

## Revelation: 27 Line Beat Sheet

1-7 = Act One

8-21 = Act Two

22-27 = Act Three

1. PROLOGUE (1:1-3) — In the not too distant future, an urban underground church meeting is infiltrated and raided by the Powers Above, the corrupt government forces of the Seven Provinces.
2. JOHN (1:4-8) — Disguised as a government officer, a leader of the underground church rescues a boy from “fellow” soldiers as he attempts to escape from the raid, and spirits him away to safety.
3. DO NOT BE AFRAID (1:9-20) — Safely in a dark tunnel under the city, the soldier comforts the boy by sharing his knowledge of the Final Story- the hope of the world to come.
4. TO THE CHURCHES (2:1-3:22) — Setting off down the dark passageway, the soldier and the boy are visited by the holograms of the seven church leaders. They travel via virtual reality by touching the holograms, allowing the soldier and the boy to “visit” the seven churches across the provinces. Each letter is structured to introduce each of the seven leaders, their different languages, and the culture of the people they lead.
5. HOLY, HOLY, HOLY (4:1-11) — The soldier and the boy ascend into a new location, an ancient cathedral, long since burned, boarded up and forgotten. There they meet other remnants of the underground church, and establish this sanctuary as the place to unveil the Final Story.
6. WORTHY IS THE LAMB (5:1-14) — The troupe creates music from whatever scraps they can find, fashioning instruments from various pieces of rubbish, revealing that worship is possible in any circumstance.
7. THE SEALS (6:1-17) — The soldier and the boy teleport by holographic projection to one of the seven churches as the four horsemen emerge. The soldier and the boy witness the group flee government raids, barely escaping alive.
8. 144,000 (7:1-8) — The soldier and the boy teleport to the next church, and witness the leader here setting up a refugee camp, healing the wounded and sick.
9. SONG OF THE SURVIVORS (7:9-17) — The seven leaders convene in the refugee camp and celebrate God’s provision in a lively stomp song and dance.

10. THE SEVENTH SEAL (8:1-5) — The soldier and the boy are abruptly brought back to their surroundings in reality. The soldier douses the lights as a searching drone hovers ominously outside the cathedral.
11. THE SIX TRUMPETS (8:6-9:20) — By the ghostly light of candles and lanterns, the troupe makes use of eerie shadow imagery on the walls and curtains.
12. THE ANGEL & THE SCROLL (10:1-11) — The troupe plays a song as the soldier remembers when he was called to believe- in the midst of a battle.
13. TWO WITNESSES (11:1-14) — The troupe teleports to a third church group- where two of the leaders perform a ritualistic dance from the Far East, combining choreography with martial arts.
14. WE GIVE THANKS (11:15-19) — Each of the church groups sing thanks to God over a simple meal, giving virtual toasts- separate in body but united in spirit.
15. THE DRAGON (12:1-13:18) — The soldier relates the ongoing war between the Dragon, Beast, and the saints. His backstory as a former soldier in the army of the Beast is revealed, planting a seed of distrust in one of the seven.
16. THE LAMB'S NEW SONG (14:1-5) —The troupe begins a final journey through the seven churches, beginning in the first province, celebrating the restored church of Ephesus.
17. THE THREE ANGELS (14:6-13) — The troupe visits the second province, where former Hindus celebrate their fallen brothers who followed the Lamb, witnessing their funeral pyres on a river.
18. THE HARVEST (14:14-20) — The troupe visits the third province, as they busk in an open bazaar, using homemade palm pipes.
19. GREAT & MARVELOUS (15:1-8) — They visit the fourth province, a lively African village.
20. SEVEN BOWLS (16:1-21) — They visit the fifth province, portraying the seven plagues of God's wrath as unfolding in a Chinese lantern parade.
21. THE WOMAN (17:1-18) — In the sixth province, an urban metropolis, holographic displays show iconography of the Harlot, the False Prophet, and the Beast.
22. BABYLON'S FALL (18:1-24) — The troupe returns to reality in the cathedral as one of the seven appears physically, and turns on the soldier, accusing him of leading them

all astray as an agent of the Beast. The conflict escalates and the accuser breaks down and repents as the other six arrive physically.

23. HALLELUJAH (19:1-10) — Realizing the greater enemy is closing in and time is short, the people worship God in their darkest hour, truly united at last.
24. KING OF KINGS (19:11-21) — Everyone and everything fades from view, as the soldier, alone in the dark and silence, witnesses a vision of the Second Coming- an army of believers materialize in a burst of light, proclaiming the truth of the coming King.
25. THE MILLENNIUM (20:1-15) — The soldier witnesses the Great Judgement, when all who oppose the King are destroyed forever.
26. EVERYTHING NEW (21:1- 22:11) — A giant stained glass window that was shattered earlier has been reformed throughout the story into a giant chandelier of shards of every color. As it's raised, it casts brilliant rays about the cathedral, illuminating all in warm light, where it appears as it must have at the height of its glory on a brilliant afternoon in the sun.
27. I AM COMING SOON (22:12-21) — The vision fades and the cathedral returns to its decayed state. The leaders realize the enemies are at the gates and will be upon them any moment. The soldier shares one last moment with the boy, who is tasked with taking his place among the leaders. It becomes clear that the government is looking for the soldier, and by giving himself up he is buying them all more time for the future. As the seven escort the boy to safety, the soldier sends off a flare to signal his location. He sees rows of saints who have gone on before him filling the cathedral beckoning him home. As he opens the two main doors of the cathedral, blinding light floods in, silhouetting the soldier with his arms outstretched. His eyes grow wide, overwhelmed with an awesome sight.