



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.



Quick Thinking. Fast Answers. No Hesitation.

OBJECTIVE



Think fast and name 3 answers that fit the category before time runs out.

If you can't name 3 answers, the challenge passes to the next player who must give 3 NEW answers, without repeating anything already said.

Simple to learn. Hilarious to watch!



PLAYERS



**3–5 Players
or Teams**

DURATION



**10–30
Minutes**

DIFFICULTY



Easy

RECOMMENDED FOR



- Youth Groups
- Bible Study Icebreakers
- Church Socials
- Schools
- Family Game Night

AT A GLANCE



THINK FAST

You have only 5 seconds to name 3 answers that fit the category.



PASS THE CHALLENGE

Can't think of 3? The next player gets a chance, but they cannot repeat any previous answers!



SCORE & WIN

Points are awarded when someone succeeds. The player with the most points at the end wins!



FAST ANSWERS. BIG POINTS. ENDLESS FUN!

Get ready for a game that will have everyone laughing, shouting answers, and thinking on their feet!

5 SECOND RULE

HOW TO PLAY

Be quick. Be creative. Be different. You only have 5 seconds!

1 THE CHALLENGE

The current player is shown a challenge on the screen.

EXAMPLE:

Name 3 books of the Old Testament.

The player has 5 seconds to name 3 answers that fit the category.



2 SUCCESS

If the player successfully names 3 answers in time:

- ✓ They earn points.
- ✓ The round ends.
- ✓ Play moves to the next player.



3 FAILURE (STEALING)

If the player cannot name 3 answers:

- ▶ The challenge passes to the next player.
- ▶ They must give 3 NEW answers without repeating any previously stated answers.
- ▶ The next player gets a fresh timer.



Play continues until one player successfully names 3 different answers.

4 IF EVERYBODY FAILS



If all players fail to name 3 answers, the first player earns the points by default.

(No points are lost.)

THIS KEEPS THE GAME MOVING!

It prevents long rounds and ensures everyone keeps playing.



★ THE FLOW OF PLAY ★

1 READ CHALLENGE



Host reveals the challenge.

2 START TIMER



Player has 5 seconds to name 3 answers.

3 SUCCESS OR FAIL



SUCCESS FAIL

4 NEXT PLAYER



If failed, the next player takes a turn.

5 ROUND ENDS



Points awarded. Next round begins.



QUICK TIP FOR PLAYERS

Think of things others won't say.
Different answers = better chance to win!

5 SECOND RULE

SCORING

Points are awarded to the player who successfully names 3 answers.
If all players fail, the first player earns the points.

ROUND POINT VALUES

ROUND	POINTS
Round 1	10
Round 2	20
Round 3	30
Round 4 and beyond	30



The active round value is displayed on the game board.

WINNING THE GAME



After all rounds are completed, the player with the highest score wins!

Ties are allowed and multiple winners may be declared.

SCOREBOARD EXAMPLE

PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5
130	90	160	70	120

Scores update automatically after each round. *Focus on the fun, not the math!*

IMPORTANT NOTES



TEAM PLAY

When playing as teams, one player may speak for the team. Rotate players each round for everyone to participate.



KEEP IT MOVING

The game is fastest and most fun when the host keeps the pace moving between players.



BE FAIR & FUN

Accept reasonable answers. Encourage creativity and laughter—this is about quick thinking!

PRO
TIP

FAST ROUNDS = BIG LAUGHS!

The quicker the answers, the bigger the reactions!
Get ready for some hilarious moments.



5 SECOND RULE

★ BONUS ROUND ★

The Bonus Round is optional and can be enabled in the [Options Menu](#).

1 HOW IT WORKS

A category appears on screen.

Example:

Name one
book of the
Old Testament.



Players take turns giving **ONE** answer.

2 STAY ALIVE

A player remains in the game if they:

✓ Give a valid answer.

✓ Answer before
time expires.



3 ELIMINATION

A player is eliminated if they:

✗ Repeat an answer
already given.



✗ Cannot answer
before time runs out.



4 LAST PLAYER STANDING

The final surviving player:



✓ Receives a 50-point bonus.

✓ Wins the Bonus Round!



BONUS ROUND FLOW

CATEGORY
APPEARS



Host reveals the
bonus category.

5-SECOND TIMER
STARTS



Player gives
ONE answer.

NEXT PLAYER



Turn passes to
the next player.

STAY ALIVE



Valid answer on
time = stay in!

ELIMINATED



Repeat or time out
= eliminated.

LAST PLAYER
WINS



Last player standing
wins 50 bonus points!



HOST TIP

The Bonus Round creates excitement and
is a great way to finish the game with energy!



★ Players who are eliminated during the Bonus Round do not rejoin. Keep going until only one player remains!

5 SECOND RULE

★ HOST CONTROLS ★



The black **“CLICK HERE TO START”** bar must remain selected on the game screen for all keyboard controls to function.

GLOBAL CONTROLS

KEY	FUNCTION
SPACE	Advance game / Confirm / Continue
O	Open Options Menu (from Main Menu)
Z	Go directly to Winner Screen (Declare winner manually)
ESC	Reset Game (Return to Main Menu)

DURING QUESTIONS



KEY	FUNCTION
SPACE	Start / Stop the 5-second timer
S	Switch to a different question
SPACE	Player succeeded (named 3 answers)
X	Player failed (could not name 3 answers)

BONUS ROUND CONTROLS

KEY	FUNCTION
SPACE	Correct Answer (Player stays in)
X	Incorrect / Repeated Answer (Player is eliminated)
S	Switch to a different bonus question (before timer starts)



GAME FLOW REMINDER

- Reveal Question **SPACE**
- Start Timer **SPACE**
- Player Answers (Host listens)
- Success **SPACE**
- Fail **X**
- Next Player (Automatically)



KEY NOTES FOR HOSTS



All controls are keyboard based while the slideshow is running.



Keep the game moving quickly for the most fun and excitement.



Encourage players to give different answers each round.



Use **SPACE** and **X** consistently so scores stay accurate.



You are in control—choose the pace that works best for your audience!



PRO TIP

Practice the controls before your event so you can focus on your players and the fun! A smooth host = a great game.



NEED A QUICK RESET?

ESC

Press **ESC** at any time to return to the Main Menu.



YOU'RE THE HOST. YOU SET THE ENERGY!

Your timing, enthusiasm, and fairness make the game unforgettable.



5 SECOND RULE

★ OPTIONS MENU ★

Press **O** from the Main Menu to open game settings.

A NUMBER OF PLAYERS

Choose how many players are in the game.



Select 3, 4, or 5 players.
Scores will display for each player.

SETTINGS ON SCREEN

NUMBER OF PLAYERS

3

PLAYERS

4

PLAYERS

5

PLAYERS

Use **A** or **D** to change. Press **SPACE** to save.



TIP

More players mean more laughs!
3–5 players is ideal.

B NUMBER OF ROUNDS

Choose how many rounds will be played.



Select 1 to 7 rounds.
More rounds = longer game!

SETTINGS ON SCREEN

NUMBER OF ROUNDS

1

2

3

4

5

6

7

Use **A** or **D** to change. Press **SPACE** to save.



TIP

1–3 rounds for short games.
4–7 rounds for longer gameplay.

C TIMER DURATION

Choose how many seconds players have to answer.



Select 5 to 10 seconds.
Default is 5 seconds.

SETTINGS ON SCREEN

TIMER DURATION (SECONDS)

5

6

7

8

9

10

Use **A** or **D** to change. Press **SPACE** to save.



TIP

Shorter time = more challenging!
Longer time = better for kids or new players.

D BONUS ROUND

Turn the Bonus Round on or off.



When ON, the Bonus Round will play after all rounds.

SETTINGS ON SCREEN

BONUS ROUND

ON

OFF

Use **A** or **D** to change. Press **SPACE** to save.



TIP

The Bonus Round adds extra excitement and a chance for more points!

! IMPORTANT

- ★ After making your changes, press **O** or **SPACE** to return to the Main Menu.
- ★ All settings are saved for the current game. They reset when the game is restarted.



PRO
TIP

SET IT YOUR WAY!

Adjust the settings to match your group, your time, and your goals.
Every game is different—make it the best one!



5 SECOND RULE

★ CUSTOMIZING QUESTIONS ★

5 Second Rule uses simple text files to load all of its questions. You can easily add, remove, or edit questions to **make the game your own!**

MAIN GAME QUESTIONS



File: **questions.txt**

Contains all of the 3-answer challenges used in the Main Game.

3
ANSWERS

Name 3 books of the Old Testament.
Name 3 disciples of Jesus.
Name 3 miracles Jesus performed.
Name 3 women in the Bible.
Name 3 modern praise songs.
...

BONUS ROUND QUESTIONS



File: **bonus.txt**

Contains all of the 1-answer challenges used in the Bonus Round.

1
ANSWER

Name one book of the Old Testament.
Name one miracle in the Bible.
Name one Bible city.
Name one woman in the Bible.
Name one song about God.
...

HOW TO EDIT QUESTIONS

1 Open the File



Open **questions.txt** or **bonus.txt** in Notepad or any text editor.

2 Add or Remove Questions



Add new categories or remove ones you don't want. One question per line.

3 Save the File



Save the file when you're done making changes.

4 Restart the Game



Restart 5 Second Rule so the game can reload your updated questions.

5 Play!



Your new questions are ready to use in the game!



TIP:

You can create your own categories for any occasion—Bible study, youth group, school, holidays, or custom themes. The possibilities are endless!



FILE FORMAT DETAILS

- ✓ Each line = one question
- ✓ No special formatting required
- ✓ Do not add numbers or bullets
- ✓ Keep each question on a single line
- ✓ The game automatically loads all questions at startup

Correct Format

Name 3 kings of Israel.
Name 3 plagues of Egypt.
Name 3 parables Jesus told.
Name 3 names or titles for Jesus.

Incorrect Format

1. Name 3 kings of Israel.
• Name 3 plagues of Egypt.

ORGANIZING IDEAS

Consider organizing questions by theme or difficulty before adding them to your files.



Mix categories together in your files for the best variety and excitement!

PRO TIP

MAKE IT YOURS!

The best games come from questions your group finds fun, relevant, and meaningful. Customize often and keep it fresh!



**YOUR QUESTIONS.
YOUR GAME.
YOUR MEMORIES.**



5 SECOND RULE



HOST TIPS



A great host keeps the energy high, the game moving, and the laughter flowing. Use these tips to create an unforgettable experience!



KEEP THE PACE FAST



5 seconds goes by quickly! Keep the game moving without long pauses.

- Start the timer right away.
- Don't overthink answers.
- Keep transitions quick.



Fast rounds = more fun and more laughs!



ENCOURAGE CREATIVITY



Accept reasonable answers. The goal is quick thinking and laughter—not debate.

- If it fits the category, it counts!
- When in doubt, give the benefit of the doubt.



Celebrate funny answers. They make the game memorable!



USE TEAM REPRESENTATIVES



For large groups, have one player speak for each team.

- One spokesperson answers per team.
- After each round, rotate to a new representative.
- This keeps everyone involved and engaged.



Team play keeps things fair, organized, and more exciting!



BEST GROUP SIZE



10–50
PARTICIPANTS

5 Second Rule works best with:

- 3–5 competing teams
- 10–50 total participants
- Great for all ages!



Perfect for youth groups, church events, classrooms, and parties!

OTHER HELPFUL TIPS



PREPARE AHEAD

Review the questions before your event so you're familiar with the categories.



PREVENT REPEATS

Pay attention to answers given. Remind players not to repeat previous ones.



KEEP IT FUN

Laugh with players, cheer successes, and enjoy the unexpected answers!



MANAGE VOLUME

Make sure everyone can hear the question and the timer clearly.



BUILD EXCITEMENT

Use the Bonus Round for a big finish and extra points!



KNOW YOUR AUDIENCE!

Adjust categories, timer length, and number of rounds to match your group's age and energy level.



YOU SET THE TONE. YOU CREATE THE FUN.

A great host turns a great game into an amazing experience!



5 SECOND RULE

★ TROUBLESHOOTING ★

Having an issue? Here are quick fixes for the most common problems.

QUESTIONS NOT APPEARING



- Verify that **questions.txt** exists in the game folder.
- Make sure each line has one question.
- Save the file and restart the game.



The game loads questions automatically when it starts.

BONUS ROUND NOT APPEARING



- Open the Options Menu (**O**).
- Go to Bonus Round (**D**).
- Make sure it is set to **ON**.
- Press **SPACE** to return to the Main Menu.



The Bonus Round only plays if it is enabled before starting the game.

TIMER TOO FAST OR TOO SLOW



- Press **O** to open the Options Menu.
- Go to Timer Duration (**C**).
- Choose a longer or shorter duration (5–10 seconds).
- Press **SPACE** to save.



Shorter time = more challenging.
Longer time = better for new players.

ANSWERS BEING DISPUTED



- Be the final judge.
- Accept reasonable answers that fit the category.
- Keep the game fun and moving.



The goal is laughter and quick thinking, not perfection!

PLAYER ACCIDENTALLY PRESSED WRONG KEY



- **STOP** and confirm what happened.
- Use **Z** to go to the Winner Screen if needed.
- Resume the game when ready.



You are in control—use the buttons to keep the game on track.

NEED MORE QUESTIONS?



- Add more questions to **questions.txt** or **bonus.txt**.
- Save the files.
- Restart the game to load the new questions.



The more questions you add, the more variety and replayability you get!

STILL NEED HELP?



If you're still experiencing issues, try these additional steps:

- ✓ Restart the PowerPoint file.
- ✓ Make sure macros are enabled.
- ✓ Check that both text files are not open in another program.
- ✓ If all else fails, create a backup of your game and start fresh.



Keep your **questions.txt** and **bonus.txt** organized and backed up!

Your game, your way!



YOU'RE READY TO PLAY!

You've got the knowledge, the controls, and the tips.

Now it's time to start the fun!

