



a cru<sup>+</sup> campaign

# Video Game Tournament World Cup Outreach

The World Cup is the most-watched sporting event on the planet, offering a unique "front porch" for the local church to engage its community. While physical soccer is the draw, there is a massive, untapped mission field happening on the digital pitch.

- [Step-by-Step Guide](#)
- Collaborate with [Gaming@Cru.org](mailto:Gaming@Cru.org)

## Why Gaming?

According to Pew Research, **over 90% of teens play video games**. For many students, this isn't just a hobby; it's their primary social language.

Playing games of any kind is also a proven way to build social rapport and trust in a way that can be easy, effective, and enjoyable for everyone.

As pastors, we often worry about the "health" of gaming but the truth is that—good or bad—they are already playing and, if we avoid or condemn their interests, we lose the opportunity to guide them. By hosting a tournament, you aren't just "playing games"—you are practicing **incarnational ministry** and meeting students where they already live to model healthy competition, wise game and life choices, and Christian community.



---

## The Top Pick: Rocket League

Imagine soccer with cars! We recommend **Rocket League** as your primary outreach tool because it is:

- **Safe & Non-Violent:** Rated E for Everyone; parent-approved.
- **Free & Accessible:** Works on PC, PlayStation, Xbox, and Switch.
- **Legitimate:** It's a sanctioned high school and collegiate esports with scholarship opportunities.
- **Easy to Learn:** Anyone can quickly pick it up, making it perfect for a brief "Blitz" format.



**The Strategy:** the digital tournament to get them through the doors, pizza and prizes keep them smiling, and the Gospel to change their lives.

## From the Console to the Cross

Tournaments come with a natural "halftime." After 45 minutes of play, you have a ready audience for a 5-minute Gospel presentation. You can bridge the gap from the Rocket League theme by comparing "Boosts" in the game to our real need for purpose. You can also point out how the game is best with a "Teammate" and how Jesus fills that role in our lives. This event serves as the first step toward youth group, mentorship, and faith.

For a deeper dive on opening spiritual conversations in this context, [click here](#)

---

## Scalability: 10 to 50 Players

- **Small Group (5-15 Players):** Requires 1 console and a TV. High relational depth; feels like a living room hangout.
  - **Cost:** \$0-\$75
    - Hardware: \$0 if borrowed
    - Food & Drink: \$0-\$60
    - Prizes: \$0-\$15 (gift card, stickers, candy)
    - Promotion: \$0 (text)
- **Mass Outreach (50+ Players):** Requires 5-6 stations. High energy; creates a [power-of-moments](#) "stadium" atmosphere in your church hall.
  - **Cost:** \$1,850-\$3,450 (possibly \$2k less if reusing equipment)
    - Hardware: \$1,000-\$2,000
    - Food & Drink: \$300
    - Prizes: \$50-\$150 (Trophy, Gift Cards, Plushies, Stickers, Candy)
    - Promotion: \$500-\$1,000 (Flyers/Social Ads)

For more details, check out our [Step-by-Step Guide](#).

**Don't want to do this alone?** Contact [Gaming@Cru.org](mailto:Gaming@Cru.org) (potential college partnership with volunteers, campus space, equipment, know-how, funds)

## Alternative Games at a Glance

While Rocket League is an excellent all-around option, some circumstances would bring other options to the top. Other choices include: [EA FC](#), [Mario Strikers](#), [AirConsole](#), and [Soccer Battle](#). See [here](#) for a breakdown of pros and cons for each.

For more advice, contact [Gaming@Cru.org](mailto:Gaming@Cru.org)

