



PPT GAMES

BY PASTOR ROBIN

INSTRUCTIONS

THE MISSION BRIEFING

WELCOME

Thank you for choosing PPT Games by Pastor Robin. My mission is to provide you with a Professional Platform for Teaching, delivering high-quality, high-energy Bible games that are 100% free and fully customizable for your ministry or event. These games were built to bridge the gap between deep scripture engagement and modern entertainment. They are designed to be simple for the host to operate and an absolute blast for the audience to play. Enjoy!



HARDWARE PROTOCOL (CRITICAL COMPATIBILITY ALERT!)



- **PC ONLY:** These games are engineered exclusively for Windows PC.



- **NOT SUPPORTED:** These files will NOT function on Mac, Chromebook, iPad, or Mobile devices.



- **THE ENGINE:** A full desktop installation of Microsoft PowerPoint (Office 2019, 2021, or Office 365) is required.



- **NO EMULATORS:** These games utilize advanced VBA logic that is NOT supported by Google Slides, OpenOffice, or PowerPoint Mobile/Web.

THE POWER CORE

THE VBA LOGIC ENGINE

ONE-SLIDE ARCHITECTURE

Don't panic if you only see one slide! Every game object is contained on a single canvas. VBA "spawns" questions and animations dynamically, eliminating the clutter of 100-slide files.

THE "NOTEPAD" HACK

Stop editing slides one by one. Most games pull data from a local questions.txt file. Open it with Notepad, type your content, and save. The game engine imports your changes instantly.

LIVE SCOREKEEPING

No more manual math. Scoreboards update in real-time in each game. The code remembers the score so you can focus on the crowd.

OPEN SOURCE

Innovation thrives on transparency. Every game in this collection is fully unlocked. I believe that the 'Professional Platform for Teaching' means the tools belong to YOU!

THE DEVELOPER "HACK"

1. Open any game file on your PC.
2. Press [ALT] + [F11] on your keyboard.
3. Explore, learn, or tweak the source code to fit your specific needs.

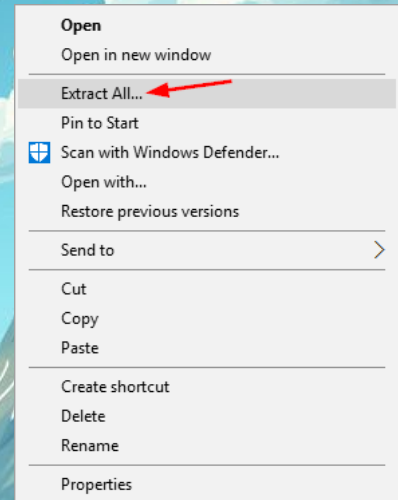
DEPLOYMENT

EXTRACTING & INSTALLING YOUR GAME ENGINE

STEP 1: THE UNZIP MANDATE

Never run the game from inside a Compressed (Zip) folder. The VBA Engine needs to "talk" to external files (sounds, questions, and graphics). If the file is still zipped, the engine is effectively blind.

- Right-click the downloaded Zip file.
- Select "Extract All..."
- Choose a destination and click Extract.



STEP 2: BYPASS THE CLOUD (NO ONEDRIVE)



Run your games from a LOCAL folder only. OneDrive and SharePoint often change file paths or "lock" files while syncing, which crashes the VBA code.

- The Fix: Move your extracted folder to your Desktop or C: Drive.
- The Rule: If you see a blue cloud icon  next to your folder, the game may fail. Move it to a local folder on your PC.

STEP 3: VISUAL UPGRADE (FONTS)

Don't settle for "Generic" text! Several games include a file named "Install_This_Font.zip". To get the authentic TV Game Show look:

- Open the Font Zip and extract the files.
- Right-click the font files (.ttf or .otf) and select Install.
- Note: You must install the fonts before opening PowerPoint for them to show up correctly!

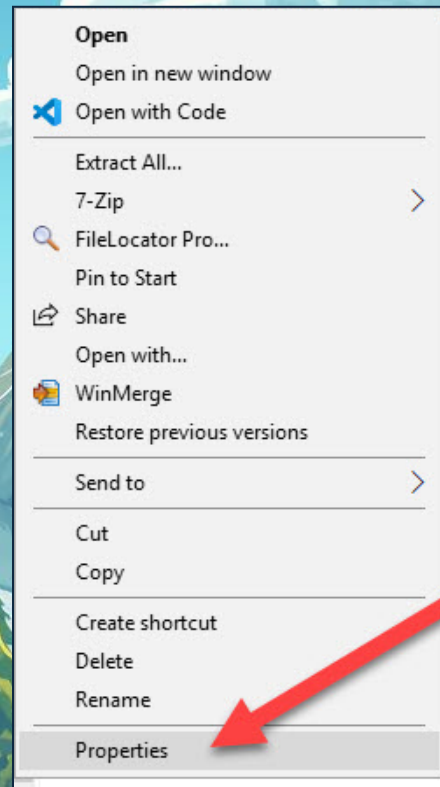
SYSTEM INITIALIZATION

ACTIVATING THE VBA LOGIC ENGINE

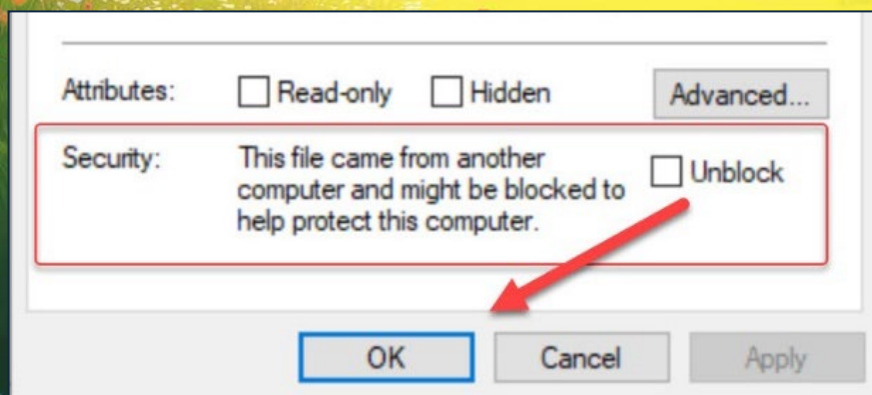
PHASE 1: WINDOWS UNBLOCK

The Copy: "Before you even open the game, Windows treats downloaded files with caution. You must 'Grant Permission' for the code to run."

- Locate your downloaded Game File.
- Right-Click and select Properties.



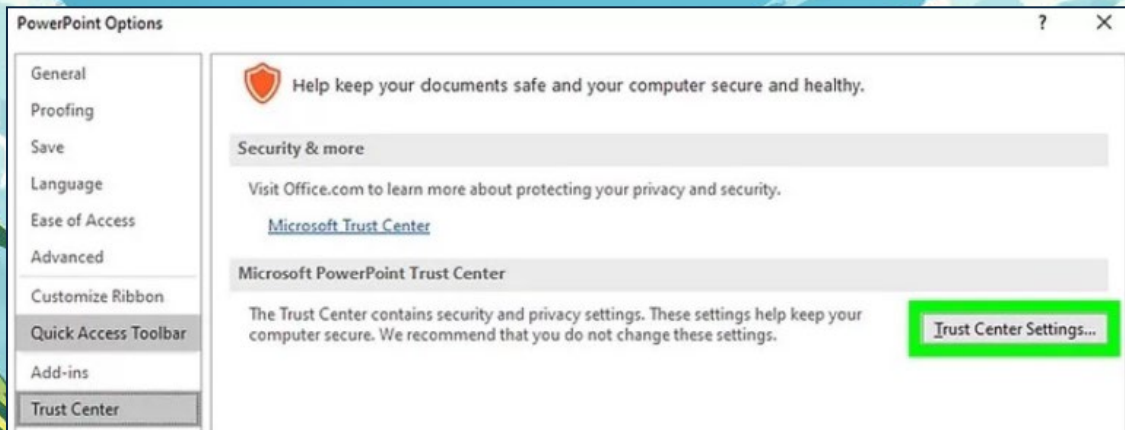
- Check [X] Unblock at the bottom of the General tab.
- Click OK.



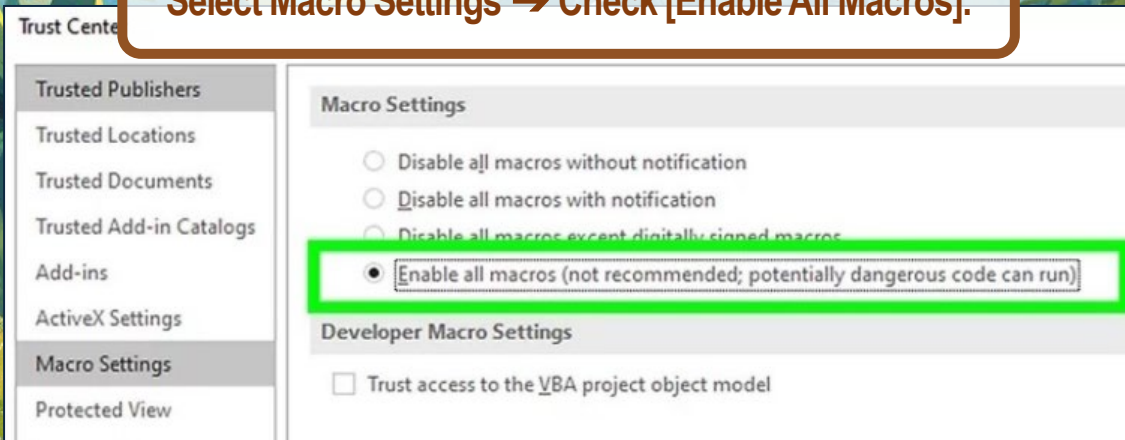
PHASE 2: TRUST CENTER

To run scoreboards, buzzers, and logic, PowerPoint needs full access to its internal 'brains.' Follow this one-time setup to prepare your machine to run all the games.

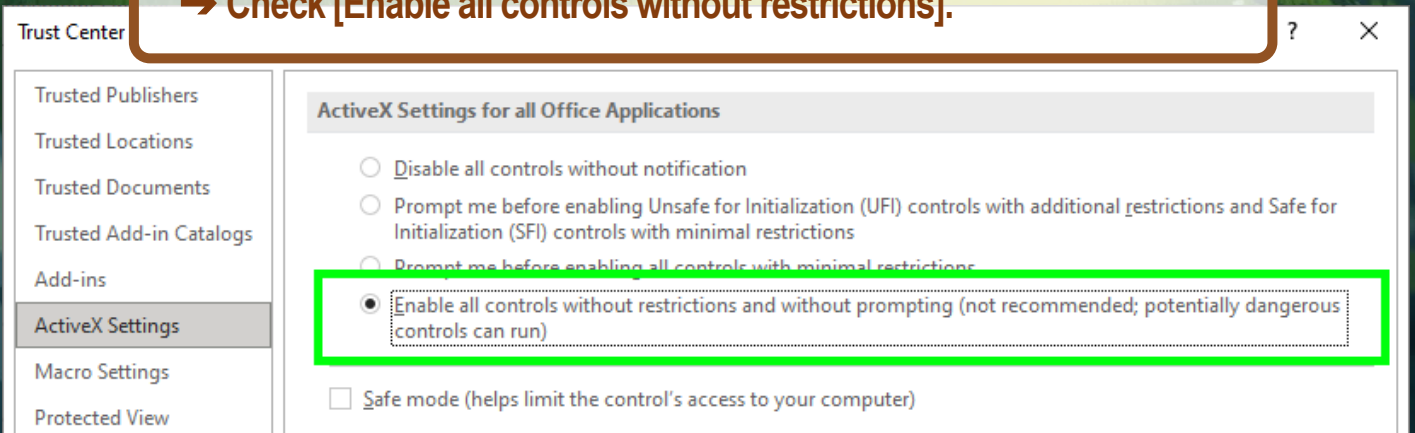
MACRO SETTINGS: Navigate to File > Options > Trust Center > Trust Center Settings.



Select Macro Settings → Check [Enable All Macros].



ACTIVEX SETTINGS: Within the same menu, select ActiveX Settings → Check [Enable all controls without restrictions].



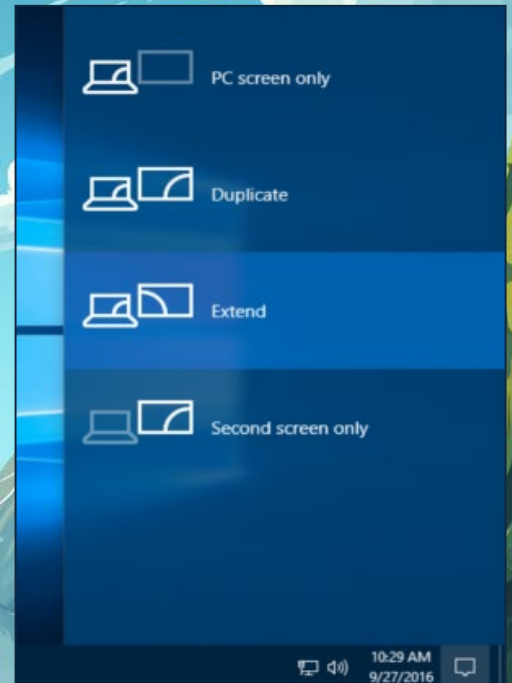
THE BROADCAST HUB

OPTIMIZING YOUR DISPLAY FOR THE BIG SCREEN

PHASE 1: THE DUAL-SCREEN PROTOCOL

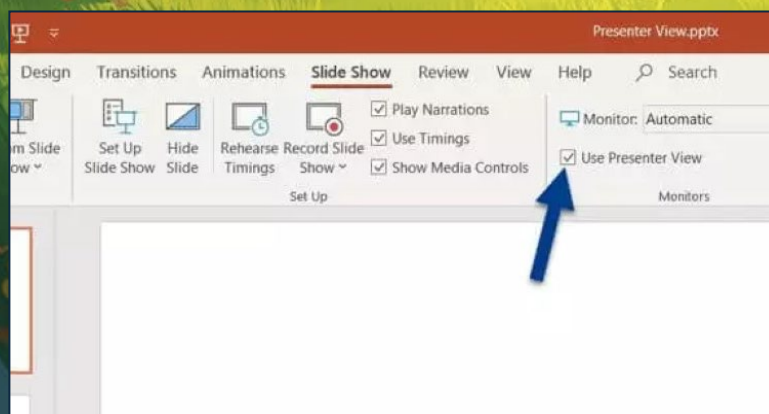
Hardware Connection Connect your PC to the TV or Projector.

- The Shortcut: Press [Windows Key] + [P].
- The Setting: Select EXTEND.



Activating Presenter View Inside PowerPoint, go to the Slide Show tab and ensure [X] Use Presenter View is checked.

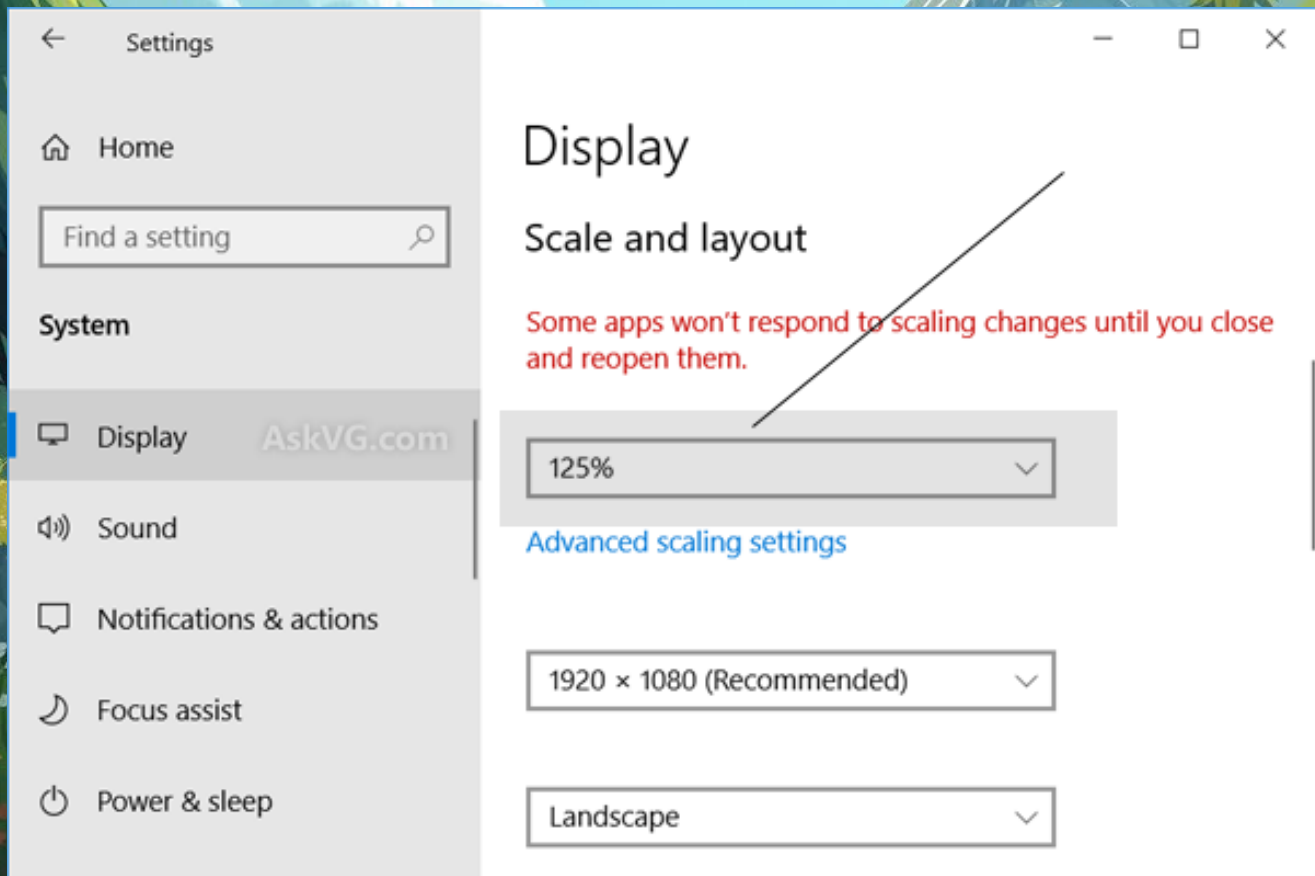
- The Result: You see your notes and the "Next Action" buttons on your laptop; the audience sees ONLY the high-def game board.



PHASE 2: THE "CLICK" PRECISION FIX

If you can't click the "CLICK HERE TO BEGIN" bar, your mouse alignment might be off-target. This happens because high-precision VBA coordinates can be disrupted by Windows Text Scaling. To fix this, try the following:

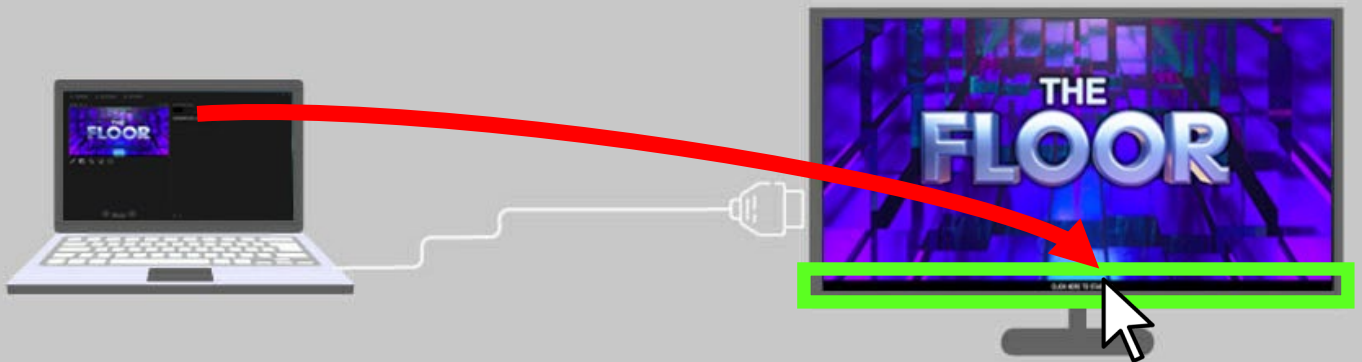
- Exit the Presentation.
- Right-click your Desktop and select Display Settings.
- Look for Scale and Layout (Change the size of text, apps, and other items).
- Set this to 100% or 125%.
- Relaunch the game.



PHASE 3: THE IGNITION SEQUENCE

Since every game runs on a Single-Slide Architecture, you must tell Windows to "hand over control" to the ActiveX object input bar shown on screen. To do so:

- Click on Slide Show or Press F5 to start the show.
- Move your mouse cursor off your laptop screen and onto the second screen.
- Click on the Input Bar at the bottom that reads: "CLICK HERE TO BEGIN."



- Do NOT click anything else. Clicking the background kills the connection between your keyboard/buzzers and the game.
- Once engaged, the game is played entirely through the keyboard/buzzer inputs as prompted by the Black Input Bar.

PLAYER INPUT SYSTEMS

CONTROLLER CONFIGURATION

INPUT PROTOCOL

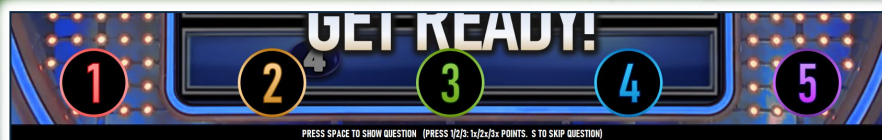
Many games in this collection are designed for head-to-head competition. To ensure the VBA engine registers the fastest player, the logic is mapped to the Numeric Keypad.

- The Key Map: Players 1 through 5 are triggered by the [1], [2], [3], [4], and [5] keys on your Numeric Keypad.
- The Pro Rule: Ensure [Num Lock] is turned ON before the game starts, or the inputs will not register.



DIAGNOSTIC TOOL

During any live game, press the Back Quote key [`] (the key above Tab) to run a controller test and ensure all players are "linked" to the engine.



GO PRO

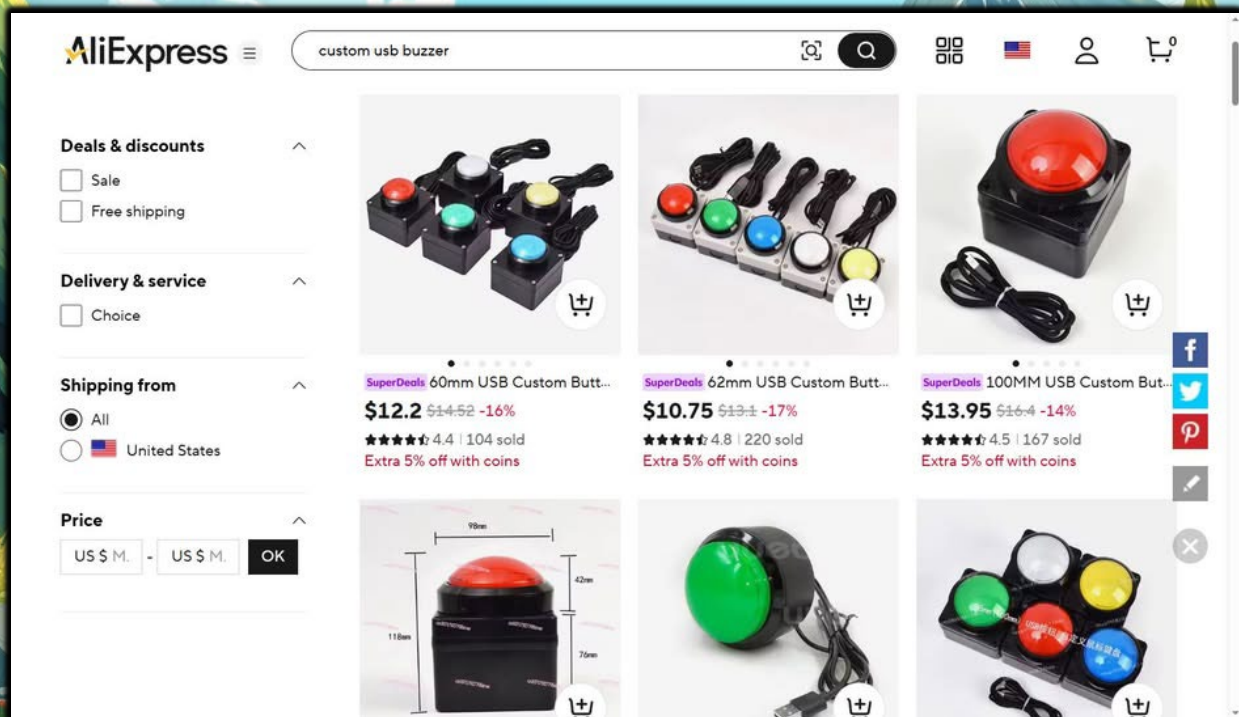
THE USB BUZZER UPGRADE

INPUT PROTOCOL

Transform your setup into a professional game show with physical buzzers!

PURCHASE: Search "Custom USB Buzzer" on AliExpress or go to:

aliexpress.us/w/wholesale-custom-usb-buzzer.html



PROGRAM: Use the manufacturer's app to map your buzzers to Num1 through Num5.

PLAY: Once programmed, the buzzers will trigger the game's VBA logic just like a keyboard.

FINAL MISSION LOG

PROFESSIONAL PLATFORM FOR TEACHING

You are now fully equipped to deploy high-quality, high-energy Bible games in your ministry. Remember: the technology is just the tool; the goal is to engage, teach, and inspire your audience.



STAY UPDATED

The library is always growing! Check back often for the latest builds and future releases.

Bookmark the Command Center:
linktr.ee/pastorrobin



COMMS & FEEDBACK

Have a question about a specific game? Encountered a bug in the VBA engine? Or do you just want to share a victory story from your ministry?

Contact Pastor Robin directly at:
pastor.robin@gmail.com

"Thank you for trusting PPT Games by Pastor Robin. I can't wait to hear how these games impact your events!"