The Hunger Games: A Hunger, a Game, or a Calculated Viewing Option for Christians?

Have you seen the film *The Hunger Games (HG)*? Read the trilogy? What is your view of its legitimacy as entertainment fare? Its literary value or concerns regarding its brutal theme? As the movie with the third–best cinematic opening weekend in history and a universal buzz to match, this surprising piece of popular culture demands a response. I want to discuss two somewhat opposed responses Christians may take. I believe you can make a case for either one. What matters is *why* you choose and what to do with the story.

The film has been called *American Idol* meets *Lord of the Flies* for its unholy melding of pseudo–gladiatorial games with live reality TV–complete with elimination, only this type of competitive elimination is indeed Roman–styled: it's permanent. What's more, these are not hardened, adult warriors battling it out. Young teenage "tributes" from each district fight to the death within a mountainous domed "arena" while a viewing public ogles. Producers create real–time obstacles using godlike technology to up the ante and provide deadly tension. The whole thing is designed as a reminder of the rebellion that preceded the oppressive, dystopian government's stranglehold on its citizen subjects. Yet, the film (and reportedly the books) contains inherent appeal to some moral high ground and redemption. Are there compelling reasons for Christians to seek common ground with movie–goers who share faith as well as those who don't?

I think so, but first, some cautions, observations about audiences and points that require discernment.

A Brief Case for Critique and Avoidance

Kid–on–kid violence is just plain evil:

My initial concerns about the *HG* film centered on two things: its barbarous plot line of child–on–child executions together with its allure to children younger than the intended teen audience. I asked a group of high school seniors in a worldview–based Christian school discussion if they could, for the moment, suspend defense of their film viewing rights and agree that there was something deeply disturbing *in and of itself* about that theme: kids killing kids. They showed a dogged commitment to preserve the story along with their right to view it (methinks they protest too much); however , they admitted a bit grudgingly that something averse to human dignity and the *Imago Dei* (image of God) is built into the storyline. Eventually, we established together that kids killing kids is absolutely evil.

A too–young audience:

Understandably, the young worldview–trained movie critics quickly went back to their arguments for its permissibility as literature for appropriately mature youth. Which brings up another point: when I took my own 16–year–old kids to see *HG*, taking quite seriously the admonition that "parental guidance" may be needed, I was struck deeply by the average age of viewers. It's a teen film and book series, but most of the kids–who made up a good chunk of the audience–were either pre–teen or younger. This may well be indicative of nationwide audiences. The senior class agreed here too: that kind of negligence is the parents' fault. They seemed bothered by that, wondering how such young kids could even process the "violent thematic material and disturbing images" that assigned it a PG–13 rating. Indeed, Probe Ministries' research through The Barna Group shows that, though born–again parents still hold by far the biggest sway on their child's views, most (at least those surveyed up to 40 years old) don't do

well either possessing or passing on a cohesive *biblical* worldview of their own. And that doesn't even speak of unbelieving parents who might show up for some engaging entertainment unaware of the (further) desensitization, dehumanization and modeling this film risks.

Violent mimicry:

A recent, very poignant, *Twitter* post (tweet) belies the notion that such violence doesn't really have an effect on young movie–goers. It said something like: "Overhearing two 12–year–olds arguing about how they'd have killed Foxface [a *HG* character] better." The relationship of real–life violence correlated with viewing violence among children is well–documented, but is easily dismissed in the case of "my kids." When a Christian school classmate of my daughter said she wished that the violence in *Hunger Games* had been less muted by camera jiggles and off–screen implications, the connection to her love of horror films wasn't lost on us. The question we need to help young people constantly ask is, "Am I willing to be so in tune with the Lord and His desire for my holiness that I am willing to give up my popular media and entertainment at any given time?" If killing people is cool, something is wrong.

Are we jaded, voyeuristic hypocrites?

One of *Hunger Games* author Suzanne Collins' stated intentions in writing the books was reportedly to forcefully critique so–called reality TV. She derides "the voyeuristic thrill–watching people being humiliated, or brought to tears, or suffering physically–which I find very disturbing. There's also the potential for desensitizing the audience, so that when they see real tragedy playing out on, say, the news, it doesn't have the impact it should.{1} As I left the theater, I wondered, "Are we just one abstraction away from the curious and jaded crowds who drank in the macabre theater of the hunger games spectacle? After all, we're watching them

watching the killings for sport. No, I didn't watch in order to cheer on the "careers," the professionally trained assassins who hunted fellow teens in a pack. Nor do I condone any such thing. But I did buy a ticket for a movie, knowing the objectionable device by which Collins made her point. A *World* magazine review by Emily Whitten says it well: "…For all the beauty and moral high ground this story contains, it's just as true that the world Collins has created is terribly evil… For some viewers at least—especially younger or more impressionable teens—*The Hunger Games* may produce the same deadening effect on the conscience that Collins seeks to warn us against."{2}

"Am I my brother's keeper?" Yes:

Then there's what I call "the stumble factor." When a moral decision is under consideration——like whether to watch *The Hunger Games* or pass on it (or, perhaps to watch it privately)——we need to take into account the law of liberty that the Apostle Paul set forth in I Corinthians 8: 4-13. The essence of this ethic for the Christian believer is to consider the relative strength of an onlooker's faith when engaging in something you feel free before God to do and, to default to that course of action which avoids making the weaker brother or sister violate their conscience. This is the well-known passage in which Paul deals with the disputable matter of meat offered to idols in a day of rampant paganism. To some weaker-minded Christian believers, imbibing such remnants of idolatry was unthinkable. However, to those who knew that idols are powerless and that all things are sanctified if one's conscience is not being violated, eating temple-sold meat was perfectly fine.

The bottom line of the above and a similar passage, Romans 14: 13-23, seems to be: live according to your own convictions without putting them legalistically onto others, but defer to others' convictions if you sense they have a weakness of conscience or simply a different conviction on a matter not

explicitly dealt with by Scripture. As Titus 1:15 states, "To the pure, all things [like the meat from pagan worship rituals] are pure; but to those who are defiled and unbelieving, nothing is pure, but both their mind and their conscience are defiled." We need to care about those who don't yet believe, those believers who aren't free to act as we do or aren't for some reason able to expose themselves to things related to evil in any way without being compromised by it. Deference is godliness in this case.

A Brief Case for Engagement

The conversation with the Christian school seniors was instructive for everyone, including me. My original misgivings about *The Hunger Games*, written in an email to their administration, had been passed on to them. That memo referenced points of agreement with a very negative film review at an ultra–conservative Web site.{3} So, I knew going into the class discussion that I represented to at least some the legalistic, nay–saying, conservative older guy from that worldview ministry. The instructor had cleverly challenged the class with an extra credit assignment to write about the film and many students had passionately jumped at the opportunity. Now, these thinking kids were ready to stretch their rhetorical wings–or watch their classmates argue, at least.

Engagement does just that–it engages:

First, I polled the class. How many have seen *Hunger Games*?" All but four of the students' hands shot up. "How many haven't had a chance to, but intend to watch it?" Three of the remaining four hands went up. "How many of you stayed up late to catch the midnight premier?" A majority. "Did you enjoy it?" Lots of heads bobbing up and down."Okay, it seems we have a consensus. Next, I put a little syllogism on the board. It went something like this:

Premise #1: Romans 12:9b says, "…Abhor what is evil, cling to

> *what is good." (Phil. 4:8, Psalm 101:3, 2 Cor. 8:21, etc.).*
> *Premise #2: We've established that a central theme of The Hunger Games is evil (kids killing kids).*
> *Conclusion: Therefore, it is wrong or very unwise for a believer to attend the film or read the books.*

As you might expect, the reaction was immediate and, though subdued, passionate. "That misses the point!" "Not necessarily!" So we broke down the argument and concluded that the main point of contention was premise #2: that violence against children is absolutely wrong to do. The issue here, they insisted, was the *portrayal* of violence, not the doing or condoning of it. Sharp young minds caught this crucial distinction, best illustrated by the fact that….

…Even God does it:

As a device, we agreed that violence and even worse elements are sometimes used by God Himself in Scripture. I mean, one would have to slice out entire passages like the story of Lot's daughters or the mass murders of Abimalech to avoid representation of rank evil in order to decry that evil. Thus, it's not necessarily morally wrong to depict even heinous evil for a moral purpose. Let your conscience be your guide (but be sure to develop a biblically tutored conscience): The students and I discussed similar themes in great literature from time immemorial. The ethic of a greater good coming from portrayals of evil in order to call it evil and contrast it with what is good came up. Together, we landed on a more nuanced, workable position. That's when I let my hair down about being a little subversive in my approach. Pointing to the internally logical but flawed argument on the board, I said, "Guys, this is what's wrong with so much in the Church today (and, I may add, why so many walk away from it)——*if* it's foisted on us without recognition of its subjectivity in application (remember the law of liberty of conscience in Romans 14?) and the need to reach our own conclusions outside

of legalism's tyranny." The room relaxed palpably.

Wrestling with the implications is necessary:

This is huge! Youth and emerging adults in churches and Christian schools and the homes of believing parents report a near–universal feeling of never measuring up, and of an us–vs–them, separatist ethos among older Christians regarding culture. As a colleague said dolefully, "Heaven forbid that we would actually teach them to navigate the culture through using a biblical worldview!" But parents and spiritual shepherds can't pass on what they don't have. Given the stress caused by social detachment and holing–up against the culture with its attendant fear–based Christian lifestyle so prevalent today, no wonder youths feel rebellious–such disengaged cloistering *should* be rebelled against. As their teachers do daily, I was attempting to model a reasoned, biblically centered discussion of disputable matters of conscience while calling mature students to a higher ethic focused on holiness, eternal perspective and loving one another––unmarred by life–robbing, one–conviction–fits–all legalism. If we cannot see the difference between primary theological doctrines and disputable social and cultural outworkings like which movie to watch, the fault lies within.

Seeking redeeming elements in secular art:

I believe all art, including film and literature like *The Hunger Games*, that resonates so resoundingly with its audience does so primarily by tapping into something redemptive–after all, the audience members are human, made in God's image, and thus long for the way the world was meant to be. This deep–seated connection to the hearts of people with the redemptive themes of books and movies and other forms of art is short–circuited by whitewashed, disingenuous portrayals of reality often found in "Christian" art. One Christian blogger reviewing *The Hunger Games* stated unequivocally that it "does a better job of depicting Biblical truth than much that passes

for ‘Christian’ literature or film. It is not a shiny, neat, tidy story. It is full of violence, treachery, pride, oppression, greed, indifference, tyranny, and the misuse of power. It kind of looks like parts of the Bible that way.” *The Hunger Games* avoids the unrealistic, passionless, half–hour TV show resolutions nearly universal in popular level Christian fare. “Basically, it [*HG*] is a picture of a world without any good news, without any gospel. It is exactly the world that we would be living in, and that some do live in, if Jesus had not come.”{4} Contrasting the realistic depiction of a fallen world and mankind with the gospel of hope, creative works like *The Hunger Games* can be used constructively.

I offered the class several redemptive elements I saw in the film’s heroine Katniss Everdeen (again, I’ve not read the books). The most glaring depiction is as a Christ–figure, when she offers herself up in place of her young sister, who was randomly chosen as the district’s tribute, presumably a death sentence for her. In fact, Katniss’s character bears an uncanny resemblance to the ideals Romans 12:14–21, at least in a one–dimensional way (warning, this section contains movie spoilers):

> *“Bless those who persecute you. Bless and do not curse them.” Katniss’s reaction to the game, the professional “tributes” and to the arbitrariness of “fate” foisted on her by the show’s producers didn’t include literal blessing, but her dignity and restraint were apparent.*
>
> *“Rejoice with those who rejoice, weep with those who weep.” Katniss seemed to be a beacon of heartfelt servanthood in the raising of her sister and caretaking of her mother, excruciating as it was. In a very moving scene, Katniss sings a lullaby as Rue, her adopted little sister of sorts, dies in her arms from a game–inflicted injury. Katniss wept bitterly for her loss, a humanizing scene in an otherwise nihilistic story. She nursed a girlhood acquaintance and fellow tribute back to health from serious injury. Katniss entered into the*

lives of others in a vital way.

“Do not be haughty but associate with the lowly. Never be conceited.”– Katniss displays a disarming unselfconscious manner. She was told she was good with a bow and arrow by her love interest back home and those on her team during the games–but she didn’t come off as cocky. She originated from the poor coal–mining district but that didn’t seem to denigrate her as a person in her own mind. She only wondered at the excesses and snootiness of the Capital residents rather than resent them, and she chose to buddy up to the weakest of the contestants.

“If possible, so far as it depends on you, live peaceably with all.” All the other tributes came up out of their elevator tubes onto the playing field swinging swords and throwing knives. Katniss ran away perhaps for survival’s sake, but she did seem to act in defiance of the Darwinian kill–or–be–killed ethic. In this, too, she was only one of a few.

“…Never avenge yourselves…on the contrary, if your enemy is hungry, feed him….” Katniss didn’t set herself up to avenge her persecutors but rather to get in their way by blowing up the food and equipment; she didn’t fire on them from a superior position high in the trees. Rue, a cute little girl who helped turn deadly wasps into weapons against ambushing careers was technically her enemy–one who might’ve been luring her in for the kill. In the spirit of the hunger games, Katniss would have been wise to execute her just in case. But she ended up feeding her and making an alliance that went beyond the pragmatic.

“Do not be overcome with evil, but overcome evil with good.” What did the dignified treatment of Rue’s remains say about Katniss’s character? The film’s moral climax was embodied in a hand sign of respect toward the cameras following the death of Rue. This universally understood ode to the dignity of the

> *dead caused a brief but unsuccessful rebellion among viewers. Katniss had risen above the crass cheapness assigned to human lives, overcoming evil with truth and goodness. What does that say about human nature?*
>
> *Again, redemptive themes like this work because we all share deep knowledge of the incalculable value of a human life. What a wonderful jumping–off place for witnessing of the One who assigns and eternally redeems that value.*

The Hunger Games is a force of popular culture that raises critical questions in a risky way. I firmly believe that it's not a simple issue of right or wrong whether to view or read this powerful story. Believers need to decide discerningly, in good conscience and with a view toward their decision's affect on their own mind and hearts as well as others whether to pursue it for entertainment or cultural engagement.

Endnotes

1. "Conscience Killer?" *World*, April 7, 2012, Emily Whitten. http://www.worldmag.com/articles/19312.
2. Ibid.
3. "How Hungry is America for The Hunger Games," David Outten with Tom Snyder, posted March 22, 2012, MovieGuide.com. http://bit.ly/I6ey52.
4. How "The Hunger Games" Reflects Biblical Truth, posted March 31, 2012, www.DownshoreDrift.com. http://bit.ly/I1Y0xl.

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See Also:

Redeeming *The Hunger Games*

The Games We Play

Game-playing and competition can and should be seen as a healthy part of a life that seeks to glorify God in all things.

Games and a Christian Worldview

Ten seconds are left in the game. The Wolves lead by two points. The Bobcats cross midcourt, knowing they must score or they will miss the playoffs. Smith stumbles! Jones grabs the ball and races toward the Wolves' basket for a lay-up. Smith tackles him like a linebacker! Both of them slide across the floor and run into the wall behind the basket. It looks as if Jones may be injured! Players from both teams are shouting at each other. The referee has thrown Smith out of the game!

Does this sound like something you may have seen during a high school, college, or professional basketball game? Or perhaps you have read about a similar incident. Actually, such an event took place in my experience. (The names have been changed to protect the guilty.) I was playing for my church team in a church league. I was the one who was tackled.

Does such an incident represent a Christian worldview of games? Surely most of us would answer with an emphatic, "No!" Unfortunately, though, too many Christians approach games with attitudes that appear to leave their Christian convictions out of the picture. Too many of us can tell stories involving Christians and games that don't align with a Christian worldview. Many times I was the one who allowed athletic intensity to overcome moral conviction in the midst of competition, and I have seen many friends do the same. Why? What is it about games that can encourage some of our more

ungodly characteristics?

On the other hand, can sports bring out some of our more godly characteristics? Can God be glorified through games? There have been times in my life when the exhilaration and concentration that can accompany games have included thankfulness to God. He gives me joy when I express my thankfulness to Him as I hit or throw a baseball, catch a football, shoot a basketball, volley a tennis ball, or hit a golf ball.

Arthur Holmes has written that "play is all-pervasive. It does not lie just on the fringes of life, as if games were spare parts we don't really need in the main business of the day."(1) If true, such a statement indicates the importance of our subject. It is worthy of our attention. Some even believe play is the defining characteristic of humans. "Nietzsche went so far as to reduce all of life and thought to masks in a play, taking nothing seriously except the will to power—in effect, the will to win— that all of life is a biologically driven power play."(2) A Christian, of course, does not agree with this perspective, but the Christian does live in a world that tends to agree with Nietzsche's dictum. The "will to power" definitely is translated into "the will to win" for many. Indeed, the phrase is often elaborated to mean "the will to win at all costs." Vince Lombardi, the coach of the Green Bay Packers during their period of NFL domination, is famous for the statement: "Winning isn't the main thing, it's the only thing." But, can the Christian play, win or lose, and not agree that winning is the only thing? If the answer is, "Yes!," the believer must realize that he has accepted a challenge to be Christ's ambassador even on the field of play.

A Brief History of Games

"That was an Olympian effort!" "Those mountains have an Olympic grandeur." Such expressions indicate some of the ways in which ancient games and their impact are part of our

consciousness. Games were part of all ancient cultures. For some, games were more sedentary than for others, but a sense of play permeates man's history. The Greeks, who first held the Olympic Games and others that were similar, organized these events approximately 3,500 years ago. All of them were dedicated to certain gods and were integrated with religious ceremonies. The competitors were originally amateurs whose only reward was a wreath or garland. Eventually, though, the rigorous training that was required led to their professional status. They received adulation in their cities, as well as substantial prizes and monetary rewards.(3) As we will see, the New Testament contains metaphors relating to these games and competitors.

When the Romans became the dominant world power, they rejected the Greek emphasis on athletic skill because of the public nakedness of the competitors.(4) Such a response is ironic in light of the brutal games that soon came into vogue in the empire. Gladiatorial combat to the death, fights with beasts, even naval battles were staged in the arenas. The circus Maximus in Rome, where important chariot races were held, probably held up to 250,000 people. "By A.D. 354 the games claimed 175 days out of the year."(5) Such popularity is indicative of a significant difference between the Greek and Roman attitudes about games. "The Greeks originally organized their games for the competitors, the Romans for the public. One was primarily competition, the other entertainment."(6) The Roman thirst for barbaric spectacle and entertainment ultimately prompted the outrage of early church leaders. They "denounced the games and similar amusements because of idolatry, immodesty, and brutality. It was, in fact, the opposition of Christianity that brought them to an end."(7) Such a response may prove to be appropriate in our time. But for the moment I propose we simply consider what Scripture contains to guide us in an appraisal of the games played by both Christians and non- Christians.

The Old Testament contains few references to games, even though evidence of them can be found in all areas of the ancient Near East. “Simple and natural amusements and exercises, and trials of wit and wisdom, were more to the Hebrew taste.”(8) The biblical text does mention children’s games, sports such as running, archery, stone-lifting, high leaping, games of chance and skill, story-telling, dancing, the telling of proverbs, and riddles. In addition, wrestling probably was part of Hebrew life.(10)

It is of special interest to note the joyous prophetic picture of Zechariah 8:5: “And the streets of the city will be filled with boys and girls playing in its streets” (NASB). “The promise of the kingdom, as Lewis Smedes observes, is of restored playfulness.” Evidently play and games have a place in God’s plan for His people:

> *Scripture begins with life in a garden and ends with a city at play; so play—art and celebration and fun and games, and a playful spirit—is part of our calling, part of the creation mandate. It is not the play of self-indulgence, nor of shed responsibility, but of gladness and celebration in responsible relationship to God.”(11)*

Games and the New Testament

Can you picture the Apostle Paul as a sportswriter? Imagine him sitting in a stadium pressbox observing the athletes compete. Then imagine him writing his observations and opinions of what transpired. The next morning you purchase a newspaper and turn to the sports section. There you find an account of the previous day’s game under Paul’s byline. Does this sound farfetched, out of character, ludicrous? Actually such a scenario is not far removed from Paul’s knowledge of the games of his day. In several portions of his letters, one can find metaphors relating to athletic preparation and competition. The same is true for the writer of Hebrews. These

New Testament writers evidently were aware of Greek and Roman games and realized they could be used to teach valuable lessons to their readers. Their awareness is evidence that they were enmeshed in the surrounding culture, which was filled with indicators of the importance of games and competition in the ancient world.

These games "were so well known in Palestine and throughout the Roman Empire in the time of Christ and the apostles that they cannot be passed over in silence."(13) Archaeological remains indicate stadiums of various types in many cities including Jerusalem, Jericho, Caesarea, Ephesus, Corinth, Rome, and Tarsus, the city of Paul's early life. "The early Christians, therefore, whether of Jewish or gentile origin, were able to understand, and the latter at any rate to appreciate, references either to the games in general, or to details of their celebration."(14) A brief survey of particular New Testament passages will provide us with a foundation for an analysis of games in contemporary life.

Some of the most intriguing athletic metaphors in all of Paul's writings are found in 1 Corinthians 9:24-27. He uses Greek terminology and images that stem directly from the athletic contests of his day, especially the triennial Isthmian Games held in Corinth. These terms and images include running a race to win, receiving a prize, competition, discipline in preparation for competition, concentration, abiding by the rules, and even boxing. Variations on these themes can be found in Galatians 2:2 and 5:7; Philippians 2:16 and 3:14; 2 Timothy 2:5 and 4:7. In Hebrews 12:1 the author of Hebrews echoes Paul's metaphors by encouraging Christians to "run with endurance the race that is set before us." In verse 2 he even refers to Jesus as the one who set the pace and has already covered the course.

These passages are worthy of many sermons and extensive commentary. Since that is not possible in this short essay, let's consider a few insights from these biblical metaphors

that are most germane to our subject.

First, there is no blanket condemnation of games. The metaphors carry the positive weight of someone who respected athletic endeavors. Second, there is much to learn about the Christian life when we compare it with games. Games can be seen and experienced in ways that correlate with Christian principles such as discipline, concentration, and perseverance. Third, these passages should not be gleaned in an uncritical manner. Surely Paul rejected many aspects of the games, such as the pagan religious emphases. Fourth, the physical body was not rejected as unimportant. Gnosticism, which was a prominent heresy of New Testament times, taught that the body was unimportant or even sinful. In contrast, these verses take the importance of the body for granted. It is God's creation.

Contemporary Views of Games

The Super Bowl. The Final Four. College Bowl Games. The Olympics. The NBA Finals. The World Series. Little League Baseball. The Masters. The World Cup. The list of such sports-related titles could fill several pages of this essay because our culture is saturated with games. This infatuation takes a great deal of our time, attention, and money. An objective observer, in my opinion, would conclude that humans are obsessed with games. Current predictions and opinions of this infatuation vary from the skeptical to the optimistic. Alvin Toffler, writing in 1970, predicted that, "Leisure-time pursuits will become an increasingly important basis for differences between people, as the society shifts from a work orientation toward greater involvement in leisure. We shall advance into an era of breathtaking fun specialism."(15) Kareem Abdul-Jabbar, the great basketball player of the recent past, stated, "Modern sports is getting to be like professional wrestling; something is going awry."(16) According to Robert Higgs, author of *God in the Stadium*,

“Professional sports is getting warped, and they carry a somber message to society in our contemporary times.”(17) He continued along this theme by suggesting that “the idea of play and fun and enjoyment of the natural gifts of games is being warped by this incredible drive for money.”(18) In comparing the games with a prize, such as the Super Bowl, Higgs concluded:”The more emphasis you put on the cultural prize, the bigger you make those prizes, the less regard and appreciation of the gift of the game itself, it seems to me.” (19)

Do any of these opinions concur with your estimation of games? Are you one of the skeptics? If so, that probably is a sign that you have at least begun to ask if games are occupying the proper place in your life, your family’s life, and the life of the culture at large. Before we become too cynical, though, let’s consider more optimistic analyses.

In his book, *The Culture of Narcissism*, Christopher Lasch draws a fascinating parallel between sports and our need for traditions and order. He believes that an intelligent sports spectator is one of the keys to a retention of the positive nature of games. He writes: “One of the virtues of contemporary sports lies in their resistance to the erosion of standards and their capacity to appeal to a knowledgeable audience.”(20) Michael Novak, who has written a thought-provoking book entitled *The Joy of Sports*, juxtaposes European and American traditions around the place of sports in America’s history. He believes that the “streets of America, unlike the streets of Europe, do not involve us in stories and anecdotes rich with a thousand years of human struggle. Sports are our chief civilizing agent. Sports are our most universal art form. Sports tutor us in the basic lived experiences of the humanist tradition.”(21) Novak continues his praise with a statement that echoes the Apostle Paul: “Play provides the fundamental metaphors and the paradigmatic experiences for understanding the other elements of life.”(22) Is there a

“happy medium” between the skeptical and optimistic views of games? Or should we bring the two views together in order to find a wise perspective? Perhaps a coupling of the two views provides creative positive tension that enables us to better evaluate the place of games in the Christian life.

Christians in a Competitive World

> *“I believe that God made me for a purpose. For China. But He also made me fast. And when I run, I feel His pleasure. To give it up would be to hold Him in contempt. . . . To win is to honor Him.”(23)*

These poignant phrases are from *Chariots of Fire*, one of the truly great films. They were spoken by the actor who portrayed Eric Liddell, a great athlete and a great Christian. He is talking with his sister, who is pleading with him to fulfill his commitment to their mission in China. He was to fulfill that commitment, but first he considered it his duty to run in the 1924 Paris Olympics for the glory of God. When I first saw the film I wept with joy and gratitude because of the film’s portrayal of a man who understood and appreciated God’s gift to him. In my estimation the film, and this scene in particular, contains a clear and eloquent statement of a Christian worldview as it applies to games, play, sports, or athletics. With Eric Liddell’s words in mind, we will offer principles that can help us establish a foundation for a Christian’s involvement in games. First, “play is best seen as an attitude, a state of mind rather than as a distinguishable set of activities.”(24) One doesn’t have to be involved in play to play; work can include an attitude of play as well.

Second, “play is not the key to being human, but being human is the key to play.”(25) And being human includes a free spirit that is “celebrative and imaginative because of the possibilities God has for us in this world.”(26)

Third, play should instill “an attitude that carries over into all of life, finding joyful expression in whatever we do, productive or not.”(27)

Fourth, play should be seen as an act of worship. “It is the religious meaning of life that gives purpose and meaning to both work and play. A responsible relationship to God includes play.”(28)

Some of you may be saying, “OK, I can think on these things in solitude or in group discussion, but what about principles that will help me when I’m actually involved in games? How should I play?” Application on the field is a challenge for many of us. Even Albert Camus, the existentialist writer, said that sports provided him with his “only lessons in ethics.”(29) Thomas Aquinas “expressed three cautions that we would do well to observe nowadays. First, do not take pleasure in indecent or injurious play.” Think of a sold-out football stadium of people screaming their approval as an opponent lies immobile on the field. Such a reaction surely does not align with a Christian attitude toward games. “Second, do not lose your mental or emotional balance and self-control.” This may be one of the most challenging cautions. When we lose self-control during games, we are damaging what we say outside of games about our relationship with Christ. “Third, do not play in ways ill-fitting either the hour or the person.”(30) When we play and how we honor God in the process speak loudly about the place of games in our lives. So when we hear “Play ball!” or “Let the games begin!” or “Take your mark!,” let us remember, whether as participants or spectators, that God can honor our games, but He requires a playful attitude that honors Him.

Notes

1. Arthur Holmes, *Contours of a worldview* (Grand Rapids, Mich.: Eerdmans, 1983), 226.

2. Ibid.

3. *Encyclopaedia Britannica*, 15th ed., s.v. “Athletic Games and Contests.”

4. Ibid.

5. *Wycliffe Bible Encyclopaedia*, s.v. “Games.”

6. *Encyclopaedia Britannica*.

7. *Wycliffe Bible Encyclopaedia*.

8. *The International Standard Bible Encyclopaedia*, s.v. “Games.”

9. Ibid.

10. *The New Bible Dictionary*, s.v. “Games.”

11. Lewis Smedes, quoted in Holmes, *Contours of a worldview*, 230.

12. Ibid., 231.

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