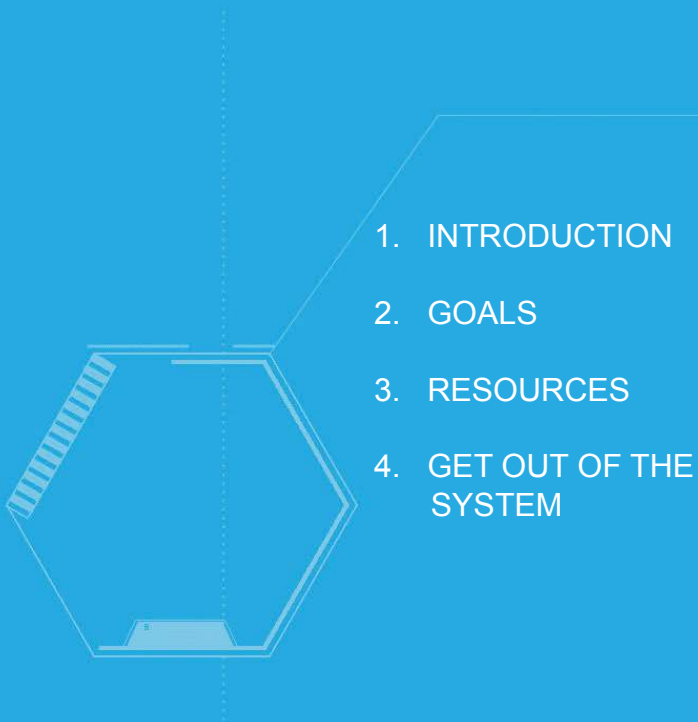




LEADER'S GUIDE
FILE ZERO





1. INTRODUCTION



A COMMUNITY
EXPERIENCE // // // // //
AN OPPORTUNITY TO
OPEN YOUR EYES TO
SPIRITUAL REALITY
A WAY TO
CONNECT THE FILE ZERO
STORY WITH LIFE
A CHALLENGE TO HELP
OTHERS GET OUT OF
THE SYSTEM





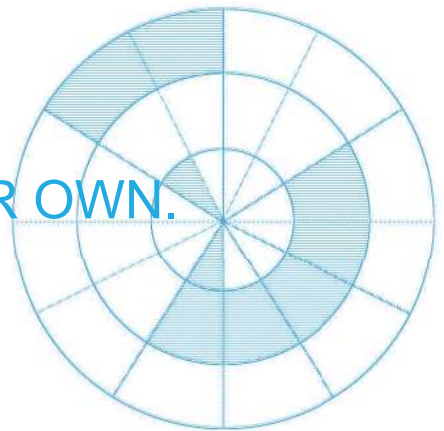
FILE ZERO is an
AGAPE SPAIN production.

It all started several years ago with a dream. We dreamed of a way to share the good news of Jesus with the teenagers of our country and to have a tool that would help break through their barriers and prejudices.

It has been a long road. Many people have collaborated on the project and God has been faithful over and over again.

IF YOU ARE A COORDINATOR,
YOU MUST SEE YOURSELF AS A
SPIRITUAL GUIDE. A TRUE GUIDE
IS SOMEONE WHO IS WILLING
TO LISTEN MORE THAN TO
TALK, WILLING TO ACCOMPANY
OTHERS MORE THAN TO DIRECT
THEM, WILLING TO WAIT- IF IT'S
NECESSARY, AND COLLABORATE
WITH THE GOOD MAN (IE JESUS)
AS HE INTERVENES IN EACH
PERSON'S LIFE...

...INCLUDING YOUR OWN.





2. GOALS



- 2.1. Tell the story of Jesus in a culturally relevant way to a generation that does not know His story.
- 2.2. Provide a tool that kids are proud to share with others.
- 2.3. Give an opportunity to involve friends in a follow-up group.



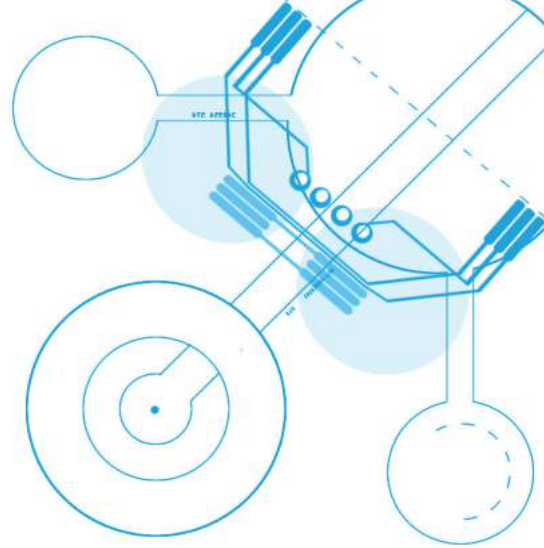
3. RESOURCES



3.1 THE SERIES

In 3021 of the old era, a Dark War occurred that threatened to destroy our planet. Just before this destruction fell, a group of scientists were sent in a giant spacecraft filled with babies, teenagers and a young boy. This boy was entrusted not only with the spacecraft and all aboard, but also with a chip that contained the most important elements of the history of mankind.

This young man returned to Earth one year after its destruction and decided to begin a new era in which only the strong would survive. He also decided to hide the contents of the chip, supposedly for the good of future generations.



Our series starts in the year 23 of this New Era with a group of rebel hackers that are looking for a key file that can bring meaning and purpose back into their existence. This key file, File Zero, corresponds to the first year of the Old Era; the time when Jesus lived and walked among us.





The series has 14 episodes that can be seen openly online. For this strategy we recommend you promote the first 7 episodes through social media and then show the last 7 episodes at a “Get out of the System” meeting. To make this easier we have a special video on the www.filezero.org website where the last 7 episodes are edited together as a single video for you to show at this meeting. The goal of this arrangement is to:

- Add mystery to the series.
- Motivate friends to come to the “Get out of the System” meeting (explained in Section 4 of this guide).
- Enable groups to use this strategy several times.



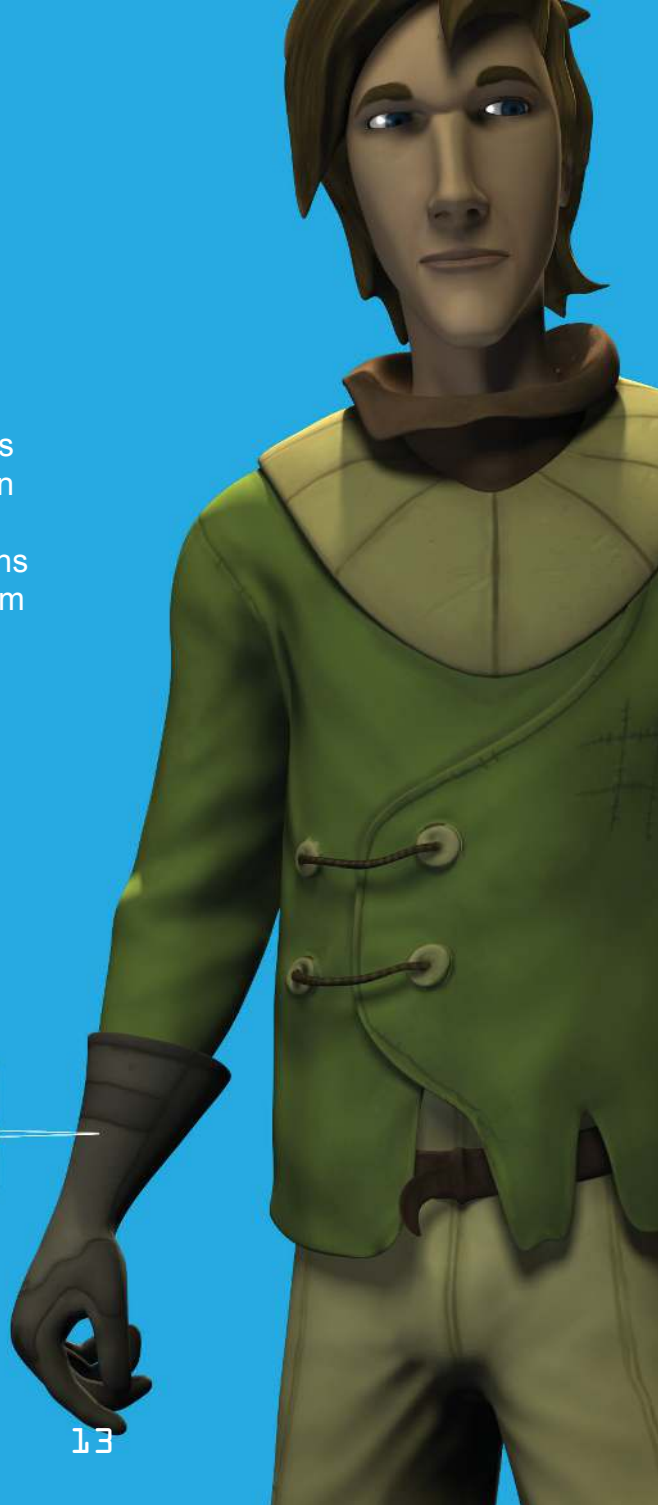
3.2 THE GRAPHIC NOVEL: FILE ZERO, THE STORY OF THE GOOD MASTER*

The File Zero series ends with the release of the key file to the entire population so that the truth is no longer hidden and each person can freely investigate the file for himself. Just as in the story, all participants will now have access to this crucial information.

In this vein we have produced a graphic novel based on the gospel of Luke. It may well be the first Bible ever read by many teens who have never given the person of Jesus a second glance.

3.3 SEEKERS

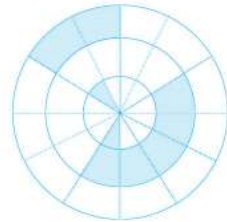
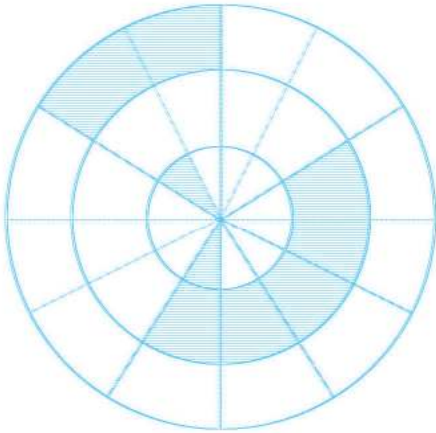
This follow-up material was created to help small groups learn more about the person of Jesus using the story of File Zero. It has five sessions and can be downloaded from the website.





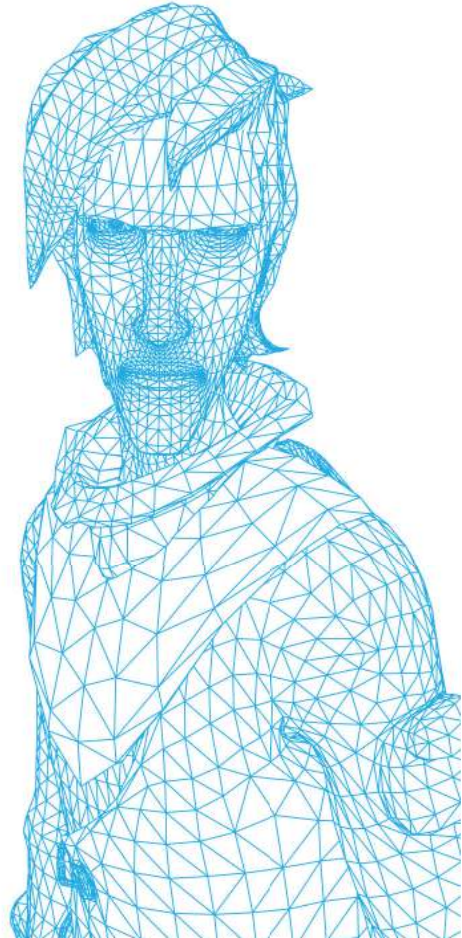
4. GET OUT OF THE SYSTEM

“Get Out of the System” is an opportunity for kids to invite their friends to watch the end of the series together. It also provides an occasion for launching “SEEKERS” groups.



4.1 PROMOTION OF THE MEETING

We have provided 10 images you can use for social media posts. Use your posts to build excitement as you do a countdown to the day of the scheduled “Get Out of the System” meeting party.

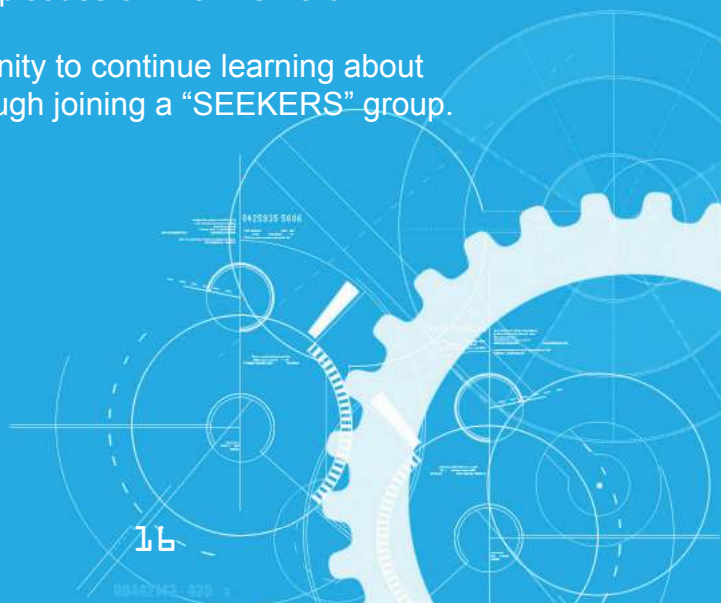




4.2 THE MEETING

4.2.1. GOALS:

- For kids to feel comfortable.
- To watch the final episodes of The File Zero.
- To give the opportunity to continue learning about the Good Man through joining a “SEEKERS” group.



4.2.2. ATMOSPHERE

To make sure everyone feels comfortable, it's important to consider three factors...



1. **Decor:** Pay attention to the details that create a welcoming environment. If possible, provide warm lighting and a variety of “stations” in the meeting space. (e.g. a sofa area, an area with the tables and chairs, a games area, etc).
2. **Music:** Providing background music can help make the environment more comfortable. It's a good idea to choose songs that the students are familiar with.
3. **Informal Activities:** It's important to have something for students to do as they are waiting for the meeting to start: board games, a pool table, ping-pong, etc.



4.2.3. FOOD!

Good snacks will ensure a successful meeting! We guarantee it!

4.2.4. ICEBREAKERS

Starting the meeting with a fun activity will help to set the atmosphere of the meeting and will put everyone at ease. Icebreakers will help build camaraderie among the guests and will contribute to a more relaxed atmosphere. One great example of an icebreaker game is “Massively Multiplayer Thumb Wrestling” from the TED talk by Jane McGonigal (www.ted.com).

4.2.5. WATCH THE FINAL EPISODES TOGETHER

You've created the right atmosphere and the snacks are ready. Now, it's time for the second part of File Zero. It's important to keep two essential things in mind:

1. Make sure everything is ready! By this we mean that you have set up and tested the audio/visual equipment (projector/TV/DVD player/internet connection/audio) ahead of time!
2. Make sure the viewing area is comfortable and practical: enough seats for everyone, a clear view of the screen from each seat, the right room temperature, etc.





4.2.6. CHALLENGE TO TAKE THE NEXT STEP

Once you have finished screening the second half of File Zero, it is time to hand over the code so that they too can download the graphic novel: “File Zero, the story of the Good Master (Jesus).” Challenge them to meet with you again to continue learning more about the Good Master. Invite them to your first “Seekers” meeting. Distribute invitations with information about the time and place as well as a contact number.

4.2.7. WRAP-UP

Finish the meeting with additional unstructured time for playing, eating and chatting. Put on some good music and use this time to get to know the kids better. Make sure to ask them how they will get home. If their parents will be picking them up, take the initiative to meet their parents. Be sure to mention to them that the group will continue to meet for several weeks and that their child is invited.

* The Good Master is also referred to as The Good Man in the File Zero series.

Suppose one of you has a hundred sheep and loses one of them. Doesn't he leave the ninety-nine in the open country and go after the lost sheep until he finds it? And when he finds it, he joyfully puts it on his shoulders and goes home. Then he calls his friends and neighbors together and says,
"Rejoice with me; I have found my lost sheep."
Luke 15:4-6 (NIV)