



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.

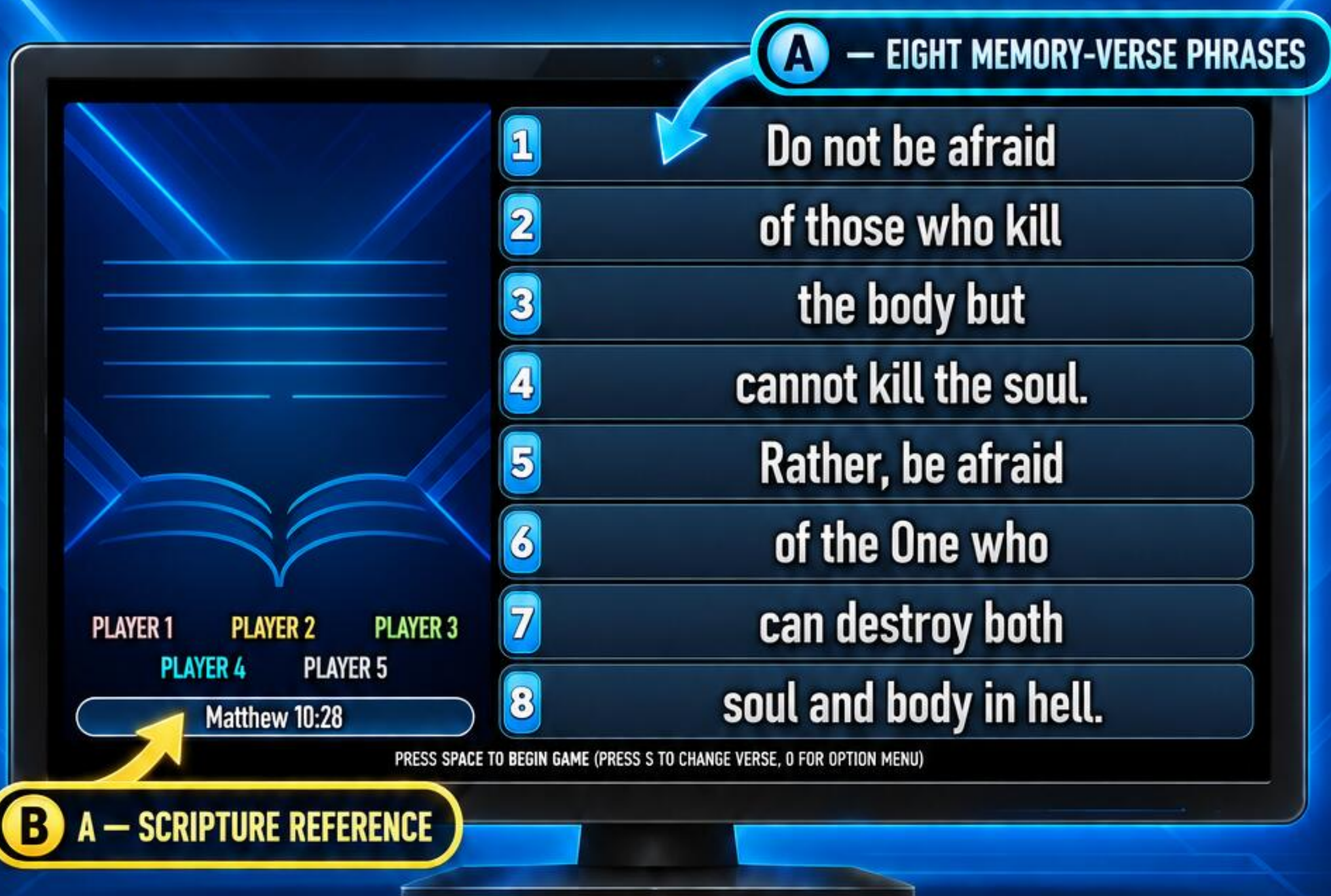


Thank you for using PPT Games by Pastor Robin!
Creating fun, engaging, and meaningful experiences for your ministry.

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 — 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

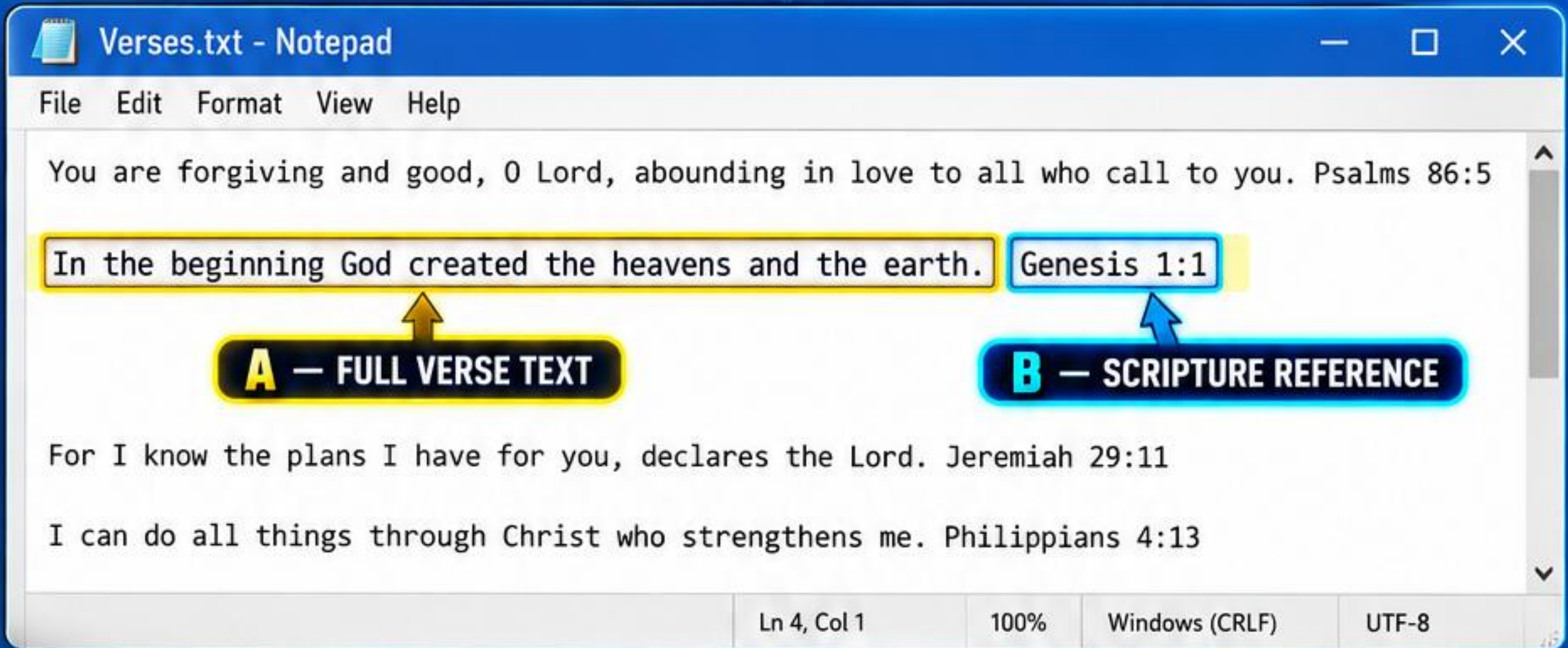
Confirm

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.

WHAT IS TIME BOMB?

MISSION
BRIEFING

COOPERATE
COMMUNICATE
DEFUSE

Find the correct phrases, complete the reference, and defuse the bomb before time runs out!

PLAYER 1 cannot kill the soul.

PLAYER 2 ask and it will

PLAYER 3 who One the of

PLAYER 4 who those of kill

PLAYER 5 lifted up to

2:58

EXPLOSIVE
CHANGE DEMOLITION RITES

?????

?????

?????

?????

?????

?????

?????

?????

???

???

???

WAITING FOR PLAYERS RESPONSE

TIME BOMB is a cooperative Bible memory game.

Five players—or five teams—work together to reconstruct a memory verse before the countdown reaches zero.

During every round:

- 1 Each player receives a possible answer.
- 2 Only one player has the correct answer.
- 3 The correct player must identify it and press their button.



FIND

Identify all eight correct phrases.



COMPLETE

Determine the book, chapter, and verse.



DEFUSE

Finish before time expires or the team receives three strikes.

5 PLAYER STATIONS • COOPERATIVE • TIMED CHALLENGE

i If fewer than five people are playing, divide everyone into five teams or assign multiple buttons to individual players.

FIND THE CORRECT PHRASE

PHRASE
SEARCH

CHECK
COMPARE
RESPOND

Only one player has a genuine piece of the memory verse.

1 PLAYER CHOICES

PLAYER 1 cannot kill the soul.

PLAYER 2 ask and it will

PLAYER 3 who One the of

PLAYER 4 who those of kill

PLAYER 5 lifted up to

2 HIDDEN VERSE

?????

?????

?????

?????

?????

?????

?????

?????

2:58

3 COUNTDOWN TIMER

4 STRIKE INDICATORS

WAITING FOR PLAYERS RESPONSE

HOW EACH ROUND WORKS

1

1. CHECK YOUR PHRASE



Each player watches the phrase displayed beside their name.

2

2. COMPARE THE CHOICES



Only one of the five choices is a correct phrase from the current memory verse. The other choices may contain:

- Words placed in the wrong order
- Phrases taken from other verses
- Other convincing—but incorrect—answers

3

3. PRESS ONLY WHEN CORRECT



The player who believes they have the correct phrase presses their assigned button:

NUMPAD 1-5 = PLAYERS 1-5

4

4. REVEAL THE PHRASE



A correct answer appears in its proper position on the verse board. The next set of choices then appears automatically.



DO NOT GUESS RANDOMLY

The entire team shares the same timer and strike total. A careless answer hurts everyone.

BUILD THE VERSE TOGETHER

Every correct answer brings the team one step closer to defusing the bomb.

MISSION
PROGRESS

REVEAL
ADVANCE
COMPLETE

NEW PLAYER CHOICES

PLAYER 1 Rather, be afraid

PLAYER 2 helping all who

PLAYER 3 soul body hell. in and

PLAYER 4 body the but

PLAYER 5 bless you and

2:40

EXPLOSIVE

WAITING FOR PLAYERS RESPONSE

PHRASES COMPLETED

Do not be afraid
of those who kill
?????
cannot kill the soul.

?????

?????

?????

?????

STILL MISSING

???

???

???



CORRECT ANSWER

When the correct player presses their button:

- The phrase is revealed on the verse board.
- It appears in its correct location.
- The team advances to the next round.
- No strike or time penalty is given.



WRONG ANSWER

When an incorrect player presses:

- The team receives one strike.
- Time is removed from the countdown.
- The player's name is recorded beside the strike.
- The game may temporarily enter cooldown.



TEAM STRATEGY



Read every choice aloud.



Compare wording and word order.



Communicate before pressing.



Watch which parts of the verse are still missing.

REVEAL ALL EIGHT PHRASES TO UNLOCK THE FINAL CHALLENGE

THE FINAL REFERENCE CHALLENGE

FINAL
PHASE

BOOK
CHAPTER
VERSE

The verse is complete—but the bomb is not defused yet!

PLAYER 1 of the One who

PLAYER 2 I will give to the

PLAYER 3 soul. the cannot kill

PLAYER 4 kill who of those

PLAYER 5 lead you through

1:50

EXPLOSIVE

PLAYER 1

Do not be afraid
of those who kill
the body but
cannot kill the soul.
Rather, be afraid
?????
can destroy both
?????

???

BOOK

???

CHAPTER

???

VERSE

AFTER THE EIGHT PHRASES

Once all eight phrases have been identified, the game continues for three final rounds.

ROUND 9

IDENTIFY THE BOOK

One player receives the correct Bible book.

ROUND 10

IDENTIFY THE CHAPTER

One player receives the correct chapter number.

ROUND 11

IDENTIFY THE VERSE

One player receives the correct verse number.



The other players receive convincing incorrect choices during each round.



IMPORTANT WARNING

Wrong answers during the reference challenge still:

- Add strikes
- Remove time
- Trigger the cooldown

COMPLETE THE VERSE AND ITS FULL REFERENCE TO WIN

TIMER, STRIKES & COOLDOWN

SYSTEM
STATUS

COUNTDOWN
STRIKES
COOLDOWN

PLAYER 1 of the One who

PLAYER 2 I will give to the

PLAYER 3 soul. the cannot kill

PLAYER 4 kill who of those

PLAYER 5 lead you through

ACTIVE STRIKE

Do not be afraid
of those who kill
the body but
cannot kill the soul.
Rather, be afraid
?????
can destroy both
?????

1:50

YELLOW COUNTDOWN

PLAYER 1

WAITING FOR PLAYERS RESPONSE

RESPONSES PAUSED

COUNTDOWN TIMER

1:50

The team must complete all eight phrases and the full Scripture reference before the timer reaches 0:00.

2:58

The timer normally appears red.

TIME PENALTY



A wrong answer immediately removes the selected number of seconds from the timer.

If the penalty uses the team's remaining time, the game ends immediately.

THREE STRIKES



Every wrong answer adds one strike and records the name of the player who pressed.

THREE STRIKES = GAME OVER

COOLDOWN



After a wrong answer, the game may temporarily block all player responses.

During cooldown:

- The timer changes to yellow.
- Player buttons will not respond.
- The countdown continues running.

Responses resume when the cooldown ends.



IF THE TIMER IS **YELLOW**, WAIT—THE GAME IS STILL IN COOLDOWN.

DEFUSE THE BOMB—OR FACE THE EXPLOSION

MISSION
RESULT

SUCCESS
OR
FAILURE

CONGRATULATIONS!

YOU HAVE SUCCESSFULLY DIFFUSED THE BOMB.

"NO WEAPON FORMED AGAINST
YOU SHALL PROSPER." ISA. 54:17

YOUR FINAL TIME

1:49

THANK YOU FOR PLAYING! (PRESS ESC TO END GAME)

SORRY, YOU DIED.

BETTER LUCK NEXT TIME!

STRIKE 1
PLAYER 1

STRIKE 2
PLAYER 2

STRIKE 3
PLAYER 3

THANK YOU FOR PLAYING! (PRESS ESC TO END GAME)

VICTORY — BOMB DEFUSED

The team wins by completing:

- All eight memory-verse phrases
- The correct Bible book
- The correct chapter
- The correct verse number

The victory screen displays the team's remaining time.

More time remaining means a stronger finish.

There are no traditional points or individual winners—the entire team succeeds together.

DEFEAT — BOMB EXPLODES

The team loses when:

- The timer reaches zero
- A time penalty removes the remaining time
- The team receives its third strike

The loss screen displays the players responsible for the recorded strikes.

Empty strike positions may appear as TIME OUT when the countdown causes the loss.

ONE TEAM • ONE TIMER • ONE SHARED RESULT

HOST CONTROLS & GAME OPTIONS

HOST
CONSOLE

SET UP
TEST
BEGIN

HOST CONTROLS

SPACE

Advance from the starting screen, continue through instructions, and begin the game.

ENTER

Finish entering a player name.

0

Open or close the Options Menu before gameplay.

\ / ~

Show or hide the controller-test indicators.

NUMPAD 1-5

Player response buttons.

ESC

End the current game and reset to the starting screen.

1-5 NUMBER ROW

Choose a player name to edit while the Options Menu is open.



For selecting memory verses with S, see Pages 3-4.

GAME OPTIONS

OPTION A — TIMER

Press A to change the starting time.
120-300 seconds, increasing by 30 seconds

OPTION B — TIME PENALTY

Press B to change how much time is removed after a wrong answer.
0-30 seconds, increasing by 5 seconds

OPTION C — COOLDOWN

Press C to change how long player responses are blocked after a wrong answer.
0-3 seconds

- 
- 1 Do not be afraid
- 2 of those who kill
- 3 the body but
- 4 the soul.
- 5 e afraid
- 6 of the one who
- 7 can destroy both
- 8 soul and body in hell.

OPTION MENU

- A. TIMER (SEC) 180
- B. TIME PENALTY 30
- C. COOLDOWN (SEC) 3

PLAYER 1 PLAYER 2 PLAYER 3
PLAYER 4 PLAYER 5
Matthew 10:28

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

PLAYER NAMES

While the Options Menu is open:

1

1-5
NUMBER ROW

Press number-row 1-5.

2

Type the new player or team name.

3

ENTER

Press ENTER.

EXIT OPTIONS

SPACE

0

Press SPACE or 0 to close the Options Menu.

HOST TIPS & TROUBLESHOOTING

HOST
BRIEFING

PREPARE
COMMUNICATE
RESPOND

HOST TIPS



USE FIVE TEAMS

The game always presents five possible answers. For larger groups, divide everyone into five teams and give each team one button.



REQUIRE COMMUNICATION

Ask players to read their answers aloud before anyone presses. This reinforces memorization and reduces careless strikes.

ADJUST THE DIFFICULTY

BEGINNER

Timer: 240–300 seconds

Penalty: 0–10 seconds

Cooldown: 0–1 second

STANDARD

Timer: 180–210 seconds

Penalty: 15–20 seconds

Cooldown: 1–2 seconds

EXPERT

Timer: 120–150 seconds

Penalty: 25–30 seconds

Cooldown: 3 seconds

ANNOUNCE THE FINAL CHALLENGE

After the eighth phrase, remind players that they must still identify the book, chapter, and verse.



BOOK



CHAPTER



1:1

VERSE

TROUBLESHOOTING



PLAYER BUTTONS DO NOT RESPOND

- Use the numeric keypad—not the number row.
- Make sure Num Lock is enabled.
- Use the backquote key to display the controller-test indicators.



NOBODY CAN ANSWER AFTER A STRIKE

The game is probably in cooldown. Wait until the yellow timer returns to red.



THE TIMER SUDDENLY LOST TIME

This is the configured wrong-answer time penalty, not a timer malfunction.



THE GAME ENDED BEFORE 0:00

A wrong-answer penalty may have removed all remaining time, or the team may have received its third strike.



KEYBOARD COMMANDS DO NOT WORK

Use desktop PowerPoint with macros enabled. The game will not function properly in PowerPoint Online or without VBA.



A VERSE APPEARS INCORRECTLY

Review the formatting instructions for Verses.txt on Page 5.

BOMB DEFUSED!

MISSION
COMPLETE

MEMORIZE
COOPERATE
SUCCEED

THANK YOU FOR PLAYING
TIME BOMB



You faced the countdown, worked through the distractions,
and rebuilt God's Word one phrase at a time.

Whether the bomb was defused or exploded, play again and see if your team can:



MAKE
**FEWER
MISTAKES**



FINISH WITH
**MORE TIME
REMAINING**



MEMORIZE
**A DIFFERENT
BIBLE VERSE**



COMPLETE THE
CHALLENGE AT A
**HARDER
DIFFICULTY**

**MEMORIZE THE WORD.
WORK TOGETHER.
BEAT THE CLOCK.**

ESC

Press ESC to end or reset the game.