

The SavePoint Gaming Fund Manifesto

A save point is the place a game keeps what you have gained, so that when the world resets, your progress is not lost. That is the name, and that is the assignment. There is a generation living inside worlds that were built to take from them, and we intend that what they are, and what they could become is not lost there.

We are writing this down in public, on purpose, before the money arrives. A fund that states its convictions after it is funded has stated nothing. So here is what we believe, what we will not do, and what we are asking of you.

What we believe

1. Blessing is for the purpose of blessing.

"I will make of you a great nation. I will bless you and make your name great. You will be a blessing... All the families of the earth will be blessed through you." (Genesis 12:2-3)

The blessing came with the assignment attached, in the same breath, before Abram had moved an inch. It was never a reward for arriving. It was fuel for going. Capital that stops moving is not blessing, it is storage, and storage was never the promise. SavePoint exists to be a river, not a reservoir. If a dollar sits with us longer than it has to, we have failed at the one thing we are for.

2. Time is short. The King is returning. Work while it is day.

"I must work the works of him who sent me, while it is day. The night is coming, when no one can work." (John 9:4)

"Conduct business until I come." (Luke 19:13)

We do not claim to know the day. We claim to know the direction, and the direction changes the math on everything. Urgency is not panic. Panic makes bad decisions fast. Urgency makes good decisions fast, and refuses to spend two years in committee on a thing that could ship in eight weeks. We would rather be early and wrong about timing than correct and late. Late is not a smaller version of on time. Late is a different outcome for a real kid.

3. Therefore everything is deployable.

If the clock is what we say it is, then nothing we hold is exempt. Capital, yes, and also patents, code, relationships, board seats, calendars, reputation, and our own equity. We will not ask you for a sacrifice we have not already made. The founders' own holdings are on the table, and we

will say so publicly with the structures named, so that no one has to wonder whether we believe this.

There is no separate personal pile that this urgency does not reach. Everything for the King.

4. Gaming is the largest gathering of young people in human history, and the church is not there.

Three and a half billion players. The majority of the world's youth. It is arguably the largest unreached people group alive, and it is unreached not because it is closed but because we did not go.

God has a pattern of using infrastructure that was built for something else. Rome laid its roads to move legions and collect taxes. The church used them to carry the gospel to the edge of the known world inside a single generation. These networks were built to extract attention and monetize it. They are the roads. They are already laid, already paved, already carrying the traffic. The question is not whether the road is holy. The question is who is walking it.

Paul wrote letters that took months to arrive and landed in a room of maybe forty people, and we are still reading them two thousand years later. We can reach a hundred million before lunch. If we are holding something like that and mostly using it to talk to each other, that is not caution. It is a stewardship question, and we have not answered it.

5. The tools are indifferent. They magnify whatever we run through them.

A tool has no will of its own and no moral content. That was true of the first one and it will be true of the last one. What technology actually does is remove friction, and once the friction is gone, whatever was already inside a person travels further and faster than it used to. Human nature has not moved a degree. The tools simply magnified it and put it on display.

The same device that lets one predator reach a hundred children lets one ministry reach a hundred thousand, and the device does not care which. That is the whole argument against retreat. Stepping back has never once made this ground safer for anybody. It only settled who would be standing on it.

6. Presence beats commentary.

The church has produced an enormous volume of opinion about games and almost no presence inside them. Opinion is cheap and it changes nothing about the kid at two in the morning. Presence is expensive and it is the entire job.

And when we decide the ground is too dirty to walk on, we have made a decision about our own comfort and given it a spiritual name. We are funding people who go, not people who comment.

7. The ground was taken because it was left empty.

Predators found this generation first. So did despair.

Digital predation is different in kind, not only in degree. A predator in the physical world works one child at a time and has to be present to do it. A predator online works hundreds at once, from a single room, at almost no cost, with very little risk of ever being identified. Sextortion moves from first message to a child's death in under an hour in cases that are now a matter of public record. The platforms where this happens face close to no meaningful consequence, and that is not an oversight or an accident. It is a business decision that gets made and remade every year.

That is not a statistic problem, it is a presence problem, and the absence was ours.

"But if the watchman sees the sword come, and doesn't blow the trumpet, and the people aren't warned, and the sword comes, and takes any person from among them; he is taken away in his iniquity, but his blood I will require at the watchman's hand." (Ezekiel 33:6)

We are watchmen who showed up late. The correct response to that is not shame, it is speed.

8. Every account is a person made in the image of God.

The vocabulary of this industry is built to obscure that. Users, accounts, sessions, daily actives. Whether anyone intended it or not, every one of those words puts distance between the person building and the person being built for, because it is far easier to optimize a number than a human being you would have to look in the eye.

You cannot hold that belief and design something to exploit them at the same time. The two do not coexist, so one of them has to go, and it is not going to be the first one. We fund the builders who kept that distance closed.

9. We name children. We do not aggregate them.

Every child we talk about was a person with a name, a family, and a last ordinary Tuesday. We will tell their stories with their families' consent, we will tell them accurately, and we will never use a child's suffering as a fundraising instrument dressed up as a mission statement. If a story cannot be told in a way the family would be glad of, we do not tell it.

10. Someone has to stay.

A moment becomes a relationship only when somebody comes back. Technology can carry an encounter across the world in a second, and it cannot be the one who stays. Staying is most of the work. It is also the part that does not scale, which is exactly why it needs funding.

People are different enough from one another that any model treating discipleship as a single funnel will fail most of the people who walk into it. So we are not funding things that disciple people. We are funding places where God can, staffed by humans who are still there on the fourth conversation.

11. Excellence is not optional, and it is not decoration.

Nobody plays a bad game because it was made by believers. Nobody stays on a slow platform because it is safe. The single most costly habit in faith-driven building is the assumption that sincerity substitutes for craft. It does not, and a generation has quietly concluded that our things are worse, because for a long time they were.

We fund work that would win with the label removed.

12. Profit is not the opposite of mission.

We will fund for-profit studios and non-profit workers from the same table, on purpose, because the field does not divide the way our tax code does. A company that reaches a hundred million players and returns capital multiplies everything downstream of it. A ministry that stays on the line at three in the morning does something no company can. Both are the work.

The lie underneath this industry is that you have to choose: build a real business or protect the people using it, but not both. It is a failure of imagination that has been enormously profitable for the people making it, and it has to stop. We refuse the false choice, and we are not embarrassed by returns.

13. Being early is a feature, and we will say so out loud.

We will publish our stage honestly rather than pretend to a maturity we have not earned. Overclaiming is the fastest way to lose the exact people we need. You should know precisely what exists, what is in flight, and what is still a conviction with no code behind it.

14. Safety is an architecture decision, not a policy page.

Safety by design means the constraints go in before the first line of code, not after the first lawsuit. Anything retrofitted onto a system built for extraction will not hold, and everyone in this industry knows it.

The technical decisions are the moral decisions. The default setting, the retention policy, the recommendation weight, the age verification you either build properly or quietly do not. By the time a question reaches a trust and safety team, the moral work was done months earlier by an engineer choosing a default while nobody was watching.

These compromises are almost never made by a villain in a room somewhere. They get made by reasonable people optimizing a number, one small concession at a time, until there is no single moment anyone can point to and say that is where it went wrong. So we back builders who drew their lines in advance, while it was still cheap and there was no money on the table, because a conviction you negotiate under pressure was never a conviction.

15. Every minute is a piece of someone's life.

Time in app is not a scoreboard. It is a debt. If we take an hour of a person's finite life, we owe them something genuinely worth an hour of a life, and most of what is built today would not survive that question if anyone bothered to ask it. We ask it. It is the first question we ask a founder.

The accounting happens whether you choose to do it or not. At some point every builder looks back and counts what they took from people, and either can live with that number or cannot. We would rather ask it at the term sheet than at the end.

16. The battleground is identity.

The pressure of this age is to turn human beings into human doings, valued by output, measured by metrics, and hollowed out in the middle. AI will accelerate that pressure enormously in both directions. We are funding the counterforce: places where a young person is known rather than measured, and where they can build from rest instead of building to be worthy.

17. If it feels heavy, we picked up something that was not ours.

"Take my yoke upon you, and learn from me, for I am gentle and humble in heart; and you will find rest for your souls. For my yoke is easy, and my burden is light." (Matthew 11:29-30)

This work sits between a predator and a child and there is no casual way to hold that. But when it starts to feel genuinely heavy, we treat that as a signal that one of us has picked up something that was never ours to carry, rather than a reason to grip tighter and add hours. The response is more time with the Father and considerably less time trying to be the one who saves anybody.

We would rather back a founder who understands this than one running on adrenaline who will be gone in three years. Build from rest.

18. It all goes to the field.

Founding members cover operations so that every donated dollar goes out. We do not want a fee. We want a beachhead.

19. Lead where we lead, follow where we should follow.

We do not need to own the thing. We need the thing to exist. Where a partner is already better at a piece of this than we could be in three years, we route capital and relationships to them and take no credit. The portfolio is deliberately larger than us, and always will be.

20. We show our work.

We will publish where the money went, what it produced, and what did not work. Not a highlight reel. If we are wrong about a bet, you will read it from us first.

21. This fund should one day be unnecessary.

SavePoint is a beachhead, not a destination. The goal is a world where gaming is an ordinary and well-staffed mission field, where safety is table stakes and the church is simply present. On that day we should close, and we will say so now while it costs us something to say it.

Where the money goes

Four categories, all of them gaming-first. These are not four problems nobody is working on. They are the gaming lens on problems the market already funds, which is a far more defensible position and a far larger hole.

Anti-human predation. Preventing child and human exploitation in games and across the digital frontier. Detection, age assurance, intelligence, prosecution support, and the platform-level infrastructure that makes predation expensive instead of free.

The evangelism gap in gaming. The largest opportunity the body of Christ has ever had to reach youth, sitting almost entirely unworked. Presence, discipleship, and real humans who keep showing up after the first conversation ends.

Mental health in digital worlds. Loneliness, isolation, suicide prevention, identity, belonging, and real friendship inside digital spaces. Scaling the moment a hurting kid meets a trained human being.

Builders. High risk and great reward, for-profit studios and frontier technology aimed at all of the above. This is where the returns come from and where the leverage is.

Three doors

Give. Through the SavePoint Gaming Fund, a donor advised fund on the TrustBridge Global network, with a named investment committee. One hundred percent of donations reach the field because founding members cover the operating cost.

Invest. Into the for-profit builders in the portfolio, where returns and reach are the same motion rather than competing ones.

Build. Some of you are not writing the check. You are the check. Operators, engineers, studio founders, child safety experts, streamers, and people who know how to move inside this industry. We need you more than we need most of the money.

"Of the children of Issachar, men who had understanding of the times, to know what Israel ought to do." (1 Chronicles 12:32)

"This Good News of the Kingdom will be preached in the whole world for a testimony to all the nations, and then the end will come." (Matthew 24:14)

The road is already built. The generation is already there. The only open question is whether we go while it is still day.

Come. Stand watch with us.

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