



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.

WHAT IS GREED?



GREED

GREED is a multi-round social experiment about cooperation, trust, temptation, inequality, and group behavior.

SHARE

Cooperate and help
grow the group's wealth.

STEAL

Pursue a larger personal
payout at the group's expense.

A SINGLE GAME PRODUCES

- ◆ AN INDIVIDUAL WINNER
- ◆ A RECORD OF EVERY PLAYER'S DECISIONS
- ◆ THE GROUP'S TOTAL ACCUMULATED WEALTH
- ◆ A PICTURE OF HOW COOPERATIVE OR SELFISH THE GROUP BECAME

THE COMPLETE GREED EXPERIENCE

ONE GAME IS PART OF A LARGER ORGANIZATION-WIDE EXPERIMENT.

PLAY

Each group plays its own complete GREED session.



COLLECT

At the end of every session, GREED automatically exports the group's results.



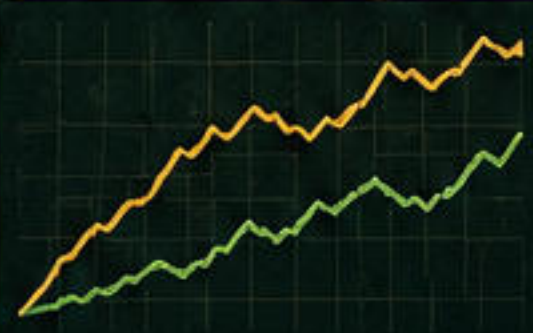
DISCOVER

After several groups have played, the GREED Statistics workbook combines the results and reveals:

GROUP RANKING



WEALTH OVER TIME



MARKET CRASHES

↓ 3
TOTAL CRASHES



KEY SUMMARY

TOTAL WEALTH
INEQUALITY (GINI INDEX)
SHARED (%)
STOLEN (%)

AVERAGE

\$125,430
0.67
24%
18%

MEDIAN

\$98,210
0.61
22%
18%

- ◆ SHARED THE MOST
- ◆ STOLE THE MOST
- ◆ CREATED THE MOST WEALTH

- ◆ GREATEST INEQUALITY
- ◆ MARKET CRASHES
- ◆ MOST SUCCESSFUL STRATEGIES

TWO WAYS TO WIN

EVERY PLAYER HAS TWO SIMULTANEOUS OBJECTIVES.

INDIVIDUAL OBJECTIVE

Become the richest player within your group.



Stealers may receive twice the payout of Sharers when cooperation remains high enough.

GROUP OBJECTIVE

Help your group create more total wealth than every other group in the organization or event.



VS

A player can become personally wealthy while damaging the group—or sacrifice personal advantage to help the group prosper.

THE CENTRAL QUESTION

CAN YOU BECOME RICH WITHOUT DESTROYING THE SYSTEM THAT MAKES WEALTH POSSIBLE?

BEFORE YOUR EVENT

PREPARE EVERY GROUP FOR A FAIR, ORGANIZED COMPARISON.

BEFORE THE FIRST GROUP PLAYS



Decide which groups will be compared.



Use the same options for every group when you want a fair comparison.



Choose a consistent collection/event name.



Assign each group a unique group name.



Decide whether category and session labels will be used.



Print and prepare the included GREED Voting Signs.



Keep the PowerPoint and its result folders together.



Save the PowerPoint before beginning so results can be exported.



RECOMMENDED NAMING EXAMPLE

COLLECTION/EVENT	Youth Retreat 2026
GROUP	Cabin 3
CATEGORY/DIVISION	High School
SESSION	Saturday Morning

IMPORTANT

Using the same collection name allows related sessions to be analyzed together.



SHARE OR STEAL?

EVERY ROUND, EVERY PLAYER MUST CHOOSE.



SHARE

Cooperates with the group.



Helps increase the round's total pool.



Receives a normal payout when Sharers hold the majority.



Receives nothing when Sharers fail to hold the majority.



STEAL

Pursues personal advantage.



Receives twice a Sharer's payout while Sharers remain the majority.



Can still receive money when Stealers control the group.



Increases the risk of inequality and market collapse.



◆ KEY TENSION ◆

A few Stealers can become very wealthy inside a cooperative group. Too many Stealers can destroy the wealth everyone depends on.

HOW THE GREED INDEX WORKS

THE GROUP'S CHOICES DETERMINE THE POOL, THE PAYOUTS, AND THE RISK.

THE GREED INDEX

	SHARERS	STEALERS	TOTAL POOL	SHARER PAYOUT	STEALER PAYOUT	VIBE IN ROOM
SHARERS HOLD THE MAJORITY	23	0	\$100,000	\$4,348	\$0	UTOPIA: EVERYONE IS RICH
	21	2	\$91,304	\$3,652	\$7,304	INEQUALITY: STEALERS BENEFIT
	19	4	\$82,609	\$3,060	\$6,119	INEQUALITY: STEALERS BENEFIT
	17	6	\$73,913	\$2,549	\$5,097	INEQUALITY: STEALERS BENEFIT
	14	9	\$60,870	\$1,902	\$3,804	INEQUALITY: STEALERS BENEFIT
SHARERS DO NOT HOLD THE MAJORITY	12	11	\$52,174	\$1,535	\$3,069	THE BRINK: ONE AWAY FROM RUIN
	10	13	\$50,000	\$0	\$3,846	SCAVENGER: SURVIVAL ON STOLEN GOODS
	7	16	\$50,000	\$0	\$3,125	SCAVENGER: SURVIVAL ON STOLEN GOODS
	5	18	\$50,000	\$0	\$2,778	SCAVENGER: SURVIVAL ON STOLEN GOODS
CRASH THRESHOLD	0	23	\$0	\$0	\$0	TOTAL MARKET COLLAPSE



WHEN SHARERS ARE THE MAJORITY

- ✓ The total pool grows as more players Share.
- ✓ Both Sharers and Stealers receive money.
- ✓ Stealers receive twice as much as Sharers.
- ✓ If everyone Shares, everyone receives an equal payout.



WHEN SHARERS ARE NOT THE MAJORITY

- ✗ Sharers receive nothing.
- ✗ Stealers divide the base pool.
- ✗ If the Share percentage reaches the crash threshold, the entire round pool becomes \$0.

OUTCOME LABELS



UTOPIA

Everyone Shares



INEQUALITY

Stealers benefit from cooperation



THE BRINK

One additional Stealer could cause ruin



BETRAYAL

Sharers lose everything



SCAVENGER

Stealers survive on the remaining pool



TOTAL MARKET COLLAPSE

Nobody receives anything

SET UP THE SESSION

IDENTIFY THE SESSION, THEN ADD THE PLAYERS.

WHEN THE TITLE SCREEN IS CLICKED, GREED ASKS FOR:



COLLECTION OR EVENT NAME



GROUP NAME



OPTIONAL CATEGORY OR DIVISION



OPTIONAL SESSION LABEL

THEN ADD 3-30 PLAYERS

PLAYERS

NUMBER OF PLAYERS 23

1 BRIAN	2 SARAH	3 CODY	4 LUKE	5 ESTHER
6 SUE	7 MEGAN	8 TONY	9 BLAKE	10/A JONATHAN
11/B DANIEL	12/C ELIZABETH	13/D DAVID	14/E TOM	15/F JACKIE
16/G ROBERT	17/H HANNAH	18/I NOAH	19/J NATALIE	20/K PETER
21/L RICHARD	22/M TERESA	23/N JOHN	24/O	25/P
26/Q	27/R	28/S	29/T	30/U

PLAYER
COUNT: 3-30

SELECTED
POSITION

VOTING CODE

USE ARROW KEYS: SELECT PLAYER, ENTER: ACTIVATE/EDIT NAME, DELETE/BACKSPACE: REMOVE PLAYER, Z: PROCEED TO GAME

1



ARROW KEYS

Select a player
position.

2



ENTER

Activate the
position and type
a name.

3



ENTER AGAIN

Accept
the name.

4



DELETE /
BACKSPACE

Remove
a player.

5



Z

Continue when
all players are
ready.

PREPARE THE SECRET VOTE

EVERY PLAYER COMMITS BEFORE ANY CHOICE IS REVEALED.



GIVE EVERY PLAYER THE MATCHING SIGN FROM THE INCLUDED GREED VOTING SIGNS PDF.

EACH SIGN SHOWS THE PLAYER'S VOTING CODE



PLAYERS 1-9
Use number keys.



PLAYERS 10-30
Use letter codes A-U.

EXAMPLES: 10/A • 11/B • 12/C

FOR EACH ROUND

1

— THINK

Give players time to consider their decision.



2

— CHOOSE

Every player secretly chooses **SHARE** or **STEAL**.



3

— REVEAL

Players reveal their physical signs only when instructed.



4

— RECORD

The host records each choice on the voting board.



ROUND 1 VOTING BOARD					TOTAL POOL	\$56,522
1 SHARE BRIAN	2 STEAL SARAH	3 STEAL CODY	4 STEAL LUKE	5 STEAL ESTHER		
6 STEAL SUE	7 STEAL MIGAN	8 SHARE TONY	9 SHARE BLAKE	10/A SHARE JONATHAN		
11/B SHARE DANIEL	12/C SHARE ELIZABETH	13/D STEAL DAVID	14/E SHARE TOM	15/F SHARE JACKIE		
16/G STEAL ROBERT	17/H STEAL HANNAH	18/I SHARE NOAH	19/J SHARE NATALIE	20/K STEAL PETER		
21/L SHARE RICHARD	22/M SHARE TERESA	23/N SHARE JOHN				



HOST TIP

Keep players from seeing other votes before committing. The secrecy is essential to the experiment.

THE ROUND-BY-ROUND CYCLE

EVERY ROUND FOLLOWS THE SAME FIVE-STAGE SEQUENCE.

1 SCOREBOARD

Players review their current money and the group's accumulated wealth.

ROUND 1					PLAYER SCORES					TOTAL POOL \$0				
\$0	1 BRIAN	\$0	2 SARAH	\$0	3 CODY	\$0	4 LUKE	\$0	5 ESTHER					
\$0	6 SUE	\$0	7 MEGAN	\$0	8 TONY	\$0	9 BLAKE	\$0	10/A JONATHAN					
\$0	11/B DANIEL	\$0	12/C ELIZABETH	\$0	13/D DAVID	\$0	14/E TOM	\$0	15/F JACKIE					
\$0	16/G ROBERT	\$0	17/H HANNAH	\$0	18/I NOAH	\$0	19/J NATALIE	\$0	20/K PETER					
\$0	21/L RICHARD	\$0	22/M TERESA	\$0	23/N JOHN									



SECRET DECISION 2

Every player privately decides to Share or Steal.

3 RECORD THE VOTES

The host enters each player's decision using their number or letter.

VOTING BOARD										TOTAL POOL \$56,522				
1	2	3	4	5										
6	7	8	9	10										
11	12	13	14	15										
16	17	18	19	20										
21	22	23	A	B										
C	D	E	F	G	H									
I	J	K	L	M	N									



VOTING BOARD

SHARE	STEAL	STEAL	STEAL	STEAL
1 BRIAN	2 SARAH	3 CODY	4 LUKE	5 ESTHER
STEAL	STEAL	SHARE	SHARE	SHARE
6 SUE	7 MEGAN	8 TONY	9 BLAKE	10/A JONATHAN
SHARE	SHARE	STEAL	SHARE	SHARE
11/B DANIEL	12/C ELIZABETH	13/D DAVID	14/E TOM	15/F JACKIE
STEAL	STEAL	SHARE	SHARE	STEAL
16/G ROBERT	17/H HANNAH	18/I NOAH	19/J NATALIE	20/K PETER
SHARE	SHARE	SHARE		
21/L RICHARD	22/M TERESA	23/N JOHN		

REVEAL 4

Press ENTER to reveal all decisions and calculate the payouts.

5 UPDATE

The round pool is added to the group's cumulative wealth and player totals are updated.

ROUND 2					PLAYER SCORES					TOTAL POOL \$56,522				
\$1,713	1 BRIAN	\$3,426	2 SARAH	\$3,426	3 CODY	\$3,426	4 LUKE	\$3,426	5 ESTHER					
\$3,426	6 SUE	\$3,426	7 MEGAN	\$1,713	8 TONY	\$1,713	9 BLAKE	\$1,713	10/A JONATHAN					
\$1,713	11/B DANIEL	\$3,426	12/C ELIZABETH	\$3,426	13/D DAVID	\$1,713	14/E TOM	\$1,713	15/F JACKIE					
\$3,426	16/G ROBERT	\$3,426	17/H HANNAH	\$1,713	18/I NOAH	\$1,713	19/J NATALIE	\$3,426	20/K PETER					
\$1,713	21/L RICHARD	\$1,713	22/M TERESA	\$1,713	23/N JOHN									

GROUP WEALTH

CUMULATIVE TOTAL
\$56,522



REPEAT UNTIL THE SELECTED NUMBER OF ROUNDS IS COMPLETE.

RECORDING THE VOTES

ENTER EVERY CHOICE—THEN VERIFY BEFORE THE REVEAL.

ON THE VOTING BOARD

ROUND 1 VOTING BOARD TOTAL POOL \$56,522

SHARE 1 BRIAN	STEAL 2 SARAH	STEAL 3 CODY	STEAL 4 LUKE	STEAL 5 ESTHER
STEAL 6 SUE	STEAL 7 MEGAN	SHARE 8 TONY	SHARE 9 BLAKE	SHARE 10/A JONATHAN
SHARE 11/B DANIEL	SHARE 12/C ELIZABETH	STEAL 13/D DAVID	SHARE 14/E TOM	SHARE 15/F JACKIE
STEAL 16/G ROBERT	STEAL 17/H HANNAH	SHARE 18/I NOAH	SHARE 19/J NATALIE	STEAL 20/K PETER
SHARE 21/L RICHARD	SHARE 22/M TERESA	SHARE 23/N JOHN		

PRESS SPACE TO RETURN TO SCOREBOARD

PRESENTER VIEW (HOST ONLY)

SHOW TASKBAR DISPLAY SETTINGS END SLIDE SHOW

0:06:11 11:01 PM

Next animation

SHARERS =
1, 8, 9, 10/A, 11/B, 12/C, 14/E, 15/F, 18/I, 19/J, 21/L, 22/M, 23/N

STEALERS =
2, 3, 4, 5, 6, 7, 13/D, 16/G, 17/H, 20/K

Slide 1 of 1

1

STEAL

Every active player begins as STEAL.

2

1 9 A B

Press a player's number or letter to toggle that player between SHARE and STEAL.

3

X



Press X to flip or reset all votes.

4



Review the Presenter View notes to confirm the complete SHARER and STEALER lists.

5

ENTER



Press ENTER only after every vote has been verified.



IMPORTANT

Votes cannot be changed after the results are revealed.



REVEALING THE RESULTS

ONE KEY REVEALS THE CHOICES, PAYOUTS, AND CONSEQUENCES.

BEFORE

VOTES VERIFIED

ROUND 2

VOTING BOARD

TOTAL POOL
\$56,522

1	2	3	4	5
BRIAN	SARAH	CODY	LUKE	ESTHER
6	7	8	9	10/A
SUE	MEGAN	TONY	BLAKE	JONATHAN
11/B	12/C	13/D	14/E	15/F
DANIEL	ELIZABETH	DAVID	TOM	JACKIE
16/G	17/H	18/I	19/J	20/K
ROBERT	HANNAH	NOAH	NATALIE	PETER
21/L	22/M	23/N		
RICHARD	TERESA	JOHN		

PRESS SPACE TO RETURN TO SCOREBOARD

PRESS
ENTER

AFTER

AFTER THE REVEAL, GREED DISPLAYS:

ROUND 2

VOTING BOARD

TOTAL POOL
\$56,522

SHARE	STEAL	STEAL	STEAL	STEAL
1 BRIAN	2 SARAH	3 CODY	4 LUKE	5 ESTHER
STEAL	STEAL	SHARE	SHARE	SHARE
6 SUE	7 MEGAN	8 TONY	9 BLAKE	10/A JONATHAN
SHARE	SHARE	STEAL	SHARE	SHARE
11/B DANIEL	12/C ELIZABETH	13/D DAVID	14/E TOM	15/F JACKIE
STEAL	STEAL	SHARE	SHARE	STEAL
16/G ROBERT	17/H HANNAH	18/I NOAH	19/J NATALIE	20/K PETER
SHARE	SHARE	SHARE		
21/L RICHARD	22/M TERESA	23/N JOHN		

1 EACH PLAYER'S DECISION

2 EACH PLAYER'S PAYOUT

3 THE ROUND'S TOTAL POOL

4 UPDATED PERSONAL SCORES

5 THE GROUP'S GROWING CUMULATIVE WEALTH

PLAYER SCORES

TOTAL POOL
\$56,522

\$1,713	\$3,426	\$3,426	\$3,426	\$3,426
1 BRIAN	2 SARAH	3 CODY	4 LUKE	5 ESTHER
\$3,426	\$3,426	\$1,713	\$1,713	\$1,713
6 SUE	7 MEGAN	8 TONY	9 BLAKE	10/A JONATHAN
\$1,713	\$1,713	\$3,426	\$1,713	\$1,713
11/B DANIEL	12/C ELIZABETH	13/D DAVID	14/E TOM	15/F JACKIE
\$3,426	\$1,713	\$1,713	\$1,713	\$3,426
16/G ROBERT	17/H HANNAH	18/I NOAH	19/J NATALIE	20/K PETER
\$1,713	\$3,426	\$1,713		
21/L RICHARD	22/M TERESA	23/N JOHN		

[TAKE SECRET VOTE] PRESS SPACE TO PROCEED TO VOTING PAGE (PRESS Z TO REVIEW TABLE)

BLUE INDICATES SHARE.

RED INDICATES STEAL.

SPACE

After discussing the result, press SPACE to return to the scoreboard and begin the next round.

Z

GREED

Press Z from the scoreboard to review the GREED Index table when needed.

ENDING THE GAME

THE FINALE REVEALS BOTH PERSONAL SUCCESS
AND EACH PLAYER'S SHARE OF THE GROUP'S WEALTH.

SPACE

AFTER THE FINAL ROUND

Press SPACE to declare the winner.

FINAL RESULTS

CONGRATULATIONS!

1 \$7,248 BRIAN	2 \$5,361 SARAH	3 \$4,972 CODY	4 \$4,563 LUKE	5 \$3,889 ESTHER
6 \$3,421 SUE	7 \$3,198 MEGAN	8 \$3,084 TONY	9 \$2,931 BLAKE	10/A \$2,457 JONATHAN
11/B \$2,231 DANIEL	12/C \$2,104 ELIZABETH	13/D \$2,031 DAVID	14/E \$1,887 TOM	15/F \$1,763 JACKIE
16/G \$1,521 ROBERT	17/H \$1,368 HANNAH	18/I \$1,256 NOAH	19/J \$1,124 NATALIE	20/K \$963 PETER

GROUP FINAL WEALTH **\$56,522**

1 THE RICHEST
INDIVIDUAL PLAYER

2 EVERY PLAYER'S
FINAL SCORE

3 THE GROUP'S FINAL
ACCUMULATED WEALTH

SPACE

PRESS SPACE AGAIN

Switch to the alternative
Wealth Index view.

The Wealth Index compares a
player's final score with the amount
each player would have received
if the group's accumulated wealth
had been divided equally.

WEALTH INDEX

▲ ABOVE EQUAL SHARE

135% 1 BRIAN	100% 2 SARAH	93% 3 CODY	85% 4 LUKE	73% 5 ESTHER
61% 6 SUE	57% 7 MEGAN	55% 8 TONY	52% 9 BLAKE	43% 10/A JONATHAN
39% 11/B DANIEL	37% 12/C ELIZABETH	36% 13/D DAVID	33% 14/E TOM	31% 15/F JACKIE
27% 16/G ROBERT	24% 17/H HANNAH	22% 18/I NOAH	20% 19/J NATALIE	17% 20/K PETER

100% = EQUAL SHARE

▼ BELOW EQUAL SHARE

100%

Represents an
equal share.



ABOVE 100%

The player captured more
than an equal share.



BELOW 100%

The player captured less
than an equal share.



YOUR RESULTS ARE SAVED AUTOMATICALLY

WHEN THE WINNER IS DECLARED, GREED EXPORTS A COMPLETE RECORD OF THE SESSION.



AUTOMATIC
EXPORT

GREED
Results

GREED CREATES:

GREED Results\[Game ID]\

GREED Results

[Game ID]

Games.csv

CSV



Session identity,
settings, and
group wealth

Players.csv

CSV



Final scores,
strategies,
rankings, and
Wealth Index

Rounds.csv

CSV



Round-by-round
cooperation and
market results

Votes.csv

CSV



Every individual
decision and
payout

IMPORTANT REQUIREMENTS



Save the PowerPoint before playing.



Do not move or rename individual CSV files inside a game folder.



Keep every complete game folder.



Wait for the "GREED results saved successfully" message before closing.



GREED results saved successfully.

COMBINE ALL GROUPS

BRING EVERY COMPLETED SESSION TOGETHER FOR ORGANIZATION-WIDE ANALYSIS.



AFTER ALL GROUPS HAVE PLAYED

- | | | | | | |
|---|--|--|---|--|---|
| 1 | | Collect every exported game folder. | 5 | | Use REFRESH GREED DATA. |
| 2 | | Place them together beneath one master GREED Results folder. | 6 | | Select the master GREED Results folder. |
| 3 | | Open GREED Statistics.xlsm. | 7 | | Allow the workbook to scan and import the new sessions. |
| 4 | | Enable macros or content if prompted. | 8 | | Use REFRESH GREED ANALYSIS if needed. |



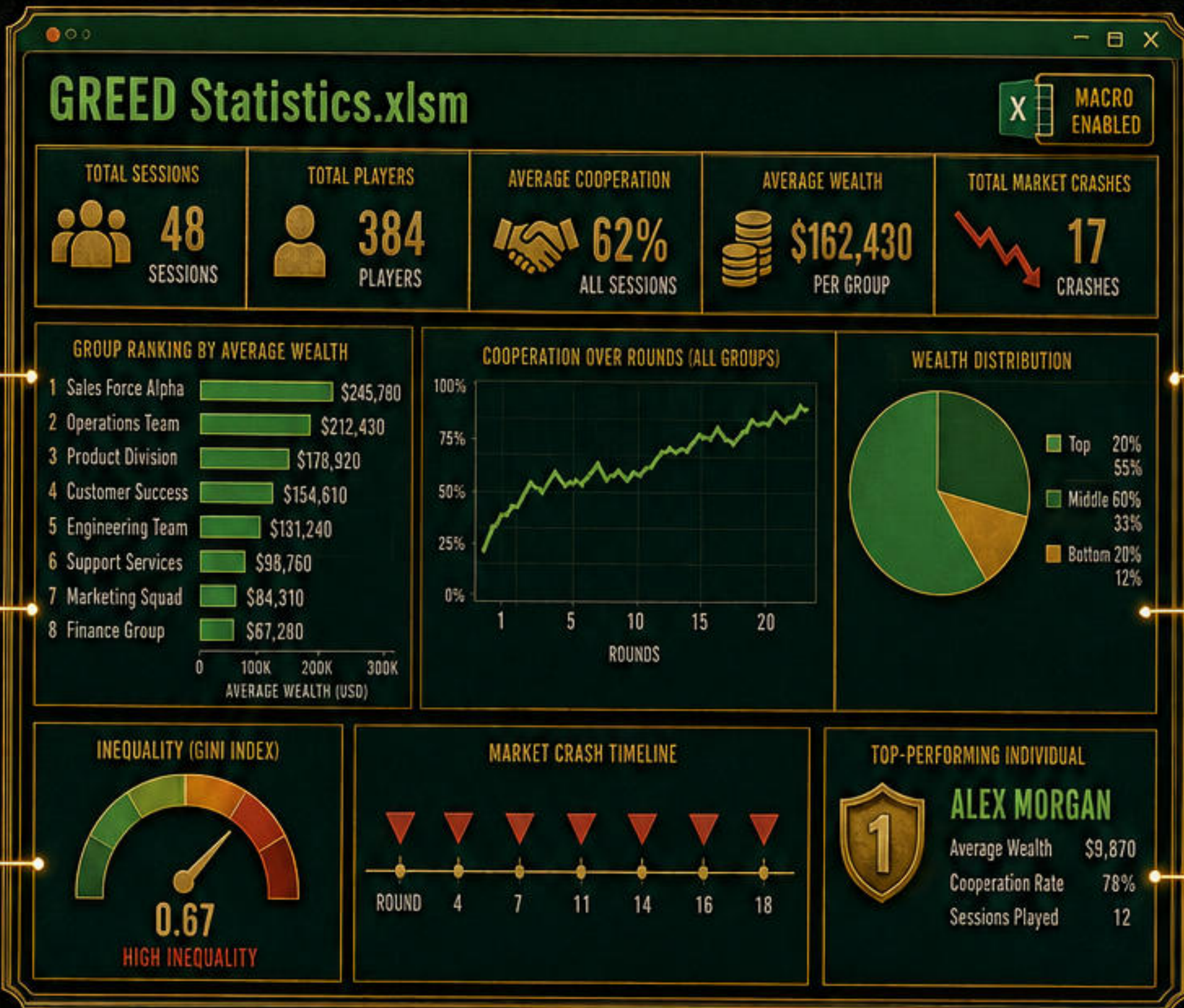
IMPORT TRACKING

Previously imported games are tracked so the workbook can identify newly added sessions.



DISCOVER WHAT HAPPENED

THE WORKBOOK TURNS EVERY SESSION INTO AN ORGANIZATION-WIDE STORY.



THE WORKBOOK INCLUDES


DASHBOARD
Organization-wide highlights


GROUP ANALYSIS
Comparison of group behavior and wealth


PLAYER RANKINGS
Individual performance across all sessions


ROUND TRENDS
Changes in cooperation across rounds


IMPORT LOG
Record of imported sessions


RAW DATA
Games, Players, Rounds, and Votes — complete underlying data

POSSIBLE DISCOVERIES

-  **1 MOST COOPERATIVE GROUP**
-  **2 MOST SELFISH GROUP**
-  **3 RICHEST GROUP**
-  **4 HIGHEST-PERFORMING INDIVIDUAL**

-  **5 MOST EFFECTIVE INDIVIDUAL STRATEGY**
-  **6 GREATEST INEQUALITY**
-  **7 NUMBER AND TIMING OF MARKET CRASHES**
-  **8 WHETHER COOPERATION INCREASED OR COLLAPSED OVER TIME**

HOST CONTROLS

KEEP THIS PAGE NEARBY WHILE RUNNING THE GAME.

KEY	FUNCTION
	Continue to the next screen or phase
	Open or close the Options Menu
	Change settings in the Options Menu
	Select a player position
	Activate/edit a player or reveal votes
	Remove a player
	Begin the game or review the GREED Index
	Toggle an individual player's vote
	Reset or flip all votes
	Exit and reset the entire game



IMPORTANT

ESC does not return to the previous screen. It exits and resets the game.

GAME OPTIONS

USE THE SAME SETTINGS WHEN GROUPS WILL BE COMPARED.

OPTION MENU

- A. BASE POOL 50000
- B. NUMBER OF ROUNDS 10
- C. MARKET CRASH % 20

A

A — BASE POOL

Cycles through \$5 to \$500,000 in powers of ten.

This changes the scale of the displayed money but not the underlying strategic conflict.

\$5 → \$50 → \$500 → \$5,000 → \$50,000 → \$500,000



POWERS OF TEN

RECOMMENDED: \$50,000

B

B — NUMBER OF ROUNDS

Select 5–10 rounds.

Shorter games move quickly.

Ten rounds provide better behavioral data and allow trust to evolve.



RECOMMENDED: 10 ROUNDS

C

C — MARKET CRASH %

Select 5%–25%.

If the percentage of Sharers is at or below this threshold, the round pool collapses to \$0.



RECOMMENDED
Use the same settings for every group being compared.

FAIR COMPARISONS START WITH MATCHED SETTINGS.



HOSTING THE SOCIAL EXPERIMENT

PROTECT THE INTEGRITY OF THE EXPERIENCE.



HOST CHECKLIST

BEFORE PLAY		1		Explain both objectives before beginning.
		2		Do not tell players what they “should” choose.
		3		Keep every vote private until the reveal.
DURING PLAY		4		Give approximately the same decision time each round.
		5		Allow discussion between rounds if group influence is part of the experiment.
		6		Avoid changing options between comparison groups.
		7		Record group names consistently.
AFTER PLAY		8		Do not shame individual Stealers or Sharers.
		9		Remind participants that strategic choices in a game do not define their character.
		10		Save the deeper interpretation for the final organization-wide reveal.

HOST PRINCIPLE



OBSERVE THE CHOICES.
PROTECT THE PEOPLE.
PRESERVE THE EXPERIMENT.



TROUBLESHOOTING

FIND THE PROBLEM. CHECK THE FIXES. CONTINUE THE EXPERIENCE.



THE BLACK BAR CANNOT BE CLICKED

- ✓ Confirm Extend Mode is enabled.
- ✓ Set display resolution to 1920×1080 or lower.
- ✓ Try Windows text scaling at 125% or 100%.
- ✓ Move the mouse to the presentation screen before clicking.



KEYBOARD CONTROLS DO NOT RESPOND

- ✓ Click the bottom control bar to restore keyboard focus.
- ✓ Confirm the slideshow is running in Presenter View.



A PLAYER'S VOTE IS WRONG

- ✓ Press that player's number or letter again before revealing.
- ✓ Check the hidden vote list in Presenter View.
- ✓ Do not press ENTER until every vote is correct.



RESULTS WERE NOT SAVED

- ✓ The PowerPoint must be saved to a writable folder.
- ✓ Do not run it directly from a ZIP file.
- ✓ Check for a GREED Results folder beside the PowerPoint.
- ✓ Confirm Windows or security software did not block macros or file creation.



THE WORKBOOK DOES NOT FIND THE GAMES

- ✓ Select the master GREED Results folder, not an individual CSV file.
- ✓ Keep all four CSV files inside each game folder.
- ✓ Enable macros in the .xlsm workbook.
- ✓ Review the Import Log for errors.



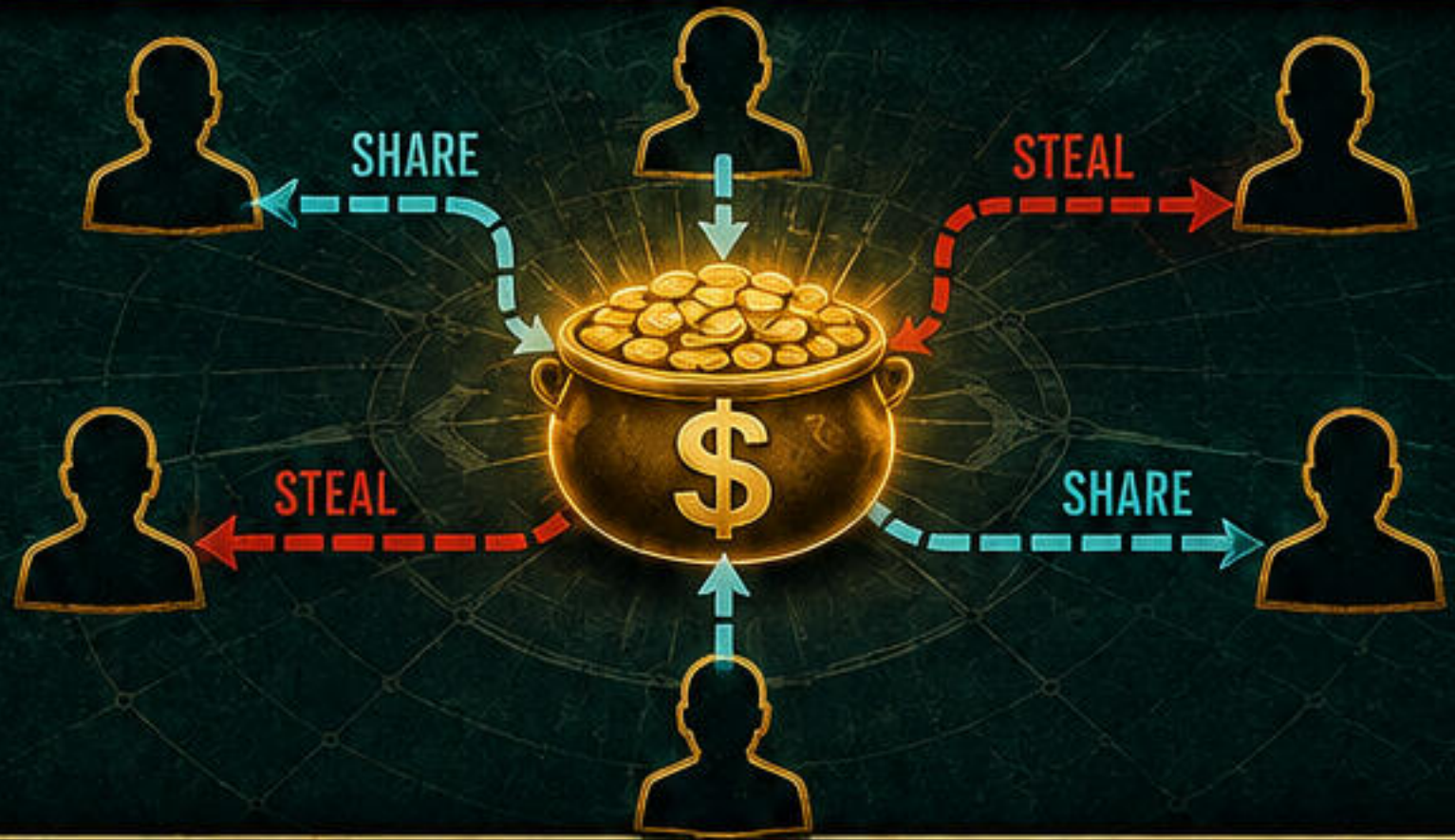
GROUPS CANNOT BE COMPARED FAIRLY

- ✓ Confirm that they used the same:
 - Base pool
 - Number of rounds
 - Market-crash threshold
 - General hosting procedure

WHAT DID GREED REVEAL?

THE WINNERS TELL ONLY PART OF THE STORY.

GREED is not only about who earned the most money. It reveals what happened when personal opportunity depended on collective cooperation.



WHAT HAPPENED?

- ◆ Which group created the most wealth—and why?
- ◆ Did the richest individuals help or hurt their groups?
- ◆ When did trust begin to grow or collapse?
- ◆ Did people Share because they trusted others or because it benefited them?
- ◆ How did previous rounds influence later decisions?
- ◆ Was a group's behavior changed by only a few players?
- ◆ What does GREED suggest about real organizations, communities, and economies?

CLOSING THOUGHT

EVERY PLAYER HELPED CREATE THE SYSTEM IN WHICH EVERYONE HAD TO LIVE.



Thank everyone for participating, then reveal the organization-wide individual and group rankings.

