



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.

CODENAMES



GAME OVERVIEW

Teams race to identify their secret agents using clever one-word clues from their Spymaster. Avoid innocent bystanders—and whatever you do, don't reveal the Assassin.



OBJECTIVE

Be the first team to identify all of your agents without revealing the Assassin.



PLAYERS

4–30+



DURATION

15–30 MINUTES



DIFFICULTY

MEDIUM



RECOMMENDED AUDIENCE

All Ages 8+

Great for Families, Youth Groups, Bible Classes, and Game Nights!

WHAT MAKES THE GAME UNIQUE



WORD MODE AND PICTURE MODE

Play with Bible words or custom images.



TEAM-BASED DEDUCTION AND DISCUSSION

Talk, connect ideas, and make the best guesses together.



HIDDEN MAP SYSTEM WITH 100 UNIQUE LAYOUTS

Every game feels fresh with a different secret map.



SPYMASTER VS GUESSER ROLES

Spymasters give clues. Guessers take the risk.



INSTANT-WIN ASSASSIN MECHANIC

Reveal the Assassin and the game ends—instantly.



WORKS EQUALLY WELL WITH SMALL GROUPS OR LARGE AUDIENCES

Perfect for 2 teams of any size!



ONE CLUE CAN CHANGE EVERYTHING.
THINK. CONNECT. GUESS. WIN!

CODENAMES
TOP SECRET



CODENAMES

GAME SETUP

CLASSIFIED

OPERATION
CODENAME
KINGFISH

INTELLIGENCE DIVISION



- 1 Divide into **two teams**.
- 2 Each team selects one **Spymaster**.
- 3 Everyone else becomes **Guessers**.
- 4 Choose **Word Mode**, **Picture Mode**, or **Mixed Mode**.
- 5 Choose how you want to reveal the secret map:

MAP SELECTION SCREEN

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

AGENTS REMAINING

9

TEAM 1

MAP
NUMBER

AGENTS REMAINING

8

TEAM 2

ENTER TEAM 1 SPYMASTER'S CLUE (USE - KEY TO SPECIFY UNLIMITED)

OPTION A – PREPROGRAMMED MAPS (1–100)

- Use the included Codenames Map Guide.pdf to select any of the 100 built-in maps.
- Enter the map number (1–100).
- Both Spymasters use the matching map from the guide.



OPTION B – RANDOM MAP

- Press **ENTER** to generate a random map.
- The two Spymasters sit behind the laptop and use Presenter View to see the secret map.
- Guessers should not be able to see the Presenter View screen.



6 Determine which **team starts**.

- The starting team receives **9** agents.
- The other team receives **8** agents.

PREPROGRAMMED MAPS



- Type any map number from 1–100.
- Use the included *Codenames Map Guide.pdf* to view the matching layout.

RANDOM MAP



- Press **ENTER** to generate a random map.
- The secret layout appears automatically in Presenter View for the Spymasters.

THREE MODES TO CHOOSE FROM

WORD

WORD MODE

Play using words.



PICTURE MODE

Play using pictures.



MIXED MODE

Play with words and pictures.

TEAM 1

TEAM ROLES

TEAM 2

SPYMASTER

Sees the secret map.
Gives one-word clues plus a number.

GUESSERS

Discuss the clue and guess cards one at a time.

VS

SPYMASTER

Sees the secret map.
Gives one-word clues plus a number.

GUESSERS

Discuss the clue and guess cards one at a time.

QUICK START TIP!

USE A PREPROGRAMMED MAP



- Open the included *Codenames Map Guide.pdf*.
- Pick any map from 1–100.
- Enter the map number and begin.

OR USE A RANDOM MAP

- Press **ENTER**.
- The Spymasters view the secret layout using Presenter View while the Guessers face the game board.

TOP SECRET
EYES ONLY

330

345

N

W

E

45

60

75



INTELLIGENCE
REPORT

CODENAMES

THREE GAME MODES



Codenames can be played in three exciting ways.
Choose the mode that fits your group and enjoy!

WORD MODE

WORD



Uses Bible words and terms.



Great for Bible knowledge and discussion.



Easier to create custom question libraries.

DEUTERONOMY	DELIVERER	FELLOWSHIP	COVENANT	REFUGE
THOMAS	SANCTUARY	KINGS	GENESIS	HABAKKUK
ZECHARIAH	PHILIP	PSALMS	LAMB	SOLOMON
JOSEPH	JUDE	SCRIBE	DANIEL	POTTER
RAINBOW	JORDAN	PHILIPPIANS	REBEKAH	ELDER

EXAMPLE: WORD MODE GAME BOARD

AGENTS REMAINING

9

TEAM 1

CLUE

TEAM 1

MAP
NUMBER

AGENTS REMAINING

8

TEAM 2

PICTURE MODE



Uses images instead of words.



Perfect for younger players.



Encourages visual thinking and creative clues.

1	2	3		
7				
8	8			

EXAMPLE: MIXED MODE GAME BOARD

AGENTS REMAINING

9

TEAM 1

CLUE

TEAM 1

MAP
NUMBER

AGENTS REMAINING

8

TEAM 2

MIXED MODE

WORD



Mix of words and pictures.



Adds extra challenge and variety.



Great for experienced players.

1	2 EPHESIANS	3 BAPTISM	4	5
6	7	8	9 ESTHER	10 BLESSING
11 DEUTERONOMY	12	13 THRONE	14 CHRONICLES	15 MARY
16	17 PHILIP	18	19	20
21 ARMOR	22 PETER	23	24 AMOS	25

EXAMPLE: MIXED MODE GAME BOARD

AGENTS REMAINING

8

TEAM 1

CLUE

TEAM 2

MAP
NUMBER

AGENTS REMAINING

9

TEAM 2



HOST TIP

Choose the mode that best fits your group's age, experience, and goals. All three modes are fun, engaging, and easy to learn!



CODENAMES

UNDERSTANDING THE GRID



The heart of Codenames is the 5-by-5 grid. Each card looks the same—but every card hides a secret identity known only to the Spymasters.

EXAMPLE GAME BOARD

DEUTERONOMY	DELIVERER	FELLOWSHIP	COVENANT	REFUGE
THOMAS	SANCTUARY	KINGS	GENESIS	HABAKKUK
ZECHARIAH	PHILIP	PSALMS	LAMB	SOLOMON
JOSEPH	JUDE	SCRIBE	DANIEL	POTTER
RAINBOW	JORDAN	PHILIPPIANS	REBEKAH	ELDER

ALL CARDS START FACE DOWN. ONLY THE SPYMASTERS KNOW THE TRUTH.

HOW IT WORKS

5x5

Each board contains 25 cards.



Every card has one hidden identity that the Spymasters can see—but guessers cannot.



Spymasters use clues to help their team find their agents while avoiding the other team's agents, bystanders, and the assassin.



Only the Spymasters know which cards belong to which category.

CARD IDENTITIES

RED AGENTS



These cards belong to Team 1 (Red).

BLUE AGENTS



These cards belong to Team 2 (Blue).

INNOCENT BYSTANDERS



These cards do not belong to either team.

THE ASSASSIN



Revealing this card ends the game immediately. The other team wins!



REMEMBER: Every card holds a secret. Choose your clues wisely!



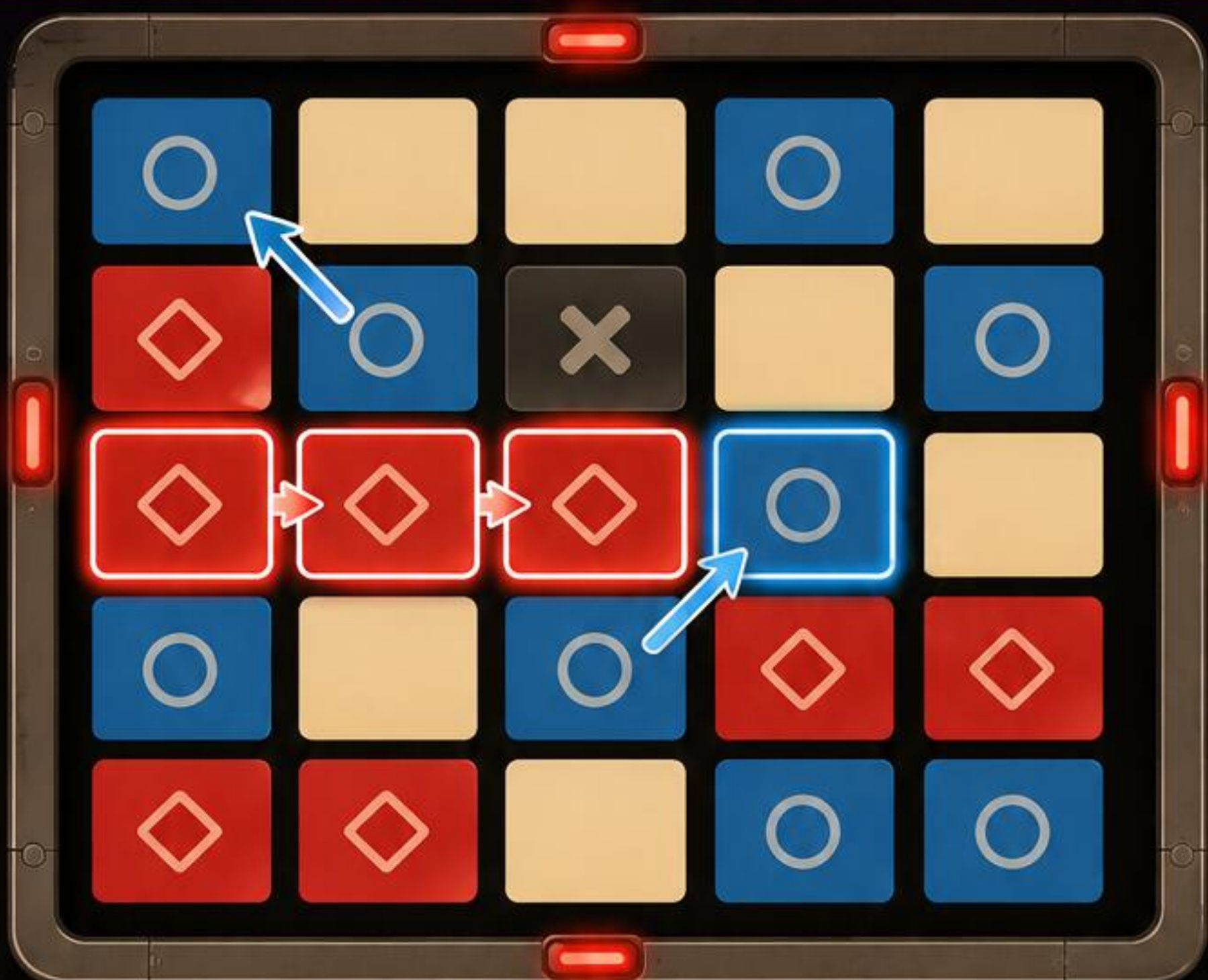
CODENAMES

THE SPYMASTER'S JOB



Only the Spymaster sees the secret map.

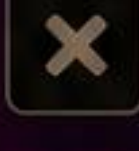
EXAMPLE: SPYMASTER'S VIEW (SECRET MAP)



The Spymaster sees the secret map.

Their goal is to help teammates identify **multiple friendly agents** with a single clue.

The Spymaster knows:

-  Red Agents (Team 1)
-  Blue Agents (Team 2)
-  Innocent Bystanders
-  The Assassin

EXAMPLE CLUE

"KING 3"

The Spymaster gives the clue "King 3".

This means there are **three** cards on the board that relate to "King".

POSSIBLE ANSWERS



DAVID



SOLOMON



THRONE

All three words connect to the clue "King". The team chooses which cards to guess.



THE CHALLENGE

The clue must connect multiple cards without accidentally pointing toward:

- **Enemy agents** (wrong color)
- Innocent bystanders
- The Assassin



IMPORTANT

The Spymaster may not:

- ✗ Explain the clue
- ✗ Gesture or point
- ✗ Make sounds or act things out
- ✗ Give extra hints



A GREAT SPYMASTER GIVES CLEVER CLUES THAT CONNECT IDEAS.
THE BEST CLUES FEEL OBVIOUS—BUT ARE NEVER TOO OBVIOUS!

CODENAMES

GIVING CLUES



The Spymaster gives a clue to help teammates find multiple friendly agents.

A CLUE HAS TWO PARTS:

**ONE
WORD**



**ONE
NUMBER**



The word is the clue.
It can relate to one or more cards.



The number tells your teammates
how many cards might relate to that clue.



Teams discuss possible answers
before making their selections.

EXAMPLE CLUE

“SHEPHERD 2”

This means there are **TWO** cards on the grid
that relate to “Shepherd”.

LION	MIRACLE	SHEPHERD	CROSS	STONE
DAVID	TEMPLE	ANGEL	JORDAN	SCROLL
KING	NAOMI	WINE	DESERT	PSALMS
DOVE	THRONE	PETER	SAMUEL	CROWN
FISH	PROPHET	STAFF	ISRAEL	LAMB

The team thinks of words related to “Shepherd”
and chooses up to **2** cards to guess.



GOOD CLUES



TEMPLE 2

Can relate to TABERNACLE, ALTAR,
or SACRIFICE.



PROPHET 3

Can connect ELIJAH, ISAIAH,
and JEREMIAH.



RIVER 2

Can relate to JORDAN and NILE
(or other rivers).



BAD CLUES



TWO-WORD CLUES

Only one word is allowed.



FULL EXPLANATIONS

Don't explain or describe
the clue.



GESTURES OR POINTING

No pointing, acting things out,
or making hand signals.



REMEMBER: The best clues connect multiple cards without leading
your team to the other team's cards or the Assassin.

BE CREATIVE, BE CLEAR, AND TRUST YOUR TEAM!



CODENAMES

MAKING GUESSES



The Spymaster gives a clue. The team discusses possible answers and selects cards one at a time.

EXAMPLE GAMEPLAY

CLUE:
"KING 3"

	LION	MIRACLE	SHEPHERD	CROSS	STONE
1 →	DAVID	TEMPLE	ANGEL	JORDAN	SCROLL
2 →	KING	NAOMI	WINE	DESERT	PSALMS
3 →	DOVE	THRONE	PETER	SAMUEL	CROWN
	FISH	PROPHET	STAFF	ISRAEL	LAMB

Clue: "KING 3" means there are up to 3 cards related to "King".
The team chooses cards one at a time.

HOW A TURN WORKS



1. DISCUSS

The team discusses which cards might relate to the clue.



2. SELECT

Choose a card by its position (1-25).



3. REVEAL

The card is revealed immediately.



4. CONTINUE?

If it's a friendly agent, keep guessing. If not, your turn ends.

AFTER EACH SELECTION

FRIENDLY AGENT (YOUR TEAM)



Continue guessing.
Your turn is not over.

INNOCENT BYSTANDER



Your turn ends.
Next team takes over.

ENEMY AGENT (OTHER TEAM)



Your turn ends.
Next team takes over.

THE ASSASSIN



The game ends immediately.
The other team **wins!**



The team may keep guessing until they hit a bystander, an enemy agent, or the assassin.



FIRST TEAM TO UNCOVER ALL THEIR AGENTS WINS!

Work together, think carefully, and choose wisely.

One smart clue can lead to victory!



CODENAMES

THE ASSASSIN



Among the 25 cards is **one deadly card**—the Assassin.
Reveal it, and the game ends in an instant.

EXAMPLE GAME BOARD

LION	MIRACLE	SHEPHERD	CROSS	STONE
DAVID	TEMPLE	ANGEL	JORDAN	SCROLL
KING	NAOMI	WINE	DESERT	PSALMS
DOVE	THRONE		SAMUEL	CROWN
FISH	PROPHET		ISRAEL	LAMB

THIS CARD IS THE **ASSASSIN**.
It belongs to no team.



IF YOUR TEAM
REVEALS THE ASSASSIN:



THE GAME ENDS
IMMEDIATELY.



YOUR TEAM LOSES
INSTANTLY.



EVEN IF YOU WERE
WINNING.



ONE WRONG GUESS
CAN CHANGE
EVERYTHING.

WHY THE ASSASSIN MATTERS



The Assassin creates
constant **tension** and
excitement.



Teams must think
carefully about every
guess they make.



Great clues are powerful—
but one **misstep** can
cost the game.



REMEMBER:

Think carefully. Discuss wisely.
AVOID THE ASSASSIN!



Find all your agents without revealing the Assassin—
and lead your team to **victory!**

CODENAMES

EXPERT RULES



For experienced teams who want more strategic clues!
Expert Rules unlock two special clue options:
Zero (0) and **Unlimited (-)**.



CLUE TYPE #1 – UNLIMITED (-)

AGENTS REMAINING

9

TEAM1

CLUE

HOLY ∞

MAP
NUMBER

AGENTS REMAINING

8

TEAM2



Example: **HOLY ∞ (Unlimited)**

- Enter - after the clue word. The game displays ∞ (infinity).
- There is no limit on the number of guesses.
- Great when several unguessed cards from previous rounds are still connected to the clue.
- **Drawback:** Your team doesn't know exactly how many cards are related to the clue.

0

CLUE TYPE #2 – ZERO (0)

Example:
HOLY 0

- Means none of your remaining agents are related to HOLY.
- Helps teammates eliminate possibilities and make safer guesses.
- The team must still make at least one guess.
- The normal guess limit no longer applies—players may continue guessing as long as they wish.



HOW TO ENTER THEM

CLUE TYPE	WHAT HOST TYPES	WHAT PLAYERS SEE	EFFECT
 Unlimited (-)	HOLY - (press the - key)	HOLY ∞ (infinity)	Unlimited guesses. Use when multiple cards may be related.
 Zero (0)	HOLY 0 (press the 0 key)	HOLY 0	None of your remaining agents are related. Still unlimited guesses.

HOW TO ENABLE EXPERT RULES

In the Option Menu:

D. Expert Rules → **ON**

When enabled, the clue prompt changes to:

ENTER SPYMASTER'S CLUE
(USE - KEY TO SPECIFY UNLIMITED)

OPTION MENU

Agents To Win	<	9	>
Game Mode	<	Mixed	>
Photo Dimension	<	16:9	>
Expert Rules	<	On	>
Reset All Settings			



HOST TIP

Expert Rules are best for groups already familiar with Codenames. Zero clues encourage **deduction**, while Unlimited clues reward **long-term planning and memory**. Together they add a deeper layer of strategy without changing the core gameplay.



IMPORTANT:

These options are for advanced play. Use them wisely to keep the game fun and fair for everyone!

CODENAMES

CUSTOM QUESTION LIBRARIES



Codenames can be customized in three different ways. Whether you're creating a Bible study, youth event, school activity, or themed game night, you can tailor the content to fit your audience.

WORD MODE



Edit Questions.txt

- Add your own words and phrases.
- Create custom themes, lesson topics, Bible studies, holidays, or events.
- The game randomly selects 25 words from your library each round.

PICTURE MODE



Add Images To The Pictures Folder

- Every image becomes a possible card on the board.
- JPG, JPEG, and PNG files are supported.
- The game randomly selects 25 images for each match.



IMPORTANT

✓ Use images with the same dimensions whenever possible.

✓ Choose either 4:3 images or 16:9 images consistently.

✓ Landscape images work best.

✓ Portrait images may appear stretched or distorted.



PHOTO DIMENSION SETTING

The 4:3 / 16:9 setting tells the game how to display your custom images so they keep the correct proportions. Use the setting that matches your image library:

4:3

Use this if your pictures are mostly 4:3 landscape images.

16:9

Use this if your pictures are mostly 16:9 landscape images.

OPTION MENU

Agents To Win

9

Game Mode

Mixed

Photo Dimension

16:9

Expert Rules

On

Reset All Settings

PHOTO DIMENSION

Choose the aspect ratio that matches your image library. This prevents images from being stretched or squashed.

4:3

16:9

✓ **Best Practice:** Keep all custom images the same aspect ratio whenever possible. Mixing 4:3, 16:9, and portrait images can cause some pictures to look stretched or squashed.

INCLUDED CONTENT



Hundreds of Bible-themed words



Hundreds of Bible-themed images



Word Mode



Picture Mode



Mixed Mode



HOST TIP

For the best visual results, resize your images before adding them to the Pictures folder and keep every image using the same aspect ratio.



Consistent image sizes create a cleaner-looking game board and prevent unexpected stretching.

CODENAMES

HOST CONTROLS



The host (Spymaster) uses these keys to control the game.
These controls work in **Word Mode**, **Picture Mode**, and **Mixed Mode**.

KEY	ACTION
Space	CONTINUE Move to the next screen or advance the game.
S	SWITCH MODE Cycle through Word Mode, Picture Mode, and Mixed Mode. WORD ↔ ↔ MIXED
Enter	RANDOM MAP Load a random map (100 unique layouts).
1 – 25	SELECT CARDS Choose cards on the board by their number. 1 2 3 4 5
X	END TURN End your team's turn and pass control to the other team.
ESC	EXIT GAME Return to the main menu or close the game.

EXAMPLE: KEY USAGE IN GAME



ADDITIONAL CONTROLS

Additional keys and options may appear depending on the game phase, such as confirming selections, viewing the map, or restarting the game.
On-screen prompts will guide you!



TIP: All controls are keyboard-based for quick and smooth gameplay.
No mouse required!

CODENAMES

HOST TIPS



Great hosts create great games. Use these tips to make every Codenames session unforgettable!



✓ KEEP SPYMASTERS
SEPARATED
FROM GUESSERS.



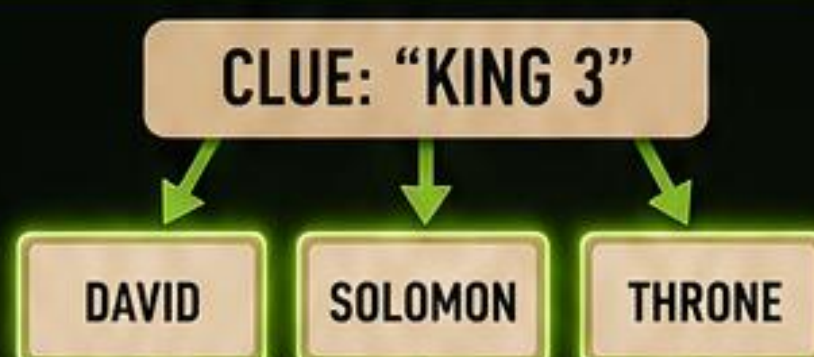
✓ ENCOURAGE TEAM
DISCUSSION
BEFORE EVERY GUESS.



TEMPLE	SHEPHERD	DAVID	STONE	PROPHET
RIVER	ANGEL	JORDAN	CROWN	PSALMS
LION	FAITH	DESERT	GOLIATH	MIRACLE
THRONE	ELIJAH	OIL	ISRAEL	FISH
MOUNTAIN	SABBATH	X	COVENANT	LAMB



✓ REMIND PLAYERS
THAT CLUES SHOULD
CONNECT MULTIPLE
CARDS.



GOLIATH



✓ BUILD SUSPENSE
BEFORE REVEALING
IMPORTANT CARDS.



✓ USE **BIBLE-THEMED**
CUSTOM LIBRARIES
FOR SABBATH SCHOOL
AND YOUTH GROUPS.



✓ ROTATE SPYMASTERS
BETWEEN GAMES.



✓ LARGE GROUPS CAN
WORK TOGETHER
TO DEBATE CLUES,
CREATING SURPRISINGLY
FUN CONVERSATIONS.



✓ THE BEST CLUES
OFTEN CONNECT CARDS
IN **UNEXPECTED WAYS**.

CLUE: "LIGHT 2"

LAMP

MIRACLE



CODENAMES

TROUBLESHOOTING

Solutions to common issues and how to fix them.



PICTURES NOT LOADING

- Verify image files remain inside the **Pictures** folder.



CUSTOM WORDS NOT APPEARING

- Check **Questions.txt** formatting.



GAME RUNNING SLOWLY

- Resize large images before adding them to the **Pictures** folder.



TEAMS SEEING THE SECRET MAP

- Position Spymasters where only they can view the map screen.



INPUTS NOT REGISTERING

- Click the presentation window before using keyboard controls.



ESC EXITS SLIDESHOW

- This is normal behavior.



CODENAMES FINAL THOUGHTS



EVERY CLUE TELLS A STORY

In Codenames, victory doesn't come from knowing the most Bible facts.

It comes from **thinking creatively, communicating clearly,**
and **seeing connections** that others might miss.



A single clue
can change
everything.



One brilliant guess
can turn the
game around.



And one wrong choice
can reveal
the Assassin.



HOST TIPS FOR THE BEST EXPERIENCE

- ✓ Encourage discussion before every guess.
- ✓ Celebrate clever clues and unexpected connections.
- ✓ Rotate Spymasters between rounds.
- ✓ Let teams explain their thinking after important reveals.
- ✓ Remember—the fun comes from the conversations as much as the competition.



Codenames is easy to learn, endlessly replayable,
and one of the **best games** for creating
laughter, teamwork, and memorable moments together.

