

Chess Pieces

Creative Note: This drama uses the game of chess to illustrate how every element of the Church has an important role. In the Church, as in chess, every piece is essential to completing the end task. Though the pieces may move in different ways, each has the power to play a part in the resulting victory.

Characters:

SAMUEL
THOMAS

Props: Table; two chairs; chessboard; chess pieces

(SAMUEL and THOMAS sit across from each other playing chess. SAMUEL is winning. THOMAS has a look of defeat on his face and very few chess pieces left. SAMUEL makes a move.)

THOMAS: Surprise, surprise! You take another one of my men out.

SAMUEL: How could you not see that I was totally going to take your rook?

THOMAS: I did see it. I was just hoping that you wouldn't. Besides, now I am going to take your pawn. Not like it matters. You're going to win again anyway.

SAMUEL: You give up too easy.

THOMAS: No, I'm just an opponent who doesn't present much of a challenge.

SAMUEL: You would if you had a little more faith in your pieces.

THOMAS: That may very well be the cheesiest thing that has ever come out of your mouth.

SAMUEL: Seriously, you lead your pieces like lambs to a slaughter.

THOMAS: Oh, really?

SAMUEL: I mean, halfway through the game almost all of your pawns were taken out.

THOMAS: They're just pawns.

SAMUEL: They can still be effective.

THOMAS: All they can do is move forward and eat pieces in a diagonal motion. And the chances of anyone landing next to a pawn are slim-to-none. Especially since you're the best thing at chess since Bobby Fisher.

SAMUEL: I'm hardly that. But seriously, why do you just let them go like that?

THOMAS: They're worthless. They're pawns. There's a reason why they are the smallest pieces on the board. It's because they're lame.

SAMUEL: Really? If I recall, in the last game I checkmated you with three of my pawns and my knight.

THOMAS: Yeah, but that's because you're good.

SAMUEL: I'm really not that good.

THOMAS: Well, then it's because you know how to use your pawns.

SAMUEL: Exactly. Even though they are smaller pieces and are limited in their movements, it doesn't mean they aren't effective when it comes down to actually winning the game.

THOMAS: True. But they're not queens. She can move all over the board to take out pieces.

SAMUEL: She can be killed just as easily as a pawn. She's strong and, at the same time, just as weak.

THOMAS: OK, Confucius. But lets say you had a whole mess of queens on the board—then you could really take out some pieces.

SAMUEL: True. But that's not the way it's set up. There's only one queen and one king. There's an abundance of pawns and pairs of other pieces. In the end, it's not what you have but how you *use* what you have *together* to win the game.

THOMAS: You're good. You should be a chess instructor. You're very inspirational.

SAMUEL: Seriously . . .

THOMAS: I'm serious. You're awesome.

SAMUEL: All I'm saying is that you'd probably do better if you realized the potential of your pieces. Sure, some pieces are going to get lost. But your side of the board can't function if every piece you have isn't treated with the same respect as the other pieces.

THOMAS: OK, I can get on board with that. I'll give it a go and see what happens. Whose turn is it?

SAMUEL: I think it's mine.

THOMAS: Make your move, oh wise one.

(SAMUEL makes a move.)

SAMUEL: Checkmate!

THOMAS: Dang it!

(The End)