

SPARKFORCE LIVE

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PROLOGUE — SPARKFORCE HEADQUARTERS

Three flashlights cut through the audience. JETT, NOVA, and AXEL enter through the crowd dressed as regular kids, cautiously exploring the unfamiliar space. The three work their way down the aisles to the stage edge.

JETT
Stay close. We'll figure out where
we are.

NOVA
I've scanned every frequency. No
locator signal, no network beacon...
What is this place?

Nova checks a device.

AXEL
We're soooo lost...we're doomed!

JETT
Not lost. Just haven't found the
way out yet.

They continue searching. Nova notices something ahead.

NOVA
Wait. I'm picking up something.

JETT
Where?

NOVA
Up there!

JETT
All right! Let's check it out.
Follow me!

The three make their way toward the stage and climb onto it.

AXEL
Whoa.

Nova studies the technology around them.

NOVA
(nerding out; words
tumbling faster)
Is that a Quantum Command Console?
With a neural-link interface?! I've
only ever seen one online! Do you
have any idea how much processing
power this thing has?

A system suddenly activates.

JETT
What was that sound?

AXEL
Sorry, I had tacos for lunch.

JETT
Everyone stay sharp!

RIGS appears on the LED wall. She taps the camera lens
twice, checking whether anyone is on the other end.

RIGS
Hello? Hello?

She leans closer, then spots the three kids.

RIGS (CONT'D)
There you are.

JETT, NOVA, and AXEL scream.

RIGS (CONT'D)
Sorry, still working on my
entrances.

Jett quickly regains his composure.

JETT
All right. Who are you, and where
are we?

RIGS
I'm Rigs. Rigs the Robot. And
you're standing inside Sparkforce
Headquarters.

JETT
Sparkforce?

NOVA
What exactly is Sparkforce?

RIGS

We are a team of agents who go
where there's a problem, help
people in need, and spark the world
with joy.

JETT

Sounds like my kind of place.

RIGS

Good. Because Sparkforce could use
some help.

AXEL

What's going on?

RIGS

I used to have a partner named
Glitch. We went on missions
together, helping people and fixing
problems.

Subtle GLITCH interference begins appearing across the
screens.

NOVA

Rigs...your screens are glitching.

RIGS

Exactly. Somewhere along the way,
Glitch decided causing problems was
more fun than solving them.

NOVA

He's doing all of this on purpose?

RIGS

Unfortunately, yes.

JETT

Then we'll help you stop him.

RIGS

That's exactly what I was hoping
you'd say.

NOVA

(surprised and
intrigued)

Wait. Us? As actual agents?

RIGS
Why not? Sparkforce needs Agents
who are brave enough to step up,
kind enough to help, and creative
enough to find a way.

JETT
We can do that!

AXEL
Definitely the brave part.

AXEL flexes his muscles! JETT and NOVA roll their eyes at him.

NOVA looks between JETT and AXEL, then considers the size of the mission.

NOVA
One problem. Glitch is causing
trouble everywhere. There are three
of us. The math doesn't work.

JETT
Then we need a bigger team.

JETT looks out across the audience.

JETT (CONT'D)
What about them?

JETT gestures toward the audience.

RIGS
Now you're thinking like an Agent.

JETT, NOVA, and AXEL turn fully toward the audience.

RIGS (CONT'D)
We need every single one of you.

JETT
What do you say? Want to become
Sparkforce Agents with us?

Audience responds.

AXEL
I think that was a yes.

RIGS
If you want to be a Sparkforce
agent give me your loudest
SPARKFORCE!

Give the audience a chance to say it loud.

RIGS (CONT'D)
(playfully challenging
the audience)
I know you can do better than that.
Give me a SPARKFORCE!

Audience responds.

RIGS (CONT'D)
Let's swear you in as official
Sparkforce agents. Everyone, repeat
after me!
I was made to do good.

AGENTS & AUDIENCE
I was made to do good!

RIGS
I spark the world with joy.

AGENTS & AUDIENCE
I spark the world with joy!

RIGS
I am Sparkforce.

AGENTS & AUDIENCE
I am Sparkforce!

SFX / LIGHTING: Activation Effect

Sparkforce Headquarters fully powers up.

RIGS
Congratulations. You're officially
Sparkforce Agents.

JETT
Looks like our team just got a
whole lot bigger.

RIGS
And now that we have our Agents...do
you know what time it is?

AXEL
Snack time?

JETT & NOVA look at him.

AXEL (CONT'D)
Worth a shot. (Shrugs his
shoulders)

RIGS
It's time to gear up!

GEAR-UP VIDEO

Music begins immediately. Video begins showing them gearing up!

JETT, NOVA, and AXEL transition from their regular clothing into their Sparkforce Agent gear.

The Gear-Up video builds seamlessly into the opening of the Sparkforce theme song.

SPARKFORCE THEME SONG

The full theatrical production explodes onto the stage. Additional dancers enter. Full choreography, lighting, production elements establish the scale of Sparkforce Live.

END PROLOGUE.

DISTRESS SIGNAL — THE GREATEST CHRISTMAS GIFT
VIDEO BEGINS.

SANTA appears on screen from the North Pole.

SANTA
HO HO HOLY CANDY CANES! Sparkforce!
We've got our tinsel in a twist up
here at the North Pole! A
mysterious message came through
about the GREATEST Christmas gift
ever given! But before we could
figure out what in the
jingle-jangling gingerbread it
meant...POOF! The signal vanished!
Disappeared faster than a plate of
cookies in my workshop! HO HO HO!
You've gotta help us follow that
message and find the greatest
Christmas gift ever!

Santa's transmission ends.

RIGS appears on screen from Mission Control.

RIGS
Signal received. All right, Agents.
I've picked up the missing
transmission!

A map/data display appears behind RIGS.

RIGS (CONT'D)
The message is split into three
clues. Find all three, and we can
follow them to the greatest
Christmas gift ever. The first clue
is transmitting from somewhere high
above us.

RIGS begins bringing up the coordinates.

RIGS (CONT'D)
I'm sending the location to—

GLITCH INTERFERENCE.

The screen distorts. RIGS freezes and glitches out.

GLITCH suddenly appears, leaning much too close to the
camera.

GLITCH
Well, well, well! Coordinates! For
ME? Of course they're for me. I
took them!

He spots the mission information.

GLITCH (CONT'D)
The greatest Christmas gift EVER?!
How great? VERY great! How big?
ENORMOUS! Does it sparkle? It
BETTER sparkle!

His ideas come faster as he talks.

GLITCH (CONT'D)
Maybe it's a mountain of toys! Or a
present the size of a HOUSE! Or a
HOUSE full of PRESENTS! Or a
mountain of houses full of—

He gestures wildly, trying to keep up with his own thought.

GLITCH (CONT'D)
PRESENTS! A MOUNTAIN OF HOUSES FULL
OF PRESENTS!

He gasps.

GLITCH (CONT'D)
Can I fit that in my room? NO! Do I
want it anyway? YES!

He suddenly notices the audience.

GLITCH (CONT'D)
Oh! You're Sparkforce Agents now?
Think you'll find it first? NOPE!
Know who will? ME!

He points proudly at himself, then snaps back toward the
coordinates.

GLITCH (CONT'D)
Do I have time for this? NO! Why am
I still talking? I DON'T KNOW!

He leans toward the camera.

GLITCH (CONT'D)
That gift is going to be MINE!
Mine, mine, mine!

He launches into an enormous villain laugh.

GLITCH GRANNY
Well, butter my biscuit!
Glitchy-poo, you're wound up
tighter than a tick on a hound dog!
Did you remember to put on clean
underwear?

His laugh stops dead.

GLITCH
GRAAAANNY! NOT NOW! I'M BUSY BEING
EVIL!

GLITCH GRANNY
Well, you can still play with your
friends in clean britches, sugar
plum.

SIGNAL CUTS. RIGS reappears on screen. RIGS checks her
scanner.

RIGS
Agents, he intercepted the
coordinates. That means Glitch is
headed for the first clue too.
Let's get going so we can help
Santa!

The first mission location appears behind her.

RIGS (CONT'D)
The signal is coming from somewhere
in the sky. Jett, Nova, Axel, and
all of you. It's mission time.

VIDEO ENDS.

MISSION 1 — SKY SHENANIGANS

JETT, NOVA, and AXEL rush onto the stage as SPARKFORCE
Agents.

JETT
Come on! We've got a clue to find!

RIGS
I've got the signal locked.

AXEL
So how high are we going?

RIGS scans.

RIGS
Very high.

AXEL grins.

AXEL
YES! I love where this is going!

NOVA
One problem. We've got coordinates,
but no propulsion system.

AXEL
(earnestly)
So... we jump really hard?

NOVA
(giving Axel an annoyed
look)
You can test that.

RIGS
Good thing Sparkforce came
prepared.

FLIGHT GEAR

A production reveal introduces the Agents' specialized
flight equipment.

RIGS
Agents, meet your Cloud Cruisers!
Strap these on, and the boosters
will lift you right into the sky.

AXEL
Oh, I'm going FIRST!

AXEL eagerly straps on his Cloud Cruiser and attempts to
take off. Nothing happens. He tries again.

JETT
Let me give it a try.

JETT switches on his Cloud Cruiser.

RIGS
Jett, your Cloud Cruiser is online!
Agents in the audience, help us
count down!

EVERYONE
THREE! TWO! ONE!

JETT rises as the LED wall transforms into a sweeping night sky.

JETT
Now that's what I call a takeoff!
Axel...you doing okay down there?

AXEL
(trying to cover his
embarrassment)
Yep! Just checking the ground.

He tries again. Nothing.

AXEL (CONT'D)
Still here.

JETT
You'll get it, buddy! Nova, you're
up!

Nova carefully checks out the Cloud Cruiser's tech.

NOVA
Power levels steady. Flight systems
ready!

RIGS
Let's fly!

The flight systems begin powering up. Nova starts flying into the sky.

JETT
Axel! You coming?

AXEL
I'm trying!

Nova looks down at Axel's Cloud Cruiser.

NOVA
Wait...Axel, did you turn it on?

AXEL freezes. He looks down at his Cloud Cruiser.

AXEL
Oh...

AXEL flips the switch.

AXEL (CONT'D)
(too quickly, trying to
save face)
I MEANT TO DO THAT!

AXEL wobbles comically as he rises.

RIGS
Nice flying, Agents! We've got a
turn coming up. Lean to the left!

JETT, NOVA, and AXEL lean left in their harnesses.

RIGS (CONT'D)
Now lean right!

Everyone leans right.

NOVA
That was a close one!

RIGS
We need to go higher! Agents, hands
up high!

The three Agents reach their hands upward.

AXEL
How high are we going?!

JETT
Until we find the clue!

Suddenly, JETT spots something.

JETT (CONT'D)
Wait! Look!

A bright STAR appears on the LED wall.

NOVA
A star!

RIGS scans it.

RIGS
Signal confirmed. That star is
transmitting the same coordinates
from Santa's message.

JETT
That must lead us to the clue.

SFX: CLANK.

AXEL reacts.

AXEL
Did you hear that?

SFX: CLANK. CLANK.

NOVA
I heard it.

AXEL
That doesn't sound like a star.

A small amount of haze begins entering the room.

JETT
Wait...What's that fog?

More haze appears.

The star begins to soften on the LED wall.

NOVA
Rigs?

RIGS
Scanning.

SFX: CLANK. CLANK. CLANK.

AXEL looks downward.

AXEL
Look down there!

Cloud Clankers appear moving beneath and around the Agents.

NOVA
What are those things?

RIGS
My system is picking up Cloud
Clankers.

JETT
Cloud Clankers?

Haze continues to increase.

RIGS
This has Glitch written all over
it. Cloud Clankers pump extra fog
into the sky. And the thicker that
fog gets, the harder it will be to
see the star.

The star becomes dimmer.

NOVA
It's already disappearing!

JETT
Keep your eyes on it!

The Agents attempt to continue flying. More Cloud Clankers
arrive. The LED sky becomes increasingly cloudy.

AXEL
I can barely see anything!

NOVA
I can't see the star!

The STAR disappears completely.

JETT
We lost it.

RIGS
The star is still there. The Cloud
Clankers are blocking its light.

JETT
Then we need to clear the fog.

AXEL
I've got this.

AXEL begins waving his hands at the fog.

AXEL (CONT'D)
Shoo! Shoo! Go away!

Nothing happens.

NOVA
(sarcastically)
How's that working?

AXEL keeps waving.

AXEL
Still testing it.

RIGS scans the room.

RIGS
I've got just the thing.

AUDIENCE GADGET REVEAL

RIGS
Agents in the audience, listen
carefully. Look underneath your
seat.

A beat.

RIGS (CONT'D)
You should find your very own Spark
Saber. Go ahead-grab it!

Pause for audience.

JETT
Everybody find one?

RIGS
Once you've got it, turn it on.

The foam light sticks illuminate throughout the room.

RIGS (CONT'D)
Now hold it way up in the air so I
can see it!

The audience raises the lights.

NOVA
Whoa.

AXEL
Look at all those lights!

JETT
Nice work, Agents!

RIGS scans the combined light throughout the room.

RIGS
When Sparkforce combines their
light, these gadgets can cut right
through the Cloud Clankers' fog.

JETT looks at the enormous field of lights.

JETT
And we've got a lot of light.

RIGS
Exactly.

JETT
Then let's clear the sky!

CLEAR THE CLOUD CLANKERS

RIGS
All right, Sparkforce. Everybody
hold your Spark Saber up high!

Everyone raises their light.

RIGS (CONT'D)
Now move it to the left!

The entire audience moves left.

JETT, NOVA, and AXEL use their own gadget to blow the haze.

NOVA
It moved!

RIGS
It's working!

RIGS
Now take it to the right!

The Cloud Clankers begin glitching.

JETT
Look at the Clankers!

RIGS
Keep going!

RIGS
Up high!

RIGS
Now down low!

More Cloud Clankers begin spinning.

AXEL
Ha! They don't like that!

RIGS
Then let's really shake them up.

RIGS
Agents, shake your Spark Saber as
fast as you can!

The entire audience shakes their light sticks.

RIGS (CONT'D)
Faster!

JETT
Come on, Agents!

AXEL
Shake 'em!

RIGS
As fast as you can! And... STOP!

The Cloud Clankers spin wildly. The haze shuts off.

Silence. JETT, NOVA, and AXEL look around.

NOVA
Look!

The Cloud Clankers wobble helplessly off stage.

A tiny point of light begins appearing through the clouds.

JETT
I see something!

The star slowly begins piercing through.

AXEL
The star!

As the haze clears, the star becomes brighter and brighter.

NOVA
We did it!

RIGS
Signal restored!

JETT
Great work, team!

AXEL
You sent those Cloud Clankers
clanking!

RETURN TO THE CLUE

RIGS scans the restored star.

RIGS
All right. We've got the signal
back. Agents in the audience, you
can switch off your Spark Saber and
keep it somewhere safe. We won't
need it for the rest of the
mission.

RIGS
According to my scanner, the clue
should be...

Her scanner beeps.

RIGS (CONT'D)
Right there.

The three Agents look around.

AXEL
Where?

Clue #1 begins slowly descending from the ceiling above and
slightly behind them. The clue will be deliberately visible
to the audience before it becomes visible to the characters.

NOVA looks toward the audience.

JETT
Agents! Do you see the clue?

Children shout and point. The Agents look in the wrong
direction.

AXEL
Over there?

The audience responds louder.

NOVA
Show us! Where is it?

The audience points and shouts.

AXEL
Behind us?

He turns the wrong way. The audience grows louder.

JETT
Wait... Above us?

The Agents finally look up.

JETT (CONT'D)
Oh!

NOVA
There it is!

AERIAL CLUE CATCH

Clue #1 continues to descend with the agents.

AXEL
I'll get it!

AXEL reaches. It remains just outside his grasp.

AXEL (CONT'D)
Almost...

AXEL continues to reach for the clue. The clue & agents
lower to the ground.

JETT
Nice work, team! Let's see what
we've found!

RIGS
Way to go, Agents.

JETT holds the clue as NOVA and AXEL gather around him.

NOVA
Does it say anything?

JETT examines it.

JETT
There's a message.

AXEL
Read it!

JETT opens / turns over the clue.

JETT
It says...

JETT reads:

JETT (CONT'D)
"Your next clue waits where
sunlight fades, Beneath the rolling
ocean waves. To keep your Christmas
search on track, Dive down deep—and
don't look back!"

AXEL
Dive?

NOVA
"Beneath the rolling ocean waves..."
(confused)

She realizes.

NOVA (CONT'D)
It's underwater!

JETT smiles.

JETT
I have an idea.

AXEL
Please say submarine.

JETT
We're going underwater!

AXEL
YES!

RIGS scans the clue. A map begins appearing on the LED wall,
moving from the sky toward the ocean.

RIGS
Coordinates confirmed. Your next
clue is somewhere beneath the
ocean.

GLITCH INTERCEPTION

SFX: GLITCH INTERFERENCE. The map flickers.

NOVA
Uh... Rigs?

The screen distorts.

JETT
Not again.

GLITCH appears. JETT, NOVA, and AXEL turn toward the screen.

GLITCH

Did you defeat my Cloud Clankers?
YES. Am I happy about it? NO. But
did they hear every word of your
precious clue?

He leans toward the camera, delighted.

GLITCH (CONT'D)

YES, THEY DID! So thank you for
reading it out loud! Very helpful
for me. Very terrible for you.

AXEL

What?!

GLITCH mocks the clue in an exaggerated, singsong voice.

GLITCH

"Beneath the rolling ocean waves..."

He stops. His own words catch up with him.

GLITCH (CONT'D)

Wait. Ocean? THE ocean? With the
water? And the fish? And the water
the fish are IN?!

He begins pacing.

GLITCH (CONT'D)

Will I get wet? YES! Do I want to
get wet? NO! Do I want the greatest
Christmas gift ever?

He snaps back toward the camera.

GLITCH (CONT'D)

MORE THAN I WANT DRY UNDERWEAR!

JETT

Not if we get there before you!

GLITCH

Will you? NOPE! Will I? YEP! Do I
know how to swim?

His confidence vanishes.

GLITCH (CONT'D)

...My Granny says I'm making
progress!

AXEL

So... no?

GLITCH

I CAN PUT MY WHOLE FACE IN NOW!

He folds his arms, deeply offended.

GLITCH (CONT'D)

You'll see! You'll ALL see! And
don't touch my gift!

He fumbles to cut the transmission. GLITCH disappears.

AXEL

What is with this guy and
underwear?

RIGS comes back online.

JETT looks toward the ocean coordinates, then toward the audience.

JETT

Sparkforce doesn't quit when things
get difficult.

RIGS

That's right. When things get
tough, we find another way!

AXEL looks toward the changing ocean coordinates.

AXEL

What are we waiting for?

JETT turns toward the audience.

JETT

Come on, Sparkforce!

JETT, NOVA, and AXEL exit according to the planned transition.

MISSION 2 — UNDERWATER UPROAR (VIDEO)

JETT, NOVA, and AXEL sit single-file, toboggan-style, inside the submarine. The group angle keeps all three faces visible. Individual coverage is filmed over the shoulder of the Agent seated ahead.

The LED wall depicts the rear of the submarine. Pulsating light from the front and sides suggests instrument panels and ocean life passing unseen windows. No physical controls or window inserts are required.

RIGS (OVER COMMS)
All aboard and sealed up! Next
stop—the ocean floor.

AXEL
Finally. A vehicle that's SUPPOSED
to sink.

NOVA
Unlike the last one you drove.

AXEL
The puddle was deeper than it
looked.

JETT
(matter-of-factly)
It was a lake.

AXEL
It's not MY fault! The GPS told me
to drive into a lake!

RIGS (OVER COMMS)
Approaching the ocean floor,
Agents.

Moving blue light washes across their faces.

JETT
Keep your eyes open, team. We don't
know what's down there.

Colorful light begins spilling through the unseen windows, washing across the Agents' faces. They turn toward the glow, their expressions shifting to wonder.

AXEL
Whoa...

NOVA
(whispering)
Beautiful...

The colors grow brighter as all three gaze out in awe.

VIDEO TRANSITIONS TO LIVE ACTION.

MISSION 2 – UNDERWATER UPROAR (STAGE LIVE)

During the transition from video to live action, the submarine enters onstage, surrounded by the same shifting colors. Inside, JETT, NOVA, and AXEL continue gazing out in awe, carrying the final moment of the video into the live scene. Let the moment breathe before AXEL speaks.

AXEL
What is this place?

The LED wall transitions to reveal a lost underwater city. Dancers dressed as sea creatures emerge into the aisles and onto the stage as underwater set pieces are brought into position, transforming the space into an underwater world.

RIGS
Scanning surroundings... Location
identified! A lost underwater city!
Agents, grab your scuba gear.

The Agents grab their scuba gear.

JETT, NOVA, AND AXEL
Check!

RIGS
Activate your Seafloor Boots.

The Agents tap their boots to activate them.

JETT, NOVA, AND AXEL
Check!

RIGS
They'll keep your feet planted on
the ocean floor. Let's explore!

The submarine hatch opens, and the Agents step out of the submarine onto the ocean floor, represented by the stage. Bubble machines are activated. Dancers have a moment to showcase the underwater world.

AXEL
Okay, this is officially the
coolest place we've ever been!

NOVA

Look at the marine life! Some of these species aren't even in my database!

JETT

There's a whole world down here. Come on, let's check it out!

Sea creature dancers begin moving closer to the Agents. The Agents watch in amazement as different creatures swim and dance around them. Allow a moment for the audience to take in the scene.

RIGS

Agents, my scanners are detecting company.

GLITCH appears, very pleased with himself.

GLITCH

Looking for your next clue? Of course you are! Are you going to find it? Not if my Volt Bolts find YOU first!

NOVA

Volt Bolts?

GLITCH

Robotic jellyfish! One little touch and-ZAP!

He wiggles his fingers, delighted with himself.

GLITCH (CONT'D)

They'll keep you busy while I come down there and get that clue MYSELF!

GLITCH GRANNY

Hold your horses, sugar plum! You're not getting in that water without your ducky floaties! Last time, you hollered for a lifeguard!

Glitch's grand villain pose collapses.

GLITCH

GRAAAANNY! I WAS IN THE DEEP END!

GLITCH GRANNY
(gently matter-of-fact)
Bless your heart, schnookums. You
were in the bathtub.

GLITCH
I WAS PRACTICING!

He hurriedly cuts the transmission.

AXEL
We're being chased by a guy in
ducky floaties?

Robotic jellyfish drift in.

NOVA
Those are the Volt Bolts?

AXEL
They don't look so bad.

AXEL steps closer.

SFX: BZZZT.

He jumps back.

AXEL (CONT'D)
Ouchyyy wow wow! Okay, they look
bad.

The Volt Bolts begin to fill the path.

JETT tries to move and gets blocked.

JETT
They're blocking the whole city.

NOVA pulls back from a Volt Bolt.

JETT (CONT'D)
Rigs, we're not getting through!

RIGS
Hold on... scanning... I've got just
the thing. Agents, grab your Jelly
Jammers.

They pull out their Jelly Jammers—neon fishing nets.

AXEL
Jelly Jammers?

RIGS
Correct! Sweep these high-tech nets
toward the Volt Bolts to jam their
sensors.

AXEL
Now we're talking.

The first wave of Volt Bolts presses in.

JETT
All right, team! Let's do this!

The Agents sweep their neon-net Jelly Jammers toward the
Volt Bolts. The Volt Bolts wobble and stumble.

NOVA
It's working! Their sensors are
malfunctioning.

AXEL
Oh, I like this.

AXEL is over the top with his sweeping and scooping moves.
All three Jelly Jammers suddenly shut down. The Volt Bolts
stop reacting to the nets.

AXEL (CONT'D)
Was that me?

NOVA
(giving Axel an annoyed
look)
You overloaded the Jelly Jammers.

JETT
No biggie, team! New plan! Rigs,
what have we got?

RIGS
I've got just the thing. Sending
Bubble Blasters now!

Glowing Bubble Blasters are launched into the audience.

RIGS (CONT'D)
Agents in the audience, we need
your help! When a glowing Bubble
Blaster comes your way, send it
back toward Jett, Nova and Axel!

The audience begins passing the glowing balls toward the
stage.

JETT
That's it, Agents! Keep them
coming!

The Volt Bolts begin wobbling and malfunctioning as the
Bubble Blasters reach the stage.

NOVA
It's working!

AXEL
Now THAT'S what I call a bubble
battle!

RIGS
Amazing job, Agents! Your job here
is done. You defeated the Volt
Bolts. Send any Bubble Blasters
back!

JETT
We've got a clue to find! Let's get
looking.

Agents spread across the stage searching. Nova finds a
treasure chest.

NOVA
Come quick, guys! This looks
promising.

JETT examines the treasure chest.

JETT
Aww, bummer! It's locked!

RIGS
It appears this is no ordinary
lock. I'm detecting a
motion-activated lock! We're going
to need the Sparkforce Shuffle!

JETT turns to the audience.

JETT
Sparkforce, we need your help.
Everybody on your feet.

RIGS
Follow along, every move brings us
closer to unlocking the chest!

Sparkforce Shuffle Begins. JETT, NOVA, and AXEL lead the
audience through the Sparkforce Shuffle.

RIGS (CONT'D)

Whoa! You've got some serious moves. Go ahead and take your seats. Let's see if that did the trick!

JETT carefully tests the lock as NOVA and AXEL gather around, watching in anticipation.

JETT

Way to go, team! We've got clue number two!

JETT lifts out Clue 2. JETT begins to read aloud.

JETT (CONT'D)

Your final clue is back on land, so leave behind the ocean sand. To keep your Christmas search alive, head for the shore-and take a drive!

RIGS scans. Coordinates appear.

AXEL

Phewww! Good. I have had enough of the jellyfish.

NOVA

Volt Bolts.

AXEL

Same thing.

JETT holds up the clue.

JETT

Two down, one to go.

RIGS

You're getting closer.

JETT

Let's get back to shore.

AXEL runs.

AXEL

Last one there has to drive.

NOVA

That's not how submarines work.

JETT and NOVA turn to the crowd and shake their heads.

MISSION 3 – ROADBLOCK RUCKUS (VIDEO)

The Agents have made their way back to shore.

AXEL
Welcome back to dry land. I've
entered the final coordinates from
Clue #2 into the GPS.

JETT
How far away are we?

RIGS checks the route.

RIGS
Not far. But we'll need
transportation.

AXEL immediately perks up.

AXEL
Now you're speaking my language.

RIGS
Then let's get you some new wheels!

Cuts to action shots of the Spark Cruiser – a real Mini Cooper – and the Dirt Dasher – Axel's dirt bike.

RIGS (CONT'D)
Agents, meet the Spark Cruiser and
the Dirt Dasher!

AXEL sees the dirt bike.

AXEL
I call the Dirt Dasher!

NOVA
Shocking.

AXEL
What? It called me first.

JETT and NOVA head toward the SPARK CRUISER. AXEL mounts the DIRT DASHER.

RIGS
GPS is set. Follow the route and
it'll take you straight to the
final coordinates.

JETT
Then let's move.

Engines start. The LED wall transforms into a moving roadway. JETT drives the Spark Cruiser with NOVA beside him. AXEL follows behind on the Dirt Dasher. The moving LED environment creates the illusion that the Agents are traveling at high speed.

MISSION 3 – ROADBLOCK RUCKUS (LIVE)

The Sparkforce Theme Song begins playing inside the Spark Cruiser. JETT turns it up.

NOVA
You're seriously cranking up the
music at a time like this?

JETT
What?
(obnoxiously excited)
Road trip!

NOVA shrugs and starts jamming along. Behind them, AXEL joins in from his dirt bike. The Agents enjoy the ride.

Then—Something appears in the distance behind AXEL.

AXEL checks behind him. He looks again.

AXEL
Uh...guys, something wanted to join
our dance party!

NOVA
(concerned)
What kind of something?

AXEL
The really-fast-getting-closer
kind!

JETT checks the rearview mirror.

JETT
I see them.

NOVA turns to look.

NOVA
What are those?

RIGS
Scanning...Oh boy! Looks like Glitch
has sent some Speed Scramblers our
way!

Three Speed Scramblers enter the physical stage. Their choreography works with the moving LED environment to create the illusion that they are racing alongside the Spark Cruiser and Dirt Dasher.

AXEL
Of course he did.

A Speed Scrambler cuts across AXEL'S path. AXEL maneuvers around it.

AXEL (CONT'D)
Whoa!

Another Speed Scrambler approaches the Spark Cruiser.

JETT
They're trying to block the road!

RIGS
Exactly. Those Speed Scramblers are trying to stop you from reaching the final coordinates.

The three Speed Scramblers begin surrounding the vehicles.

AXEL
Little help back here!

JETT looks toward the Speed Scramblers. Then toward the audience.

JETT
Agents! We're gonna need your help!

AGENT COMBAT MOVES

JETT addresses the audience.

JETT
Help me to defeat the Speed Scramblers with these three agent moves. Watch me!

JETT demonstrates.

JETT (CONT'D)
First- PUNCH!

JETT demonstrates a standard jab: he punches one fist straight forward, then pulls it back.

JETT (CONT'D)
Your turn!

JETT / AUDIENCE

PUNCH!

JETT

Now- Chop!

JETT holds one hand flat, fingers together, beside his ear. He brings it down and forward in a chopping motion, ending in front of his chest. The audience follows.

JETT / AUDIENCE

CHOP!

JETT

And last one- BLOCK!

JETT makes two fists and raises them in front of his face. Keeping his forearms upright, he brings his elbows together to form a block. The audience follows.

JETT (CONT'D)

You got it!

A Speed Scrambler races toward AXEL.

RIGS

Here comes a Speed Scrambler!
PUNCH!

AXEL performs the move as the audience punches.

The Speed Scrambler spins away.

AXEL

Nice!

Another SPEED SCRAMBLER approaches the Spark Cruiser.

NOVA

Other side!

RIGS

CHOP!

The audience chops. The Agents perform the movement.

The Speed Scrambler spins away through choreography.

Suddenly, another Scrambler sweeps toward them.

RIGS (CONT'D)

BLOCK!

JETT and NOVA BLOCK. AXEL ducks low. The entire audience blocks. The Scrambler passes.

AXEL
That was close!

The same three Speed Scramblers circle back toward the vehicles.

RIGS
Get ready! PUNCH!

Everyone punches.

RIGS (CONT'D)
CHOP!

Everyone chops.

RIGS (CONT'D)
BLOCK!

Everyone blocks. The sequence becomes faster.

JETT
Keep going, Agents!

RIGS
Punch! Chop! Block!

The Speed Scramblers continue weaving around the vehicles.

For a moment, it appears Sparkforce is winning.

Then—three more Speed Scramblers enter, bringing the total to six. All six surround the vehicles.

JETT
There's too many!

NOVA
They're closing us in!

AXEL
And they're not giving up!

JETT thinks. Then—

JETT
Rigs! We need something bigger than punches and chops!

RIGS scans.

RIGS
I've got just the thing. Jett,
check your Agent pack.

JETT reaches into his pack and retrieves a small illuminated disc.

RIGS (CONT'D)
That's a Detour Disc. Attach it to
one of the Speed Scramblers and
it'll redirect their tracking
signal.

JETT
I have an idea!

JETT looks at NOVA.

JETT (CONT'D)
Nova, take the wheel.

NOVA looks at him.

NOVA
(nervously)
Why?

JETT begins moving.

JETT
Because I'm going up there.

He points toward the hood / roof of the Spark Cruiser.

NOVA
Oh brother! Of course you are.

NOVA takes control of the vehicle.

NOVA (CONT'D)
I've got it!

JETT begins climbing out onto the Spark Cruiser.

JETT VS. THE SPEED SCRAMBLERS

JETT climbs onto the hood / roof area of the Spark Cruiser.
NOVA drives. AXEL remains alongside on the Dirt Dasher.

AXEL
(into communicator) Jett! You've
got one coming your way!

A Speed Scrambler approaches. JETT braces.

JETT
I see it! I'm going in with the
Detour Disc!

DETOUR DISC STUNT

A Speed Scrambler approaches. JETT reaches—too far.

The Scrambler escapes.

JETT
Almost! Don't worry, I'll try
again!

Another Scrambler attacks from the side. JETT dodges.

Another approaches straight at him! JETT dives forward,
narrowly avoiding the collision. At the last possible
moment, he attaches the Detour Disc.

SFX: BEEP. BEEP. BEEP.

JETT (CONT'D)
Got it!

RIGS
Detour Disc activated!

The marked Speed Scrambler suddenly changes direction.

The other Speed Scramblers stop. One after another, they
exit the stage.

AXEL
See ya, Scramblers!

The final Speed Scrambler disappears. JETT climbs safely
back into the Spark Cruiser.

RIGS
Excellent work, Sparkforce.

NOVA exhales.

NOVA
Whew. We made it.

AXEL
And we're still on course!

RIGS checks the GPS.

RIGS

You are. As a matter of fact,
you've arrived.

JETT

Then let's go find that last clue.

ARRIVAL AT THE FINAL COORDINATES (VIDEO)

The video takes over. On screen, the vehicles come to a stop. The action remains on video until LASER MAZE (LIVE).

On screen, the roadway transitions into quieter surroundings.

A warm glow begins appearing ahead.

AXEL notices it.

AXEL

Hey! I see something! Are we sure
this is the right place?

NOVA checks the coordinates.

NOVA

This is the place.

JETT looks toward the structure.

JETT

Then the final clue has to be that
way.

The Agents walk toward the final clue.

JETT, NOVA and AXEL approach the entrance. As they step inside, a series of glowing laser beams suddenly activate, stretching across the room in every direction.

AXEL

Whoa. Now THAT is cool!

NOVA

A laser security system? That's
some serious technology!

JETT

Looks like we've got one more
obstacle. Rigs, any ideas?

RIGS

My scanners are detecting a network of motion-sensitive lasers. Touch one, and the security system resets.

AXEL

Sooo... don't touch the lasers. Got it!

AXEL confidently steps forward, then immediately notices a laser inches from his face. He leans backward to avoid it.

JETT

Stay sharp, team. Follow my lead.

JETT leads the way, carefully stepping over the first set of lasers.

VIDEO MONTAGE: Adventurous music plays as the Agents navigate the laser maze, ducking, dodging, and maneuvering through a series of laser obstacles.

LASER MAZE (LIVE)

As the video cuts, the laser maze comes to life onstage. JETT, NOVA, and AXEL resume the action exactly where the video left off, navigating the final stretch of the maze.

AXEL performs a more impressive choreographed move over the obstacle. NOVA looks back at him.

NOVA

You know you could've just stepped over it.

AXEL

Where's the fun in that?

They continue.

JETT

Whoa! Everybody freeze!

The three Agents stop. They study the pattern.

RIGS

Careful. You're almost to the end of the maze, keep up the hard work!

JETT

Down!

The three drop beneath it. They rise.

NOVA
We're almost there!

The choreography builds into its final sequence. The three Agents land together on the other side. The laser maze powers down behind them. The Agents catch their breath.

AXEL
Whew!

NOVA
We finally made it.

JETT looks toward the entrance ahead.

Warm light spills out from inside.

JETT
Come on. I think the clue is this way.

The Agents move toward the entrance.

AXEL
After all that, this better be one incredible gift.

NOVA smiles.

NOVA
There's only one way to find out.

They enter.

THE BIG REVEAL (VIDEO)

The energy changes completely. Warm lighting reveals a simple, modern manger-inspired environment.

Two adults and a baby are quietly in the background, creating a living nativity. They do not speak. They are not yet the focus of the Agents' attention.

JETT, NOVA, and AXEL look around.

NOVA

This is where the coordinates led us?

RIGS

Coordinates confirmed. You're exactly where you're supposed to be.

Suddenly- A sniffle. The Agents freeze confused. Another sniffle.

AXEL

Did you hear that? Is someone crying?

GLITCH appears, sniffing dramatically.

JETT

Glitch?!

GLITCH

Oh, good. An audience. For the WORST CHRISTMAS DISCOVERY OF MY ENTIRE LIFE!

JETT

You found the last clue!

GLITCH

Yes! I followed the clues! I got here first! I even went UNDERWATER! Do you know what that did to my hair?

He tries to smooth his hair, then immediately loses interest.

GLITCH (CONT'D)

Never mind my hair! LOOK AT THIS PLACE!

The Agents look around.

NOVA
What's wrong with it?

GLITCH
What's wrong with- Where's the
giant box? Where's the enormous
bow? Where's my mountain of houses
full of presents?!

He searches behind something much too small to conceal a
present.

GLITCH (CONT'D)
I'd settle for ONE house! A little
one! A shed with a ribbon!

He finds nothing and lets out a wounded whine.

GLITCH (CONT'D)
There's NOTHING!

He points accusingly at the clue.

GLITCH (CONT'D)
And THAT thing is broken!

JETT
What does it say?

GLITCH
Something about good news... a
Savior... and a BABY!

He looks back at the clue, personally offended.

GLITCH (CONT'D)
A baby?! I followed all those clues
for a BABY? I was promised the
greatest Christmas gift ever!

The Agents exchange a look. NOVA'S expression changes.

NOVA
Wait. Did you say... a baby?

JETT walks toward the final physical clue. He picks it up.

Beside it is a BIBLE.

JETT
There's a Bible here.

NOVA and AXEL join him.

NOVA
Maybe that's what the clue is
pointing us to.

JETT opens the Bible. JETT finds the marked passage.

JETT
Luke, chapter two.

JETT reads.

JETT (CONT'D)
"Today in the town of David a
Savior has been born to you; he is
the Messiah, the Lord."

NOVA looks at the clue.

NOVA
Keep reading.

JETT continues.

JETT
"You will find a baby wrapped in
cloths and lying in a manger."

The Agents process what they have heard. AXEL slowly looks
around the room. His eyes land on the manger.

AXEL
Guys...

JETT and NOVA look.

The lighting subtly draws attention toward the living
nativity. For the first time, the Agents really see the
manger.

NOVA looks from the Bible to the baby.

NOVA
A baby... Lying in a manger.

JETT looks down at the Bible.

JETT
That's what the clue was telling us
to find.

GLITCH
That's the gift?!

AXEL looks at JETT.

AXEL
(with genuine curiosity)
But why would a baby be the
greatest Christmas gift ever?

NOVA notices another marked place in the Bible.

NOVA
Wait. There's another verse marked.
She turns to it.

NOVA (CONT'D)
John 3:16.
NOVA reads.

NOVA (CONT'D)
"For God so loved the world that he
gave his one and only Son, that
whoever believes in Him shall not
perish but have eternal life."
She stops. The realization begins to land.

NOVA (CONT'D)
God gave His Son.
AXEL looks toward the baby.

AXEL
Jesus.
JETT looks at the clue. Then the Bible. Then the baby.

JETT
I get it. We really did find the
greatest Christmas gift ever.
He looks toward the manger.

AXEL
But it wasn't a giant box.

NOVA
Or something with a big bow.

JETT
It was Jesus.
JETT looks toward the baby.

JETT (CONT'D)
Jesus is the greatest Christmas
gift.

JETT, NOVA, and AXEL stand together, taking in what they
have discovered. Video ends.

TRANSITION TO PASTOR'S ALTAR CALL (LIVE)

PASTOR enters. No podium is present. A traditional
nativity-style cradle holding a prop baby sits beside him.

FINAL SCENE - THE GREATEST GIFT

Pastor concludes the message and altar call and exits.

VIDEO BEGINS. SANTA appears on screen.

SANTA (VIDEO)
Jingle my belly buttons!
Sparkforce! You did it! The
greatest Christmas gift ever given
has been discovered! And to think I
almost put my money into a
bottomless cookie jar! HO! HO! HO!
I'm so excited I could do a
backflip off my sleigh! Somebody
slap a bow on my beard! Thank you,
Sparkforce!

SANTA'S VIDEO ENDS. JETT, NOVA, and AXEL return to the
stage. The scene transitions to LIVE ACTION as RIGS begins
her welcome.

RIGS (LIVE)
Welcome back, Agents! What an
incredible mission! We traveled
through the sky, explored the
ocean, and followed the clues all
the way to the greatest Christmas
gift ever given.

AXEL
And after all that, it wasn't a
giant gift!

NOVA
Or a mountain of toys.

JETT
It was Jesus. We thought we were
looking for something we could
unwrap. But God gave us something
so much greater.

NOVA
He gave us His Son.

RIGS
That's right, Agents. Christmas gifts are fun, but the greatest gift of Christmas isn't something we find underneath a tree. It's Jesus!

JETT
Hey, Sparkforce! Are you thankful for Jesus?

AUDIENCE RESPONDS.

JETT (CONT'D)
Then let me hear you say— Thank you, Jesus!

JETT / NOVA / AXEL / AUDIENCE
THANK YOU, JESUS!

RIGS
That's what I'm talking about!

Glitch interference appears.

GLITCH
Okay! Okay! I heard you! I have something to say. And nobody make a big deal out of it!

He takes an enormous breath.

GLITCH (CONT'D)
I was...

He struggles with the word.

NOVA
(gently prompting him)
Wrong?

GLITCH
I WAS GETTING THERE!

He folds his arms.

GLITCH (CONT'D)
Fine. I was wrong. I thought the greatest gift had to be huge! Shiny! Something you'd need a forklift to unwrap!

JETT
But God gave us His Son.

Glitch's expression softens.

GLITCH
Yeah. And... Jesus really is a pretty
incredible gift.

A small, sincere beat.

AXEL
(aside to Nova,
astonished)
Did Glitch just agree with us?

GLITCH
ONCE! One time! Don't start making
matching friendship bracelets!

He attempts to recover his villain pose.

GLITCH (CONT'D)
And don't think I'm done causing
trouble! You haven't seen the last
of-

GLITCH GRANNY
Well, ain't that sweeter than peach
pie! My little schnookums is making
friends! Come give your Granny a
big ol' Christmas smooch!

GLITCH
GRAAAANNY! Not in front of my
enemies! I'm trying to make a
dramatic exit!

GLITCH GRANNY
Then blow Granny a dramatic kiss,
sugar plum.

He checks whether the Agents are watching, then reluctantly
blows the smallest possible kiss. Still annoyed and
embarrassed, he mutters:

GLITCH
Merry Christmas, Sparkforce.

JETT, NOVA, AND AXEL
Merry Christmas, Glitch!

Their warm reply makes him visibly squirm. He folds his arms
and looks away.

GLITCH
I SAID MERRY CHRISTMAS! I DIDN'T
SAY WE COULD HAVE A MOMENT!

He frantically fumbles with the camera controls.

GLITCH (CONT'D)
HOW DO I TURN THIS THING OFF?!

The image jolts, breaks into static, and abruptly cuts out.

NOVA
Well, that was unexpected.

AXEL
I think that's the nicest thing
he's ever said to us.

Badge activation sound.

RIGS
Agents... today you followed clues
through the sky, beneath the ocean,
and all the way to the final
mission. You kept searching for
answers, even when things didn't
make sense. You discovered the
greatest Christmas gift of
all—Jesus. You just unlocked the
Truth Tracker Badge!

JETT
Truth Tracker. I like that!

RIGS
A Truth Tracker doesn't just
believe everything they hear or
see. They ask questions, look for
answers, and discover what's really
true. And that's what a great
leader does, too. A great leader
searches for the truth and uses it
to help guide others. John 17:17
reminds us that God's Word is
truth. And today, God's Word helped
us discover the greatest gift ever
given.

JETT
Jesus!

RIGS
Exactly! And Agents out there... You
were Truth Trackers today, too.

JETT

We couldn't have finished this mission without you!

NOVA

You helped us every step of the way!

RIGS

That's why, before you leave today, every Sparkforce Agent is receiving their very own...Truth Tracker Badge! Let your badge remind you that you can be a leader who searches for truth and shares it with others.

RIGS

Outstanding work, Sparkforce! Remember, Agents... You were made to do good! So go out there and spark the world with joy! Merry Christmas!

RIGS

Over and out!

The Glitch Remix music begins. JETT, NOVA, and AXEL lead the curtain call as the finale builds into a full-company celebration. The entire cast performs the planned choreography, bringing the show to an energetic finish. As the song ends, the Agents strike their final poses.