screams, "TAG!"

LATER

Brandon and Jon are sitting in their sleeping bags under the fort. Lights are back on.

JON
That was fun. It's amazing how light makes the darkness less scary.

BRANDON
You just gotta shine it. Like this.

Brandon shines a flashlight under his face, illuminating it in a spooky way.

BRANDON (CONT'D)
 (spooky voice)
 It's story time.

JON
 No spooky stories!

BRANDON
 No, this one isn't spooky.

JON
 Oh!

They both turn to camera.

BRANDON AND JON
 It's Bible Story Time!

GRAPHIC PACKAGE - BIBLE STORY TIME

INT. STORYTELLER SPACE

STORYTELLER
 Hello, everyone. My name's
Storyteller's Name. I'm here with
 some more good news we can
 celebrate. Jesus, as we know, is
 God's Son, and he was sent to earth
 not only to save us from our sins,
 but to show us the best way to
 live. The things Jesus taught over
 two thousand years ago are still
 really important for you and me
 today. We can read the things he
 taught in the first four books of
 the New Testament.

Today's Bible Story is one of the
 things Jesus taught. And it's all
 about light.

INT. SHADOW PUPPETRY THEATRE

We see a match being struck behind the shadow puppet screen.
 The match lights a candle.

SFX - match striking

As the candle pulls away, we see the outline of a mountain.

STORYTELLER (V.O.)
 Jesus taught the people from a
 mountainside.

Jesus walks to the center of a mountain and sits on the side.

STORYTELLER (V.O.)
 He told them about how God wants us
 to live. One of the things Jesus
 taught was-

JESUS (V.O.)
 You are the light of the world.

The words appear on the shadow puppet screen. 'YOU - ARE THE
 LIGHT - OF THE WORLD [Or we add them in in post.]

INT. STORYTELLER SPACE

STORYTELLER
 It's true. The world can be a dark
 place. There's hurt and pain,
 sickness, war,... death. But as
 Jesus told his followers, and I
 think as he's telling you...

CG - "You are the light of the world. A town built on a hill
 can't be hidden." Matthew 5:14, NIRV.

STORYTELLER (CONT'D)
 "You are the light of the world."
 And Jesus went on. "A town built on
 a hill can't be hidden." So imagine
 you're traveling in the darkness.

INT. SHADOW PUPPETRY THEATRE

Two shadow figures that look like Jon and Brandon walk
 through a dim forest. We're a little brighter than the
 candle, but still not as bright as we will be. Jon is holding
 a map.

BRANDON (V.O.)
 Are you sure we're going the right
 way?

JON (V.O.)
 Yes, I'm sure.

BRANDON (V.O.)
 Let me see that map.

Brandon's shadow puppet grabs for the map. They tug of war with it.

JON AND BRANDON
struggling noises

JON
(while struggling)
You can't see it anyway. It's too... dark!

The map rips in half.

SFX - Rip

JON (V.O.)
Great. Now we're REALLY lost.

BRANDON (V.O.)
How will we ever find our way now?

A bright light shines from a city on top of a hill.

SFX - Hopeful light gleam chime

JON (V.O.)
Look! A town built on a hill!

BRANDON (V.O.)
We're saved!

They run for the city.

INT. STORYTELLER SPACE

STORYTELLER
If there was a bright city on a hill, it would shine through the darkness, right? There'd be no hiding it. Jesus went on-

CG - "Also, people do not light a lamp and put it under a bowl. Instead, they put it on its stand. Then it gives light to everyone in the house." Matthew 5:15, NIV.

STORYTELLER (CONT'D)
"Also, people do not light a lamp and put it under a bowl. Instead, they put it on its stand. Then it gives light to everyone in the house." That makes sense, right? If you had a lamp. Why would you cover it up?

INT. SHADOW PUPPETRY THEATRE

The setting is the interior of a dimly lit house. Still brighter than the forest, but not as bright as we will be.

There is a table and chairs with food that we cannot really see since it's so dim.

KNOCK KNOCK!

Brandon walks over and opens the door.

BRANDON (V.O.)
Hey, my buddy, ole pal. Come on in!

JON (V.O.)
Sure thing.

Jon enters and Brandon closes the door.

JON (V.O.)
Wow, nice place...I think. I can't really...see.

BRANDON (V.O.)
Right this way...I think.

Brandon and Jon slowly walk through the room with arms stretched out in front of them. They're walking in different directions.

Jon runs into a chair.

SFX - Bumping into chair

JON (V.O.)
Ow!

BRANDON (V.O.)
Are you okay? Ow!

Brandon runs into the wall.

SFX - Thud

JON (V.O.)
Yeah. Ow!

Jon runs into the table.

SFX - table skid

They run into each other.

BRANDON AND JON (V.O.)

Ow!

They both fall back.

JON (V.O.)

(standing)

Don't you have a lamp or anything?

BRANDON (V.O.)

(standing)

Oh, yeah. It's under that bowl.

Jon lifts the bowl off the lamp.

The room is now filled with light. They can see everything clearly.

JON (V.O.)

Oh! This IS a nice place.

BRANDON (V.O.)

Thanks.

INT. STORYTELLER SPACE

STORYTELLER

Light is way more effective when it's out in the open. That's true with a lamp. And that's true with me and you. Jesus wrapped it up this way. He said,-

CG - "In the same way, let your light shine so others can see it. Then they will see the good things you do. And they will bring glory to your Father who is in heaven." Matthew 5:16, NIV.

STORYTELLER (CONT'D)

"In the same way, let your light shine so others can see it. Then they will see the good things you do. And they will bring glory to your Father who is in heaven." You see, we can shine our light by doing good things for others and treating others the way we want to be treated.

INT. SHADOW PUPPETRY THEATRE

The setting is a street corner. An old woman stands there. The light is still a little dimmer than it could be.

SFX - Traffic noise

OLD WOMAN (V.O.)
Oh, dear. Is it safe to cross? I
can't see so well.

Brandon enters.

BRANDON (V.O.)
It's safe now, Mrs. Fullmer. I'll
help you across.

Brandon walks the old woman across the street. The light brightens in the background.

CUT TO:

INT. STORYTELLER SPACE

STORYTELLER
And we should do good in the world
not to make ourselves look good,
but to honor God.

INT. SHADOW PUPPETRY THEATRE

It's dark. Close up. A match lights.

SFX - Match lighting

It lights a candle. It reveals Jon. We can see the candle flame above his head.

STORYTELLER (V.O.)
When you follow Jesus, and share
his love with others, you are the
light of the world.

Brandon walks in. A candle flame above his head.

STORYTELLER (V.O.)
Together we can show the world the
difference Jesus has made in our
lives.

We pull back and reveal more people with candles over their heads. The light brightens to the brightest ever.

We pull back even more to reveal a town with windows lighting up. This should give the impression that light is spreading throughout the world.

STORYTELLER (V.O.)

We can live with joy, peace, and love that come from our relationship with him. We can point people the way to Jesus. We can let our lights truly shine!

INT. STORYTELLER SPACE

STORYTELLER

What Jesus said was so important. Then. And now. People need to know him. They need to know the joy that comes when they put their trust in him. We can help get the celebration started for them just by shining a little bit of light day by day.

So don't keep it hidden. Let your light shine. And you can be a part of helping someone else... start the party.

Storyteller smiles and waves.

CG - Some sort of brief Bible Story Time Outro

CG - So & So Show Logo

INT. JON'S BASEMENT

JON

I've seen a lot of light today.

BRANDON

I know. That was a great Bible Story.

JON

No, I mean, you. You shined your light for me by making this the best slumber party I've ever been to. I don't think I'm afraid anymore.

BRANDON

I'm so glad I helped.

JON

It made me realize... I can be a light to the people who are around me too. All I have to do is share the love Jesus has shown me.

BRANDON

Yeah! So-
(to camera)
Here's the one thing to remember.

They both throw rolls of streamers in the air with both hands. Others throw streamers from off camera as well.

CG: You can be a party starter!

BRANDON (CONT'D)

You can be a party starter! You can shine God's light to the world by doing good things for others.

JON

You can show love to ALL people, whether you're already friends with them or not.

BRANDON

You can invite people who may not feel included.

JON

Yeah! Treat people the way you want to be treated.

BRANDON

Speaking of which, that's just what this party is missing.

JON

What?

BRANDON

More people.

JON

Oh, yeah! Let's get this party started!

JON produces a party favor and blows it!

SFX - Party music, not unlike 'Gangnam Style' by Psy

The door opens. Other party guests enter. Maybe most of them could be in onesies or colorful pajamas.

It would be great if we could use people who we've seen throughout the week, Melinda Manners, Renee Soiree, three clowns. Could also be crew members, or anyone who wants to drop by. The swimming pool is brought in, without water. The giant ball comes in. All the things.

JON (CONT'D)

(to camera)

Come on in, everybody!

BRANDON

(to camera)

Now it's time for you to go out in to the world and start your own party.

JON

Be a light to those who need it.

BRANDON

Thanks for watching-

ALL

-The So & So Show!

The party continues until we fade out.