

TOP 10 QUESTIONS



Considering this incredible tool for your youth ministry? Here's what you'll need to know.

#1. What makes this tool different?

1) It's an interactive, touch screen story designed to create conversation around the impact of life choices. 2) It's a coming-of-age story told from both a teen boy and teen girl's perspective. 3) It's a story about brokenness, and the God who specializes in reclaiming those broken pieces to create something new.

#2. Is this curriculum?

No. This should NOT replace actual Bible study curriculum. What we've created is a fun, activity resource for youth ministries, that contains biblical truths.

#3. Is this a Christian story?

Yes! While the story will deal with mature, real-world situations and conflicts, the content will be delivered in a PG-13 tone without any profanity, explicit sexual content, or gratuitous violence. Our primary goal however, is simply to tell an authentic story about the human experience, and how that experience can connect us back to God through Jesus.

#4. Is it for kids?

Kids, no. Teens, absolutely! We recommend it for youth 13 years or older.

#5. How will it be released?

Each year, a 3-part story for both Ty and Liv will be released over a four month period of time at theway-saga.com. While early access for Part-01 is available now, The saga's official launch is slated for late 2022.

#6. How much does it cost?

Annual guild pricing can be found [here](#), but individual passes start at \$10 per/year and group plans start at \$50 per/year.

#7. What comes with an Annual Guild Pass?

Annual Guild Passes include access to the 3-part story (Ty, Liv, or Both!), story questions & trivia, story voting, live streams with the creative team, and more!

#8. What is a 'Guild', and why is it important?

'Guilds' are how you influence the story. A Guild can be made up of 1 or 1000 members, and can be between friends, or as a 'Guild Event'. The larger your guild's size, however, the more influence you'll have over Ty and Liv's choices throughout the saga because each Guild member's vote equals **10 votes vs 1!**

#9. Can a 'Guild Event' be done remotely?

YES. Zoom 'Breakout' rooms provide a fun way to host an online Guild Event!

#10. Are there Guild Event training resources?

Yes. Upon signup we will provide your team with our training kit to ensure that you and your students have a successful Guild Event!

SCHEDULE A FREE DEMO!