

The American Council of Christian Churches—

- **Provides** information, encouragement, and assistance to Bible-believing churches, fellowships and individuals;
- **Preserves** our Christian heritage through exposure of, opposition to, and separation from doctrinal impurity and compromise in current religious trends and movements;
- **Protects** churches from religious and political restrictions, subtle or obvious, that would hinder their ministries for God; and
- **Promotes** obedience to the inerrant Word of God.



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VIDEO GAMES



A POSITION STATEMENT
ISSUED IN 2024
BY THE

AMERICAN COUNCIL
OF CHRISTIAN
CHURCHES

EARNESTLY CONTENDING
FOR THE FAITH
WHICH WAS ONCE DELIVERED
UNTO THE SAINTS

JUDE 3

“The heart is deceitful above all things, and desperately wicked: who can know it?” (Jer. 17:9). Out of it “proceed evil thoughts, murders, adulteries, fornications, thefts, false witness, [and] blasphemies” (Matt. 15:19). Such folly is particularly “bound in the heart of a child.” To drive away this foolishness, adults are called to administer “the rod of correction” and to preach Christ in their respective spheres of influence (Prov. 22:15).

Sadly, many coddle foolishness instead. The video game industry especially fosters this by creating addictive virtual worlds, oftentimes filled with occultism, profanity, sensuality, triviality, and lurid violence. Gamers are rewarded for their distractibility, recklessness, greediness, and perversity, and they are encouraged to think of themselves as heroes for conquering fake substitute realities in a short period of time. Addicts thereby cannot endure steady spiritual growth or face-to-face ministry in a local church, “but after their own lusts . . . heap up to themselves teachers, having itching ears. And they . . . turn away their ears from the truth,” and turn instead to the god of fun and frivolity (2 Tim. 4:3-4). Many gamers also neglect the responsibilities of the home, school, and workplace, becoming a “brother to him that is a great waster” (Prov. 18:9).¹

Therefore, the American Council of Christian Churches at its 83rd annual convention, October 22-24, 2024, at Hope Evangelical Methodist Church, Youngstown, PA, resolves to warn about the effects of video games on the heart. We recognize that some games may be lawful to play in moderation, but Christian homes should be careful “not [to] be brought under the power of any” (1 Cor. 6:12) or to place a stumblingblock in front of those who are weak (1 Cor. 8:9). Other games should be avoided altogether (Phil. 4:8; Col. 3:2). Many should ponder Christ’s words: “If thy hand or thy foot offend thee, cut them off, and cast them from thee: it is better for thee to enter into life halt or maimed, rather than having two hands or two feet to be cast into everlasting fire” (Matt. 18:8).

We also urge pastors not to change their message to cater to the lusts of this world, but to faithfully “preach the word; be instant in season, out of season; reprove, rebuke, exhort with all longsuffering and doctrine” (2 Tim. 4:2). Gamers may think that they need entertaining church services (2 Cor. 2:17), but ministers must reverently “preach Christ crucified, . . . [who] unto them that are called . . . is the power of God unto salvation,” but unto “them that perish foolishness” (1 Cor. 1:23-24, Heb. 12:28, Rom. 1:16, 1 Cor. 1:18).

¹ See also Prov. 12:27, 19:24, 21:25, 24:30-34, 26:14, Matt. 25:14-30, Rom. 12:11, Eph. 5:15-16, Heb. 6:12.