



BEFORE YOU BEGIN

Quick Setup Guide for All PPT Games

Follow these steps to ensure the VBA game engine works correctly every time.

SYSTEM REQUIREMENTS



Windows PC Only

PPT Games are designed exclusively for Windows PCs.



Microsoft PowerPoint Required

PowerPoint 2019
PowerPoint 2021
Microsoft 365 (Desktop)



NOT SUPPORTED

Mac • Chromebook • iPad
Mobile Devices • Google Slides
PowerPoint Online
OpenOffice / LibreOffice

RECOMMENDED DISPLAY SETTINGS



RESOLUTION

1920×1080 (Recommended)

Any resolution
1920 wide or lower

125%

DISPLAY SCALING

125% Recommended

Higher resolutions and unusual scaling settings may cause slower performance or mouse alignment issues.

CONNECT YOUR DISPLAY

1



Connect your TV, projector, or second monitor.

2



Press Windows + P.

3



Select **EXTEND**.



Do not use Duplicate/Mirror Mode.

ENABLE PRESENTER VIEW



Inside PowerPoint:

✓ **Slide Show** →
Use Presenter View

Make sure this option is enabled before starting the game.

PRESENTER VIEW ALLOWS:

- The audience to see only the game board.
- The host to see controls and navigation tools.

START THE GAME

- 1 Open the PowerPoint file.
- 2 Click **Enable Content** if prompted.
- 3 Start the slideshow (F5).
- 4 Move your mouse completely onto the audience screen.
- 5 Locate the black bar at the bottom of the game screen labeled:

CLICK HERE TO BEGIN

- 6 Click the bar once. The game engine is now active.



Do not click the game background. The black input bar must remain selected for keyboard and buzzer inputs to function properly.

BEFORE YOUR EVENT

Take 60 seconds to verify:

- ✓ Display is set to **EXTEND MODE**
- ✓ Resolution is **1920×1080** or lower
- ✓ Display Scaling is **125%**
- ✓ Presenter View is enabled
- ✓ Num Lock is ON
- ✓ The black **"CLICK HERE TO BEGIN"** bar has been activated



NEED HELP?



For complete installation instructions, troubleshooting, macro settings, buzzer setup, and advanced configuration, please refer to the included [README.pdf](#) included with every PPT Games download.

QUICK REMINDERS



Use the numeric keypad (1–5) for player inputs. Ensure Num Lock is ON.



Always click the **"CLICK HERE TO BEGIN"** bar on the audience screen.



Enable macros and ActiveX controls when prompted.



Thank you for using PPT Games by Pastor Robin!
Creating fun, engaging, and meaningful experiences for your ministry.

PPT GAMES BY PASTOR ROBIN
Where live games bring people together.

THINK FAST.
DO THE MATH.

BEAT THE
BUZZER!



OBJECTIVE

Use all 4 numbers on screen **exactly once** with basic math operators [+ - x ÷] to **total 24**.

PLAYERS



2 – 5
PLAYERS

Perfect for head-to-head battles or team showdowns!

DURATION



20 – 60
MINUTES

Adjust timers and target score to fit your time.

DIFFICULTY



MEDIUM
TO HARD

Simple rules, challenging solutions!

RECOMMENDED
AUDIENCE



10+
YEARS OLD

Great for teens, adults, families & math lovers!

WHAT YOU'LL SEE

Each round, 4 numbers appear.
Can you make **24**?



BUZZ IN

Know the answer? Hit your buzzer immediately! The last player(s) to buzz in will choose one buzzed-in player to answer.



SCORING

If correct, everyone who buzzed in wins points. The faster you buzzed, and the fewer buzz-ins from others that round, the more points you get!



INCORRECT

If incorrect, the guesser loses points based on their buzz speed. Everyone who did NOT buzz in gains those exact points!



VICTORY

First to **1000 points** (or your custom target) wins the game!



GET READY!

Quick math. Smart strategy. Fast reflexes.
Who will be the 24 Champion?



24

HOW TO PLAY



Your mission is simple:
Use all 4 numbers on screen **exactly once**
with basic math operators [+ - x ÷] to total **24**.

THE BASICS



1

FOUR NUMBERS APPEAR

Each round shows 4 numbers.
These are your only numbers—use
all 4, once each, to make **24**.



2

USE BASIC MATH OPERATORS

You may use: +, -, x, ÷
Combine the numbers with any order
and any combination of operations.

24

3

MAKE 24

Get your final answer to equal **24**.
You can use parentheses to group
operations in any way you want.



4

BUZZ IN FAST!

Know the answer? Hit your buzzer
immediately! Speed matters.
The last player(s) to buzz in will choose
one buzzed-in player to answer.

5

EXPLAIN YOUR SOLUTION

The chosen player explains how their
expression equals **24**.
Be clear, step-by-step, and confident!



$$(8 \div 4) + (6 \times 3) = 24$$



THINK FAST. PLAN SMART.

Every second counts. Every choice matters.

Be the first to 24!





1 FOUR CARDS APPEAR



Four numbers are revealed.
Your goal: use all 4 numbers exactly once with $+$ $-$ \times \div to make **24**.

★ Look for patterns, pairings, and order!

2 PLAYERS SOLVE MENTALLY



Everyone works out the math in their head as fast as they can. The timer is running!

★ Speed + accuracy = big points!

3 BUZZ IN!



Know the answer?
Hit your buzzer immediately!

The game records your buzz time.
The faster you buzz, the better!

★ Every millisecond can make a difference.

4 TIMER EXPIRES



Time's up!
No more buzz-ins are accepted.
The round is locked in.

★ Everyone who buzzed in moves to the next step.

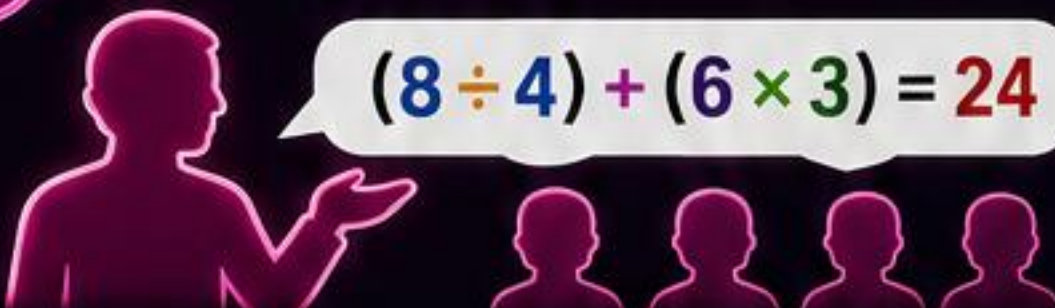
5 NON-BUZZERS CHOOSE SPEAKER



Players who did **NOT** buzz in discuss and choose **ONE** of the buzzed-in players to explain their solution.

★ Choose wisely—you pick the spokesperson!

6 SPEAKER EXPLAINS



The chosen player explains step-by-step how their expression equals **24**.

★ Clear, logical, and confident explanations win!

7 HOST JUDGES



- ✓ Correct explanation? Award points!
- ✗ Incorrect explanation? Apply penalties!
- ? No valid solution found? Bonus awarded!

★ See the **SCORING** page for details.

8 POINTS AWARDED



Scores are updated on the scoreboard.
Get ready for the next round!

★ First to 1000 points (or your custom target) wins the game!



EVERY ROUND IS A NEW CHALLENGE!

New numbers. New strategy. New chance to score big!

Stay sharp. Stay fast. Make 24!








SCORING


EVERY POINT COUNTS!



 Points are earned based on **THREE** things:

 **HOW FAST YOU BUZZED**

 **HOW FEW BUZZED IN**

 **IF THE ANSWER IS CORRECT**



CORRECT ANSWER? EVERYONE WHO BUZZED IN SCORES!

If the explanation is correct, all players who buzzed in earn points!

HOW POINTS ARE CALCULATED



Buzz Speed
Faster buzz = more points.
Slower buzz = fewer points.



Fewer Buzzers
The fewer players who buzzed in, the more points everyone earns.

EXAMPLE

3 players buzz in.
The first player buzzes very fast, the second player is medium, the third player is slow.
Answer is correct.

	P1	P2	P3
Buzz Speed	Fast	Medium	Slow
Base Points	70	40	20
Fewer Buzzers (3 buzzers)	x1.0	x1.0	x1.0
TOTAL POINTS	70	40	20

P1, P2, and P3 all earn points based on their speed.
If only 1 player buzzed in, their points would be MUCH higher!



INCORRECT ANSWER? POINTS SWITCH SIDES!

If the explanation is incorrect, the guesser loses points based on their buzz speed.
Those exact points are awarded to **EVERYONE** who did **NOT** buzz in!

BUZZER (LOSER)



Loses points based on their buzz speed.

NON-BUZZERS (WINNERS)



Everyone who didn't buzz in gains those exact points!

EXAMPLE

Only Player 2 buzzed in but was wrong. They lose 60 points. The other 4 players each gain 15 points!



Result	No Buzz	Wrong	No Buzz	No Buzz	No Buzz
Change	+15	-60	+15	+15	+15



Incorrect answers can be expensive!
Make sure you're right before you explain.



NO SOLUTION?

If no one can find a solution before time runs out:

- Everyone who buzzed in loses a small penalty.
- Everyone who did NOT buzz in earns a bonus!
- This bonus is usually smaller than a wrong answer penalty, but it still rewards patience.



RESPONSE BONUS

A small bonus is added to correct answers to reward great responses!

This bonus is set in the Options Menu (key E).



Fast + correct + few buzzers = MAXIMUM SCORE!

SCORING SUMMARY



CORRECT ANSWER

All buzzers score.
Faster buzz + fewer buzzers = more points!



INCORRECT ANSWER

Guesser loses points.
Non-buzzers gain those exact points!



NO SOLUTION

Buzzers lose a small penalty. Non-buzzers earn a small bonus.



WIN THE GAME

First player to reach the target score wins!



PRO TIP FOR PLAYERS

Buzz fast, but only when you're sure. A wrong answer can cost more than waiting just one more second!





COMEBACK BONUS

CATCH UP. STAY IN THE GAME!



The **Comeback Bonus** helps trailing players catch up and keeps every round exciting from start to finish!



Enabled by default.
Adjust the bonus amounts in the Options Menu (key F).

BONUS CHART

Based on how far behind you are compared to the leader.

BEHIND BY (POINTS)	COMEBACK BONUS (POINTS ADDED)
200	+100
300	+200
400	+300
500	+400
600	+500
700	+600
800	+700
900	+800
1000	+900
1100 or more	+1000



Bonuses stack with other points earned that round, including speed and response bonuses!

HOW IT WORKS

1



The game checks the score difference between you and the current leader.

2



If you're behind by one of the amounts in the chart, you earn that bonus when you score points!

3



The bigger the gap, the bigger the boost!

EXAMPLE

You are 650 points behind the leader.
You buzz in, your explanation is correct, and you earn 150 points this round.

150
Base Points

+

500
Comeback Bonus

=

650
Total Points Earned!

You just closed a huge gap!

STRATEGIC IMPACT



Keeps the game competitive – No one ever falls too far behind!



Encourages bold plays – Trailing players have more to gain!



Leads can't relax – A few big rounds can flip the leaderboard fast!

TIPS FOR PLAYERS



Behind by a lot? Take smart risks!
The bigger the gap, the bigger the reward.



Watch the scoreboard. Know your distance. Know your potential bonus!



Even if you're behind, one great round can change everything.



Behind Today...



Bonus Helps You Rise...



Champion Tomorrow!

24

HOST CONTROLS

YOU'RE IN CONTROL!



Use your keyboard to run the game, manage rounds, and interact with players. All controls work during the game unless noted otherwise.

SPACE

ADVANCE / CONFIRM

Start the game, advance to the next event, reveal cards, reveal solution, confirm explanation, continue, and declare winner.

USED FOR:

- Begin game / next round
- Reveal solution
- Confirm correct explanation
- Continue / proceed
- Declare winner



Most Events

O

OPTIONS MENU

Open the Options Menu to adjust game settings or change player names.

USED FOR:

- Change settings (A-F)
- Change player names (1-5)
- Return to main menu



Most Events

A-F

CHANGE OPTIONS

In the Options Menu, press A-F to select and change the corresponding setting (see page 8).

USED FOR:

- A = Number of Players
- B = Points to Win
- C = Round Timer
- D = Explanation Timer
- E = Response Bonus
- F = Comeback Bonus



Options Menu

1-5

PLAYER SELECT / NAME CHANGE

During events, players use these keys to buzz in. In the Options Menu, use to select a player for name editing.

USED FOR:

- Players buzz in (events)
- Select player to rename (options menu)



Events & Options Menu

S

SWITCH MUSIC

Change the background music track during gameplay.

USED FOR:

- Cycle to the next music track



During Rounds

E

END ROUND

Manually end the current round early. Use with caution!

USED FOR:

- Skip to next round



During Rounds

X

INCORRECT EXPLANATION

After the explanation, press X if the solution is not correct.

USED FOR:

- Apply incorrect explanation penalties and point switch



After Explanation

ESC

STOP / RESET GAME

Return to the main menu and reset the game. All current progress ends.

USED FOR:

- Stop the game
- Reset to defaults



Anytime

`

CONTROLLER TEST MODE

Toggle the controller test display on/off. Press the number keys (1-5) to test your buzzers.

USED FOR:

- Show / hide controller lights
- Test buzzer input (1-5)



Anytime

EVENT SHORTCUTS (SPACE KEY)

- | | | |
|-----------------------------|---|----------------------------|
| 1 Start Game / Instructions | → | 6 Reveal Solution |
| 2 Options Menu | → | 7 Check Explanation |
| 3 Reveal Cards | → | 8 No Solution / Next Round |
| 4 Collect Buzzes | → | 9 Continue |
| 5 Choose Speaker | → | 13 Declare Winner |

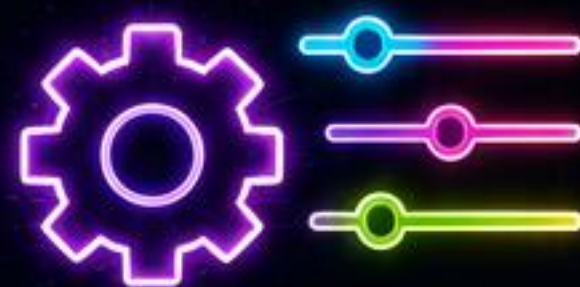
QUICK REFERENCE

- | | | |
|-------|-------|-----------------------|
| SPACE | | Advance / Confirm |
| O | | Options Menu |
| A-F | | Change Options |
| 1-5 | | Player Buzz / Select |
| S | | Switch Music |
| E | | End Round |
| X | | Incorrect Explanation |
| ESC | | Stop / Reset Game |
| ` | | Controller Test Mode |



MASTER THE CONTROLS. RUN GREAT ROUNDS. HAVE FUN!
YOU SET THE PACE. YOU RUN THE SHOW.





0

Press **0** (zero) at any time to open the Options Menu.
While in the menu, press **A–F** to change a setting or **1–5** to change player names.
Press **0** or **SPACE** to return to the main menu.



A

NUMBER OF PLAYERS

Set the number of players
(2 to 5 players).



How it works:

- Choose between 2, 3, 4, or 5 players.
- Only active players will appear in the game.
- Use keys 1–5 to rename players (see below).

Keys:

A to select
1–5 to name

B

POINTS TO WIN

Set the target score
needed to win the game.



How it works:

- Default target is 1000 points.
- You can set any custom target you like.
- First player to reach the target wins!

Keys:

B to select
1–5 to adjust

C

ROUND TIMER

Set how long players have
to solve and buzz in.



How it works:

- Set the time (in seconds) for each round.
- More time = easier game.
- Less time = faster, more intense rounds!

Keys:

C to select
1–5 to adjust

D

EXPLANATION TIMER

Set how long the chosen
speaker has to explain
their solution.



How it works:

- Set the time (in seconds) for explanations.
- Longer time allows for deeper explanations.
- Shorter time keeps the game moving!

Keys:

D to select
1–5 to adjust

E

RESPONSE BONUS

Set the bonus awarded
for correct answers
(added to everyone who
buzzed in).



How it works:

- Bonus points are added for correct answers.
- Higher bonus = bigger rewards!
- Encourages fast and accurate play.

Keys:

E to select
1–5 to adjust

F

COMEBACK BONUS

Enable or disable the
comeback bonus system.
(See page 6 for details.)



How it works:

- **ON** = players earn bonus points when trailing behind (see page 6).
- **OFF** = standard scoring only.

Keys:

F to toggle

ON **OFF**

PLAYER NAME EDITING

During the Options Menu, press 1–5 to select a player and enter name edit mode.



WHILE EDITING A NAME:

A

Type Letters
Press any letter key (A–Z) to add characters.



Backspace
Press BACKSPACE to delete the last character.



Finish
Press ENTER to save and return to options.

EXAMPLE

Changing Player 2's name to "MATH HERO"

Original: **P2:** Player 2

Typing: **P2:** MATH _HERO _

Finished: **P2:** MATH HERO



MAKE IT YOURS!

The Options Menu lets you tailor the game to your group.
Find the perfect settings and get ready for an epic game of 24!





BUZZER SETUP

By default, the game uses the number keys on the numeric keypad (NumPad). Up to 5 players can buzz in.



DEFAULT CONTROLLER MAPPING

Each player is assigned a number key (1–5) on the NumPad. When a player presses their key, their light turns on and their time is recorded.

PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5
1	2	3	4	5
NumPad 1	NumPad 2	NumPad 3	NumPad 4	NumPad 5

★ Only active players are used. Example: In a 3-player game, only keys 1–3 will trigger buzzes.

CONTROLLER TEST MODE

Use the backquote key (`) to toggle the controller test display on and off at any time.

TEST DISPLAY



Press your number key to test your buzzer. The dot will light up when pressed and go dark when released.

★ Great for checking wired buzzers or keyboard inputs before the game starts!

HOW BUZZERS WORK IN-GAME



1. PRESS KEY

Player presses their assigned number key.



2. LIGHT TURNS ON

The player's light turns on and their buzz time is recorded.



3. TIME RECORDED

The percentage of time remaining is displayed for that player.



4. SOUND PLAYS

A "hit" sound confirms the buzz was registered.



5. WAIT FOR OTHERS

Other players may buzz. Then a speaker will be chosen.



TROUBLESHOOTING

- Make sure NumLock is ON.
- ✓ Use the numeric keypad (not the number row above the letters).
- ✓ Test each key in Controller Test Mode (`).
- ✓ Check buzzer connections if using external hardware.
- ✓ Restart the game (ESC) if a key gets stuck.



Still having issues? Reassign players or use a different keyboard/USB buzzer.



BEST PRACTICES

- Place buzzers where all players can reach them easily.
- Remind players to keep their hands off the buzzer until they are ready.
- Encourage fair play and respect other players.
- Fast hands are great, but honesty wins!



QUICK REFERENCE

Player Buzz In	1–5 (NumPad)
Controller Test Mode	` (Backquote)
Switch Music	S
End Round	E
Incorrect Explanation	X
Stop / Reset Game	ESC

See page 7 for the complete Host Controls list.



YOUR KEYS. YOUR BUZZ. YOUR GAME.

Make sure your setup is ready so you can focus on what matters—solving the numbers and making 24!





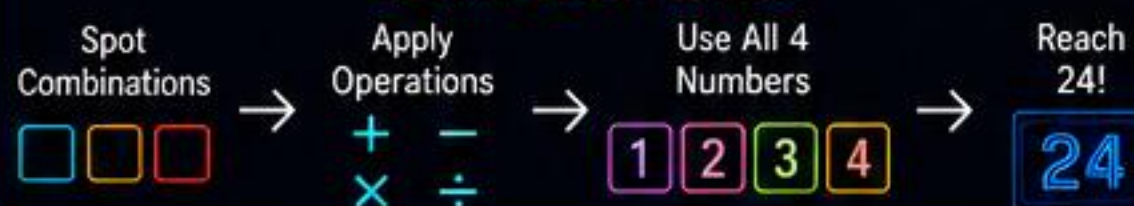
1 SOLVE SMARTER

A great strategy is more important than raw math speed!

- ✓ Use mental math shortcuts.
- ✓ Look for easy combinations first.
- ✓ Try different operations early.
- ✓ Don't be afraid to work backwards.
- ✓ Practice builds pattern recognition!



EXAMPLE APPROACH



2 BUZZ WITH PURPOSE

Buzzing in is a strategic decision!

- ✓ Buzz only when you're confident.
- ✓ Don't buzz too early and risk losing points.
- ✓ If others buzz first, you might earn more points!
- ✓ Know when to let others go first and watch their answers.



★ FAST + CORRECT + FEW BUZZERS = MAX POINTS!

3 WATCH THE BOARD

Pay attention to the numbers and the game state.

- ✓ Some boards have quick solutions.
- ✓ Some require creative thinking.
- ✓ Scan all numbers before committing.
- ✓ Consider all operations, not just addition and subtraction.
- ✓ Look for factors of 24 (1, 2, 3, 4, 6, 8, 12, 24).



KEY FACTORS OF 24

1 2 3 4 6 8 12 24

4 CALCULATE THE RISK

Every decision has a potential reward or cost.

- ✓ Wrong answer? You lose points.
- ✓ Others gain your points.
- ✓ Trailing players earn comeback bonuses.
- ✓ One big round can change the game!



KNOW WHEN TO TAKE RISKS



Behind by a lot?
Take calculated risks!



Close to the lead?
Play it smart and secure the win!



Many others buzzed?
Make sure your answer is solid!

5 IDENTIFY NO-SOLUTION BOARDS

Not every board can make 24!

- ✓ If time is almost up, stop searching.
- ✓ Buzz only if you're sure there is no solution.
- ✓ You'll earn a bonus if no one found the solution!



SIGNS IT MIGHT BE IMPOSSIBLE

- Can't build to 24 using any operation.
- Numbers seem to leave awkward leftovers.
- You've tried many paths with no luck.
- Trust your gut—move on!



6 COMMUNICATE & COLLABORATE

Good sportsmanship makes the game better!

- ✓ Listen to the chosen speaker.
- ✓ Encourage explanations.
- ✓ Respect all players.
- ✓ Keep the game fun and positive!
- ✓ Remember: Everyone wants to win!



★ A great game is about strategy, speed, and having a great time together!

QUICK STRATEGY CHECKLIST



Think Smart

Use strategies and pattern recognition.



Buzz Strategically

Balance speed and accuracy.



Watch & Observe

Scan the board and game situation.



Manage Risk

Weigh the reward against the consequences.



Know When to Stop

No solution? Take the bonus and move on.



Play Fair & Have Fun

Respect others and enjoy the game!



GREAT STRATEGY + FAST THINKING + CONFIDENT BUZZING = VICTORY!
YOU HAVE THE POWER TO MAKE EVERY ROUND COUNT!





1 ENCOURAGE EXPLANATIONS

The heart of 24 is the "why" behind the answer. Great explanations help everyone learn!

- ✓ Ask players to explain their thinking.
- ✓ Celebrate clear, creative explanations.
- ✓ If someone is stuck, guide them with questions, not answers.
- ✓ Different paths to 24 are all winners!

$3 \times 8 = 24!$
 $(3+3) \times 4 = 24!$



2 KEEP PACE MOVING

Energy and momentum keep the game exciting!

- ✓ Use the timers to keep rounds brisk.
- ✓ Encourage fast buzzing and quick thinking.
- ✓ Don't get stuck on one tough solution.
- ✓ If time runs low, move on and come back later.
- ✓ Aim for lots of rounds—every round is a comeback opportunity!



⚡ PACE POINTERS

- Plan for 20–30 rounds per game.
- Keep explanations clear and concise.
- When in doubt, trust the clock!



3 BE GENEROUS ON NOTATION

Make it easy for players to share their thinking.

- ✓ Accept all correct notations.
- ✓ Different formats are ok!
- ✓ Focus on the math, not the symbols.
- ✓ If it equals 24, it counts!



VALID NOTATION EXAMPLES

$(8-2) \times 4 + 4 = 24$ ✓	$4 + 4 + 8 - 8/2 = 24$ ✓
$8 \div 2 \times 4 + 4 = 24$ ✓	$(4+4+8) - 8/2 = 24$ ✓
$8/2 \times 4 + 4 = 24$ ✓	$4 \ 4 \ 8 \ 8/2 + + = 24$ ✓

★ Clarity first. Creativity encouraged. Correct answers celebrated!

4 USE COMEBACK MODE FOR YOUTH GROUPS

Build confidence and keep everyone in the game.

- ✓ Enables bonuses for trailing players.
- ✓ Creates excitement and hope.
- ✓ Encourages effort, not just winning.
- ✓ Perfect for classrooms, clubs, and youth leagues!



WHY IT WORKS



Students stay motivated



More players stay engaged



Big comebacks happen!



Everyone has a great time

5 RECOMMENDED SETTINGS

	NUMBER OF PLAYERS	Great for all group sizes.	2–5 PLAYERS
	POINTS TO WIN	High enough for excitement, not too long.	1000 POINTS
	ROUND TIMER	Keeps the pace up and the energy high.	45–60 SECONDS
	EXPLANATION TIMER	Give time to share without slowing down.	30–45 SECONDS
	RESPONSE BONUS	Encourages accuracy and fast thinking.	50–100 POINTS
	COMEBACK BONUS	Best for youth groups and mixed skill levels.	ON



GREAT HOSTS CREATE GREAT GAMES.
YOUR ENERGY. YOUR STRATEGY. THEIR VICTORY.





Most issues are easy to fix! Try these solutions first.
If problems continue, check your connections and power.

1 BUZZERS NOT WORKING

If players can't buzz in, check the following:

- ✓ Make sure the game is not in Controller Test Mode.
- ✓ Check that all buzzer cables are firmly connected to the game unit.
- ✓ Verify the correct number of players is set in the Options Menu.
- ✓ Test each buzzer in Controller Test Mode (page 10).
- ✓ Try a different buzzer or cable if available.



★ TIP: Only active players can buzz.
Make sure their lights are on!

2 NO MUSIC

If there's no music or it sounds incorrect:


- ✓ Make sure the music is not set to OFF (S key).
- ✓ Check that the volume on your TV/monitor or sound system is turned up.
- ✓ Ensure all audio cables are connected properly.
- ✓ Try switching to the next track (S key) or cycling music.
- ✓ If using an external system, verify the input source is correct.



★ TIP: Music plays during rounds and can be changed anytime!

3 CONTROLLER TEST MODE

Use this mode to test all buzzers and lights.

- ① Press  to enter Controller Test Mode.
- ② Press a number key (1-5) to test that buzzer.
- ③ The selected light and buzzer should activate.
- ④ Test all players before starting the game.
- ⑤ Press any key to exit test mode.



★ Use Controller Test Mode anytime to check connections and hardware!

4 INCORRECT SCORING

If points don't seem correct:

- ✓ Verify Points to Win in the Options Menu.
- ✓ Check if a Response Bonus or Comeback Bonus was applied.
- ✓ Ensure the correct player buzzed in first.
- ✓ Remember: incorrect answers do not lose points.
- ✓ When in doubt, review the explanation and adjust next round!



★ TIP: Fast + correct answers earn the most points and bonuses!

5 RESET GAME

Need to start over? Here's how:

- ① Press ESC to return to the main menu.
- ② Select "Reset Current Game".
- ③ Confirm your choice.
- ④ All progress will be cleared and you can start a new game.



★ Use this between games or if something isn't working as expected.

6 RETURNING TO MAIN MENU

To return to the main menu at any time:

- ① Press ESC during the game.
- ② Choose "Return to Main Menu".
- ③ Confirm your choice.



You can review progress or start a new game from the main menu.

★ All current round progress will be saved unless you choose to reset.



STILL NEED HELP?

Check your connections, power, and settings.
If issues continue, consult your system manual or contact support.



QUICK CHECKLIST

- ✓ Power on
- ✓ Cables connected
- ✓ Correct settings
- ✓ Buzzer test passed
- ✓ Volume up
- ✓ Ready to play!



PROBLEMS SOLVED. GAMES WON. GREAT MEMORIES MADE!
YOU'VE GOT THIS. ENJOY THE GAME!

