

THE GAMES PEOPLE PLAY

by Mary Ann Smith



CHRISTIAN PUBLISHERS

Copyright Notice

CAUTION: Professionals and amateurs are hereby warned that this Work is subject to a royalty. This Work is fully protected under the copyright laws of the United States of America and all countries with which the United States has reciprocal copyright relations, whether through bilateral or multilateral treaties or otherwise, and including, but not limited to, all countries covered by the Pan-American Copyright Convention, the Universal Copyright Convention and the Berne Convention.

RIGHTS RESERVED: All rights to this Work are strictly reserved, including professional and amateur stage performance rights. Also reserved are: motion picture, recitation, lecturing, public reading, radio broadcasting, television, video or sound recording, all forms of mechanical or electronic reproduction, such as CD-ROM, CD-I, DVD, information and storage retrieval systems and photocopying, and the rights of translation into non-English languages.

PERFORMANCE RIGHTS AND ROYALTY PAYMENTS: All amateur and stock performance rights to this Work are controlled exclusively by Christian Publishers. No amateur or stock production groups or individuals may perform this play without securing license and royalty arrangements in advance from Christian Publishers. Questions concerning other rights should be addressed to Christian Publishers. Royalty fees are subject to change without notice. Professional and stock fees will be set upon application in accordance with your producing circumstances. Any licensing requests and inquiries relating to amateur and stock (professional) performance rights should be addressed to Christian Publishers.

Royalty of the required amount must be paid, whether the play is presented for charity or profit and whether or not admission is charged.

AUTHOR CREDIT: All groups or individuals receiving permission to produce this play must give the author(s) credit in any and all advertisement and publicity relating to the production of this play. The author's billing must appear directly below the title on a separate line where no other written matter appears. The name of the author(s) must be at least 50% as large as the title of the play. No person or entity may receive larger or more prominent credit than that which is given to the author(s).

PUBLISHER CREDIT: Whenever this play is produced, all programs, advertisements, flyers or other printed material must include the following notice: *Produced by special arrangement with Christian Publishers.*

COPYING: Any unauthorized copying of this Work or excerpts from this Work is strictly forbidden by law. No part of this Work may be reproduced, stored in a retrieval system, or transmitted in any form, by any means now known or yet to be invented, including photocopying or scanning, without prior permission from Christian Publishers.

THE GAMES PEOPLE PLAY

By Mary Ann Smith

DEDICATION

Dedicated to the memory of Richard Bendl

PRODUCTION NOTES

The Games People Play is a series of five sketches illustrating how familiar games can unwittingly become an integral and even detrimental part of our lives. The sketches may be used on the five Sundays of Lent leading up to Easter.

Week 1: “Solitaire” — A game of isolation.

Week 2: “Hide ‘n’ Seek” — Hiding from God and responsibility; seeking a meaning for life.

Week 3: “Follow the Leader” — So many leaders. Which one can we trust?

Week 4: “King of the Hill” — Which way? Up or down?

Week 5: “Twenty Questions” — Will we have the answers?

Costumes are not required. Props, if needed, are listed before the sketch, along with an appropriate hymn and the playing time. Please feel free to substitute a hymn of your choosing from your church’s hymnal if the suggested hymn is unfamiliar or unavailable.

All names are fictitious and do not specifically refer to any person.

TABLE OF CONTENTS

1. Solitaire
2. Hide 'n' Seek
3. Follow the Leader
4. King of the Hill
5. Twenty Questions

1. Solitaire

CAST OF CHARACTERS

VOICE OF THE PULPIT

CARD PLAYER

CHILD

CHURCH MEMBER

PROPS

Small table and chair

Deck of cards

Book

Telephone

Mail

Hymn: “Where Cross the Crowded Ways of Life”

Playing Time (with hymn): Ten minutes.

1 VOICE OF THE PULPIT: Oh, the games people play! Funny,
 2 ingenious, often mind-baffling, sometimes even helping
 3 to put concerns into perspective as we concentrate on
 4 rules and results. And they're just plain fun! Take
 5 solitaire, for example. (*Attention goes to CARD PLAYER,*
 6 *who is seated at a small table, shuffling cards.*)

7 CARD PLAYER: At last, time out for a bit of solitaire. I don't
 8 know of anything, except maybe a warm shower, that
 9 can tackle tension or get my thoughts in order better
 10 than solitaire — (*Puts cards into piles*) saying "Aha!" to
 11 yourself when you win, and "One more time" when you
 12 lose. No one to hassle, just you and the deck. Having fun
 13 all by yourself — that's for me! (*Starts to play as VOICE OF*
 14 *THE PULPIT speaks.*)

15 VOICE OF THE PULPIT: Solitaire — a simple game that
 16 temporarily takes over our undivided attention. But
 17 what happens if the game takes on a life of its own —
 18 becoming the driving force of your life ... or mine?
 19 (*CARD PLAYER puts cards down and picks up book to read.*
 20 *CHILD enters.*)

21 CHILD: Mom, you said you'd help me with my school project
 22 today.

23 CARD PLAYER: Not now, honey. I just need to finish this
 24 chapter. Maybe later. (*CHILD looks disappointed and turns*
 25 *away, then exits. Telephone rings. CARD PLAYER answers it.*)
 26 Hello? (*Pause*) Oh, hi, Jane. Lunch at your place? What's
 27 the occasion? (*Pause*) Oh, to meet the new neighbor. Nice
 28 of you to call, but ... I'll probably meet her someday at
 29 the store, and then we'll get acquainted. I'm just too
 30 busy now. But thanks for calling anyway. (*Hangs up*
 31 *telephone, then goes to "door" and gets mail. Returns to place,*
 32 *talking to self.*) Look at this mail! Money for Africa — a
 33 children's home — the Lung Association — AIDS
 34 victims — just one request after another! If you get
 35 involved, you're on their list forever. Well, I solve the

1 problem by throwing them all away. (*Throws papers into*
2 *the air.*) I'm sure they get enough money from
3 everywhere else, so why do they need mine? My little
4 bit wouldn't help — not much, anyway.

5 **CHURCH MEMBER:** (*Knocks and enters.*) Hi, Beth. Just
6 thought I'd stop by. You know, we really miss you at
7 church. Do you need a ride or something?

8 **CARD PLAYER:** No. I just don't like to be tied down to a
9 schedule. I find that "when" the Spirit moves me, I can
10 worship God right here just as well. There are religious
11 services on TV and I have a devotional booklet I could
12 read anytime. That's all I need.

13 **CHURCH MEMBER:** I'm sorry you feel that way, Beth. You
14 and the church need each other so much. (*Leaves.*)

15 **VOICE OF THE PULPIT:** Do you realize, Beth, how you're
16 pulling the drawstrings of isolation around yourself—
17 putting children aside more often; seeing a new
18 neighbor as an intrusion into your life; missing the
19 opportunity to do your share as a world citizen, even if
20 for only *one* worthy cause; being a prodigal member of
21 a church that needs your special gifts as much as you
22 need its spiritual lift?

23 **CARD PLAYER:** But I spare myself a lot of stress by avoiding
24 relationships that demand constant adjustment. As I
25 remember, Jesus had his alone times, too.

26 **VOICE OF THE PULPIT:** Oh, yes. He was alone in the
27 wilderness, where he contemplated his mission of
28 showing God's love for all people. In the Garden of
29 Gethsemane, Jesus moved off to be alone as he wrestled
30 with the prospect of returning to Jerusalem and
31 inevitable death. He used moments alone to reinforce
32 his Spirit for whatever lay ahead. He didn't embrace
33 them as self-centered moments, but as springboards to
34 ministering to the greater needs of others. He never
35 stayed in that garden, Beth, as you are trying to do.

1 Beth, as you sit on the sidelines and dabble in
2 diamonds, hearts, spades, and clubs, look up once in a
3 while and feel the pulse of the world around you. It's as
4 invigorating as a perfect game ... and that game just
5 isn't complete without a card named "Beth."
6

7 *HYMN:* "Where Cross the Crowded Ways of Life"
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35

2. Hide 'n' Seek

CAST OF CHARACTERS

VOICE OF THE PULPIT

CHILD 1, 2, 3, and 4

HIDER (*Woman*)

SEEKER (*Man*)

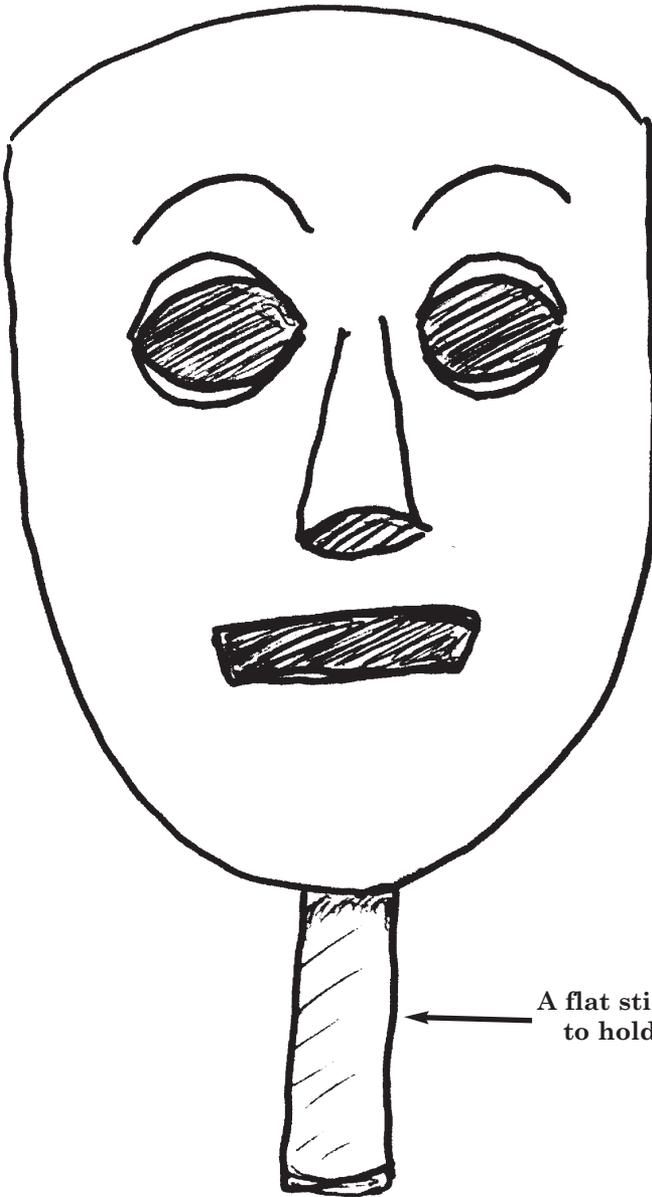
PROPS

Mask (see illustration)

Binoculars

Hymn: "I Sought the Lord"

Playing Time (with hymn): Nine minutes.

MASK FOR "HIDE 'N' SEEK"

White — as
in mime

A flat stick
to hold

*This perusal script is for reading purposes only.
No performance or photocopy rights are conveyed.*

1 **VOICE OF THE PULPIT:** The games people play. Take a
2 game as common as Hide ‘n’ Seek. Children are
3 especially good at this. Do you remember the
4 breathless, heart-pounding moment when the seeker
5 came so close to your hiding spot? And the squeals of
6 delight as, one by one, the seeker found the ones who
7 had hidden? Here’s a glimpse of the game in all its
8 excitement: *(Four CHILDREN run On-stage.)*

9 **CHILD 1:** Let’s play Hide ‘n’ Seek! *(CHILD 1 turns and faces*
10 *audience with eyes closed and counts to ten as other three*
11 *CHILDREN hide.) Ready or not! (CHILD 1 finds CHILD 2*
12 *and CHILD 3, then CHILD 4. CHILDREN squeal as they’re*
13 *caught. They exit.)*

14 **VOICE OF THE PULPIT:** Fun ... but Hide ‘n’ Seek in real life
15 can go on for a lifetime. Sometimes we’re the hiders,
16 *(HIDER comes into view, hiding behind mask) hiding behind*
17 *all kinds of excuses; behind pretend personalities;*
18 *hiding our “lights under bushel baskets,” so to speak ...*
19 *hoping God won’t find us until we’re ready for him.*
20 *(VOICE OF THE PULPIT notices HIDER.) Oh, hello! I don’t*
21 *seem to recognize you. Just who are you, anyway?*

22 **HIDER:** Shhh. I really don’t want you to know. I’m hiding
23 the real me behind this mask ... makes me feel more
24 important, more secure.

25 **VOICE OF THE PULPIT:** You wouldn’t happen to be a
26 Pharisee, would you? They hid their arrogance behind
27 masks of holiness. Jesus even called them “cups,
28 sparkling clean on the outside, but filthy on the inside”
29 *(Matthew 23:25, author’s paraphrase).*

30 **HIDER:** No, I wouldn’t want to be one of them.

31 **VOICE OF THE PULPIT:** Perhaps you’re Adam or Eve. They
32 tried to hide their sin from God, but God caught them
33 using that old excuse, “Well, someone made me do it.”

34 **HIDER:** I hide behind that excuse a lot, but I’ve never
35 received the punishment they got.

1 VOICE OF THE PULPIT: Maybe you'd rather be in a
2 shipwreck, thrown overboard and swallowed by a
3 big fish.

4 HIDER: I'm no Jonah, but there are times when I think God
5 is nudging me to do something, and ... well, I dodge the
6 issue. I go the other direction.

7 VOICE OF THE PULPIT: So *who are you*, and who are you
8 hiding from?

9 HIDER: I'm *anyone* who feels guilty about any part of his or
10 her life — thoughts or actions that hide in the dark and
11 won't let go. I wear this mask to keep from facing the
12 reality that I need God. Someday I'll have the courage for
13 that ... but not just now. (*HIDER walks off, mask still on face.*
14 *SEEKER appears, looking in all directions through binoculars.*)

15 VOICE OF THE PULPIT: Hello there. You look as if you're
16 seeking something or someone. Could I help?

17 SEEKER: If you must know, I'm looking for some sort of
18 meaning for my life. I've tried yoga, long trips,
19 transcendental meditation, online investments — but
20 none of them give me a steady sense of direction. I'm on
21 a treadmill to nowhere. Is life supposed to be like this?

22 VOICE OF THE PULPIT: I don't think so, friend. Bigger and
23 better life ideas can take you all sorts of directions.
24 There *is* one sure way, though, to find the meaning
25 you're looking for. Do you remember how Peter and his
26 friends had been fishing all night without any success?
27 Jesus suggested a simple change of focus — the other
28 side of the boat. It made all the difference. I think
29 you've been searching "on the wrong side of the boat."
30 (*Points to the cross in the sanctuary.*) Have you tried up
31 there? The One associated with that cross gives more
32 meaning to life than you can imagine. (*SEEKER focuses*
33 *on the cross, puts binoculars down, and looks at cross.*) You're
34 not the only one who's ever looked for life's meaning:
35 Zacchaeus was so determined, he climbed a tree in

1 order to catch Christ's attention; a rich young ruler
2 almost got the idea, but he shied away from Christ's
3 suggestion as impractical for his wealthy situation; a
4 woman at a well found new meaning for her life when
5 Christ gave her a taste for living water.

6 **SEEKER:** Why hasn't God reached me like that? Has he been
7 hiding from me?

8 **VOICE OF THE PULPIT:** God never hides. He's the One who
9 is always looking for us. Where could we possibly go? To
10 the farthest edge of the universe? He would be there. To
11 the inner core of our planet? He would be there. To the
12 height of ecstasy or the depth of despair? He's there.

13 We are the "lost coins," the "lost sheep," the prodigal
14 children who turn away until, finally, we sense the
15 purpose he meant for our lives all along. (*SEEKER*
16 *leaves.*) Hide 'n' Seek. It's a game we all play, *ready or*
17 *not.*

18
19 **HYMN:** "I Sought the Lord"
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35

3. Follow the Leader

CAST OF CHARACTERS

VOICE OF THE PULPIT

SIMON

FOLLOWERS 1, 2, and 3

VOICES 1, 2, 3, 4, and 5
(Five voices from the audience)

PROPS

Three chairs (placed by the altar)

Hymn: “O Master, Let Me Walk with Thee”

Playing Time (with hymn): Ten minutes.

- 1 **VOICE OF THE PULPIT:** Have you followed a leader lately?
 2 It's a game two or more people can play, weaving in and
 3 'round about as they follow the appointed leader. Let's
 4 add a bit of Simon Says to the game, in which "Simon"
 5 gives directions. Here's how it goes. (*FOLLOWERS 1, 2,*
 6 *and 3 enter and stand in a line at Center Stage. SIMON enters.*)
- 7 **SIMON:** Simon says take five steps forward. (*FOLLOWERS*
 8 *take five steps forward.*) Simon says clap your hands as
 9 you walk around. (*FOLLOWERS clap their hands as they*
 10 *walk around.*) Simon says turn around in circles.
 11 (*FOLLOWERS turn around in circles.*) Simon says walk up
 12 these steps. (*FOLLOWERS walk up steps, e.g. from sanctuary*
 13 *to choir loft.*) Simon says march down the steps.
 14 (*FOLLOWERS march down the steps. First FOLLOWER*
 15 *walks very slowly down the stairs, delaying the others as*
 16 *SIMON hurries out of sight. When the FOLLOWERS finally*
 17 *reach the foot of the stairs, they look for SIMON.*)
- 18 **FOLLOWERS 1, 2, and 3:** (*Ad lib comments while looking*
 19 *around.*) Where is he (*Or she*)? This way? No, I think this
 20 way. Why would our leader go without us? (*Addressing*
 21 *VOICE OF THE PULPIT*) Did you see our leader go by?
 22 Where do we go from here? (*All sit down in chairs in front*
 23 *of altar, heads down, despondent.*)
- 24 **VOICE OF THE PULPIT:** Sounds a lot like the disciples
 25 after the Crucifixion, doesn't it? Like two people on the
 26 road to Emmaus, lost and confused about what
 27 direction their lives should take without their leader.
 28 Then, out of the fog of death and loss comes the sound
 29 of his voice ... the sight of his face ... the touch of his
 30 side ... and suddenly, they *know!* Their Leader is with
 31 them again!
- 32 **FOLLOWER 1:** Maybe we were following the wrong leader.
 33 **FOLLOWER 2:** How can we tell which leader to follow?
- 34 **VOICE OF THE PULPIT:** That's the hard part. All sorts of
 35 people will pull you in their direction, offering all sorts

1 of rewards and promises. Great orators will hold you
2 spellbound ... smiling personalities will entice you to
3 the smooth life, for a fee. If you listen carefully, though,
4 the calm, steady voice of God will come through as
5 truth that exposes the other voices for what they are —
6 shallow, misleading, and even dangerous.

7 FOLLOWER 3: So ... we see the way. But who's to lead us on
8 that way? How do we choose a leader? What makes
9 Christ better than other leaders?

10 VOICE OF THE PULPIT: Let's follow the "Simon Says" idea
11 again and compare the voice of Christ with the voices of
12 others. Someone will say:

13 VOICE 1: *(From the audience)* Our God is a jealous and
14 demanding God, so our religious laws are many and
15 very strict. Obey them to the letter and you can be one
16 of us.

17 VOICE OF THE PULPIT: Christ says only two laws are
18 needed to cover every aspect of your life: Love God
19 completely and show that same unconditional love
20 toward others. Laws don't create love; love creates love.
21 *(Pause)* Someone will say:

22 VOICE 2: *(From the audience)* We gather together to solve the
23 world's problems. Surely our God-given minds are
24 capable. God expects us to handle life by ourselves. Just
25 think of the marvelous discoveries and accomplishments
26 we've made by using our minds.

27 VOICE OF THE PULPIT: Christ says: The mind *is* an amazing
28 thing. But to worship it as "the living end" is like
29 following a road to a bridge and never crossing over.
30 Minds are limited; God is not. *(Pause)* Someone will say:

31 VOICE 3: *(From the audience)* Only our country is capable of
32 keeping this world on a meaningful course. Why do
33 those from other cultures keep pushing in where they
34 don't belong? Who do they think they are, anyway?

35 VOICE OF THE PULPIT: Christ says: And who do you think

1 *you are? God creates variety — not superiority. Your*
 2 *arrogance only shows how insecure you are. You stay*
 3 *on top as long as you hold others down. Accept others*
 4 *as you and they are created — “one in the Spirit.”*

5 *(Pause) Someone will say:*

6 **VOICE 4:** *(From the audience) Hey! You only live once, so ...*
 7 *live it up! Reach for the good life. It’s out there for*
 8 *everyone. Get your share!*

9 **VOICE OF THE PULPIT:** *Christ says: What a shallow*
 10 *concept of living. The life I offer is far beyond any*
 11 *“share” you might grab. Don’t settle for living on the*
 12 *surface. (Pause) Someone will say:*

13 **VOICE 5:** *(From the audience) Join us, and we’ll put you in*
 14 *touch with nature and your inner self.*

15 **VOICE OF THE PULPIT:** *Christ says: Come with me, and I’ll*
 16 *lead you to the *Creator* of nature and of your inner self.*
 17 *But don’t stop there. Your inner life was meant to be a*
 18 *source of help and inspiration to others. *Share yourself!**
 19 *Let God shine through.*

20 *(To the FOLLOWERS) If you’re looking for an easy no-*
 21 *problem way, don’t follow Christ. But ... if you’re*
 22 *willing to keep your eye on him and follow this Leader*
 23 *through any situation life can throw at you, you’ll find*
 24 *it all worthwhile. *That’s* where faith comes in. Believe*
 25 *me.*

26 *Oh, there will be signposts along the way. You’ll find*
 27 *them in the people who walk that way, too: love, joy,*
 28 *peace, patience, kindness, humility, inner strength,*
 29 *faithfulness, self-control. It’s not an easy way, but you’ll*
 30 *be living a life of *full dimension*. (To audience) So (Pause)*
 31 *choose the leader *you* will follow. As for me (Points to self)*
 32 *and this household, (Gestures toward audience) *we have**
 33 **chosen Christ*.*

34
 35 **HYMN:** “Oh Master, Let Me Walk with Thee”

4. King of the Hill

CAST OF CHARACTERS

VOICE OF THE PULPIT

KINGS 1, 2, and 3 (*Young people*)

VOICES 1, 2, and 3
(*Voices in the audience*)

PROPS

One crown for the Kings

Hymn: “Praise, My Soul, the King of Heaven”

Playing Time (with hymn): Fifteen minutes.

1 VOICE OF THE PULPIT: Did you ever have that exhilarating
2 feeling of being King of the Hill? You shove and push
3 others aside and hope to topple someone at the top,
4 then you rush and struggle to get there yourself. It's
5 hard to stay on top, but just getting there is worth all
6 the effort. Let's see how this "hill" is getting along.
7 (*KINGS 1, 2, and 3 enter and take turns getting to the top [up*
8 *and down steps of choir loft]. CHILD on top wears the crown.*
9 *They exit.*)

10 An exciting game for children, but what happens
11 when it becomes the only game in town? When getting
12 to the top becomes such an obsession that rules are
13 broken and competitors are illegally by-passed just to
14 get to the top and stay there?

15 VOICE 1: Sometimes that happens in sports. Ninety-nine
16 percent of sports events are won fair and square, but
17 there are those few athletes who reach for the gold in
18 criminal ways, only to be forced down from the top in
19 disgrace. What a hollow victory.

20 VOICE 2: That can happen in business, too. Someone sees an
21 opportunity to make big profits for the company —
22 makes a big name for himself with some creative
23 bookkeeping here and a cover-up there. He's *on top* —
24 CEO — until someone blows the whistle and Mr. King is
25 pulled down in a hurry.

26 VOICE 3: What about politics? (And we *do* know what can
27 happen on "The Hill.") Politicians will do almost
28 anything to get those votes that will increase their
29 visibility on Capitol Hill. It's fine as long as they're on
30 the "up and up," but unhappy voters can topple those
31 "kings" in a day. Political hills are very rocky.

32 VOICE 1: You know, we often refer to Christ as the King of
33 Kings. I wonder if there were any hills that challenged
34 him? And did he ever get to the top?

35 VOICE OF THE PULPIT: Jesus traveled through the rugged

1 hills of Palestine every day. But it was the emotional
2 “hills” of discouragement, deceit, and that decision in
3 Gethsemane that must have challenged him most.

4 All through his life, Jesus was working his way to the
5 top. He didn’t use force, however — that would have
6 defeated his purpose. His only goal was to complete
7 God’s mission for his life. Coming down from hilltops
8 was the more important choice for him. *(Pause)*

9 One of the first meaningful hills for Jesus was a
10 mountain of wilderness where Satan promised him he
11 could be king of the world ... with evil as his advisor. On
12 top of that hill, Jesus could have shared the rule of the
13 world forever and ever. But Jesus chose to leave the top
14 of that hill and return to his mission — stronger and
15 more determined than ever. *(Pause)*

16 It was on the side of a mountain that Jesus gathered
17 a large crowd — not to proclaim himself king, but to
18 teach mercy, peace, humility, and love. No doubt the
19 crowd would have kept him up there as their leader.
20 But Jesus’ mission was meant for more than that, so he
21 continued his journey on other hills and in other
22 valleys. *(Pause)*

23 Again, Jesus took Peter, James, and John with him to
24 a high mountain where a transfigured Jesus talked
25 with Moses and Elijah. What a perfect place to build
26 three thrones with Jesus as *king!* “No, Peter,” said
27 Jesus. “My work here is among people — not from a
28 throne.” *(Pause)*

29 But, wait! Wasn’t that Jesus being hailed as a king as
30 he came into town ... on a donkey? What a hill of
31 triumph that would have been! The crowd was
32 practically coronating him with their branches and
33 song! Here was his chance to lead the crowd in action
34 against the Romans. King of Jerusalem! Well, it would
35 have been a start. But Jesus knew how temporary that

1 would have been, so he left that triumphant hill and
2 turned toward the difficult week ahead. *(Pause)*

3 Do you recall Gethsemane — the garden where Jesus
4 went to pray about his coming death? He had done
5 everything he was supposed to do, but this last step was
6 too much. Why not follow his own will — gather more
7 followers and be their king for a few years? But Jesus
8 chose God's will and went down from that hill to face
9 Judas and inevitable death. *(Pause)*

10 Calvary was a hill outside of Jerusalem. Jesus
11 struggled up that hill under the weight of a cross. He
12 continued to the top of that cross which, ironically,
13 bore a sign proclaiming him "King of the Jews." *(Pause)*

14 From each hilltop, Jesus chose to come down on his
15 own. Now, after three days, God did the choosing and
16 lifted Jesus up to life. Evil had tried to force him down,
17 but now Jesus was truly and eternally King.

18 VOICE 2: Was that the last hill for Jesus?

19 VOICE OF THE PULPIT: No, there was one more — his
20 return to God. But even as he ascended from our world,
21 he promised to bring his love to us once again — this
22 King of Kings and Lord of Lords, forever and ever.
23 Amen.

24

25 HYMN: "Praise, My Soul, the King of Heaven"

26

27

28

29

30

31

32

33

34

35

5. Twenty Questions

CAST OF CHARACTERS

VOICE OF THE PULPIT

PLAYERS 1, 2, and 3

QUESTIONERS 1, 2, 3, 4, and 5

(Members of the audience)

VOICES OF GOD 1 and 2

(One man and one woman)

Hymn: “I, the Lord of Sea and Sky” by Dan Schutte —
CCLI License #1966192

Playing Time (with hymn): Fifteen minutes.



Thank you for reading this free excerpt from:

GAMES PEOPLE PLAY

by Mary Ann Smith.

*For performance rights and/or a complete copy of the script,
please contact us at:*

CHRISTIAN PUBLISHERS

P.O. Box 248 - Cedar Rapids, Iowa 52406

Toll Free: 1-844-841-6387 - Fax (319) 368-8011

customerservice@christianpub.com