GTA 6: Just a game – or more than that?

E.-A. Bremicker · 2 Corinthians 10:5 · November 23, 2026



2 Corinthians 10:5

> 5 overthrowing reasonings and every high thing that lifts itself up against the knowledge of God, and leading captive every thought into the obedience of the Christ;

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What GTA 6 Has to Do with Our Heart

Many have waited a long time for it. Now it’s finally here: Grand Theft Auto VI, known as GTA 6 for short. Few video games have generated so much attention and enthusiasm in advance, and so many have been eagerly counting down to the release date. Expectations are high. Maybe you’re one of those who have already heard about this game. Maybe you can even understand some of the excitement. But what is really behind it, and how should we as Christians think about it?

First of all, this: We don’t want to throw the baby out with the bathwater. Video games are often bad, but not inherently. It would be too easy to condemn everything connected with gaming across the board. At best, video games can promote skill and strategic thinking and provide an opportunity to do something together with friends. However, we often simply kill time with them. Still, there are a number of games we should take a closer look at. GTA 6 unquestionably belongs among them.

A make-believe world without recognizable boundaries

If you can trust the descriptions, this game takes its users into a huge virtual world. The technical possibilities seem impressive. You can move around freely, drive vehicles, go on adventures, and immerse yourself in a fascinating, elaborately crafted story.

But this world also has an extremely dark side. It’s about crime, brutal violence, and sexual permissiveness. Add to that drug use and rather vulgar language. The main characters themselves are involved in shady and illegal dealings. All of that ought to set off an inner red warning light for us.

Of course, none of this is real. But does that mean it’s “just” a game? No, no one is actually killed when a game character is shot. And no, a virtual crime is not the same as a crime in real life. We should see that clearly. But that still doesn’t answer whether it is good for a Christian to occupy himself with such things.

There really is a difference between what is technically possible and what is spiritually good for us and influences us. And that is exactly what we should think about together.

Harmful or beneficial?

Maybe you’re thinking: “It’s just a game! And I can clearly distinguish between reality and fantasy.” I readily believe you. And I don’t want to claim that everyone who plays a violent video game becomes violent themselves. I’m also not claiming that everyone who watches a virtual sex scene becomes an adulterer. However, we should not underestimate the danger that, by occupying ourselves with such things, we become inwardly accustomed to them, and our sensitivity to evil gradually becomes dulled.

And yes, there are sins of thought. And more than that: What occupies our thoughts today becomes much easier to turn into action tomorrow. That is precisely why the Bible calls us to keep our thoughts under control (read Proverbs 12:5; Isaiah 59:7; 2 Corinthians 10:5).

Isaiah writes: “One who walks righteously … one who stops his ears from hearing about bloodshed and shuts his eyes from looking at evil.” Of course, Isaiah was not thinking back then about video games or modern media. TikTok, YouTube, or Netflix. But the principle he describes is amazingly up to date: A person who lives with God deliberately pays attention to what he allows to come near him. It could hardly be more fitting.

I would like to ask us a question here: Why do we actually enjoy doing or watching things that in real life we would probably even firmly reject?

Put differently: Why does it seem entertaining to virtually hurt or even kill people, to humiliate others, or to move around in a world where moral boundaries hardly play any role? Things we would hopefully strictly reject in real life. I think these are questions worth thinking about.

This isn’t only about GTA 6. These questions arise with other video games, with movies, series, videos, and ultimately with what we spend our free time on. Not everything that fascinates us is good for our spiritual life.

Paul writes in 1 Corinthians 6:12: “All things are permitted for me, but not all things are of benefit.” This is an important guiding motif. Even if something is not expressly forbidden, that still doesn’t mean it helps us spiritually. And Paul adds a second thought: “I will not be mastered by anything.” This too is an important question: Do I still have my leisure activities under control, or have they long since taken control of me?

We should therefore ask less: “Am I allowed to do that as a Christian?” A better question is: “Is that good for me as a Christian? Does it help me move forward?”

What do we let into our heart?

Solomon writes: “Watch over your heart with all diligence, For from it flow the springs of life” (Proverbs 4:23). In the Bible, our heart is not only the seat of our feelings. It is more: the heart is the center of our thoughts, desires, and decisions. What shapes our heart ultimately influences our life.

That is exactly why it is not indifferent what occupies our thoughts. No, not every image we see and not every story we hear immediately makes us into a different person. But everything starts somewhere. What we occupy ourselves with once, twice, and then more and more often will influence our interests, our desires, and our values. That is why the principle applies: resist the beginnings.

In Philippians 4:8, Paul gives us an important standard. We are to think about what is true, honorable, right, pure, lovely, and commendable. Let’s try applying this standard to our leisure time. Not only to video games, but equally to movies, social media, and everything else we watch or “binge.”

Which of these helps us to have good and pure thoughts? And what keeps pulling our thoughts again and again in a completely different direction? I know from my own experience that such questions can be uncomfortable and unpleasant. We may argue that once doesn’t count—which is not true. Perhaps the uncomfortable questions are sometimes the most important ones.

Can you love evil and the Lord Jesus at the same time?

One Bible verse has occupied me in this connection in a particular way. In Psalm 97:10 it says: “Hate evil, you who love the Lord.” Notice how closely two things are connected here: on the one hand, love for the Lord; on the other, aversion to evil. John makes clear that love for the world and love for the Father stand in an irreconcilable contrast (1 John 2:15). By the world, John here does not mean the people whom God loves, but an attitude toward life in which there is no place for God and his will. It isn’t even only about what we do, but about what our love is directed toward.

Back to Psalm 97:10. The psalmist doesn't simply say, “Evil is forbidden, so stay away from it.” He addresses people who love the Lord. Precisely this love is meant to shape their attitude toward evil.

And with that we come to the real core of our topic: If we belong to the Lord Jesus, then we know the One who loves us infinitely. We know the One who gave his life for us. We are not indifferent to Him. He wants only the best for us. Shouldn’t it then be self-evident that we would want to know what pleases Him and then do it?

Paul puts it pointedly: “For you have been bought for a price: therefore glorify God in your body” (1 Corinthians 6:20). The question is therefore: Does GTA 6 contribute to God being glorified (honored) in my life? The answer is obvious. Put differently: “Can I take pleasure in things that I know for sure grieve my Lord?”

It is not about simply answering these questions with a catalog of prohibitions. Much rather, we want to encourage one another to think about it ourselves—honestly, in prayer before the Lord and with an open Bible.

No, the Christian life does not consist primarily in keeping as many rules as possible. It consists in following a Lord whom we love. And love for Him will change our standards.

We don’t have to join in with everything

Maybe we know the feeling of missing out if we’re not part of a certain trend or miss a hype. Others talk enthusiastically about a new game, share experiences, or spend hours doing it together. And we stand there on the side and have no idea about anything. That can be unpleasant—at school, at work, in the neighborhood. No one likes being considered an outsider. And no one likes hearing that they are supposedly too pious or too sensitive.

And yet this still applies: We don’t have to go along with everything just because it’s trendy. Paul writes in Romans 12:2: “And do not be conformed to this world, but be transformed by the renewing of your mind.” Put more simply, you could say: “Don’t let the world shape you.” Christians operate differently and think differently. Not because we consider ourselves better people, but because we have a different standard for our

lives.

This does not mean that we must reject everything that brings joy to people without God. We don’t have to become out of touch with the world. But it does mean learning to distinguish between good and evil and make conscious decisions. Sometimes it really does take courage to say “No.” Even when others smile at it. Moses gives us a good example: He rejected the passing pleasure of sin, even if it had negative consequences for him (cf. Hebrews 11:25).

Whom does our heart beat for?

In closing, I would like to return once more to the opening question. My aim is not to spoil anyone’s enjoyment of their free time. And I also don’t want to make anyone feel guilty just because they like playing computer games.

But I wish for all of us that we keep a sensitive awareness of what is good and what is not, what helps us or harms us. We should never get used to things that God calls sin—not even slowly or just once. We should do everything we can to avoid seeking our joy where our heart could be harmed.

David writes in Psalm 16:11: “In Your presence is fullness of joy.” That is not an out-of-touch statement. David certainly knew what difficulties, temptations, and disappointments mean. But he understood where the deepest and lasting joy is found: in fellowship with God.

Perhaps this is exactly the key to a good way of dealing with computer games and other leisure activities. Not only in leaving certain things out, but in knowing something better. Those who find their joy in the Lord Jesus will increasingly learn to love what He loves—and to reject what does not please Him.

To close, I would like to leave us with one more question —one I have to ask myself just as much: If our Lord asks us why we spend our time on a certain thing, what would we answer Him?

Even if it is “only” a game—what we love and what we take pleasure in is never “only” a side matter.

Source https://thebiblestudy.site/article/gta-6-and-christians/