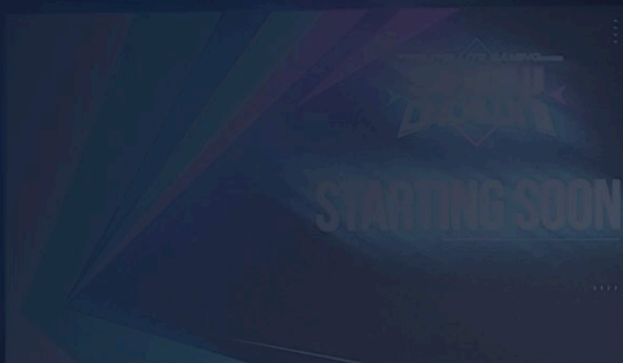




SG Impact Report

Thank you for being on mission with us... The mission of pointing students to Jesus Christ by building relationships through video games...

Local Impact

Local impact means something different this year, as we now have three “Satellites” (locations with an in person SG presence). Across all 3 Satellites, here are some numbers we see worth sharing with our church partners:

3 SATELLITES

CVS Corvallis / Eugene

COS Colorado Springs

S/K Salem / Keizer

50

DUOQ RELATIONSHIPS

One to one mentorship or discipleship relationships depending on the students journey

30

WEEKLY PROGRAMS THAT MEET SEASONALLY

6 ministry (discipleship groups, Bible readings, “The Rift” — SG’s “Youth Group” model)

24 community (public schools, gaming programs, all with the desire of meeting new students who may be “people of peace” according to Luke 10)

16

EVENTS HOSTED

The annual SG Showdown plus fifteen additional events ranging from tournaments to free play, to gospel sharing opportunities

10+

WEEKS OF CAMP ACROSS ALL STAFF

This year, like most, our goal was not to run our own camp, but to supplement and support already existing camps providing camp counselors, directors, deans, and of course, splash in some video games to draw unexpected students to camp.



NT Sports Bible Featuring an SG Student

With Ready Set Go, the American Bible Society, and hundreds of others, we helped create the Sports New Testament — a Scripture edition built for young athletes and gamers. It carries the testimony of an SG student from Salem/Keizer: a local kid whose story is now in print, in other students' hands.



ADEN (LEFT)

ADEN TESTIMONY

During an event this summer, we gave out Bibles to students. This was the first time students held them and flipped through the pages. One particular student was Aden, whose story is shared as a devotional in the NT Sports Bible. I handed him the Bible and said, "Turn to page 'x'." He was smiling, not yet knowing his story was inside, and flipped to the page. He began to read, looked up at me and said, "That's my story".

Although he is quite introverted, it can be hard to calm him down when he is around his friends. This calmed him down. In this somber moment I told him countless students around the globe would have the opportunity to hear his story and be inspired. As a new believer, he has not yet experienced the power of true testimony, and all he could say is "I didn't know what I did was that cool...".

I responded "Aden, look at me brother. You gave your life to Christ and shared that story with the world. There is nothing you can do that is cooler than that."



500+

Leaders trained in video game ministry tools like Waypoints, Gamer of Peace, and After School Programs

40

countries represented

Where SG puts it's global efforts

WHERE WE WENT

Egypt

12 Regional Leaders trained in our Waypoint model and more

Indonesia

40+ leaders trained

South Africa

24 leaders from 21 different countries in one room.

Other global areas where SG has invested in leaders this year: **Philippines**, **Germany**, and throughout **Eurasia** (Eastern Europe and Russia)

21 Go Game Multiply School

DAYS

21 days, 25+ facilitators, 6 students, 3 countries

Multiply School 2027

NOW LOADING...





Ixqui

I first met Ixqui (pronounced Eeshkee) at our McKay after-school program. The relationship started with controllers in our hands and a screen in our faces. Over time, and getting beat by him far too many times to count... conversations started happening away from the screen. Eventually we talked about what really mattered: Jesus.

“There is no way this kid can grow up in a world without knowing the love of Jesus. Someone has to tell him — and it’s going to be me.”

After seven years of walking through life with Ixqui, playing video games, reading Scripture, and sharpening one another, he held his new born nephew and said these words. In that moment, he surrendered his life to Christ. Since the origin of SG we have met many students like Ixqui. There is no cookie-cutter way of reaching them, but we know one thing to be true: there are more Ixquis, and you are helping us find them. Thank you.



WHY WE TELL IT

Every number in this report is a version of this story. Fifty DuoQ pairings, over 500 trained leaders, 40 countries and counting... All of this exists to point the next student to Jesus Christ.

What's Next?

LOCAL PROGRAMS

30 clubs,
day one

Last year we had a total of 30 weekly programs running at different points of the year. This year we are STARTING the year with 30 clubs.

INCREASE GLOBAL TRACTION

11/12 regions with
key leaders

We have divided the globe into **12 regions**:

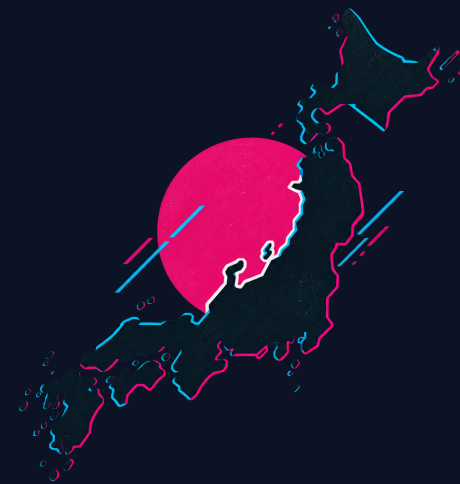
- 6** regions have “multiplying teams”
- 5** have key leaders ready to go
- 1** South Asia in need of a champion

JAPAN

The Hikikomori

2% OF JAPAN

We are going to Japan to convene like-minded leaders who are trying to reach the Hikikomori: hundreds of thousands of young people (2% of Japan) who have withdrawn almost entirely from society, many of them living online. They are the most literally disconnected community we have ever aimed at, and games are one of the few doors still open to them. A group of leaders already reaching this community is gathering and the Lord has called us to play a part.



Pray with us this next season

Three specific prayers.



PRAY WITH US

**Join the
prayer team**



GIVE MONTHLY

**Join the
SG Guild**

01 A growing prayer team

We are going from 17 weekly programs to 30 this school year. We need an army of prayer warriors behind this.

02 “CONNECTED” our three-year strategy

A plan to expand the mission of SG across our city, our nation and the globe. Pray for clarity, for the right people in the right regions, and a pace we can sustain. We don’t want to grow “too fast” or “too slow”, we want to respond to a need, and not hold this model to ourselves.

03 Provision for the matching grant

A \$2,000/month gift has been given as incentive to invite individuals to join the mission of SG by giving monthly. We have been challenged to match this \$2,000 a month. Pray that those partners find us, and that the match is met.