



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.



BOWSER'S BIBLE BASH

WHAT IS BOWSER'S BIBLE BASH?

A fast-paced Bible trivia survival game for 2–5 players!

Players control characters on screen and race between possible answers before time runs out. When the timer reaches zero, the traps above the wrong answers attack.

Pick correctly and survive. Pick wrong and lose a life!

Fight through four increasingly dangerous rounds, then face Bowser in the Final Battle.

THE GOAL

- ◆ Answer Bible questions correctly.
- ◆ Keep your lives from reaching zero.
- ◆ Survive all four rounds.
- ◆ Defeat Bowser to win!

NORMAL MODE: NO POINTS. NO BUZZING-IN. JUST SURVIVE.



Or turn on **COOPERATIVE MODE** to share Lives, earn team Points, and survive together!

PAGE 3 – CHOOSE YOUR FIGHTERS

BOWSER'S BIBLE BASH



PLAYER1



PLAYER2



PLAYER3



PLAYER4



PLAYER5

USE CONTROLLERS TO SELECT PLAYER SKIN (PRESS SPACE TO BEGIN, O FOR OPTION MENU)

STARTING THE GAME

1

CLICK TO BEGIN

Start the slideshow and click the opening screen.

2

CHOOSE YOUR CHARACTER

Each player presses their controller button to cycle through the available characters.

3

OPEN OPTIONS – O

Before beginning, press O to customize the game.

4

CHANGE PLAYER NAMES – 1-5

From the Option Menu, press the number matching the player whose name you want to change.

5

PRESS SPACE TO CONTINUE

Space advances through setup and the How to Play screen.

i

The controller keys are internally assigned to NumPad 1-5, and pressing a player's controller during character selection cycles through unused character skins.

HOST
TIP

Choose characters and configure options before the audience gets impatient. Once everyone is ready, the rest of the game runs almost entirely from the controllers.

PAGE 4 — HOW TO PLAY



GAMEPLAY

1

PRESS YOUR CONTROLLER

Each press moves your character to the next answer. Keep pressing to cycle through the available choices.

2

LOCK IN YOUR ANSWER

There is no separate confirmation button. Wherever your character is standing when time expires is your answer.

3

TIME'S UP!

The enemies above the wrong answers come crashing down.

4

GET HIT = LOSE 1 LIFE

5

0 LIVES = YOU'RE OUT

SURVIVE THE TRAPS. OUTLAST THE CASTLE. DEFEAT BOWSER!

★ SURVIVE THE FOUR ROUNDS

◆ Four rounds stand between you and Bowser. ◆

ROUND

1

GENERAL — 4 ANSWERS

Standard Bible trivia with four choices.



ROUND

2

GENERAL — 5 ANSWERS

An extra answer means more ground to cover.



ROUND

3

TRUE OR FALSE

Only two choices — but the timer gets nasty.

TRUE

FALSE



ROUND

4

DIFFICULT — 3 ANSWERS

Harder Bible questions before the final showdown.



FINAL BATTLE

BOWSER

4 DIFFICULT ANSWERS

The evil king awaits.
One last fight for victory!



ROUND PROGRESSION: 4 ANSWERS → 5 ANSWERS → TRUE/FALSE → 3 ANSWERS → 4 ANSWERS (BOWSER)



The Questions Per Round option determines how many questions are played in each of the four normal rounds.



STAY ALIVE



LIVES — NORMAL MODE

- Every player begins with the number of lives selected by the host.
- Wrong answer + enemy hit = **-1 LIFE**
- Reach 0 = **ELIMINATED**
- In Normal Mode, each player maintains an individual life total.

EXTRA LIFE BONUS

When enabled:

SURVIVE 3 QUESTIONS IN A ROW → +1 LIFE

The counter below each player's panel tracks progress:

0/3 → 1/3 → 2/3 → 1-UP!

- Getting hit breaks that player's streak and resets the counter.
- In Normal Mode, the bonus life goes directly to that player.

COOPERATIVE MODE



ONE TEAM. ONE LIFE POOL. ONE SCORE.

When Cooperative Mode is enabled, players no longer have individual life totals. Instead, everyone shares a single pool:

- EASY — 30 TEAM LIVES**
- MEDIUM — 20 TEAM LIVES**
- HARD — 10 TEAM LIVES**

EVERY HIT HURTS THE TEAM

- When a player gets hit: **-1 TEAM LIFE**
- If multiple players are hit during the same attack, each hit removes a life.
- Example: **3 PLAYERS HIT → -3 TEAM LIVES**

0 TEAM LIVES = GAME OVER

- Nobody is individually eliminated.
- As long as the team still has lives remaining, hit players return for the next question.
- The game ends once the shared life pool reaches zero.

★ TEAM POINTS

SURVIVE QUESTIONS → EARN TEAM POINTS
Each player who survives a question earns:

1,000 × CURRENT ROUND

- Round 1 → 1,000 points per survivor
- Round 2 → 2,000 points per survivor
- Round 3 → 3,000 points per survivor
- Round 4 → 4,000 points per survivor
- Final Battle → 5,000 points per survivor

BOWSER BONUS — DEFEAT BOWSER → +150,000 POINTS

EXTRA LIFE BONUS IN CO-OP

YOUR 0/3 STREAK IS STILL PERSONAL — THE REWARD IS SHARED.

Each player still builds their own:

0/3 → 1/3 → 2/3 → **1-UP!**

But completing the streak adds: **+1 TEAM LIFE**

TEAMWORK WINS

Communicate, coordinate, and protect each other. Every correct answer pushes you closer to victory!

DEFEAT BOWSER



THE RULES CHANGE IN THE FINAL BATTLE

- Bowser replaces the Thwomps.
- Wrong answers are blasted with fire.
- If at least one surviving player escapes the attack, a bomb is launched back at Bowser.

3 HITS → BOWSER DEFEATED → YOU WIN!

Bowser begins with **three** health, and each successful bomb removes one.

YOUR LIVES REACH 0 → GAME OVER

- Normal Mode: all surviving players run out of lives.
- Cooperative Mode: the shared Team Lives reach 0.

PAGE 7 — CREATE YOUR OWN QUESTIONS

```
Q-General.txt - Notepad
File Edit Format View Help
Who built an ark to protect his family from a devastating worldwide flood?
Noah
Moses
Abraham
David
Adam

Who conquered the warrior Goliath?
David
Saul
Gideon
Samson
Joshua

What was the name of Jesus' mother?
Mary
Martha
Miriam
Sarah
Elizabeth
```

1 MAKE THE GAME YOUR OWN

Bowser's Bible Bash loads its questions from three ordinary text files:

Q-General.txt

Q-TrueFalse.txt

Q-Difficult.txt

These files must remain in the same folder as the PowerPoint game. The VBA looks for those exact filenames.

2 QUESTION FILE FORMATS (OPEN IN NOTEPAD)

GENERAL QUESTIONS

Every question uses exactly 6 lines:

Question
CORRECT ANSWER
Wrong Answer
Wrong Answer
Wrong Answer
Wrong Answer

TRUE / FALSE

Exactly 2 lines:

Statement
True
or
Statement
False

DIFFICULT QUESTIONS

Exactly 5 lines:

Question
CORRECT ANSWER
Wrong Answer
Wrong Answer
Wrong Answer

3 IMPORTANT:

- ★ The first answer is always the correct answer.
- ★ The game automatically shuffles the answers before displaying them.
- ★ The parser expects six lines per General question, two per True/False statement, and five per Difficult question.

4 HOW TO EDIT

- 1 Right-click the .txt file.
- 2 Open with Notepad.
- 3 Replace or add questions using the exact format above.
- 4 Save.
- 5 Restart the game.

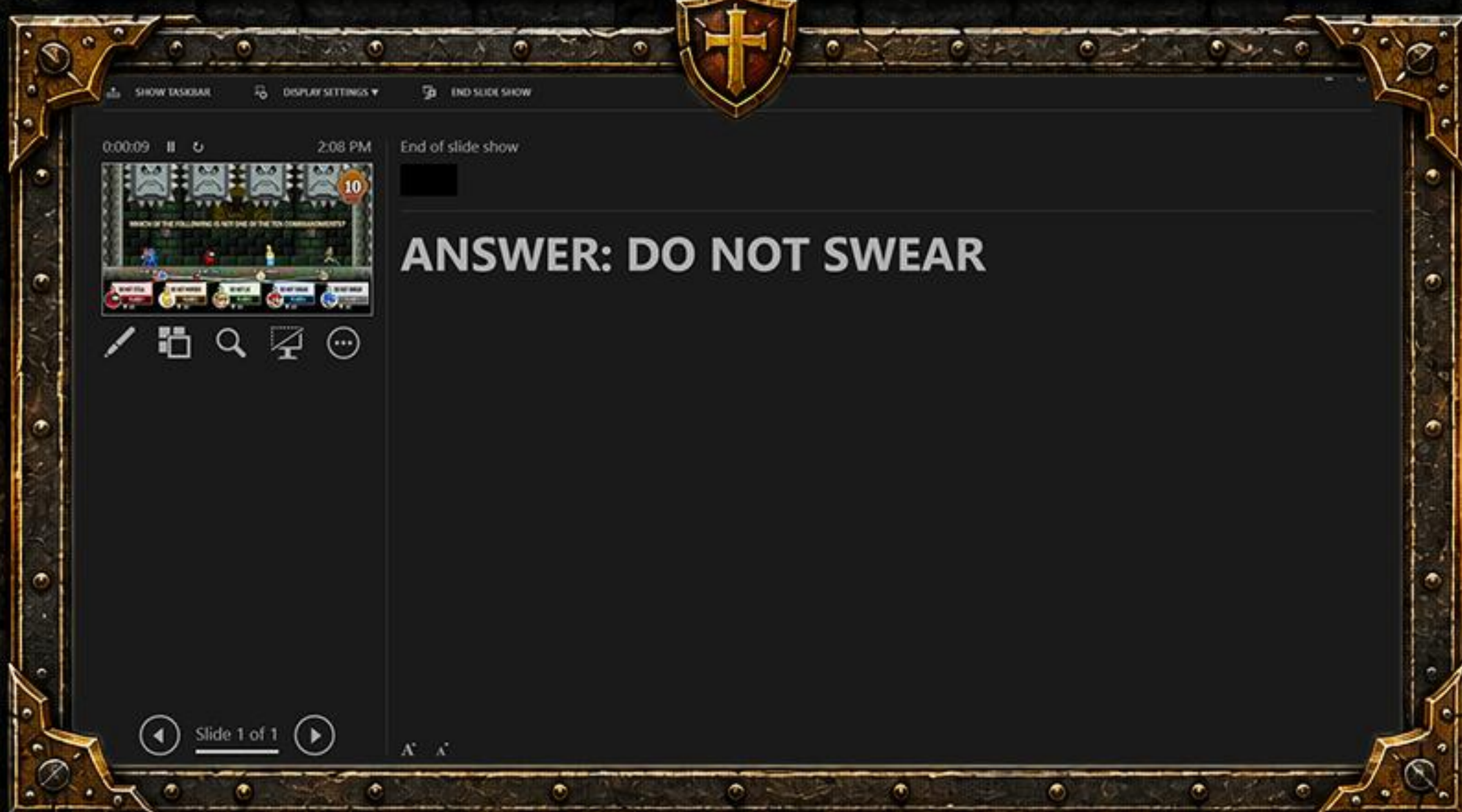
5 AI SHORTCUT

Let AI build a question bank for you.
Suggested prompt:

Create 30 Bible trivia questions for my game. Output plain text only. Each question must use exactly 6 lines: Question, Correct Answer, Wrong Answer 1, Wrong Answer 2, Wrong Answer 3, Wrong Answer 4. Do not number the questions. Keep answers short enough for a game screen. Avoid ambiguous questions and make the wrong answers believable.

Change '6 lines' to 5 for Difficult questions or 2 for True/False.

PAGE 8 — HOST CONTROLS & TIPS



HOST KEYBOARD

KEY	ACTION
SPACE	Continue / Start
0	Open or close Option Menu
A–G	Change game options
1–5	Change Player 1–5 names
ENTER	Finish entering player name
BACKSPACE	Delete while entering name
NUMPAD 1–5	Player controllers
`	Controller Test
ESC	Exit / reset game

PRESENTER VIEW

THE HOST CAN SEE THE ANSWER!



ANSWER: [correct answer]



The game automatically writes the answer into the PowerPoint speaker notes for each question. With Presenter View enabled, the host can verify the answer while the audience only sees the game board.



HOST TIPS



- 1 Test every controller before players arrive.
- 2 Press ` to display the controller-test indicators.
- 3 Start new groups on MEDIUM Timer Difficulty.
- 4 Remind players that their controller moves them forward one answer at a time.
- 5 Don't reveal the answer until the attack finishes.
- 6 Let the animations play — the danger and suspense are half the game.
- 7 **COOPERATIVE MODE:** For first-time co-op groups, start on MEDIUM — 20 Team Lives.



REMEMBER:

In Cooperative Mode, Option B — Number of Lives does not determine the team's lives. Cooperative Mode difficulty does.

PAGE 9 – GAME OPTIONS

OPTION MENU

A. NUMBER OF PLAYERS	5
B. NUMBER OF LIVES	3
C. QUESTIONS PER ROUND	4
D. TIMER DIFFICULTY	MEDIUM
E. EXTRA LIFE BONUS	ON
F. START FROM BOWSER	OFF
G. COOPERATIVE MODE	MEDIUM

A

A – NUMBER OF PLAYERS

2–5 PLAYERS

Choose how many people will control characters.



B

B – NUMBER OF LIVES

1–9 LIVES

Controls each player's starting lives in Normal Mode.
More lives = more forgiving game.
Ignored when Cooperative Mode is active.



C

C – QUESTIONS PER ROUND

1–9 QUESTIONS

Controls how many questions are played in each normal round.



D

D – TIMER DIFFICULTY

EASY → MEDIUM → HARD → VERY HARD

Higher difficulty dramatically reduces answer time.



VERY HARD IS REALLY VERY HARD.
The True/False round can drop to only 2 seconds.

E

E – EXTRA LIFE BONUS

ON / OFF

When ON:

- ◆ Survive 3 questions in a row → +1 Life
- ◆ Normal Mode: +1 individual Life
- ◆ Cooperative Mode: +1 shared Team Life



F

F – START FROM BOWSER

ON / OFF

Want a quick boss battle?
Turn this ON to skip the four normal rounds and begin directly at Bowser.



G

G – COOPERATIVE MODE



OFF → EASY → MEDIUM → HARD

OFF — Play the traditional survival game.
Every player has their own Lives.

EASY — 30 TEAM LIVES

MEDIUM — 20 TEAM LIVES

HARD — 10 TEAM LIVES

- ◆ Everyone shares one pool of Lives.
- ◆ Every hit costs the team 1 Life.
- ◆ Players are not individually eliminated.
- ◆ Surviving players earn Team Points.
- ◆ Extra Life streaks add lives back to the shared pool.
- ◆ Defeat Bowser before Team Lives reach zero!

SUGGESTED PRESETS



FIRST-TIME PLAYERS

Normal Mode
3 Lives
4 Questions
Medium Timer
Bonus ON



QUICK GAME

Normal Mode
2 Lives
2 Questions
Medium Timer



CHAOS MODE

Normal Mode
2 Lives
4 Questions
Very Hard Timer
Bonus OFF



BOSS BATTLE

Start From Bowser ON



TEAM CHALLENGE

Cooperative — MEDIUM
20 Shared Lives
4 Questions
Medium Timer
Bonus ON

PAGE 10 – TROUBLESHOOTING



1. DATA FILE WAS NOT FOUND

Make sure these three files are in the same folder as the PowerPoint:

- ◆ Q-General.txt
- ◆ Q-TrueFalse.txt
- ◆ Q-Difficult.txt

Do not rename them. The game displays an error if one cannot be found.

2. QUESTIONS OR ANSWERS ARE MIXED UP

Check the formatting:

- ◆ General = 6 lines
- ◆ True/False = 2 lines
- ◆ Difficult = 5 lines

Never insert an extra line inside a question or answer.

The correct answer must always come first.

3. A BUZZER DOESN'T RESPOND

- ◆ Confirm the controller is mapped to NumPad 1–5.
- ◆ Make sure Num Lock is enabled.
- ◆ Press ` to open the built-in controller test.
- ◆ Test every player's button before starting.

4. NOTHING HAPPENS WHEN THE GAME STARTS

Make sure PowerPoint macros/content have been enabled.

Close the slideshow, reopen the file, and select Enable Content if prompted.

5. GAME IS LAGGING

- ◆ Close unnecessary programs.
- ◆ Run the PowerPoint from a local drive rather than directly from cloud/network storage.
- ◆ Avoid editing the presentation while the slideshow is running.
- ◆ Restart PowerPoint before a major event if it has been open for a long time.

6. SOMETHING GOT STUCK

Press ESC, exit/reset the game, and restart the slideshow.

CONGRATULATIONS!

EVERYONE BORN OF GOD OVERCOMES THE WORLD.
THIS IS THE VICTORY THAT HAS OVERCOME
THE WORLD, EVEN OUR FAITH.
1 JOHN 5:4



YOU WIN!

PLAYER1

1/3



YOU WIN!

PLAYER2

0/3



YOU WIN!

PLAYER3

0/3



YOU WIN!

PLAYER4

0/3



YOU WIN!

PLAYER5

2/3

THANK YOU FOR PLAYING! (PRESS C TO EXIT)

THANKS FOR PLAYING!

You've survived the castle.
You've survived the Thwomps.
You've defeated Bowser.

Now customize the questions, gather a new
group of players, and play again!

This is the victory
that has overcome the world,
even our faith.

1 JOHN 5:4