



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.



BIBLE QUICKMATCH

1ST PLAYER 1	2ND PLAYER 2	3RD PLAYER 3	4TH PLAYER 4	X PLAYER 5
20	10	6	5	0



Rainbow



WHAT IS BIBLE QUICKMATCH?

Bible QuickMatch is a fast-paced visual matching game for 2–5 players or teams. During each question, a Bible-related image appears on the screen while five possible answers flash one at a time. Players must quickly identify the image and buzz when the correct answer appears.



THE GOAL

Recognize the image, wait for the correct matching answer, and buzz faster than your opponents.



GREAT FOR

Youth groups, Sabbath School, Bible classes, family worship, camps, retreats, and church game nights.



SEE THE IMAGE

Study the Bible image on the screen.



WATCH THE ANSWERS

Five answers flash one at a time.



BUZZ WHEN THEY MATCH

Press your buzzer when the correct answer appears!

FAST EYES. FAST THINKING. ACCURATE ANSWERS.



STARTING A GAME

Follow these steps to set up and begin your game.

1 START THE SLIDESHOW

Click the black **CLICK HERE TO START** bar once.

After initialization, the game is controlled entirely from the keyboard.



2 OPEN THE OPTION MENU

Press **0** before beginning the game.

Here you can choose:

- Number of players
- Starting point value
- Number of rounds
- Questions per round
- Comeback Bonus
- Question Delay
- Incorrect Answer Penalty



3 CHANGE PLAYER NAMES

While the Option Menu is open, press **1-5** on the regular keyboard to select a player name.

Type the new name and press **ENTER**.



4 BEGIN THE GAME

Press **SPACE** to close the Option Menu and continue.



5 REVIEW THE ROUND TOPIC

Before every round, the topic name and instructions are displayed.

SPACE to begin the round.

S to replace the topic with another available topic.

The game randomly selects topics and avoids repeating them until the available topic library has been used.



Example topic screen

FAST EYES. FAST THINKING. ACCURATE ANSWERS.



HOW EACH QUESTION WORKS

See the image. Watch the answers. Buzz when they match!

1 STUDY THE IMAGE

A Bible character, object, location, symbol, or other visual clue appears on the screen.

2 WATCH THE ANSWERS

Five possible answer names appear one at a time in different positions around the image.

Only one answer correctly identifies the image.

3 WAIT FOR THE MATCH

Do not buzz simply because you know the answer.

Players must wait until the correct matching answer is actually displayed.

4 PRESS YOUR BUZZER

Each player uses one assigned key on the numeric keypad:



5 THE ANSWER IS REVEALED

When the first player buzzes correctly, the correct answer appears and the other players receive a brief opportunity to respond for reduced points.

PLAYER 1 0 PLAYER 2 0 PLAYER 3 0 PLAYER 4 0 PLAYER 5 0



WAITING FOR PLAYERS' RESPONSES

EXAMPLE: ANSWERS FLASH ONE AT A TIME



EXAMPLE: FIRST BUZZ CORRECT, OTHERS GET A CHANCE



WRONG ANSWERS



- A player who buzzes while an incorrect answer is displayed is **locked out** for the remainder of that question.
- If nobody finds the correct match, the question may cycle again before the game moves forward.



Incorrect buzz = Locked Out



FAST EYES. FAST THINKING. ACCURATE ANSWERS.



SCORING AND PLAYER ORDER

The first correct player receives the full point value.
Later correct responses receive progressively fewer points.



EXAMPLE: 20-POINT QUESTION

PLACEMENT	POINTS
1ST 1st Correct	20
2ND 2nd Correct	10
3RD 3rd Correct	6
4TH 4th Correct	5
X Final Player	0

Partial scores are rounded down to the nearest whole point.

SCORING BY NUMBER OF PLAYERS



2 PLAYERS

Full points / 0 points



3 PLAYERS

Full / $\frac{1}{2}$ / 0



4 PLAYERS

Full / $\frac{1}{2}$ / $\frac{1}{3}$ / 0



5 PLAYERS

Full / $\frac{1}{2}$ / $\frac{1}{3}$ / $\frac{1}{4}$ / 0

INCORRECT PENALTY



When **Incorrect Penalty** is turned on:

- ✓ An incorrect buzz removes **half** of the question's base value.
- ✓ A player's score cannot drop below **zero**.
- ✓ The player is also **locked out** for that question.



The scoring system awards the full value to the first correct response, followed by **one-half**, **one-third**, and **one-fourth** values when enough players are participating. Incorrect answers can deduct **half of the base point value** when the penalty option is enabled.



ROUNDS, TOPICS, AND COMEBACK BONUS

HOW ROUNDS WORK

1 Each round uses one topic from the Topic Library.

2 Before the round begins, the game displays:

- Topic name
- Topic instructions
- Point value
- Number of questions



Example Topic Introduction Screen



3 Once every question in the round is completed, a new topic is selected for the next round.

4 Press **S** from the topic introduction screen to switch topics before the round begins.



Topics are randomly selected and will not repeat until the available Topic Library has been used.

COMEBACK BONUS

When this option is turned on, players who have fallen behind may receive a **comeback marker**.



POINTS BEHIND LEADER	POSSIBLE BONUS
50 – 99	+50
100 – 149	+100
150 – 199	+150
200 or more	+200



The bonus is awarded **only** when the marked player becomes the **first correct player** on that question.



This gives trailing players a chance to return to the game **without taking points away from the current leader**.



STAY IN THE GAME. ANYTHING CAN HAPPEN!



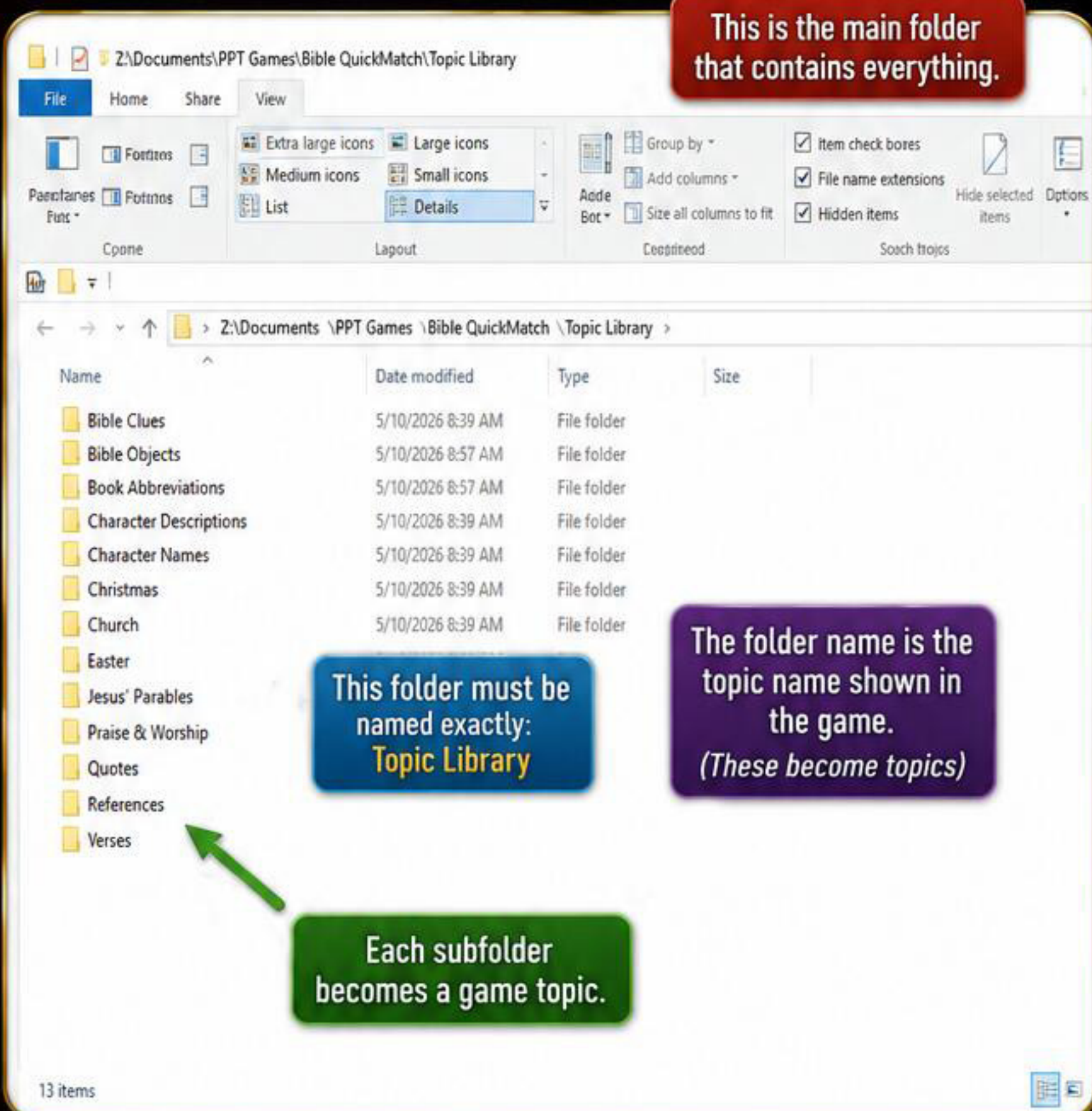
THE TOPIC LIBRARY

The Topic Library is where all of your game topics live.

Bible QuickMatch **does not** use a traditional questions.txt and answers.txt system.

Instead, **every subfolder** inside Topic Library **becomes a playable game topic**.

EXAMPLE



! IMPORTANT

The Topic Library folder must remain in the **same main folder** as the PowerPoint file.

DO NOT:

- ✗ Rename the main Topic Library folder
- ✗ Move it away from the PowerPoint
- ✗ Place the PowerPoint inside the Topic Library
- ✗ Remove every image from a topic folder



The presentation searches specifically for a folder named **Topic Library** beside the PowerPoint file.

HOW IT WORKS

1



You create a subfolder inside **Topic Library**.
Example: Church

2



Add images to that folder.
Each image becomes one potential question.

3



instruction.txt

Optionally add an **instruction.txt** file to describe the topic.
This text is shown before the round begins.

4



At game time, that folder appears as a playable topic.
The game randomly selects topics and avoids repeats until all topics have been used.



ORGANIZE YOUR TOPICS. BUILD YOUR GAME. HAVE FUN!



1 STEP 1 — CREATE A FOLDER

Inside **Topic Library**, create a new folder. The folder name becomes the topic title shown during the game.

Topic Library\Church

2 STEP 2 — ADD YOUR IMAGES

Supported image formats:

- .jpg
- .jpeg
- .png



Each image becomes one question.

3 STEP 3 — RENAME EVERY IMAGE

The filename becomes the answer displayed during the game.

Palm Fronds, Branches.jpg

The answer shown to players will be:

Palm Fronds, Branches

4 STEP 4 — ADD INSTRUCTIONS

Create a plain text file named exactly:

instruction.txt

Type a short explanation such as:

Match the correct identity with the images as they appear.

If no instruction.txt exists, the game uses a basic default instruction.

EXAMPLE: THE "CHURCH" TOPIC FOLDER



Topic Library\Church



Palm Fronds, Branches.jpg

IMAGE

A clear, high-quality image represents one question. Use .jpg, .jpeg, or .png files.



Palm Fronds, Branches.jpg

FILENAME = ANSWER

The image filename (without .jpg/.png) becomes the answer shown to the players. Keep names short and easy to read quickly.



instruction.txt

INSTRUCTION FILE

Name the file exactly: **instruction.txt**

This text appears as the topic description before the round.



VERY IMPORTANT

Every topic folder should contain at least **five images** because each question requires one correct answer and four incorrect alternatives.

For better variety, use approximately



TIPS FOR GREAT TOPICS

- ✓ Use images that are visually distinct.
- ✓ Avoid overly similar items.
- ✓ Verify names and spellings.
- ✓ Test your topic to make sure answers are obvious and fair.





OPTION MENU

Press **0** before the game begins.
Press the letter beside an option repeatedly
to cycle through its available settings.

0

OPEN/CLOSE
OPTION MENU

OPTION MENU

A	PLAYERS	<	3	>
B	POINT VALUE	<	20	>
C	NUMBER OF ROUNDS	<	3	>
D	QUESTIONS PER ROUND	<	7	>
E	COMEBACK BONUS	<	ON	>
F	QUESTION DELAY	<	1	>
G	INCORRECT PENALTY	<	OFF	>

OPTION MENU
Press the letter beside
any option to change it.

Press **SPACE** when
finished.

SPACE
CONTINUE

A-G CHANGE OPTION | 1-5 EDIT PLAYER NAMES | BACKSPACE DELETE | SPACE CONTINUE

KEY	OPTION	AVAILABLE SETTINGS
A	PLAYERS	2 – 5
B	POINT VALUE	5, 10, 15, 20, or 25
C	NUMBER OF ROUNDS	1 – 10
D	QUESTIONS PER ROUND	4 – 20
E	COMEBACK BONUS	On or Off
F	QUESTION DELAY	0 – 3 seconds
G	INCORRECT PENALTY	On or Off

RECOMMENDED FIRST GAME

Players:	Match the number of teams
Point Value:	20
Rounds:	3
Questions per Round:	7
Comeback Bonus:	On
Question Delay:	1 or 2
Incorrect Penalty:	Off

DIFFICULTY RECOMMENDATIONS

Younger Players:
Longer delay, no penalty

Experienced Players:
No delay, penalty on

Large Team Game:
Fewer rounds with more questions

Quick Icebreaker:
One round with 5–7 questions

HOW IT WORKS

The menu ranges and toggles are defined directly by the A–G controls in the game code.



TROUBLESHOOTING

1



THE GAME SAYS "TOPIC LIBRARY FOLDER NOT FOUND"

Confirm that the folder named Topic Library is beside the PowerPoint file.



2



NO TOPICS ARE AVAILABLE

Make sure the Topic Library contains at least one subfolder.



3



A TOPIC FREEZES OR NEVER FINDS AN ANSWER

Make sure the topic contains at least five valid images. Each question needs one correct answer and four different alternatives.



4



PLAYER BUTTONS DO NOT WORK

- Turn Num Lock on.
- Use the numeric keypad, not the top number row.
- Click the black start bar again.
- Test the controls with the backquote key.
- Confirm that the slideshow window is active.



5



AN ANSWER IS MISSPELLED

Rename the corresponding image file. The game displays the image filename exactly as the answer.



6



THE TOPIC DESCRIPTION DOES NOT APPEAR

Confirm that the file is named exactly:

`instruction.txt`

Place it inside the correct topic folder.



7



AN IMAGE DOES NOT LOAD

Use a standard JPG, JPEG, or PNG file. Avoid unusually large, damaged, or unsupported image files.



8



MACROS ARE BLOCKED

Close PowerPoint, right-click the game file, open Properties, select Unblock when available, reopen it, and enable macros.



9



THE GAME CLOSED WHEN ESC WAS PRESSED

That is expected. ESC resets or exits the active game.

Esc



THANK YOU FOR PLAYING!

Bible QuickMatch was created to make Bible learning active, competitive, and memorable.

Expand the Topic Library, create questions for your own group, and adapt the game for your church, classroom, retreat, or family.

Make it yours.

SEE IT. MATCH IT. BUZZ FIRST.