



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.

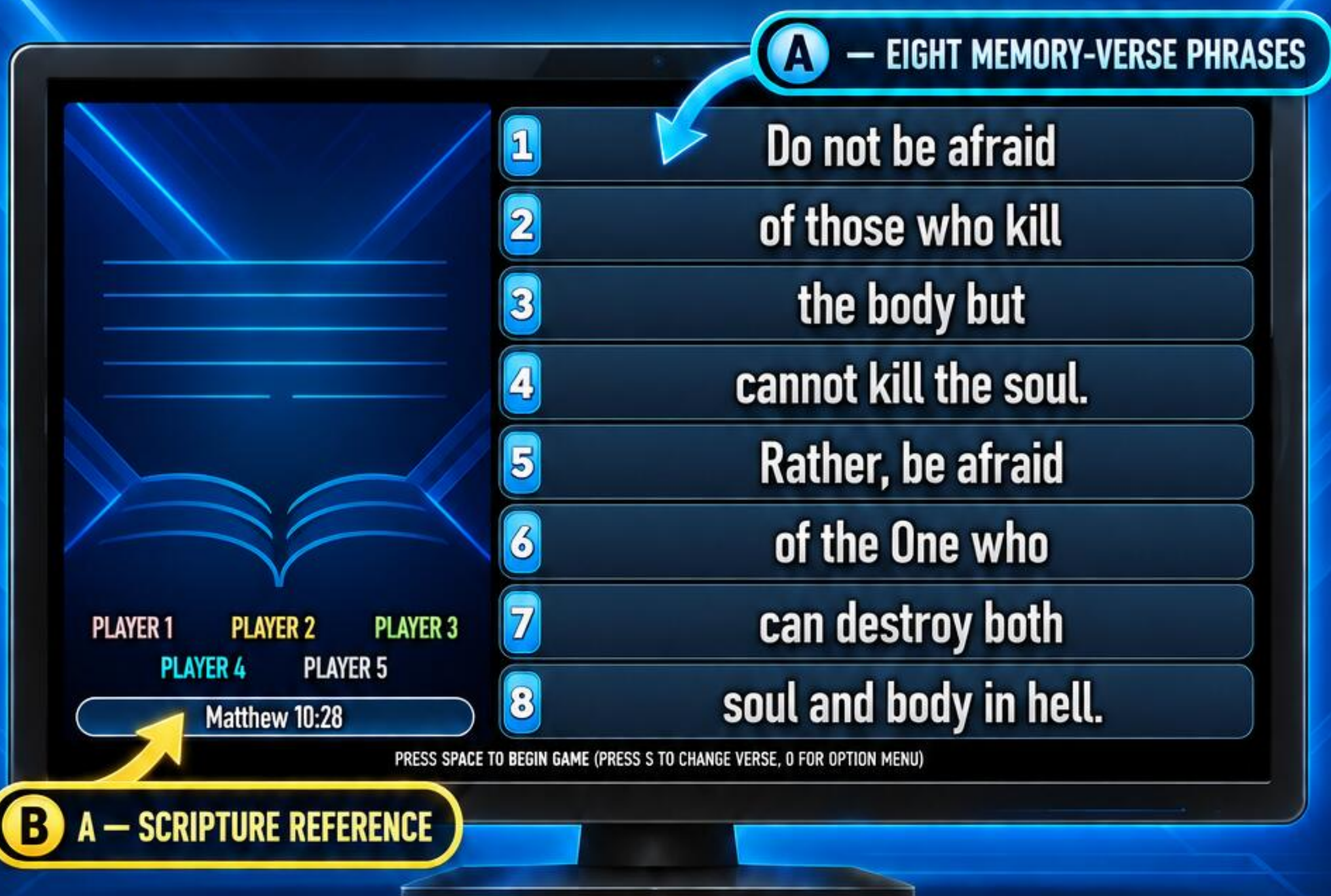


Thank you for using PPT Games by Pastor Robin!
Creating fun, engaging, and meaningful experiences for your ministry.

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

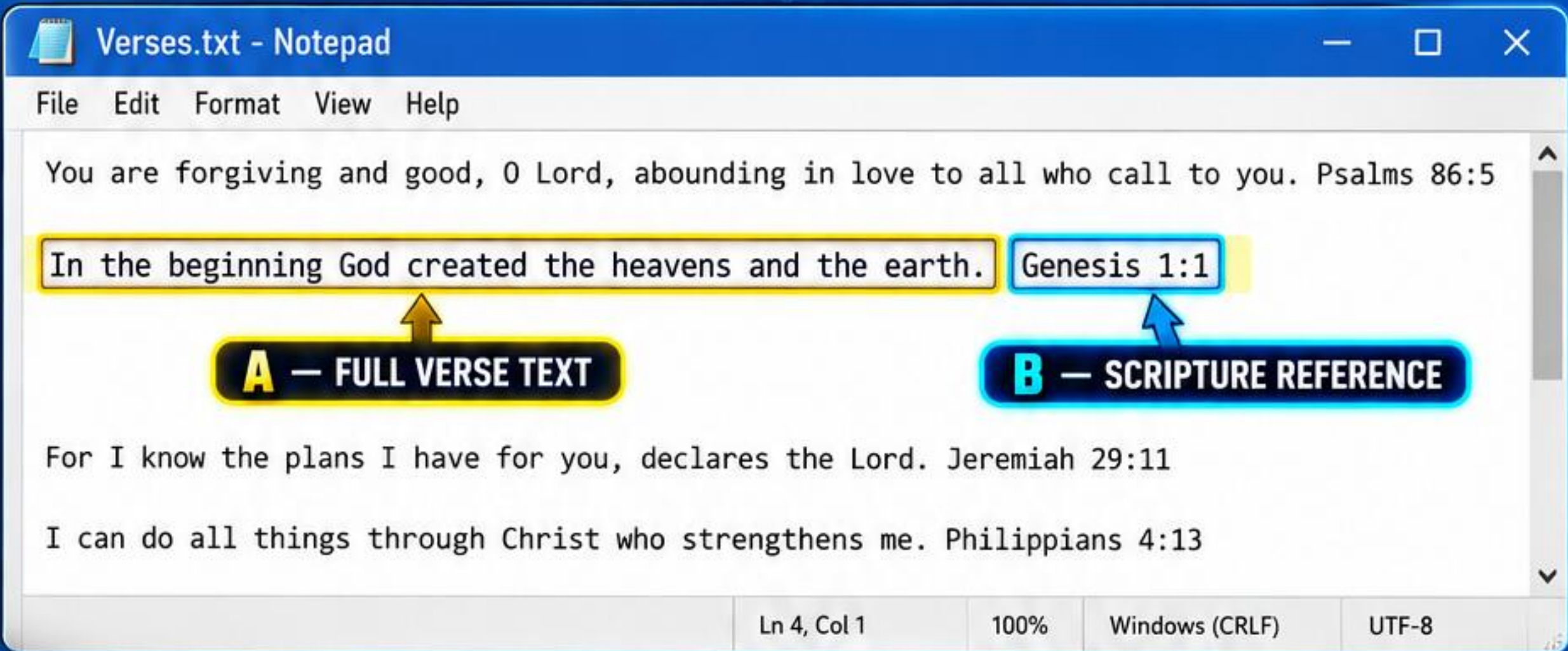
Confirm

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

PEASHOOTER PATROL

DEFEND. DISCERN. COMPLETE THE VERSE!



Peashooter Patrol is a fast-paced cooperative Bible memory game for five players.

Zombies approach carrying different phrases. Some phrases belong in the selected memory verse; others are impostors.

YOUR TEAM MUST:



Let the eight correct phrases reach the plants.



Shoot zombies carrying incorrect phrases.



Protect the team's shared hearts.



Conserve the limited supply of peas.

COOPERATIVE GAME

EVERYONE WINS OR LOSES TOGETHER!

GETTING READY TO PLAY

EIGHT VERSE PHRASES



FIVE PLAYERS



Genesis 2:2

- 1 By the seventh
- 2 day God had
- 3 finished the
- 4 work he had been
- 5 doing; so on
- 6 the seventh day
- 7 he rested
- 8 from all his work.

CLICK HERE TO BEGIN

SCRIPTURE REFERENCE

CLICK HERE TO BEGIN

1 CHOOSE YOUR VERSE

The selected memory verse is automatically divided into eight phrases.

Press **S** to open the Verse Selection Menu.

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

Press **ENTER** to confirm a verse.

Press **SPACE** to continue through additional pages of verses.

2 ASSIGN THE PLAYERS

Five players defend five separate lanes:

-  Player 1 — Red
-  Player 2 — Yellow
-  Player 3 — Green
-  Player 4 — Blue
-  Player 5 — White

Each player uses the matching **NUMPAD** button, 1–5.

3 STUDY THE PHRASES

Before the battle begins, read the eight verse phrases together.

Players must recognize which approaching phrases belong in the verse.



LET THE RIGHT PHRASES THROUGH!



DO NOT SHOOT!

WRONG PHRASE

SHOOT THE ZOMBIE!

PLAYER CONTROLS



IMPORTANT: Do not shoot simply because a phrase looks strange.
Some correct phrases may arrive out of order.

PEAS, RELOADING & HEARTS



USE PEAS WISELY

The pea counter in the upper-left corner shows how many shots remain for the entire team.

- Every shot removes one pea from the shared supply.
- Peas are spent even if the player misses.
- The team cannot shoot after the counter reaches zero.

WATCH FOR THE SUN

After firing, that player's Peashooter must reload.

The glowing sun beside the player shows that the lane is ready to shoot again.

If the sun is missing, pressing the button will not fire another pea.



PROTECT YOUR HEARTS

Wrong phrases that reach the plants cause damage.

- The zombie begins eating the plants.
- After a short delay, the team loses one heart.
- All five players share the same heart total.



SHOOT CAREFULLY—EVERY HEART AND EVERY PEA MATTERS!

WINNING & LOSING



HOW YOUR TEAM WINS



Allow all eight correct phrases to reach the plants.

Each accepted phrase appears in the verse panel on the left.

When every space is filled, the full memory verse is revealed and the team wins.

HOW YOUR TEAM LOSES



The game ends in defeat if incorrect phrases reduce the shared heart counter to zero.

THERE ARE NO INDIVIDUAL SCORES

This is a fully cooperative challenge:



Players protect separate lanes.



Hearts and peas belong to the whole team.



Every player contributes to completing the same verse.



The entire team wins—or loses—together.

EVERYONE WINS OR LOSES TOGETHER!

HOST CONTROLS

KEYBOARD CHEAT SHEET



PLAYER 1



PLAYER 2



PLAYER 3



PLAYER 4



PLAYER 5

SETUP

SPACE

Continue, advance instructions, or begin the game

S

Open or return to Verse Selection

ARROW KEYS



Navigate the Verse Selection Menu

ENTER

Confirm the highlighted verse

O

Open or close the Options Menu

OPTIONS

A

Change Team Health

B

Change Maximum Peas

C

Change Zombie Health

1-5 NUMBER ROW

Select a player name to edit

ENTER

Finish entering a player name

DURING PLAY

NUMPAD 1-5

Fire the corresponding player's Peashooter

` / ~

Show or hide controller-test indicators

ESC

End the game and reset to the title screen

IMPORTANT:

The number row edits player names.
The numeric keypad controls the Peashooters.

GAME OPTIONS

CUSTOMIZE THE CHALLENGE

Press **0** before beginning the game to open the Options Menu.



Genesis 2:2

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

1

By the seventh

2

day God had

3

finished the

4

OPTION MENU

work he had been

5

A. TEAM HEALTH

5

doing; so on

6

B. MAX. PEAS

90

the seventh day

7

C. ZOMBIE HEALTH

2

8

he rested

9

from all his work.



A - TEAM HEALTH

Choose between 1 and 9 hearts.
Fewer hearts create a tense challenge.

More hearts are helpful for younger or first-time players.



B - MAXIMUM PEAS

Choose between 50 and 200 peas, increasing by 10.
Fewer peas demand careful shooting.

More peas allow a more forgiving game.



C - ZOMBIE HEALTH

Choose between 1 and 3 hits per zombie.

1 hit — Easy

2 hits — Normal

3 hits — Challenging



CHANGE PLAYER NAMES



While the Options Menu is open:

1 Press **1-5** on the number row.

2 Type the player's name.

3 Press **ENTER** to finish.

Press **SPACE** or **0** to close the menu.

TROUBLESHOOTING

BEFORE YOU BEGIN

“VERSES.TXT” OR “PHRASES.TXT” WAS NOT FOUND



Verses.txt



Phrases.txt

Both files must:

- Be named exactly **Verses.txt** and **Phrases.txt**
- Remain in the same folder as the PowerPoint game

PLAYER BUTTONS DO NOT WORK



Use the numeric keypad—not the number row.

Make sure **Num Lock** is enabled.

Press to display the controller-test indicators.

Click inside the game first if PowerPoint is not receiving keyboard input.

THE GAME WILL NOT START



Use the desktop version of PowerPoint and enable VBA macros when prompted.

A PLAYER CANNOT SHOOT



Check whether:

- The team has peas remaining.
- The player's glowing reload sun has returned.

THE VERSE PHRASES LOOK AWKWARD



The game automatically divides every verse into eight sections. Try another verse or adjust that line in **Verses.txt**.

BIBLE MEMORY VERSE

PEASHOOTER PATROL

THANK YOU FOR PLAYING!

- 1 By the seventh
- 2 day God had
- 3 finished the
- 4 work he had been
- 5 doing; so on
- 6 the seventh day
- 7 he rested
- 8 from all his work.

Genesis 2:2



Work together, protect your hearts, and
hide God's Word in your heart—one phrase at a time.