



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.

OVERVIEW

Heads Up! is a fast-paced, team-based guessing game where clues, creativity, and teamwork lead to victory!



PLAYERS

2–3 Teams

Any number of players can join the fun!



GOAL

Work together to guess as many words and phrases as possible before time expires.

One player (the **Guesser**) sits with their back to the screen while the rest of the team gives clues without saying any part of the displayed answer.

The more correct answers your team guesses, the more points you earn.



GAME MODES

• CLASSIC MODE

Play continuously until the timer expires.

• 5-CARD MODE

Each turn ends after exactly five cards. Any unused time remaining becomes bonus points.



OPTIONAL TOSS-UP ROUND

Between rounds, teams can compete in a fast-paced Toss-Up where one guesser from every team comes to the front.

All guessers answer simultaneously. The first correct answer earns the points for their team!



WINNING

The team with the highest score after all rounds wins.

Good clues, teamwork, and quick thinking lead to victory!



TIP:

Everyone can contribute—creative clues and great teamwork make every round more fun and successful!



GAME SETUP



BEFORE STARTING

Press 0 on the Main Menu to open the **Options Menu**.



ADJUSTABLE SETTINGS

You can customize the game before you begin.

- Game Mode (Classic / 5-Card)
- Number of Rounds
- Round Timer
- Toss-Up Round On/Off
- Number of Teams
- Team Names



EDITING TEAM NAMES

Press 1–3 while in the Options Menu to rename each team.

Type the new name, then press **Enter**.



STARTING THE GAME

When setup is complete:

- 1 Press **Space**
- 2 Return to the Main Menu
- 3 Select **Start Game**

OPTION MENU

A. GAME MODE



CLASSIC



B. NUM. OF ROUNDS



3



C. GAME TIMER



60



D. TOSS-UP ROUND



ON



E. NUM. OF TEAMS



2



1

TEAM 1

TEAM ALPHA

2

TEAM 2

TEAM BETA

3

TEAM 3

TEAM GAMMA



Use A–E to change settings.
Use 1–3 to change team names.
Press 0 or SPACE to continue.



TIP

Adjust the game settings to match your players and event.
You can change these options at any time before starting the game.

HOW TO PLAY



THE GUESSER

- One player sits facing away from the screen.
- They may never look at the displayed word or phrase.



THE TEAM

- Everyone else gives verbal clues.
- Players may describe the answer however they wish...

...but may never say any part of the displayed word or phrase.



DURING A TURN

- Correct guess → host marks **Correct**.
- Wrong guess → host marks **Incorrect**.
- Too difficult? Skip it and move on.
- The next card appears immediately.



GOAL

Guess as many cards as possible before time expires.

HOW TO PLAY

OBJECTIVE: A designated guesser sits with their back to the TV while the rest of the team gives clues with-out saying any part of the word or phrase. Guess as many answers as possible before time runs out.

CLASSIC MODE: One player from the active team tries to guess as many words as possible before time expires. Correct answers score points, incorrect answers are marked, and difficult words may be skipped.

5-CARD MODE: Play is the same as Classic Mode, except each turn ends after 5 cards instead of when the timer expires. Every second remaining on the clock is added as bonus points, so finish all five cards as quickly as possible.

TOSS-UP ROUND (Optional): One guesser from each team sits at the front with their backs to the TV. The active team (shown on screen) gives clues while all guessers may answer at the same time. The first correct guess earns the points for their team, then the next team becomes the active clue-giving team.

Team 1

9

Word

BARNABAS

Time

0

REPENT

ZECHARIAH

BALAAM

1 KINGS

REBUKE

GENESIS

CARRY

STAR OF
BETHLEHEM

RED SEA

FOUNTAIN

PRESS SPACE/NUM1 IF CORRECT (X/NUM2 IF INCORRECT, S/NUM3 TO SKIP, ENTER TO END ROUND)

CLASSIC MODE

Play continuously and score as many correct answers as possible before time expires!



OBJECTIVE

Score as many correct answers as possible before the timer reaches zero.



DURING PLAY

- Every **correct** answer earns points.
- **Incorrect** answers are marked.
- **Skipped** cards receive no points.
- There is no limit to how many cards may appear before time expires.



STRATEGY TIPS

- Keep clues short.
- Don't spend too long on one difficult card.
- Skip quickly and come back to easier words.
- Communication is more valuable than perfection.



GOAL

Guess as many cards as possible before time runs out!

Team 2

1

Word

PROVERBS

Time

57

JOSEPH

PRESS **SPACE/NUM1** IF CORRECT (**X/NUM2** IF INCORRECT, **S/NUM3** TO SKIP, **ENTER** TO END TURN)



TIP: Stay focused, give great clues, and work together! The more you guess, the more points you earn!



5-CARD MODE & TOSS-UP ROUND



5-CARD MODE

- Instead of playing until time expires... each team receives exactly five cards.
- Every second remaining on the timer becomes bonus points.
- Fast teams can earn dramatically higher scores.

Team 177

Word

KINGDOM

Time

37

SURRENDER

SOWER

DO NOT FEAR

HOSEA

KINGDOM

5/5 CARDS LEFT

5-CARD MODE

Finish all five cards fast!

BONUS TIME

+37 POINTS

Each turn ends after five cards. Remaining time is added as bonus points!



TOSS-UP ROUND (OPTIONAL)

- One guesser from every team comes to the front.
- The active team (shown on screen) gives clues.
- All guessers answer simultaneously.
- The first correct answer wins the points.
- The next team then becomes the clue-giving team.

This creates an exciting break between normal rounds!

Team 114

Team 213

Team 315

Word

HEBREWS

Time

21

Team 2

Say the Next Clue!

FIRST CORRECT ANSWER EARNS THE POINTS!



TIP:

The Toss-Up Round is a great way to add energy and excitement between rounds!



SCORING & WINNING

Score points by guessing correctly, playing fast, and winning Toss-Up rounds. Later rounds are worth more!



Team 152

Team 253

Team 357

3x Points!

ROUND 3

Team 1

Prepare to play next!

Later rounds are multiplied! Round 2 = 2x points, Round 3 = 3x points. (Example shown above)



EARNING POINTS

Teams earn points by:

- Correct guesses
- Completing cards quickly
- Remaining time (5-Card Mode)
- Winning Toss-Up rounds



ROUND MULTIPLIERS

Later rounds become more valuable.

- 1 **ROUND 1**
Normal Points
- 2 **ROUND 2**
Double Points
- 3 **ROUND 3**
Triple Points



WINNING

After the final round... the team with the highest total score is declared the winner!

TEAM 2

WINS!

CONGRATULATIONS!

Team 127

Team 239

Team 333



TIP:

Work together, give great clues, and be quick! Every correct guess (and every second) counts!



CUSTOMIZING YOUR GAME



Make Heads Up! your own by using any words or phrases you want. The possibilities are endless!



CREATING YOUR OWN CARDS

Replace the included phrases with your own. Popular themes include:

- Bible
- Disney
- Movies
- TV Shows
- Sports
- Animals
- Food
- History
- Geography
- Youth Events
- Church Icebreakers
- Holiday Themes
- And many more!



USING AI

AI can quickly generate hundreds of custom cards for you.

Example Prompt (General)

“ Create 250 Heads Up style words and phrases for a church youth game. Include a mixture of easy, medium, and difficult clues.”
Return one answer per line with no numbering.

Example Prompt (Bible Theme)

“ Create 250 Bible Heads Up answers including people, places, miracles, books, objects, and events. Return one answer per line.



EDITING CONTENT

Simply replace the contents of the game's phrase list (phrases.txt) with your own custom set.

Save the file and restart the game—your new cards will be ready to play!

Team 127

Team 239

Team 333

Word

PROVERBS

Time

21

JOSEPH

ZECHARIAH

BALAAM

1 KINGS

REBUKE

GENESIS

CARRY

STAR OF BETHLEHEM

RED SEA

FOUNTAIN

55

CARDS LEFT

5-CARD MODE

Finish all five cards fast!

BONUS TIME

+21 POINTS

Use your own words and phrases on every card!
Perfect for any group and any occasion.

EXAMPLE: phrases.txt (your game list)

12 DISCIPLES	GARDEN OF EDEN	THE LORD IS
12 TRIBES OF ISRAEL	GETHSEMANE	MY SHEPHERD
144,000	GOLDEN CALF	THE TRUTH WILL
40 DAYS	GOLIATH	SET YOU FREE
7 DAYS OF CREATION	GOOD FRIDAY	LIGHT OF
AARON'S ROD	GOOD SAMARIITAN	THE WORLD
ADAM AND EVE	HIGH PRIEST	NOAH'S ARK
ALPHA AND OMEGA	HOLY SPIRIT	BASIN
ALTAR	HOSEA	CENSER
APOSTLE PAUL	INCENSE	CHERUBIM
ARK	JACOB	CROSS
ARK OF THE COVENANT	JACOB'S LADDER	CROWN OF THORNS
ARMOR OF GOD	JEREMIAH	DENARIUS
ASCEND/ASCENSION	JERICO	DOVE
BAPTISM	JOB	EASTERN GATE
BARTIMAEUS	JOHN THE BAPTIST	EPHOD
BEARS	JONAH	FRANKINCENSE
BEATITUDES	JORDAN RIVER	GOLDEN LAMPSTAND/
BELT OF TRUTH	JOSEPH AND MARY	MENORAH
...	...	...

MAKE IT YOURS. PLAY YOUR WAY.

- BIBLE
- DISNEY
- MOVIES
- TV SHOWS
- SPORTS
- ANIMALS
- FOOD
- HISTORY

Use any topic that fits your group and keeps the fun going!



TIP:

Short phrases and familiar topics work best.
Mix easy, medium, and hard clues for the most fun!



HOST CONTROLS

Use your keyboard to control the game and keep everything running smoothly!



MAIN MENU

- SPACE** = Start Game
- 0** = Options Menu



DURING GAMEPLAY

- SPACE** = Continue
- NUM1** = Correct
- NUM2** = Incorrect
- NUM3** = Skip
- ENTER** = End Turn



GENERAL

- ESC** = Exit Game

Team 114

Team 213

Team 315

Word

HEBREWS

Time

21

Team 2

Say the Next Clue!

PRESS **SPACE/NUM1** IF CORRECT (**X/NUM2** IF INCORRECT, **S/NUM3** TO SKIP, **ENTER** TO END TURN)

BUZZERS (FOR PLAYERS)

Players can use their numeric keypad to track and mark their answers just like the host.

NUM LOCK	/	*	-
7 HOME	8 ↑	9 PGUP	+
4 ←	5	6 →	
1 END	2 ↓	3 PGDN	ENTER
0 INS		. DEL	

- NUM1** = **CORRECT**
Award points for correct guesses.
- NUM2** = **INCORRECT**
Mark card as incorrect.
- NUM3** = **SKIP**
Skip the card and move to the next one.

SPACE Continue (Also Start from Menu)	NUM1 Correct Award points for correct guesses.	NUM2 Incorrect Mark card as incorrect.	NUM3 Skip Skip the card and move to the next one.	ENTER End Turn Finish the current turn and move on.	ESC Exit Game Return to Windows.
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TIP: Practice these controls before your game starts so you can focus on hosting and having fun!



TROUBLESHOOTING

Quick fixes for the most common issues.



KEYS NOT RESPONDING

- Make sure the game window is active.
- Click inside the slide show window.
- Try pressing the keys again.



POWERPOINT NOT IN SLIDE SHOW

- Press F5 to start Slide Show.
- Keys will not work in normal view.



MACROS DISABLED

- Click "Enable Content" when prompted.
- Go to File > Options > Trust Center > Trust Center Settings > Macro Settings.
- Select "Enable all macros" (in a trusted file).



TIMER NOT STARTING

- Timer starts with the first card.
- If stuck at 0, press SPACE to begin.
- Check that Macros are enabled.



MISSING FONTS

- The game uses common fonts.
- If text looks wrong, install the fonts included with the game.



WRONG SCREEN SELECTED

- Use Extend mode (not Duplicate).
- Present on the external display / TV.
- Keep the laptop screen for Presenter View.



CONTROLLER TEST MODE

- Press T on the Main Menu to test keys.
- Press ESC to return to the Main Menu.
- Use this if something isn't working.



PERFORMANCE PROBLEMS

- Close other apps running in the background.
- Reduce display resolution if needed.
- Lower PowerPoint display settings.



GAME WON'T START

- Make sure you are in Slide Show (F5).
- Ensure Macros are enabled.
- Try restarting PowerPoint and the file.
- Still stuck? Contact the game host.

Team 1
14
Team 2
13
Team 3
15

Word
PROVERBS
Time
21

JOSEPH
ZECHARIAH
BALAAM
1 KINGS
REBUKE
GENESIS
CARRY
STAR OF BETHLEHEM
RED SEA
FOUNTAIN

PRESS SPACE/NUM1 IF CORRECT (X/NUM2 IF INCORRECT, S/NUM3 TO SKIP, ENTER TO END TURN)

TIP: The gameplay screen must be on the display you are presenting to your audience.

OPTIONS MENU

GAME SETTINGS

Game Mode	Classic Mode	▼
Number of Rounds	3	⬆️
Round Timer (Seconds)	60	⬆️
Toss-Up Round	ON	▼
Number of Teams	3	⬇️

TEAM NAMES (Press 1-3 to edit)

1	Team 1
2	Team 2
3	Team 3

TIP: Press SPACE when you are finished to return to the Main Menu.



STILL NEED HELP?

If you continue to experience issues, ask the game host for assistance.



CLOSING THOUGHTS



MORE THAN A PARTY GAME

Heads Up! is more than simply guessing words.

It encourages teamwork, communication, quick thinking, and lots of laughter. Every round challenges players to think creatively while working together under pressure.

Whether you're hosting a church social, youth event, classroom activity, retreat, family gathering, or community night, Heads Up! is designed to get everyone involved.



CREATE YOUR OWN EXPERIENCE

Because every phrase can be replaced, you can build games around nearly any topic—from Bible characters and sermon series to movies, holidays, sports, or classroom review. The game easily adapts to audiences of all ages.



Thank
You!

Thank you for downloading and using
Heads Up!

We hope it brings people together, creates unforgettable moments, and fills every event with laughter, friendly competition, and lasting memories.



GATHER YOUR GROUP.
PICK A CARD. PLAY FAST. HAVE FUN.
THAT'S HEADS UP!

