



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.

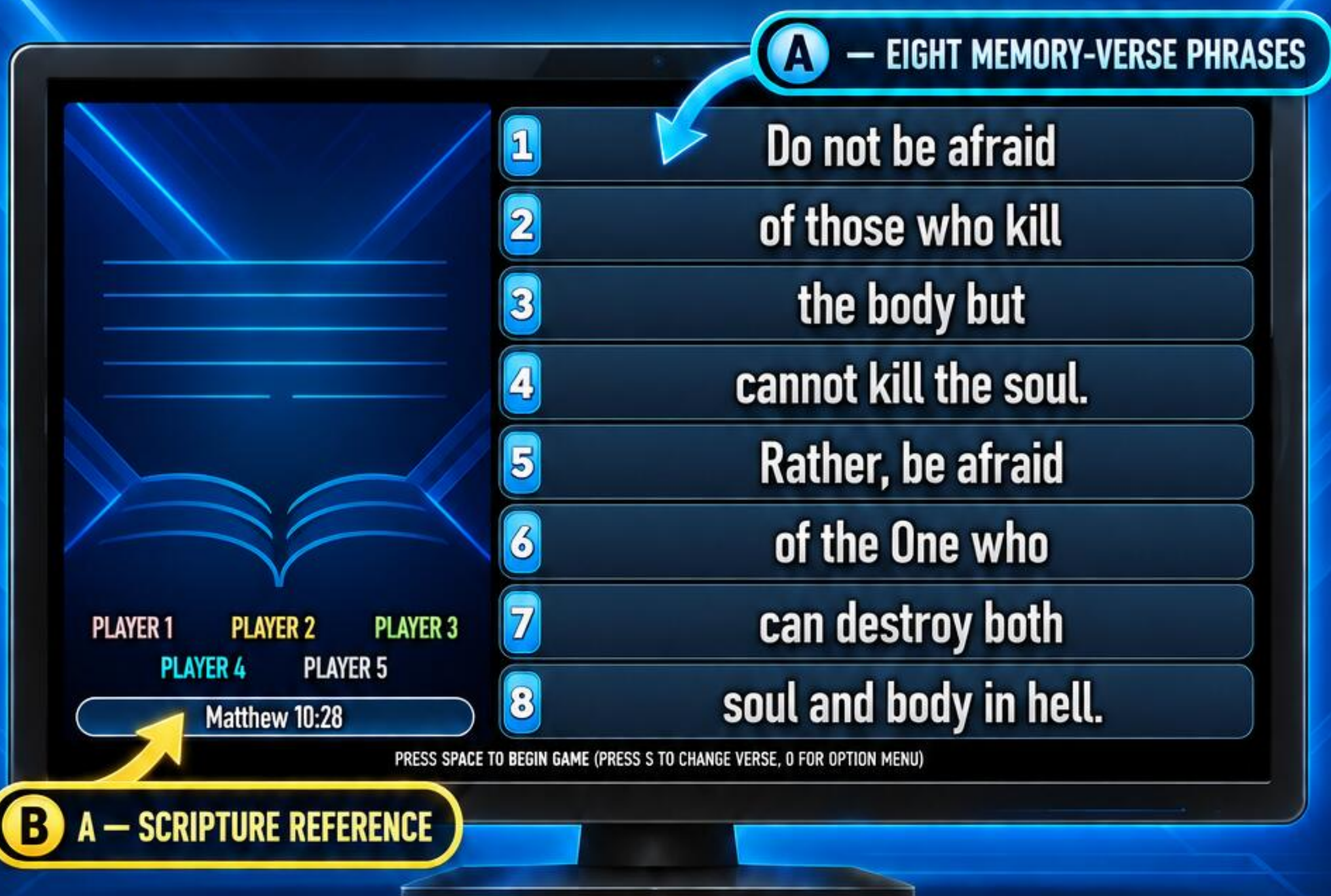


Thank you for using PPT Games by Pastor Robin!
Creating fun, engaging, and meaningful experiences for your ministry.

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

THE MEMORY VERSE SCREEN

Every Bible Memory Verse game uses the same eight-phrase system.



B A — SCRIPTURE REFERENCE

A — EIGHT PHRASES, ONE VERSE

Every memory verse is divided into eight phrases and displayed in the correct order.

- Read the phrases from 1 through 8.
- Together, the eight phrases form the complete memory verse.
- The same eight-phrase display is used in every Bible Memory Verse game.

B — SCRIPTURE REFERENCE

The Bible reference for the current verse appears at the bottom-left of the starting screen.

Check the reference before beginning so everyone knows which verse is loaded.

BEFORE YOU BEGIN

Review the eight phrases and Scripture reference. If you want to use a different verse, press **S** before starting the game.

CHOOSE A MEMORY VERSE

STEP 1

OPEN THE VERSE MENU



From the main starting screen, press S to open the Verse Selection Menu.

CURRENTLY HIGHLIGHTED VERSE

FULL VERSE PREVIEW

In the beginning God created the heavens and the earth. Now the earth was formless and empty, darkness was over the surface of the deep, and the Spirit of God was hovering over the waters. Genesis 1:1-2

Genesis 1:1-2	Exodus 14:13	1 Samuel 12:24	Nehemiah 9:6	Psalms 18:2	Psalms 28:7	Psalms 42:1-2
Genesis 2:2	Exodus 15:2	1 Samuel 15:22	Job 1:21	Psalms 19:1-2	Psalms 30:4-5	Psalms 46:1-2
Genesis 2:24	Exodus 20:12	1 Samuel 16:7	Job 19:25-26	Psalms 19:7-8	Psalms 32:1-2	Psalms 46:10-11
Genesis 9:13	Exodus 23:25	2 Samuel 7:22	Job 23:10-11	Psalms 19:14	Psalms 32:8	Psalms 51:10-12
Genesis 12:2	Leviticus 19:2	1 Kings 18:21	Job 28:28	Psalms 23:1-3	Psalms 33:4-5	Psalms 55:22
Genesis 15:1	Numbers 6:24-26	1 Chronicles 16:9-11	Psalms 1:1	Psalms 23:4	Psalms 34:4-5	Psalms 56:3-4
Genesis 18:14	Numbers 23:19	1 Chronicles 29:11	Psalms 4:8	Psalms 24:3-4	Psalms 34:7-8	Psalms 63:1
Genesis 22:14	Deuteronomy 7:9	2 Chronicles 7:14	Psalms 8:3-4	Psalms 25:4-5	Psalms 34:17-18	Psalms 68:19-20
Genesis 28:15	Deuteronomy 32:4	2 Chronicles 16:9	Psalms 9:9-10	Psalms 27:1	Psalms 37:3-4	Psalms 73:25-26
Genesis 50:20	Joshua 1:9	Ezra 7:10	Psalms 16:8-9	Psalms 27:4	Psalms 37:23-24	Psalms 84:10

STEP 2

MOVE THROUGH THE LIBRARY



Use the **ARROW KEYS** to move the yellow selection box.

- ← → move between columns.
- ↑ ↓ move between rows.
- Moving beyond an outer edge wraps the selection to the opposite side.

STEP 3

PREVIEW THE VERSE



The complete text of the highlighted verse appears in the preview box above the grid. Use the preview to make sure you have selected the verse you want.

CONFIRM OR BROWSE

ADDITIONAL VERSE PAGES

You are forgiving and good, O Lord, abounding in love to all who call to you. Psalms 86:5

Psalms 86:5	Psalms 139:13-14	Proverbs 14:12	Isaiah 1:18	Isaiah 55:8-9	Joel 2:13	Matthew 6:19-20
Psalms 91:1-2	Psalms 139:23-24	Proverbs 18:21	Isaiah 6:8	Jeremiah 6:16	Micah 6:8	Matthew 7:7-8
Psalms 94:18-19	Psalms 145:8-9	Proverbs 22:1	Isaiah 9:6	Jeremiah 20:9	Zephaniah 3:17	Matthew 7:12
Psalms 100:2-3	Proverbs 3:3-4	Proverbs 22:6	Isaiah 26:3-4	Jeremiah 31:3	Zechariah 4:6	Matthew 7:24
Psalms 103:11-12	Proverbs 3:5-6	Proverbs 29:25	Isaiah 40:28	Jeremiah 32:17	Malachi 4:2	Matthew 9:12
Psalms 107:8-9	Proverbs 3:9-10	Proverbs 31:8-9	Isaiah 40:31	Lamentations 3:22-24	Matthew 4:4	Matthew 10:28
Psalms 118:8-9	Proverbs 4:18	Ecclesiastes 3:11	Isaiah 41:10	Daniel 1:8	Matthew 5:3-4	Matthew 11:28-29
Psalms 119:10-11	Proverbs 6:6-8	Ecclesiastes 4:9-10	Isaiah 53:5	Daniel 3:18	Matthew 5:6-8	Matthew 18:20
Psalms 121:1-2	Proverbs 9:10	Ecclesiastes 7:8-9	Isaiah 54:10	Daniel 6:10	Matthew 5:44	Matthew 19:26
Psalms 121:7-8	Proverbs 12:18	Ecclesiastes 12:13-14	Isaiah 55:7	Hosea 10:12	Matthew 6:6	Matthew 20:27-28

ENTER

ENTER — CONFIRM VERSE

Press **ENTER** to load the highlighted verse.

The game returns to the main starting screen, where:

- The eight phrase bars display the newly selected verse.
- The Scripture reference display updates to the new reference.

SPACE

SPACE — NEXT PAGE

Press **SPACE** to view the next page of the verse library.

- Each page can display up to 70 verses.
- Continue pressing **SPACE** to browse additional pages.
- After the final page, the menu cycles back to the first page.

S

S — RETURN

Press **S** to close the Verse Selection Menu without choosing a different verse.

You will return to the main starting screen with the previous verse still loaded.

VERSE SELECTION CONTROLS

S

Open/close menu



ARROWS Navigate

ENTER

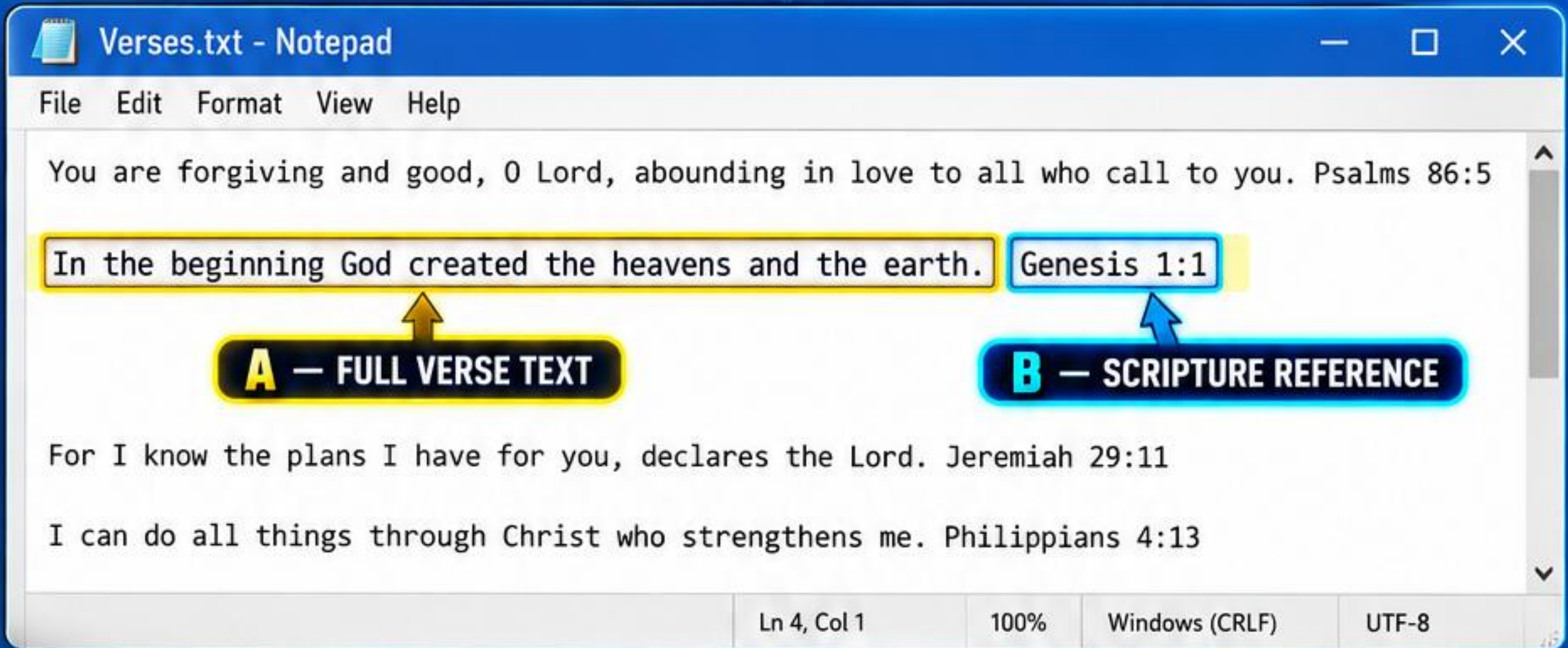
Confirm

SPACE

Next page

CUSTOMIZE YOUR VERSE LIBRARY

Add, modify, or remove memory verses by editing **Verses.txt**



The verse text and its reference must remain together on one line.

FIND VERSES.TXT



Verses.txt

Verses.txt must be stored in the same folder as the PowerPoint game.
The filename must remain exactly:

Verses.txt

Do not rename it or move it into another folder.

+ ADD A VERSE

- Add the complete verse on a new line.
- Write the full verse text first.
 - Place the Scripture reference at the end.
 - Leave one blank line before the next verse.

Example:

I can do all things through Christ who strengthens me.
Philippians 4:13

✎ MODIFY A VERSE

- Find the verse you want to change and edit its existing line.
- Correct or replace the verse text.
 - Keep the reference at the end.
 - Make sure the entire entry remains on one line.

IMPORTANT: A long verse may visually wrap in Notepad.
Do not press ENTER inside the verse.

— REMOVE A VERSE

- Delete the entire line containing the verse and reference.
- Also remove any unnecessary extra blank space left behind.
- Never delete only the reference—the game needs it to identify and display the verse correctly.

ONE VERSE = ONE LINE

Use this structure for every entry:

Complete verse text + space + Scripture reference

Then leave one blank line before the next entry.

AVOID:

- Numbered or bulleted lists
- Headings or categories
- References placed on separate lines
- Manual line breaks inside a verse
- Notes or comments inside the file



SAVE AND RESTART

Save the file as a plain-text .txt file. Then close and reopen the PowerPoint game so the updated verse library is loaded.

BIBLE MEMORY VERSE

HONEYCOMB HARVEST

TIME

0:14

LIVES



MISSSED



BUILD THE VERSE

?

?

?

?

?

?

?

?

ME; YOUR ARE WITH

EVIL, NO FOR YOU

PRAISE GOD FROM

TOO MANY SO THAT

THROUGH THE VALLEY

WAITING FOR PLAYERS RESPONSE

WHAT IS HONEYCOMB HARVEST?

Honeycomb Harvest is a cooperative Bible memory game for five players.

Each round displays five possible phrases. Players move their colored petals between the flowers and work together to choose the phrase that belongs in the memory verse.

All five petals must meet on the same flower before time runs out. Complete all eight parts of the verse before the team runs out of bees or fills the missed-honey counter.



5 PLAYERS



8 VERSE
PHRASES



ONE
COOPERATIVE
TEAM



CUSTOM TIMER
& DIFFICULTY

SETTING UP THE GAME



1

Even though I walk

2

through the valley

3

of the shadow of

4

death, I will fear

5

no evil, for you

6

are with me; your

7

rod and your staff,

8

they comfort me.

CLICK HERE TO BEGIN

1 **MEMORY VERSE**

3

CLICK TO BEGIN

BEFORE YOU BEGIN

- 1 Place the PowerPoint game, Verses.txt, and Phrases.txt in the same folder.
- 2 Open the game in Microsoft PowerPoint.
- 3 Enable macros when prompted.
- 4 Begin the slide show.
- 5 Click the opening screen once so the game receives keyboard input.

PLAYER CONTROLS

PLAYER 1

RED

NUMPAD 1

PLAYER 2

YELLOW

NUMPAD 2

PLAYER 3

GREEN

NUMPAD 3

PLAYER 4

BLUE

NUMPAD 4

PLAYER 5

WHITE

NUMPAD 5

HOST NOTE

Each player begins on a different flower. Pressing a player's button moves that petal one flower to the right, returning to the first flower after the fifth.

CHOOSE YOUR VERSE



- 1 Even though I walk
- 2 through the valley
- 3 of the shadow of
- 4 death, I will fear
- 5 no evil, for you
- 6 are with me; your
- 7 rod and your staff,
- 8 they comfort me.

[CLICK HERE TO BEGIN](#)

RANDOM VERSE

SPACE

Press **SPACE** from the opening screen to continue with the displayed verse.

CHOOSE A VERSE

S

Press **S** to open the verse library.

←

↑

↓

→

Use the **ARROW KEYS** to move through the verse list.

SPACE

Press **SPACE** to display the next page of verses.

ENTER

Press **ENTER** to select the highlighted verse.

S

Press **S** again to return without choosing a new verse.

PLAYER NAMES

1

2

3

4

5

Open the option menu and press **1–5** to change the corresponding player name. Type the name and press **ENTER** when finished.

BUILD THE VERSE

TIME

0:14

LIVES



MISSED



BUILD THE VERSE

?

?

?

?

?

?

?

?

ME, YOUR ARE WITH

EVIL, NO FOR YOU

PRAISE GOD FROM

TOO MANY SO THAT

THROUGH THE VALLEY

1

1. READ THE PHRASES

ME, YOUR ARE WITH

EVIL, NO FOR YOU

PRAISE GOD FROM

TOO MANY SO THAT

THROUGH THE VALLEY

Five phrases appear above the five flowers. Only one belongs in the memory verse.

2

2. CHOOSE A FLOWER



Each player presses their button to move their colored petal from flower to flower.

3

3. UNITE THE TEAM



All five petals must meet on the same flower. The flower chosen by the entire team becomes the locked answer.

4

4. BEAT THE TIMER

TIME

0:14

The team must unite before the timer reaches 0:00.

TALK QUICKLY. WATCH EVERY PETAL.

The answer counts only when all five players choose the same flower.

EVERY PETAL MUST AGREE

TIME

0:00

LIVES     

MISSED    

BUILD THE VERSE

?

through the valley

?

?

?

?

?

?

LOOKED AT THE

COMFORT THEY ME

THROUGH THE VALLEY

COMFORT ME THEY

WHO POURED OUT

ALL 5 COLORS

A UNIFIED CHOICE

When all five petals meet on one flower, the team submits that phrase automatically when the timer ends.

Players may continue moving until time expires, so the team can change its answer before the round locks.

NO MAJORITY VOTE



Four petals on one flower and one petal somewhere else does not count. Every player must reach the same flower.

QUICK TEAM STRATEGY



1

1. Read all five choices aloud.

2

2. Identify the next missing part of the verse.

3

3. Call out the flower number or phrase.

4

4. Confirm that all five colors have arrived.

WHAT HAPPENS NEXT?

CORRECT PHRASE



- 1 A friendly bee appears.
- 2 The chosen phrase lights up in the honeycomb.
- 3 The team advances one step toward completing the verse.
- 4 A new set of five phrases appears.

WRONG PHRASE



- 1 The wrong-answer bee appears.
- 2 The team loses one life.
- 3 One bee disappears from the LIVES box.

MISSED ROUND



- 1 If all five players fail to unite, the round counts as missed.
- 2 One honey splat fills in.
- 3 The team continues if missed chances remain.

COMPLETE ALL 8 PHRASES

WINNING



1

The team wins by placing all eight correct phrases into the honeycomb before exhausting either limit.

2

The completed panels form the full memory verse.

GAME OVER



The game ends when either:

1

The team loses its final bee by choosing a wrong phrase.

2

The missed-honey counter reaches the selected miss limit.

IMPORTANT DISTINCTION

RESULT

COUNTER AFFECTED



Everyone chooses a wrong phrase



Lose one bee



Players fail to meet on one flower



Add one missed-honey splat



Everyone chooses the correct phrase



Add the phrase to the verse

HOST CONTROLS

KEY

ACTION

GAME FLOW

SPACE

Advance through the opening, instructions, verse pages, and start the game

S

Open or close the verse-selection menu

O

Open or close the option menu

OPTIONS

A

Change the timer

B

Change the number of lives

C

Change the miss limit

1-5

Change player names while the option menu is open

NAVIGATION & SYSTEM



ARROW KEYS

Navigate the verse-selection menu

ENTER

Confirm a verse or finish entering a player name



BACKQUOTE

Display the controller test

ESC

Stop the game and reset

HOST TIP



Click the slide once if the keyboard controls stop responding. PowerPoint must retain keyboard focus.

CUSTOMIZE THE CHALLENGE

HONEYCOMB HARVEST

PLAYER 1
PLAYER 2
PLAYER 3
PLAYER 4
PLAYER 5

Psalms 23:4

1

Even though I walk

2

through the valley

3

in the shadow of

OPTION MENU

A. TIMER (SEC) 15
B. LIVES 3
C. MISS LIMIT 4

7

rod and your staff,

8

they comfort me.

OPTION

AVAILABLE SETTINGS

EFFECT



Timer

5–30 seconds

Determines how much time players receive each round



Lives

1–5 bees

Determines how many wrong answers the team may survive



Miss Limit

1–5 splats

Determines how many rounds may end without a unified answer

HOW TO CHANGE OPTIONS

1

Press **0** on the opening screen.

2

Press **A**, **B**, or **C** repeatedly to cycle through the available values.

3

Press **0** or **SPACE** to return.

SUGGESTED SETTINGS

DIFFICULTY

TIMER

LIVES

MISS LIMIT

Beginner

30 seconds

5

5

Standard

15 seconds

3

4

Challenge

5–10 seconds

1–2

1–2

CUSTOM VERSES

REQUIRED FILES

The following files must remain in the same folder as the PowerPoint game:



VERSES.TXT

- 1 Place one complete verse on each line.
- 2 Put the Bible reference at the end of the same line.
- 3 The game divides the selected verse into eight phrases automatically.

EXAMPLE:

Even though I walk through
the valley of the shadow of
death, I will fear no evil, for you
are with me; your rod and your
staff, they comfort me. Psalms 23:4

PHRASES.TXT

- 1 Place one false phrase on each line.
- 2 The game combines these with scrambled verse phrases to create the incorrect choices.



Phrases.txt



TROUBLESHOOTING



PROBLEM

SOLUTION



Nothing happens
when keys are pressed

Click the game screen once to
restore keyboard focus



Player buttons
do not respond

Turn on Num Lock and confirm
that players use **NUMPAD 1-5**



The controller test
does not appear

Press the **backquote** key,
located below **ESC** on most
keyboards



PowerPoint blocks
the game

Reopen the file and select
Enable Content or **Enable Macros**



Verses.txt
was not found

Place a file named exactly
Verses.txt in the same folder
as the game



Phrases.txt
was not found

Place a file named exactly
Phrases.txt in the same folder
as the game



A verse does not
display correctly

Keep the full verse and reference
on one line



Audio does not play

Check the computer volume
and PowerPoint media permissions



The game becomes
sluggish

Close other programs and run
the slide show from the local
computer



The game needs
to restart

Press **ESC**, then begin again
from the opening screen

THANK YOU FOR PLAYING!



WORK TOGETHER. LEARN THE VERSE. HARVEST THE WORD.

Honeycomb Harvest turns Bible memorization into a cooperative challenge where every player matters.

**“He will be eating curds and honey
when he knows enough to reject
the wrong and choose the right.”**

Isaiah 7:15

BIBLE MEMORY VERSE: HONEYCOMB HARVEST