Tales of the End: A Study of the Book of Revelation

Session 5: Revelation As Story, Part 2

The Symbols of Sound and Sight

- Not only is John's world multi-leveled (above and below) and the experience multifaceted (looking to past, present, and future), but the vision itself is <u>multimedia</u> – both seen and heard.
- > One source of information for the symbolism is the author's own interpretation.
- A second source of symbol interpretation is to look to other literature of the <u>period</u>, especially other apocalypses and prophetic writings.
- White signifies victory (not necessarily purity), black represents suffering (not evil), red stands for strife and war, and pale (a kind of yellowish grey) signals death.
- A symbol does not so much mean something as it does imply, so deciphering symbols is less a rational act than an imaginative <u>act</u>.
- It is sometimes suggested that John wrote in symbols to <u>hide</u> his meaning from the Roman authorities; this is unlikely.
- Symbols communicate on a different level than ordinary <u>speech</u>. Symbols do not simply carry information; they reach out and take hold of us, demand our attention.

The Structure and Plot

- The complexity of Revelation can be seen in the fact that there is no consensus on how we should <u>organize</u> or outline the material in the book.
- One point clearly emerges: <u>how</u> you arrange the material depends on what you are looking for.
- The Apocalypse is a complex story and no one reading will ever imagine <u>all</u> the possible connections between incidents.
- > There are **three** stories happening at the same time within the book.
- Frame of <u>three</u> stories: John tells what happened to him in a vision on Patmos, on a trip into heaven, and what he saw looking into the heavenly Temple (C. 1 & 22).
- > The first story details what **Jesus** would say to the seven communities in Asia
- > The second story shows what is happening around the divine **<u>throne</u>**;
- > The third story recounts how a heavenly **<u>dragon</u>** attacks Jesus and his communities.
- While these three stories are themselves sequences of casually connected action, there is very <u>little</u> connection between the incidents in the separate stories.
- These connections have to do with <u>theme</u> (destiny) and characters rather than with continuous sequential actions.
- Rather than one unfolding event, Revelation presents <u>three</u> interrelated tellings of the story of Jesus.

The Audience and Characters

- > Characters from different worlds: **<u>Earth</u>** and Beyond
- <u>Earth</u> dwellers in the narrative include John, the seven churches, the reader, the hearers,
- > Heaven dwellers include God, Jesus, Spirit, angels of various types, the dead.

Which Characters in Which Story?

- > "Jesus" never appears as a **<u>character</u>** in any of the stories.
- What we actually find in the three movements is <u>three</u> separate sets of characters, which we identify with continuing persons underlying the narrative.

Aliases and Disguises

By choosing to show Jesus, or Satan, or the community of believers as one character or another, the writer highlights one aspect of that character's **identity**.

The Time and Place

- From within the perspective of the story, everything in Revelation happens in <u>one</u> day the Lord's day (1:10). This is what we will call the fictional setting of the first narrative level.
- Beginning with the vision of the heavenly woman (chapter 12), however, both the time and place within the story become very <u>vague</u>.
- > It suffices to be aware of the **<u>difference</u>** between story time and historical time.

Making An Interpretation

- A **poem** should not mean (something other) but be (what it is). I can no more tell you the meaning of the Apocalypse than I can show you the beauty of a painting by talking about it.
- The author of the Apocalypse narrated his vision so that the <u>hearers</u> of the story might share that experience. Hearing the Revelation was an experience meant to transform the listener. Learn to listen.