



# 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.

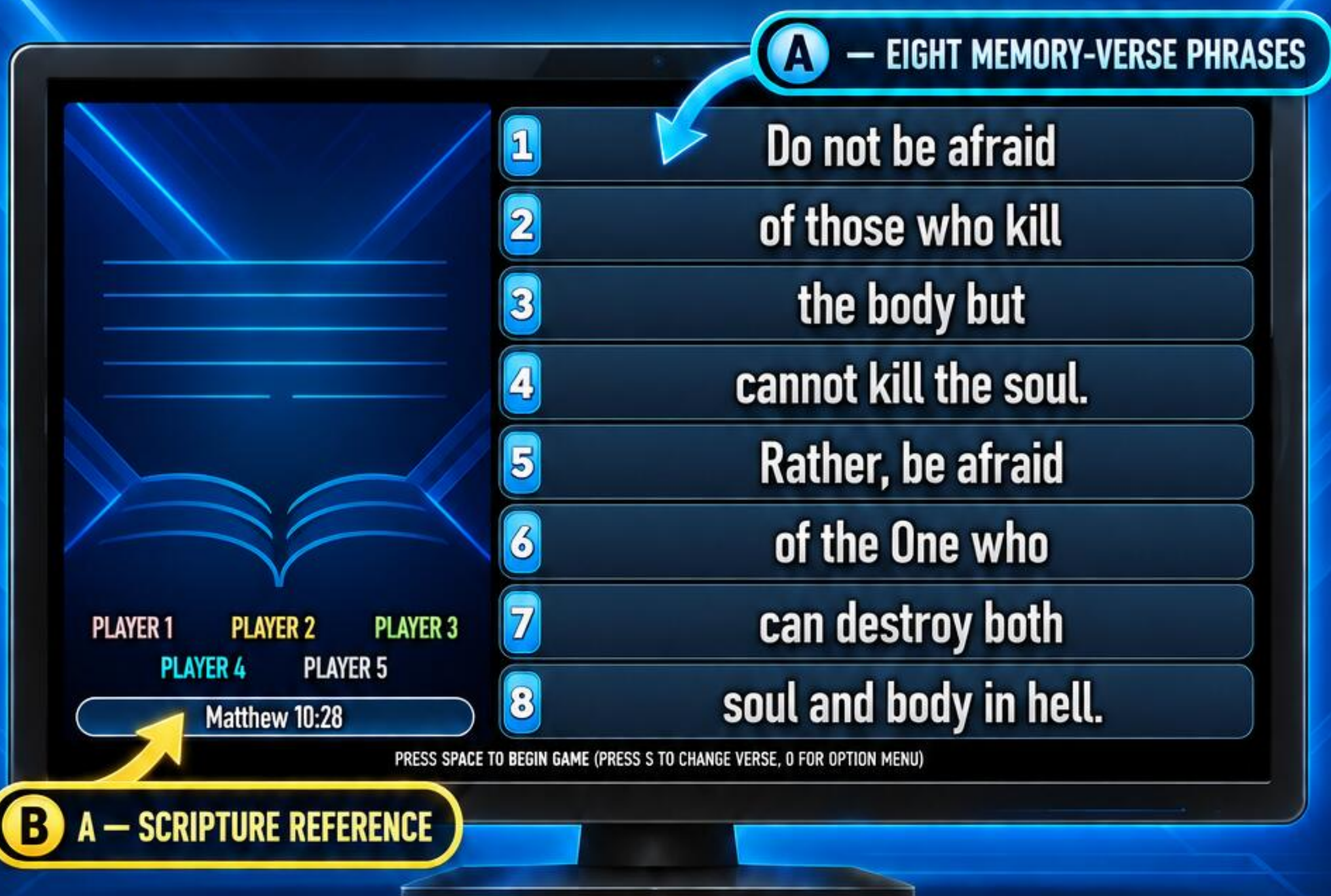


Thank you for using PPT Games by Pastor Robin!  
Creating fun, engaging, and meaningful experiences for your ministry.

**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.



## **A** 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** 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

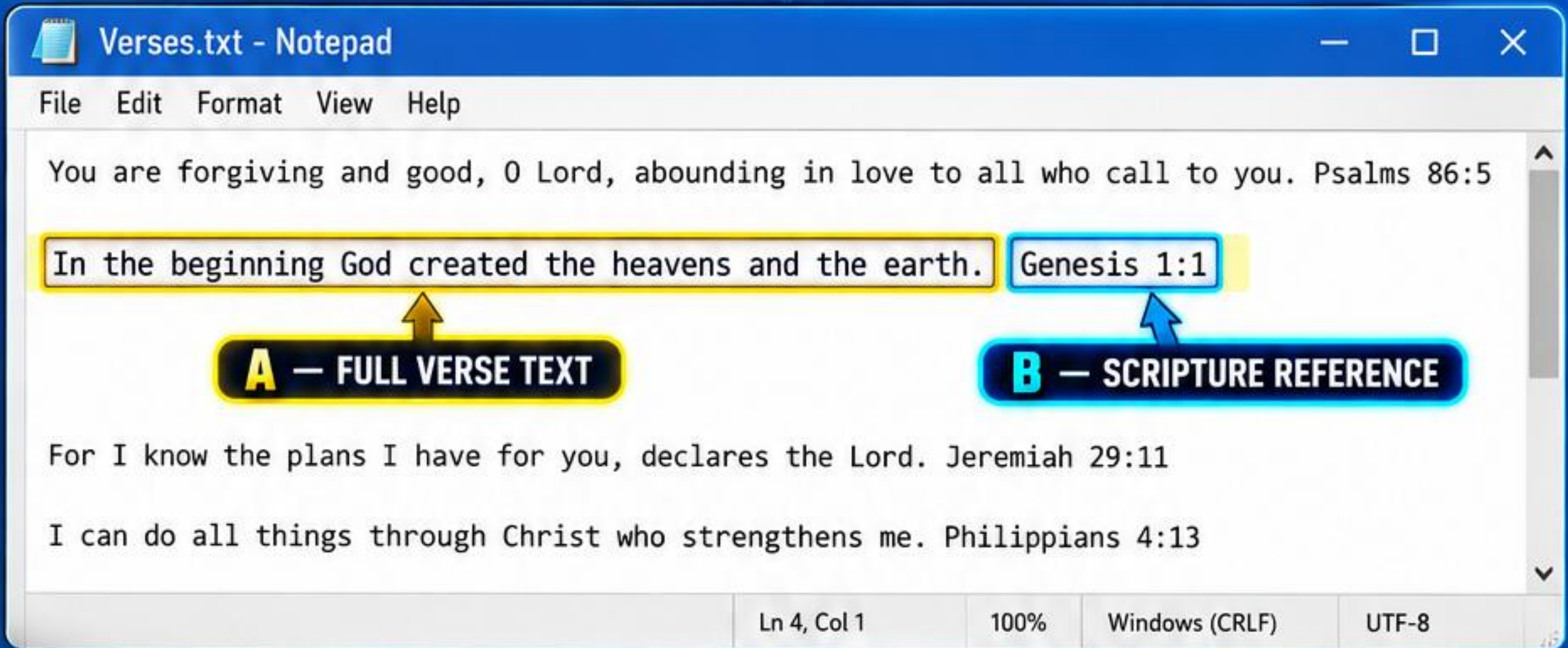
Confirm

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.

# WHAT IS PASSWORD PASSAGE?

SEARCH THE MATRIX. BUILD THE VERSE. BEAT THE LIMITS.

**ACTIONS LEFT —**  
Every move matters

**COUNTDOWN TIMER —**  
Complete the verse before time expires

ACTIONS LEFT **90**

**VERSE MATRIX**  
COOPERATIVE SCRIPTURE RECONSTRUCTION

**2:59**

|                                 |                     |                     |                |
|---------------------------------|---------------------|---------------------|----------------|
| OR SIT IN THE<br><b>PLAYER3</b> | COUNSEL WALK IN THE | OR STAND IN THE     | <b>PLAYER2</b> |
| WAY OF SINNERS                  | MOCKERS. OF SEAT    | OF THE WICKED       |                |
| OF SINNERS WAY                  | IN OR STAND THE     | WICKED THE OF       |                |
| MAN WHO DOES NOT                | IN OR SIT THE       | WALK IN THE COUNSEL |                |
| OF WICKED THE                   | BLESSED IS THE      | THE IS BLESSED      |                |
| THE BLESSED IS                  | SEAT MOCKERS. OF    | SEAT OF MOCKERS.    |                |

WORDS  
PEOPLE  
BUILD  
A BRIGHTER  
TOMORROW

**PLAYER1**

**VERSE ASSEMBLY RAIL**

**PLAYER5** 2 3 4 5 6 7 8

**PLAYER4**

PSALMS 1:1

P1 COLUMN

P2 ROW

P3 SELECT

P4 MOVE SLOT

P5 RETURN

USE ARROWS TO SELECT VERSE. (PRESS ENTER TO CONFIRM, SPACE FOR NEXT PAGE OR S TO RETURN)

SCRIPTURE  
TOGETHER  
STRONGER

MIND  
HEART  
TEAM  
IMPACT

**PHRASE MATRIX —**  
18 possible phrases

**VERSE ASSEMBLY RAIL —**  
Eight answer positions

**PASSWORD PASSAGE** is a five-player cooperative Bible memory game.

The computer divides a memory verse into eight correct phrases and hides them among ten scrambled phrases. Every player controls a different part of the board.

The team must communicate, locate the correct phrases, and rebuild the verse in its exact order before either limit reaches zero.



## SEARCH

Navigate the matrix and identify the correct phrases.



## ASSEMBLE

Place all eight phrases into their proper positions.



## ESCAPE

Finish before time or available actions run out.

**5 PLAYER ROLES • 1 SHARED VERSE • 1 COOPERATIVE MISSION**

For larger groups, divide everyone into five teams and assign one button to each team.

# FIVE PLAYERS. FIVE CONTROLS. ONE TEAM.

Each player controls one specific part of the Verse Matrix.  
No single player can complete the passage alone.

ACTIONS LEFT 90

VERSE MATRIX  
COOPERATIVE SCRIPTURE RECONSTRUCTION

2:59

WORDS PEOPLE BUILD A BRIGHTER TOMORROW

OR SIT IN THE WAY OF SINNERS

OF SINNERS WAY

MAN WHO DOES NOT

OF WICKED THE

THE BLESSED IS

COUNSEL WALK IN THE MOCKERS. OF SEAT

IN OR STAND THE

IN OR SIT THE

BLESSED IS THE

SEAT MOCKERS. OF

OR STAND IN THE OF THE WICKED

WICKED THE OF

WALK IN THE COUNSEL

THE IS BLESSED

SEAT OF MOCKERS.

SCRIPTURE TOGETHER STRONGER

MIND HEART TEAM IMPACT

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

PLAYER 5

VERSE ASSEMBLY RAIL

2

3

4

5

6

7

8

P1 COLUMN

P2 ROW

P3 SELECT

P4 MOVE SLOT

P5 RETURN

USE ARROWS TO SELECT VERSE. (PRESS ENTER TO CONFIRM, SPACE FOR NEXT PAGE OR S TO RETURN)

PLAYER 1 – COLUMN

Press NUMPAD 1 to move the red selector between the three columns.

PLAYER 2 – ROW

Press NUMPAD 2 to move the yellow selector between the six rows.

PLAYER 3 – SELECT

Press NUMPAD 3 to transfer the phrase where the selected row and column intersect.

PLAYER 4 – MOVE SLOT

Press NUMPAD 4 to move the blue selector between the eight positions on the Verse Assembly Rail.

PLAYER 5 – RETURN

Press NUMPAD 5 to return the phrase in the selected answer slot to the matrix.



NUMPAD 1-5 MEANS THE NUMERIC KEYPAD –  
**NOT** THE NUMBER ROW.

# FIND AND SELECT A PHRASE

Players 1–3 must coordinate to choose one of the 18 matrix cells.

ACTIONS LEFT **64**

## VERSE MATRIX

COOPERATIVE SCRIPTURE RECONSTRUCTION

**2:14**

|                |                     |                  |
|----------------|---------------------|------------------|
| OR SIT IN THE  | COUNSEL WALK IN THE | OR STAND IN THE  |
| WAY OF SINNERS | MOCKERS. OF SEAT    |                  |
| OF SINNERS WAY | IN OR STAND THE     | WICKED THE OF    |
|                | IN OR SIT THE       |                  |
| OF WICKED THE  |                     | THE IS BLESSED   |
| THE BLESSED IS | SEAT MOCKERS. OF    | SEAT OF MOCKERS. |

SCRIPTURE  
TOGETHER  
STRONGER

**RED OUTLINE –**  
Player 1 chooses the column

**YELLOW OUTLINE –**  
Player 2 chooses the row

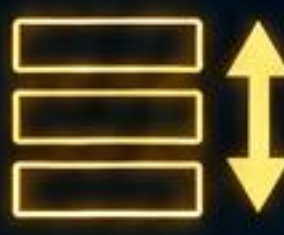
**GREEN OUTLINE –**  
Player 3 confirms the phrase

### 1. CHOOSE A COLUMN



Player 1 cycles through the three columns.

### 2. CHOOSE A ROW



Player 2 cycles through the six rows.

### 3. CHECK THE INTERSECTION



The green box shows the phrase currently targeted by the selected row and column.

### 4. SELECT THE PHRASE



Player 3 presses to move that phrase into the answer slot selected by Player 4.



### THE MATRIX CONTAINS:



**8** correct phrases taken from the memory verse



**10** scrambled phrases designed to look convincing

A selected phrase is not automatically judged. The team must decide whether it is correct and where it belongs.



**TALK BEFORE PRESSING –  
EVERY MOVEMENT USES AN ACTION.**

# ASSEMBLE THE PASSAGE

Place each correct phrase in its exact position.

ACTIONS LEFT **64**

**VERSE MATRIX**  
COOPERATIVE SCRIPTURE RECONSTRUCTION

**2:14**

|                |                     |                  |
|----------------|---------------------|------------------|
| OR SIT IN THE  | COUNSEL WALK IN THE | OR STAND IN THE  |
| WAY OF SINNERS | MOCKERS. OF SEAT    |                  |
| OF SINNERS WAY | IN OR STAND THE     | WICKED THE OF    |
|                | IN OR SIT THE       |                  |
| OF WICKED THE  |                     | THE IS BLESSED   |
| THE BLESSED IS | SEAT MOCKERS. OF    | SEAT OF MOCKERS. |

SCRIPTURE TOGETHER STRONGER

VERSE ASSEMBLY RAIL

1  
BLESSED IS THE

2  
MAN WHO DOES NOT

3  
WALK IN THE COUNSEL

4  
OF THE WICKED

5  
PSALMS 1:1

6

7

8

P1 COLUMN

P2 ROW

P3 SELECT

P4 MOVE SLOT

P5 RETURN

PLAYER 4 —  
CHOOSE THE POSITION

PLAYER 5 —  
FIX A MISTAKE

1.

PLAYER 4: CHOOSE THE POSITION

Player 4 moves the blue selector between answer slots 1–8.

Before Player 3 selects a phrase, Player 4 should place the selector over the position where the team believes that phrase belongs.

2.

PLAYER 5: FIX A MISTAKE

If a phrase was placed incorrectly:

1. Player 4 moves to that answer slot.
2. Player 5 presses the return button.
3. The phrase returns to its original location in the matrix.
4. The answer slot becomes available again.

3.

BEFORE PLAYER 3 SELECTS:

- ✓ Read the targeted phrase aloud.
- ✓ Decide whether it belongs in the verse.
- ✓ Decide which answer position it belongs in.
- ✓ Make sure the selected answer slot is empty.

4.

IMPORTANT BEHAVIOR

After a phrase is placed, Player 4's selector automatically moves to the next available answer slot. The team may still move it to another position before making the next selection.

1-2-3-4-5-6-7-8

THE VERSE MUST MATCH THE CORRECT WORDING AND ORDER EXACTLY.

# BEAT BOTH LIMITS

Complete the verse before time runs out and before you run out of actions.

ACTIONS LEFT **90**

**VERSE MATRIX**  
COOPERATIVE SCRIPTURE RECONSTRUCTION

**2:59**

OR SIT IN THE

COUNSEL WALK IN THE

OR STAND IN THE

## 1. COUNTDOWN TIMER

 **2:59**

The team must complete the verse before the timer reaches 0:00.

The default timer is three minutes, but the host can choose between 120 and 300 seconds.

## 2. ACTION LIMIT



ACTIONS LEFT  
**90**

Nearly every successful controller action reduces the counter by one:

- Moving the column
- Moving the row
- Selecting a phrase
- Moving between answer slots
- Returning a phrase

The host can choose between 50 and 100 available actions.

## GAME RESULTS

MOVES USED **38**

**CONGRATULATIONS!**

**1:30**

FINAL TIME



VERSE COMPLETE

1 2 3 4 5 6 7 8  
BLESSSED IS THE MANY WHO DOES NOT WALK IN THE COUNSEL OF THE WICKED OR STAND IN THE WAY OF SINNERS OR SIT IN THE SEAT OF MOCKERS.

**CONGRATULATIONS — VERSE COMPLETE**



The team wins when all eight answer slots contain the exact verse in the correct order.

The victory screen displays:

- Total moves used
- Final remaining time
- Completed verse
- Correct sequence

ACTIONS LEFT **9**

**MISSION FAILED**

**0:00**

|                  |                  |                     |
|------------------|------------------|---------------------|
| SEAT OF MOCKERS. | OF WAY SINNERS   | THE OF WICKED       |
| THE IN OR STAND  |                  | WALK IN THE COUNSEL |
|                  | OF SEAT MOCKERS. |                     |
|                  | OR STAND IN THE  | IN COUNSEL THE WALK |
| IS THE BLESSED   |                  | WICKED THE OF       |
|                  |                  |                     |

VERSE ASSEMBLY RAIL

**MISSION FAILED**



The team loses when:

- The countdown reaches 0:00, or
- The team uses its final available action

The loss screen compares the team's attempted sequence with the correct sequence.



**THERE ARE NO INDIVIDUAL WINNERS —  
THE ENTIRE TEAM SUCCEEDS OR FAILS TOGETHER.**

# SELECT A PASSAGE

## STARTING SCREEN



1 Blessed is the  
2 man who does not  
3 walk in the counsel  
4 of the wicked  
5 or stand in the  
6 way of sinners  
7 or sit in the  
8 seat of mockers.

PRESS SPACE TO BEGIN GAME (PRESS S TO CHANGE VERSE, O FOR OPTION MENU)

- The selected verse appears as eight numbered phrases.
- Press **S** before the game to open the verse-selection library.
- Press **SPACE** to continue to the How to Play screen.

## VERSE LIBRARY

Blessed is the man who does not walk in the counsel of the wicked or the way of sinners or sit in the seat of mockers. Psalms 1:1

|               |                  |                      |               |               |                 |                 |
|---------------|------------------|----------------------|---------------|---------------|-----------------|-----------------|
| 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       | Exra 7:10            | Psalms 16:8-9 | Psalms 27:4   | Psalms 37:23-24 | Psalms 84:10    |
| Exodus 14:13  | 1 Samuel 12:24   | Nehemiah 9:6         | Psalms 18:2   | Psalms 28:7   | Psalms 42:1-2   | Psalms 86:5     |

USE ARROWS TO SELECT VERSE. (PRESS ENTER TO CONFIRM, SPACE FOR NEXT PAGE OR S TO RETURN)



### ARROW KEYS

Move through the displayed verse references.

ENTER

### ENTER

Confirm the highlighted verse.

SPACE

### SPACE

Display the next page of verse references.

S

### S

Close the library and return to the starting screen.



The full text of the highlighted verse appears in the preview box before it is selected.

## VERSES.TXT



Verses.txt

The game loads its passages from a file named exactly:

### Verses.txt

Each passage must:

- Be entered on one line
- Include the complete verse text
- End with its Scripture reference
- Remain in the same folder as the PowerPoint game

The game automatically divides the selected verse into eight phrases and creates the scrambled alternatives.



### HOST NOTE

The complete verse and reference also appear in the PowerPoint Notes Page during gameplay so the host can check the answer.

# HOST CONTROLS & OPTIONS

## HOST CONTROLS

**SPACE**

Advance from the starting screen, continue past instructions, change verse-library pages, or begin the game.

**0**

Open or close the Options Menu.

**S**

Open or close the verse-selection library before gameplay.

**1-5**

**1-5 NUMBER ROW**  
Choose a player name to edit while Options is open.



### ARROW KEYS

Navigate the verse-selection library.

**`/~**

Show or hide controller-test indicators.

**ENTER**

Confirm a verse or finish entering a player name.

**ESC**

End the current game and reset.

## GAME OPTIONS



1 Blessed is the  
2 man who does not  
3 walk in the counsel

4 of the wicked  
5 and in the  
6 way of sinners  
7 or sit in the

8 seat of mockers.

PRESS A,B TO CHANGE OPTIONS AND 1-5 TO CHANGE NAMES (PRESS SPACE OR 0 TO RETURN)

### OPTION A — TIMER

Press **A** to change the starting time.

Range: 120–300 seconds  
Changes in 30-second increments

### OPTION B — ACTION LIMIT

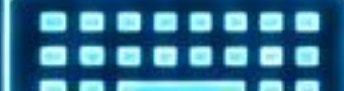
Press **B** to change the number of available actions.

Range: 50–100 actions  
Changes in increments of 5

## CHANGING PLAYER NAMES

While the Options Menu is open:

**1-5**



**ENTER**

1. Press number-row 1–5.
2. Type the new player or team name.
3. Press ENTER.

## EXIT OPTIONS

Press **SPACE** or **0** to close the Options Menu.

**SPACE**

or

**0**

# HOST TIPS & TROUBLESHOOTING

## HOST TIPS



### REQUIRE COMMUNICATION

Ask the team to say the phrase and answer position aloud before Player 3 presses.



### ASSIGN CLEAR ROLES

For large groups, create five teams and assign one controller button to each team.



### WATCH BOTH LIMITS

Remind players that unnecessary movement consumes actions even when no phrase is selected.



### USE THE NOTES PAGE

The complete verse appears in the PowerPoint Notes Page during gameplay for the host.

## DIFFICULTY SUGGESTIONS

| DIFFICULTY | TIMER       | ACTIONS |
|------------|-------------|---------|
| BEGINNER   | 270–300 sec | 90–100  |
| STANDARD   | 180–240 sec | 70–85   |
| EXPERT     | 120–150 sec | 50–65   |

## TROUBLESHOOTING



### “VERSES.TXT” WAS NOT FOUND

- Name the file exactly Verses.txt.
- Keep it in the same folder as the PowerPoint game.



### PLAYER BUTTONS DO NOT RESPOND

- Use the numeric keypad, not the number row.
- Make sure Num Lock is enabled.
- Press ` / ~ to display the controller-test indicators.
- Click inside the slideshow if PowerPoint is not receiving keyboard input.



### KEYBOARD COMMANDS DO NOT WORK

Use the desktop version of PowerPoint and enable VBA macros. The game will not function correctly in PowerPoint Online.



### A PLAYER'S BUTTON APPEARS TO DO NOTHING

- Some actions are blocked when:
- Player 3 targets a phrase that has already been removed.
  - Player 3 attempts to place a phrase into an occupied answer slot.
  - Player 5 attempts to return an empty answer slot.



### THE GAME ENDED BEFORE THE TIMER REACHED ZERO

The team used its final available action.



### A VERSE OR PHRASE APPEARS INCORRECTLY

Review the formatting in Verses.txt. Very short or unusually formatted passages may produce awkward automatic phrase divisions.

# PASSWORD ACCEPTED!

WORDS  
PEOPLE  
BUILD  
A BRIGHTER  
TOMORROW



SCRIPTURE  
TOGETHER  
STRONGER

MIND  
HEART  
TEAM  
IMPACT

## VERSE COMPLETE

## THANK YOU FOR PLAYING PASSWORD PASSAGE!

You searched through the distractions, communicated under pressure, and reconstructed God's Word one phrase at a time.

### PLAY AGAIN AND CHALLENGE YOUR TEAM TO:



USE **FEWER** ACTIONS



FINISH WITH **MORE**  
**TIME** REMAINING



COMMUNICATE  
**MORE** EFFICIENTLY



COMPLETE A **MORE**  
DIFFICULT MEMORY VERSE

**KNOW THE WORD.**  
**WORK TOGETHER.**  
**COMPLETE THE PASSAGE.**

**ESC**

Press ESC to end or reset the game.