

*Kerit*

Camp Au Sable Presents

# THE STORY KEEPERS

An Interactive Search for the Word of God

Out of the flames of Rome  
there arose a story  
that would change  
the world.

PRODUCED BY DAVID YEAGLEY

# THE STORY KEEPERS

## An Interactive Search for the Word of God

### Camp Au Sable Sabbath Afternoon Event — 1997

June 21, 64 A.D.

A terrible tragedy has befallen us. Rome has burned and the rumors that Christians were to blame are traveling faster than the flames. What began with the joy of an empty tomb is in danger of coming to a swift and brutal end. Nero's rage will not be quenched until every follower of Jesus has been destroyed. One by one those who walked with our Savior have been taken. I am one of the few who still remains in hiding. I fear that the story of Jesus may be forever lost.

You must come to Rome and write! The Good News of salvation must be recorded for future generations. I cannot assure your safety, but I can put you in touch with those who knew our Lord. If you accept the challenge please open the sealed envelope. I've enclosed everything you need to begin your work. May the Holy Spirit guide and direct you. I only hope it's not too late.

John Mark

**Instructions:** You must assemble the story of Jesus by interviewing Christians throughout Rome who knew Christ, then record it on a papyrus scroll for future generations. I have included a map of the city as well as a coded message that will guide you to your first interview. From there you will be told what to do. You will also find a small amount of money that may be needed in an emergency. But beware, traveling in the city is extremely hazardous. As a follower of Jesus, Nero has placed a price on your head. For your protection you will be asked to give the code text before any information is shared. At each stop you will also collect one of a series of seven key words that, in the end, will give you access to my hiding place. Keep your notes hidden at all times. Trust no one but the ones I send you to. Remember, one misstep could be fatal.

#### 1. The Catacombs

**Location:** Program Room

**Characters Needed:** 1 or 2 Christians *Kim Dixon, Christy Fomee*

**Subject:** The Birth of Jesus

**Text:** Matthew 1:18-25

**Clue:** Psalm 130:1 — "Out of the depths I cry to you, O Lord." (or) Psalm 18:2 — "The Lord is my rock, my fortress ... in whom I take refuge."

**Description:** At the door of the Catacomb the campers will meet one of the frightened

Christians guarding the door. The Christian will ask who sent them and request the password. Upon entering the campers find a tattered parchment fragment containing the story of Jesus Birth. The Christians let them copy the information and answer questions regarding the birth of Jesus, then give them their next clue packet.

## 2. The Roman Forum Market

**Location:** Dining hall porch

**Characters Needed:** 3 Merchants

**Subject:** The baptism of Jesus

**Texts:** Matthew 3, Mark 1:1-10, Luke 3, John 1

**Clue:** Look for the one who has these: Song of Solomon 6:11 — "I went down to the grove to see if the pomegranates were in bloom."

**Description:** At the forum the campers will find three merchants selling various wares. They will be able to purchase drinks or refreshments using the money they have been given. They must ask each merchant if he has pomegranates for sale until they find the one who does. This is their sign that the merchant is safe to talk to. If they reveal their true identity to the other two merchants they will be turned into the authorities. The Christian merchant will share his memories of John the Baptist and the baptism of Jesus, then give them the next clue packet.

*Tina D., Susan M., Kristie K.  
need one authority?*

## 3. The Pines of Rome

**Location:** The Nature Center audio visual room

**Characters Needed:** 1 Eyewitness and 1 Doorman

**Subject:** The Miracles of Jesus

**Text:**

**Clue:** Isaiah 40:3 — "The voice of him that cries in the wilderness, Prepare ye the way of the Lord, make straight in the desert a highway for our God."

**Description:** The campers will be met at the door of the nature center by the door man. He will ask for the password and then escort them down the video room. Here they meet a man who saw first-hand a miracle of Jesus. Through the use of video, they will experience the wonder of the moment. The new video production of Matthew will be used. The eyewitness will answer any questions they may have, then give them the next clue packet.

*Hindy B., Kaska S.*

## 4. The House of Eubulus

**Location:** Upper CL

**Characters Needed:** 1 Christian worshiper and Peter

**Subject:** The teaching of Jesus

**Text:** Mark 4:1-20

**Clue:** Psalm 122:1 — "I was glad when they said unto me, 'Let us go the house of the

*Larry and Andrea L.*

Lord" (or) Hebrews 10:25 — "Let us not give up meeting together, as some are in the habit of doing."

**Description:** The campers are met at the door by the worshipper and are let in only after the password is given. Once properly welcomed, the campers join in a house-church service and listen to Peter preach on the parable of the sower. He preaches word for word from a modern translation of the parable. At the close of the service they will receive the next clue packet.

## 5. The Mammertine Prison

**Location:** *Canoel Chalet* *Northant.*

**Characters Needed:** 1 Jailer and Paul

**Subject:** The death of Jesus.

**Texts:** Philippians 1, Phil. 2:5-11, Ephesians 2:1-10, Romans 6:1-14, Galatians 6:14, 1 Cor. 1:18-2:5.

**Clue:** 2 Timothy 4:13 — "When you come bring my coat."

**Description:** The campers will not be allowed into the jail unless they know who they are coming to see. They must tell the jailor that they have come to see Paul. He will ask them if they brought his cloak. Once inside they will meet Paul writing a letter the Philippian church. After getting the password from them, he will tell them of the cross and how it has changed his life. He will speak not only about the facts of the event, but also the significance of the event. (See above texts.) After a brief blessing Paul will send them on their way with the next clue packet.

## 6. Nero's Palace

**Location:** *Forest Ridge - outside*  
*Steven W., Becky V., Islam Mathey (Christian)*

**Characters Needed:** 3 Roman Soldiers

**Subject:** The Resurrection of Jesus

**Texts:** Matthew 27:62 to 28:15

**Clue:** Revelation 18:2 — "Fallen, fallen is Babylon."

**Description:** The campers will first encounter two palace guards who will ask for the password. They will act as if is the wrong password and thus suspect they are Christians. They will grab the group leader and give him a choice: Offer incense to Caesar and go free, or refuse and lose all your documents, be thrown in jail, and eventually be killed. The group leader must stand firm in order to uncover the story of the resurrection and receive the next clue. In jail they will discover that the jailor was on guard at Jesus' tomb and is now a Christian. He tells them of the resurrection, returns documents, gives them the next clue packet, and sets them free. Every group must take a stand for Jesus or they will be unable to write their gospel.

## 7. The Coliseum

**Location:** The Athletic Shed *Tim Hoper* *Andy L.*

**Characters Needed:** 1 Roman Soldier and 1 Christian

**Subject:** The ascension and second-coming of Jesus

**Texts:** Acts 1:1-11, John 14:1-3, 1 Corinthians 15, 1 Thessalonians 4:13-18

**Clue:** 1 Peter 5:8 — "The Devil goes about like a roaring lion, seeking whom he may devour." (or) 2 Timothy 4:7 — "I have fought a good fight, I have finished the race, I have kept the faith."

**Description:** The campers will first meet a Roman soldier who will ask them if they are here to see Lucas. The campers may be uncertain so he will ask for the password. If correct he will tell them that Lucas has been waiting for them and open the door. Inside the holding cell (equipment room) the campers will meet a young Christian waiting to meet his death at the hands of the lions. He will speak of the ascension of Christ, hope of the resurrection, and the confidence he has in the coming of Jesus, then give the next clue packet.

## 8. The Library (John Mark's Hiding Place)

**Location:** The Craft Building

**Characters Needed:** 1 or 2 Christians and John Mark *Jamie Lee, Ben Hogen* *Bill Kasper*

**Subject:** Writing of the Gospel

**Clue:** "Look, I bring Remus and Romulus (to) you."

**Description:** At each of the seven stations the campers will collect one of the seven words in this password. The password serves two functions: 1.) It grants them access to John Mark's hiding place. 2.) It also tells them where to find John Mark (the first letter of each word forms an acrostic which spells "library"). The campers will use a special code sheet given to them at the beginning to help decipher the acrostic. At the door of the Library they will have to say the password before being admitted. Once inside the Library they will meet John Mark and be congratulated on their accomplishment. Then they will receive the materials needed to write their gospel. They will be allowed to write their gospel in the craft building or will be given safe passage to their cabin to do the work there. The Gospels don't have to be lengthy they may use both words and pictures.

## 9. Other False Locations

a. **The Synagogue:** (Cedar Lodge) *Edment* *Lathan DeYoung* The Jewish rabbi, acting as a spy will try to get information out of the groups, then turn them over to the authorities. Two or three of the group members will be imprisoned. The group will have to come back later to bail them out for a sum of money. **Characters Needed:** 1 Rabbi and 2 Jewish authorities.

b. **Circus Maximus:** (Rodeo Arena) *Alan G. Lawrence D.* The group will be forced to participate in a chariot race by pulling a carriage around the arena. **Characters Needed:** 2 Roman trainers.

*Lee, Seth*

- tent frame - Boyd's Village*
- ✓ c. **Camp of the Praetorian Guard:** (location uncertain) The campers will be treated as A.W.O.L. troops and assigned to forced labor (filling a bucket of sand with teaspoons, etc.) by a Roman centurion. **Characters Needed:** 1 Roman Centurion *Shad Wood*
- Skitchalet*
- ✓ d. **Wharf on the Tiber River:** (Waterfront) The campers will be treated as slaves, impressed into a Roman galley ship, and forced to row a set distance. Before being freed. **Characters Needed:** 2 Roman Slave Traders. *Stephanie I, Allison Hentzer*
- Triangle*
- ✓ e. **Three Taverns on the Appian Way:** (Location uncertain) At this spot the campers will be ambushed by a group of highway men who will steal whatever money they can find. Unless their notes are hidden well they could lose these as well. **Characters Needed:** 2 robbers. *Alicia M, Paeton W.* *maybe a shack or shed*

### A Note to the Director:

The Story Keepers is an interactive search for the Word of God. The journey will help them experience what life was like for the New Testament church and, through the writing of their own gospel, help them to personalize the Word of God. The participants will travel by units under the supervision of a counselor. Each unit should select a leader, a scribe, interviewers, treasurer, and guards for the notes (they must keep their notes and clues hidden at all times). The counselor is there to keep the experience on track but should allow the campers to make all the decisions. Each unit completes the journey at their own pace. They should be encouraged to move as quickly as possible, but some units will take longer than the others. The procedure for the activity is as follows.

**1. Opening Line Call:** Here the activity is introduced and each unit is given their first packet containing their instructions, money, map, code key, interview cards, secret envelope, and first clue. The units will not all start at the same station, but will move through the journey in the same order.

**2. The Collection of Information:** After the opening line call, the units will divide, read the instructions and decipher their clue using the code key. Based on the clue and the map they will decide where to go. If they choose the correct location they will gather information and receive their next clue packet. The clue packet contains the clue for the next station and one of the key words for the final password to John Mark's hiding place. If they choose the incorrect station they will either be denied access or fall into one of the traps. They must go back to the original clue and try again until they get it right.

**3. Finding John Mark's Hiding Place:** Once they have completed all seven stations and collected all seven key words they are free to open the secret envelope. This will give them instructions for decoding the acrostic hidden with the password, "Look, I bring Remus and Romulus (to) You. At the Library they will receive the materials needed to write their gospel.

**4. Writing the Gospel:** The writing of the gospel should be a creative experience and personal expression of the experience the unit has shared. There is no right way or wrong way to do it. Some units will use strictly writing, others will use pictures, still others will use a combination of the two. It is important that the units do more than list factual detail. They should be encouraged to include their personal reactions to the story and how it has changed them.

**5. Sharing the Gospel:** At the evening campfire time should be given for units who wish to share a portion of their gospel. The scrolls should be on display for the parents to see when they pick up their children the next day.

# The Story Keepers Interview Cards

Story Keepers Interview Card Station # \_\_\_\_\_

Character's Name \_\_\_\_\_ Subject \_\_\_\_\_

What Happened? (Who? What? Where? When?)

Why did it happen?

How did it change you?

Story Keepers Interview Card Station # \_\_\_\_\_

Character's Name \_\_\_\_\_ Subject \_\_\_\_\_

What Happened? (Who? What? Where? When?)

Why did it happen?

How did it change you?

Story Keepers Interview Card Station # \_\_\_\_\_

Character's Name \_\_\_\_\_ Subject \_\_\_\_\_

What Happened? (Who? What? Where? When?)

Why did it happen?

How did it change you?



explanation of clues  
and order

# The Story Keepers Code

For your safety all clues will be written in code. Use the key below to decipher the clues. Hide this document well! If it should fall into the wrong hands, our entire operation could be put in grave danger.

John Mark

α β χ δ ε φ γ η ι φ κ λ μ ν ο π θ ρ σ τ υ ω ξ ψ ζ  
a b c d e f g h i j k l m n o p q r s t u v w x y z

*This part goes in all packets*

ουτ οφ της δεπτησ ι χρψ το ψου, ο λορδ  
Your key word is: LOOK

*Catacombs #1*

ασκ φορ της ονε ωηο σελλσ τησε: ι ωεντ δωων το της γροωε  
το σεε ιφ μψ πομεγρανατες ωερε ιν βλοομ.  
Your key word is: I

*market place #2*

της ωοιχε οφ ηιμ τηατ χριεσ ιν της ωιλδερνεσσ, πρεπαρε ψε της  
ωαψ οφ της λορδ, μακε στραιγητ ιν της δεστρ α ηιγηωαψ φορ  
ουρ γοδ.  
Your key word is: BRING

*Pines of Rome #3*

ι ωασ γλαδ ωηεν τηεψ σαιδ υντο με, λετ υσ γο το της ηουσε οφ  
της λορδ.  
Your key word is: REMUS

*House of Eubulus #4*

ωηεν ψου χομε, βρινγ μψ χοατ.  
Your key word is: AND

*Prison #5*

φαλλεν, φαλλεν ισ βαβψλον.  
Your key word is: ROMULUS

*Nero's Palace #6*

ι ηαωε φουγητ α γοοδ φιγητ, ι ηαωε φινισηεδ της ραχε, ι ηαωε  
κεπτ της φαιτη.  
Your key word is: YOU

*Coliseum #7*

# Well Done!

You have completed all seven interviews! I thank God that you are still alive and the story of Jesus is safe in your hands! The time has come for you to write your Gospel. To find my hiding place and receive the materials you need to begin your work, place the seven key words you received on your journey in the proper blanks below. For safety, destroy this paper when you are done, but remember the phrase. You will have to recite it to gain entrance to my hiding place. May the grace of Jesus Christ be with you.

John Mark

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

(TO) \_\_\_\_\_



*The Gospel of Jesus Christ*  
*According to* \_\_\_\_\_





**KEEPERS OF THE**  
**FLAME**

March 5, 64 AD

Dear Believers,

A terrible tragedy had befallen us. Rome has burned and the rumors that Christians were to blame are traveling faster than the flames. What began with the joy of an empty tomb is in danger of coming to a swift and brutal end. Nero's rage will not be quenched until every follower of Jesus has been destroyed. One by one those who walked with our Savior have been taken. I am one of the few who still remains in hiding. I fear that the story of Jesus may be forever lost.

You must come to Rome and write! The Good News of salvation must be recorded for future generations. I cannot assure your safety, but I can put you in touch with those who knew our Lord. If you accept the challenge, please review the enclosed material. I have included everything you need to begin your work. May the Holy Spirit guide and direct you. I only hope it's not too late.

In the Hope of Christ,

*John Mark*

**INSTRUCTIONS:** You must assemble the story of Jesus by interviewing Christians throughout Rome who knew Christ, then record it for future generations. I have included a map of the city as well as a code message that will lead you to your first interview. From there you will be told what to do. You will also find a small amount of money that may be needed for supplies or in case of an emergency. But beware, traveling in the city is extremely hazardous. As a follower of Jesus, Nero has placed a price on your head. For your protection, you will be asked to give the code message before any information is shared. At each stop you will be given a new clue message that will lead you to your next destination. In addition you will collect a series of seven key words that, in the end, will give you access to my hiding place. Keep all your notes and money hidden at all times. Trust no one but the ones I send you to. Remember, one misstep could be fatal. It will be helpful to involve each member in your group. Select a group leader, treasurer, scribe, interviewers, and note keepers. God speed you on your journey.



# KEEPERS OF THE FLAME

## INTERVIEW CARD

Location Name: \_\_\_\_\_

Subject's Name: \_\_\_\_\_

Topic: \_\_\_\_\_

1. What happened? (who, what, where, when?)

2. Why did it happen?

3. How did it change you?



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Location Name: \_\_\_\_\_

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