

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.

IMPOSTOR

RED | BLUE | GREEN | PINK

ORANGE | YELLOW | BLACK | WHITE

CLICK HERE TO START

WHAT IS IMPOSTOR?

IMPOSTOR is a social-deduction clue game in which everyone appears to be working together—but some players are hiding the truth.

Crewmates know the Secret Word. Impostors do not know the word, but they know the identities of their fellow **Impostors**.

Players take turns giving short clues while trying to identify—or protect—the hidden team.

QUICK FACTS

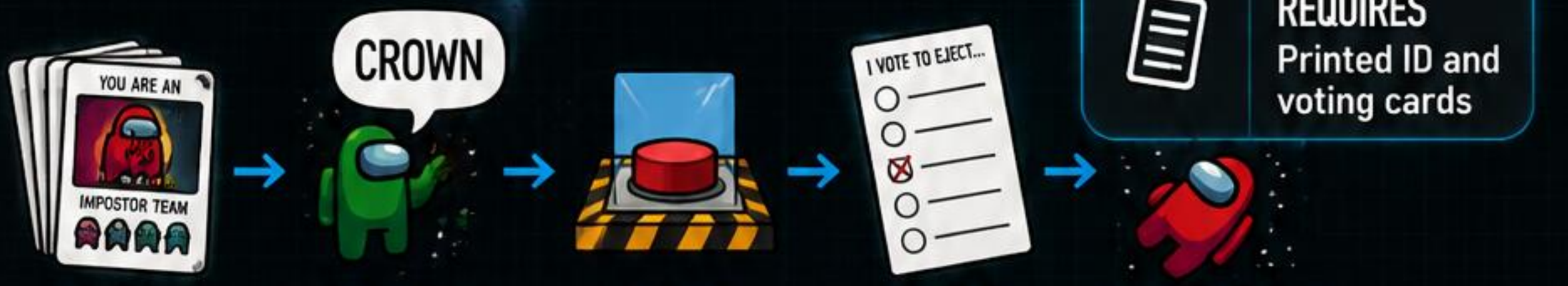
PLAYERS
Up to 20

ROUNDS
1–3

CLUES
1–2 words

TEAMS
Crewmates
vs.
Impostors

REQUIRES
Printed ID and voting cards



1. RECEIVE SECRET ROLES
2. GIVE 1–2 WORD CLUES
3. HOLD MEETINGS
4. VOTE TO EJECT
5. SCORE POINTS AS TEAMS

GIVE A CLUE. READ THE ROOM. TRUST NO ONE.

BEFORE THE FIRST ROUND

WHAT YOU NEED



- [x] One Identification Card for every player
- [x] Enough Voting Cards for every living player
- [x] Pens, pencils, or dry-erase markers
- [x] A private host screen using Presenter View
- [x] Optional buzzers or controllers for Emergency Meetings

PREPARE THE CARDS

- Print and cut the Identification Cards and Voting Cards.
- Consider laminating them for repeated use.
- Keep the Crewmate and Impostor cards hidden from players before distribution.
- Collect every card at the end of each round because roles are reassigned.



START THE GAME

1. Open the slideshow and click the start area.
2. Press `O` to open the Option Menu.
3. Set the player count, rounds, impostors, reveal mode, and voting timer.
4. Press `ENTER` to customize player colors and names.
5. Return to the title screen and press `SPACE`

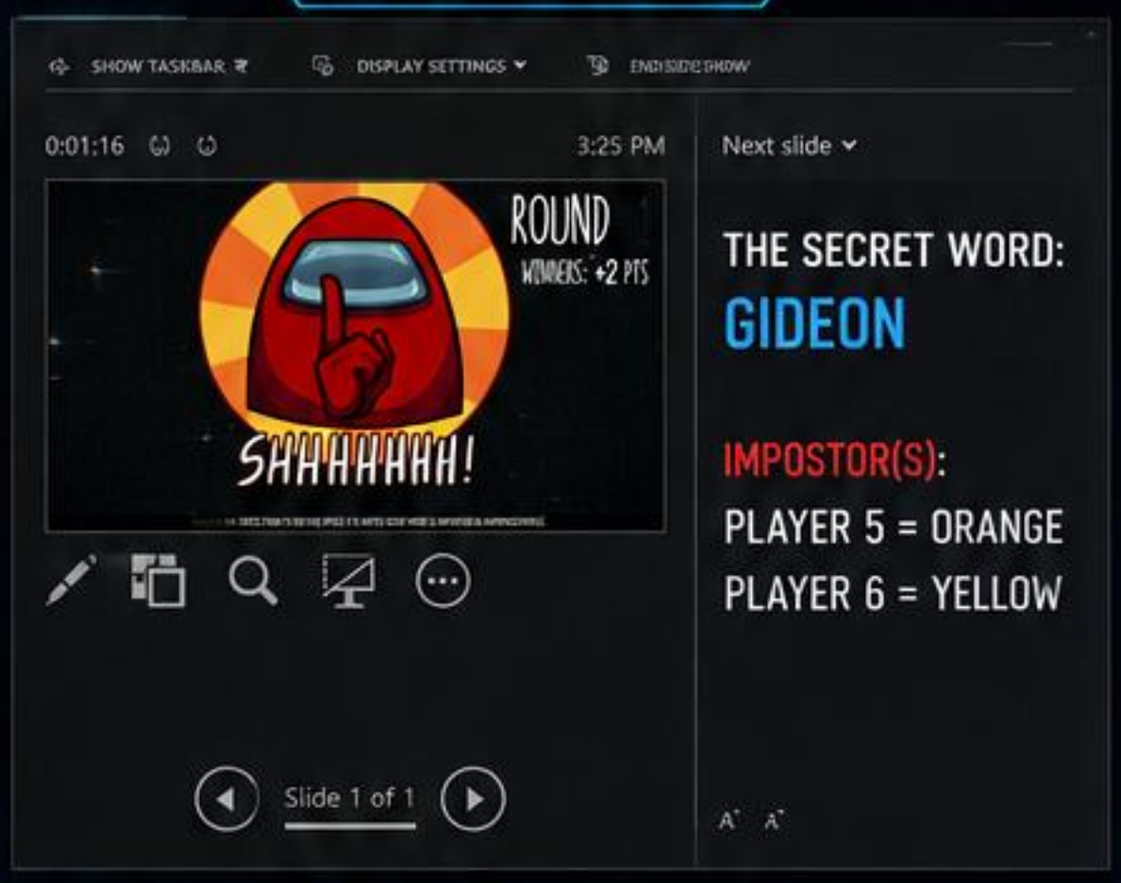


GIVE A CLUE. READ THE ROOM. TRUST NO ONE.

WHO KNOWS THE SECRET?

Assign roles, give cards, and keep the truth hidden.

WHAT THE HOST SEES (IN PRESENTER VIEW)



The Secret Word and Impostor assignments are shown only on the host's Presenter View.

FILL THE CARDS

CREWMATE CARDS

- Write the Secret Word in the blank field.



IMPOSTOR CARDS

- Write the names or colors of the other Impostors in the "Impostor Team" field.



GET READY



1. Fill every card privately.
2. Distribute cards face down.
3. Players secretly inspect their roles.
4. Collect or conceal all unused cards.
5. Press SPACE to begin.

S **HOST TIP:** Press S before beginning the round to replace the Secret Word and generate a new set of Impostors.

IMPORTANT NOTES

- Keep Crewmate and Impostor cards hidden from players before distribution.
- Collect every card at the end of each round because roles are reassigned.
- Never reveal the Secret Word or Impostor identities to the players.



REMEMBER

You control the information. They control the suspicion.

GOOD LUCK, CAPTAIN!



PROVE YOU BELONG

Give the right clue. Keep the secret. Survive the suspicion.



THE FLOW OF PLAY



1. The highlighted player gives a 1–2 word clue related to the Secret Word.
2. The host types the clue into the Player Response field.
3. Press ENTER to record it.
4. The game advances to the next living player.
5. Continue around the group.

CREWMATE OBJECTIVE

- Give a clue that shows you know the word without making the answer too obvious.

IMPOSTOR OBJECTIVE

- Listen carefully, imitate the group, and avoid revealing that you do not know the word.

IMPORTANT RULES

- Do not say the Secret Word.
- Avoid repeating another player's exact clue.
- Dead or ejected players may not continue giving clues.
- The host should reject clues that are longer than the agreed limit.

RANDOM DANGER!



After the opening clues, the game may randomly eliminate a Crewmate who has already spoken.

This immediately triggers a Dead Body Report and a meeting!

TIP FOR HOSTS: Keep the game moving! Enter clues quickly, listen to the group, and trust your instincts when guiding the mission.

SOMEONE IS ACTING SUSPICIOUS

Meetings are your chance to uncover the truth.



EITHER





LEADS TO

1 DEAD BODY REPORTED

A Crewmate has been eliminated at random after giving a clue. A meeting begins immediately.

2 EMERGENCY MEETING

A player may call a meeting when the Emergency Meeting button becomes available.

3 VOTING BOARD

Players call out who they think is SUS. The host marks the suspected player with a color marker.

A MEETING BEGINS WHEN

The game reports a randomly eliminated Crewmate.

A player activates the available Emergency Meeting button.

DURING THE MEETING

1. Give one Voting Card to every living player.
2. Allow players to accuse, defend, question, and discuss.
3. The host presses SPACE to mark who they suspect is SUS.
4. Each player's color marker shows who they voted for. Multiple markers can stack on one player.
5. The host still selects and ejects the player after discussion. (No auto-eject.)

HOST ENTERS THE RESULT

Use the ARROW KEYS to highlight the player.

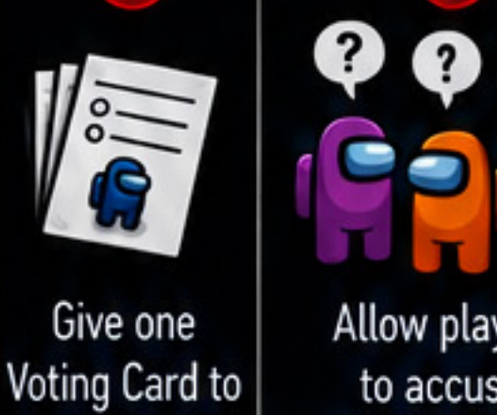
ENTER — Press ENTER to eject them.

S — Press S when the vote is tied or nobody should be ejected.

REVEAL OPTIONS (SET IN OPTIONS MENU)

Depending on your Confirm Ejects setting, the game may reveal:

ON



Shows the role and updates remaining team counts.

MIX



May reveal roles in early rounds but not in the final round.

OFF



Only announces that the player was ejected. No role revealed.

Confirm Ejects choices stop the timer, apply the result, and update team counts.

Dead or ejected players cannot be selected again.

Return to the game when ready!

REMEMBER: DISCUSS WISELY. VOTE CAREFULLY. ONE WRONG CALL CAN CHANGE EVERYTHING.

SOMEONE IS ACTING SUSPICIOUS

Meetings are your chance to uncover the truth.



EITHER



LEADS TO



1 DEAD BODY REPORTED

A Crewmate has been eliminated at random after giving a clue. A meeting begins immediately.

2 EMERGENCY MEETING

A player may call a meeting when the Emergency Meeting button becomes available.

3 VOTING BOARD

Players privately cast a vote to eject one person they suspect is an Impostor.

A MEETING BEGINS WHEN

The game reports a randomly eliminated Crewmate.

A player activates the available Emergency Meeting button.

DURING THE MEETING

1. Give one Voting Card to every living player.
2. Allow players to accuse, defend, question, and discuss.
3. Each player privately writes one person to eject.
4. Collect and count all votes.
5. The player with the highest unique total is ejected. (No ties.)

HOST ENTERS THE RESULT

Use the ARROW KEYS to highlight the player.

ENTER — Press ENTER to eject them.

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REVEAL OPTIONS (SET IN OPTIONS MENU)

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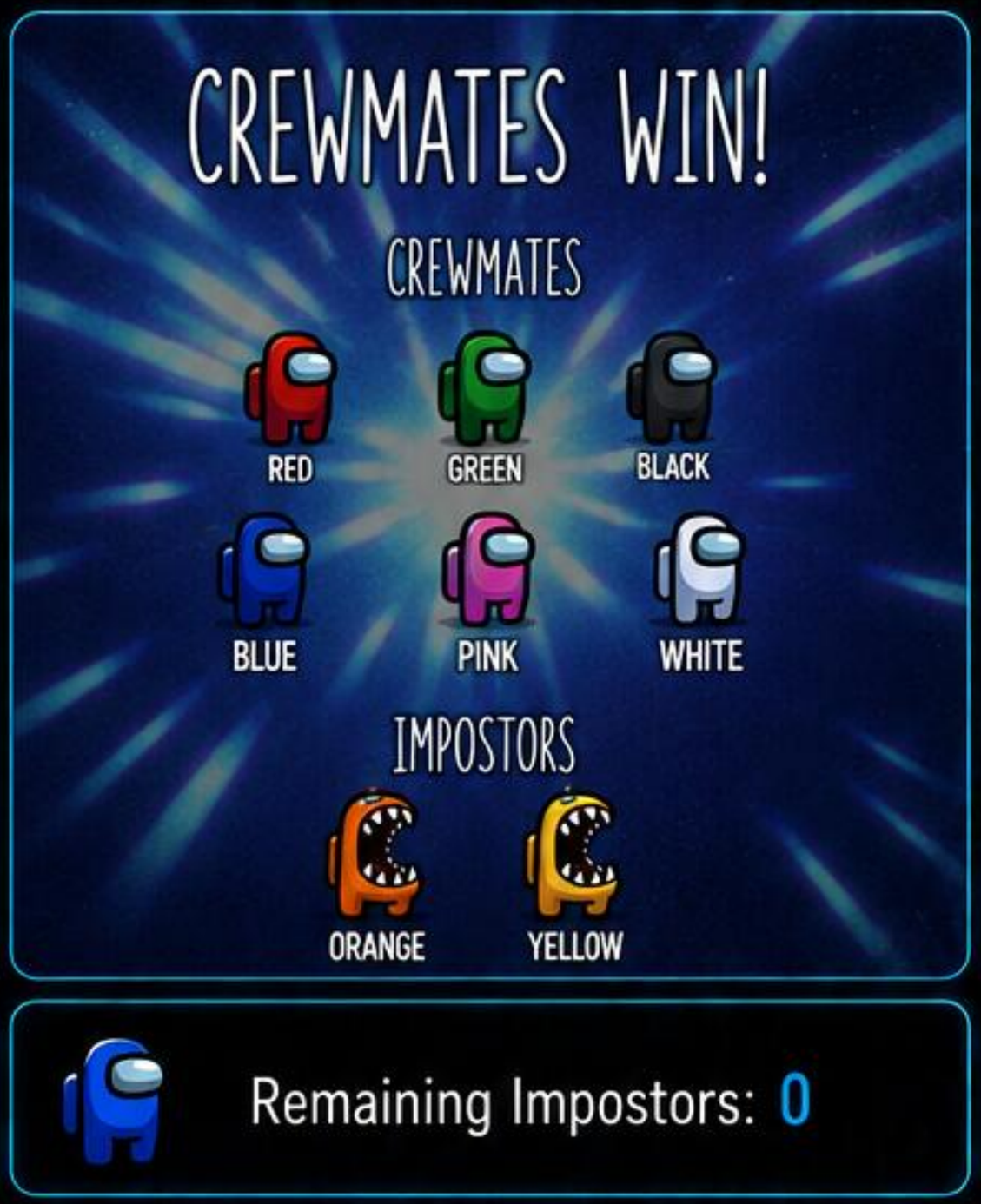
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CREWMATES OR IMPOSTORS?

At the end of the round, one team will prevail.

CREWMATES WIN

All remaining Impostors have been identified and ejected.



Remaining Impostors: 0

IMPOSTORS WIN

The number of living Impostors becomes equal to the number of living Crewmates.



=

Impostors = Crewmates

The game checks for one of these conditions after each elimination:

- No remaining Impostors
- Remaining Impostors = Remaining Crewmates

FINAL SECRET WORD GUESS (IMPOSTORS ONLY)

After teams are revealed, Impostors get one last chance to guess the Secret Word.

SPACE — Press SPACE if the Impostors guessed the Secret Word correctly.

X — Press X if the guess is not the Secret Word.

+1 POINT FOR EVERY IMPOSTOR when the guess is correct.

Every round brings new clues, new suspicions, and new surprises.
Stay alert. Trust wisely. The next round is coming up!



EVERY ROUND IS WORTH MORE

Win rounds. Earn points. Become the ultimate legend of suspicion!

ROUND SCORING

Every member of the winning team receives:

ROUND	TEAM POINTS
Round 1	+2
Round 2	+4
Round 3	+6

Points awarded = 2 × current round number.

SECRET-WORD BONUS

Every Impostor receives:

+1 POINT

When the Impostor team correctly guesses the Secret Word after the round.



END-OF-GAME AWARDS

The game tracks 5 bonus categories. Each winner earns +3 POINTS!



LONGEST SURVIVAL
The player who stayed alive the longest.

MOST CLUES GIVEN
The player who gave the most clues during the game.

MOST RANDOM ELIMINATIONS
The player randomly eliminated the most times.

MOST TOTAL DEATHS
The player who died (the most through eliminations.

MOST TIMES EJECTED OR SUSPECTED
The player who was ejected the most times.



If multiple players tie in any category, each tied player receives the +3 points. After combining round points, bonuses, and secret-word bonuses, the player with the highest total score is the **OVERALL WINNER!**



FINAL SCOREBOARD EXAMPLE

	PLAYER	ROUND 1 (+2)	ROUND 2 (+4)	ROUND 3 (+6)	WORD BONUS	AWARD BONUS	TOTAL
1	PINK	2	4	6	1	6	19
2	GREEN	0	4	6	0	9	19
3	BLUE	2	0	6	1	3	12
4	ORANGE	0	0	6	0	6	12
5	BLACK	2	4	0	0	3	9

TIED FOR FIRST!



When players tie for the highest score, the game announces multiple winners!

POINTS MAKE THE GAME EXCITING—BUT THE MEMORIES ARE PRICELESS.

CUSTOMIZE THE MISSION

Use your own Secret Words to create endless new games and themes!

WHERE THE WORDS COME FROM

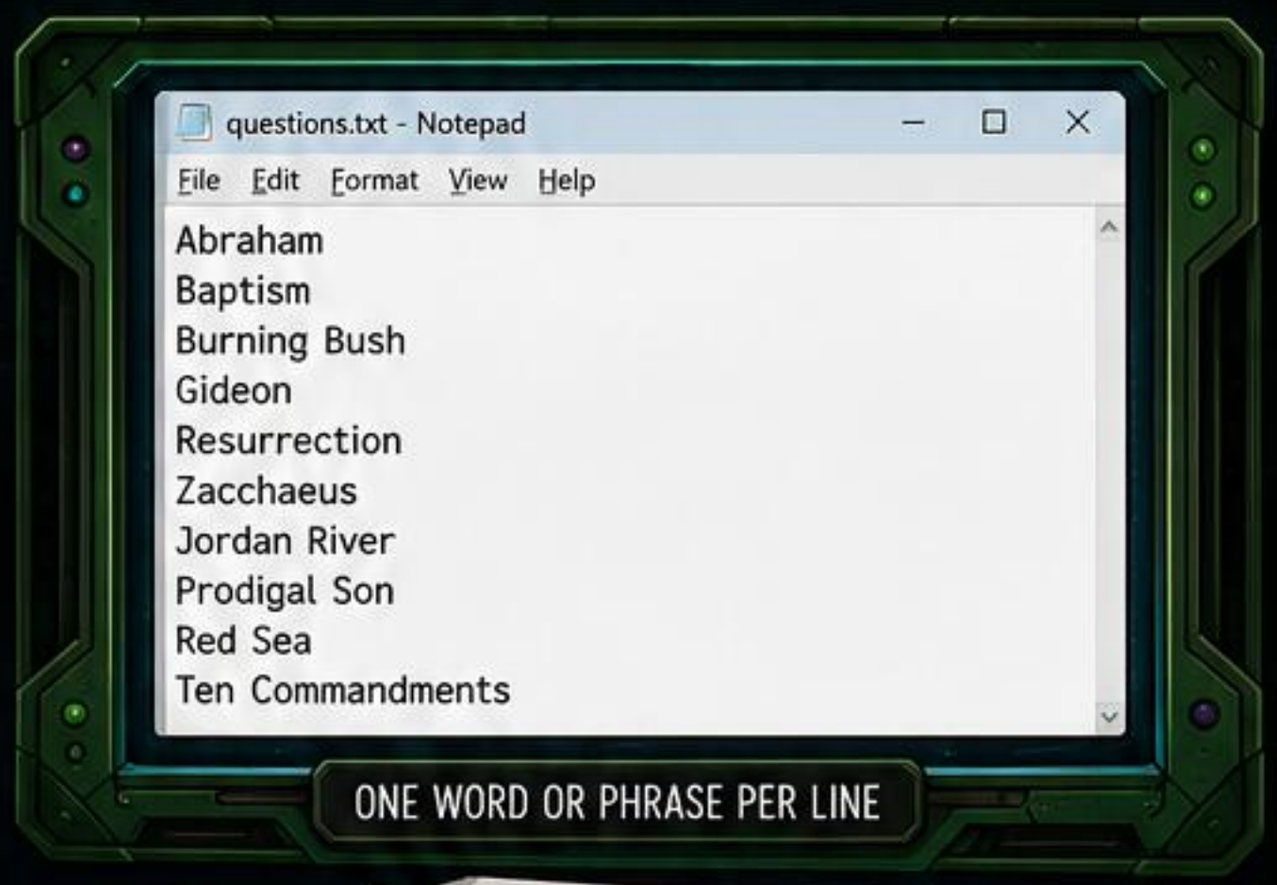
The game reads its Secret Words from:

questions.txt

The file must remain:

- In the same folder as the PowerPoint game
- Named exactly questions.txt
- Saved as a plain text file (.txt)

The code searches the presentation folder for that exact filename and displays an error when it cannot be found.



ONE WORD OR PHRASE PER LINE

EXAMPLE WORDS FROM THE LIBRARY



- Abraham
- Baptism
- Burning Bush
- Gideon
- Resurrection
- Zacchaeus
- Jordan River
- Prodigal Son
- Red Sea
- Ten Commandments
- Wise Men
- Good Samaritan

...and hundreds more!

TIPS FOR GREAT WORDS

- Familiar and well-known.
- 1–2 words are best.
- Supports many different clues.
- Not too obvious or too obscure.
- Avoid very similar answers.

HOW TO EDIT YOUR WORDS FILE

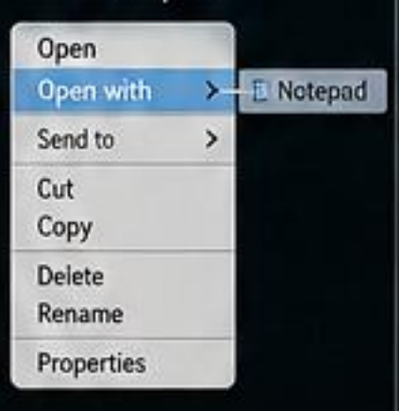
1. Close the game.



2. Right-click questions.txt.



3. Select Open with → Notepad.



4. Place one Secret Word or short phrase on each line. Remove numbers, bullets, headings, and explanations.



5. Save the file.



6. Reopen the PowerPoint game.



AI PROMPT SUGGESTION

Use this prompt with your favorite AI tool to generate your own word lists:

> Create a list of 100 Secret Words for an Impostor clue game about [TOPIC] for [AGE GROUP]. Each answer should be a familiar word or 1–2 word phrase that can support several indirect clues. Put one answer on each line. Do not use numbers, bullets, headings, categories, explanations, quotation marks, or duplicate answers. Avoid answers that are too obscure or too similar to one another.

HOST RECOMMENDATION

Always keep a backup copy of the original questions.txt before replacing its contents. This makes it easy to restore the default library anytime.

BACKUP IDEAS

- Copy to another folder (e.g., "Backup")
- Rename to questions_backup.txt
- Store a copy on a USB drive or cloud

NEW WORDS = NEW GAMES. NEW THEMES = NEW MEMORIES. MAKE IT YOUR OWN!

BEFORE THE ROUND

Use these host controls to set up your game and prepare for the mission.

HOST CONTROLS

SPACE	Continue to the next screen.
O	Open or close the Option Menu.
A – E	Change the four Option Menu settings.
ENTER	Open player color and name customization.
↑ ← ↓ →	Select a player.
ENTER	Cycle the selected player's color and character.
BACKSPACE	Replace the selected player's name.
SPACE	Return to the Option Menu.
S	Generate a new word and new Impostors.
`	Show or hide the controller test indicators.
ESC	End and reset the game.

All controls are keyboard-based after the game begins. Click the bottom instruction bar if keys do not respond.

PLAYER COLOR & NAME CUSTOMIZATION

1 Use ARROW KEYS to select a player.



2 Press ENTER to cycle through 20 colors and matching characters.



3 Press BACKSPACE to type a custom name for the selected player.

CHANGE PLAYER NAME

GIDEON_

EXAMPLE PLAYER PREVIEW

GIDEON

IMPORTANT NOTE

Changing a player's color will reset their name to the color name. Choose the color first, then use BACKSPACE to enter the person's name.

OTHER SETUP TOOLKIT

OPTION MENU (Press O)



Set players, rounds, reveal mode, and voting timer.

NEW WORD & ROLES (Press S)



Generate a new Secret Word and reassign Impostors.

CONTROLLER TEST (`)

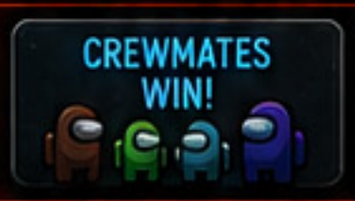


Test connected controllers and keypad buttons.

GOOD HOSTS MAKE GREAT GAMES! Be organized, stay neutral, and keep the mission fun!

RUNNING THE GAME

Use these host controls during gameplay to keep the mission on track.

GAME MOMENT		HOST CONTROL	
	Enter a player's clue	ENTER	Type the clue, then press ENTER
	Call an available Emergency Meeting		Press a connected controller or mapped keypad button
	Continue from a meeting alert	SPACE	SPACE
	Navigate the voting board		ARROW KEYS
	Move a player's vote marker	SPACE	SPACE
	Eject the selected player	ENTER	ENTER
	Record a tie or no ejection	S	S
	Return after an ejection	SPACE	SPACE
	Correct Impostor word guess	SPACE	SPACE
	Incorrect Impostor word guess	X	X
	Begin the next round	SPACE	SPACE
	Reveal the final winner	SPACE	SPACE
	End the game	ESC	ESC

TYPING A CLUE



EMERGENCY MEETING



VOTING BOARD



EJECTING A PLAYER



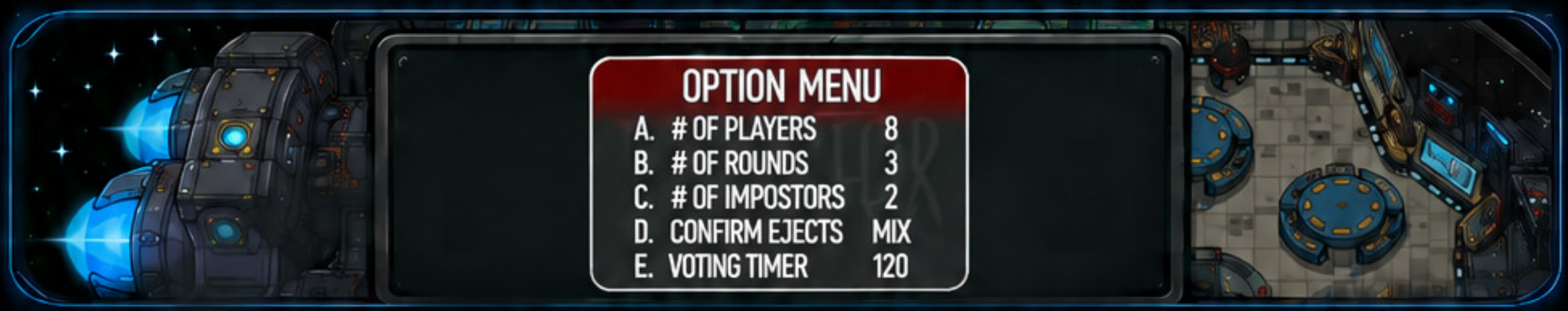
IMPOSTOR WORD GUESS



IMPORTANT: DO NOT PRESS **ESC** UNLESS YOU ARE READY TO END THE ENTIRE GAME.

CHOOSE YOUR SETTINGS

Customize the game to fit your group and play style.



A NUMBER OF PLAYERS

The current code cycles from 4 to 20 players. The number of Impostors is assigned automatically.

PLAYERS	IMPOSTORS
4 - 6	1
7 - 10	2
11 - 14	3
15 - 17	4
18 - 20	5



Use A to cycle.

B NUMBER OF ROUNDS

Choose how many rounds your crew will play.

1 ROUND	2 ROUNDS	3 ROUNDS
1	2	3

Use B to cycle.

C NUMBER OF IMPOSTORS

Choose how many players are secretly assigned as Impostors.

PLAYERS	IMPOSTORS
4 - 6	1
7 - 10	2
11 - 14	3
15 - 17	4
18 - 20	5

Use C to cycle.

D CONFIRM EJECTS

Choose how much information is revealed after a player is ejected.

ON



Reveals whether the player was an Impostor and displays remaining team counts.

MIX



Reveals roles during earlier rounds but hides the confirmation during the final round.

OFF



Only announces that the player was ejected. Roles and remaining team counts stay hidden.

Use D to cycle.

E VOTING TIMER

Set how long players have to discuss and vote during meetings.

CHOOSE A TIME LIMIT

15	30	45	60	75	90	105	120	135	150	165	180	∞

Times are in seconds, in 15-second increments.
Choose ∞ for no time limit.

Use E to cycle.

These settings can be changed any time on the Option Menu before starting the round.
Use Q to open or close the Option Menu.



KEEP THE MISSION RUNNING

Quick fixes and best practices for a smooth game.

1 NOTHING HAPPENS WHEN I PRESS A KEY

USE KEYBOARD TO CONTROL

Press SPACE to continue

Click once on the game's bottom instruction bar to restore keyboard focus.

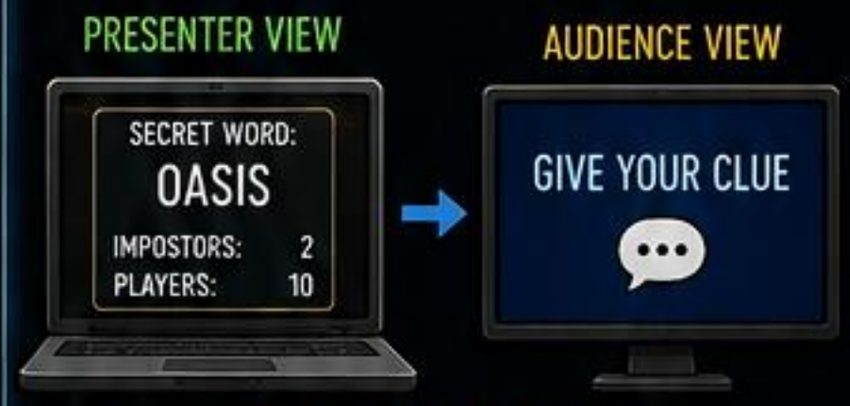
Do not click elsewhere after the game begins.

2 THE SECRET WORD IS NOT APPEARING



Confirm that questions.txt is in the same folder as the PowerPoint and has not been renamed.

3 PLAYERS CAN SEE THE SECRET WORD



Turn on Presenter View and ensure the audience sees only the projected slideshow—not the host's Presenter View screen.

4 THE EMERGENCY MEETING BUTTON DOES NOT WORK



The button is unavailable until its on-screen countdown reaches zero.

Check the controller with the backquote (`) test screen.

5 A PLAYER CANNOT BE SELECTED FOR EJECTION



Dead or previously ejected players cannot be selected.

For a tie or no-ejection result, press S

6 THE VOTING TIMER DOES NOT COUNT DOWN



Check whether the timer is set to ∞.

Select a numbered duration in the Option Menu for an automatic countdown.

COMPATIBILITY WARNING

This game is a Windows desktop PowerPoint game.

Its code uses Windows system libraries the Microsoft Forms controls, which may not function properly in PowerPoint for the web or on other operating systems.

WINDOWS RECOMMENDED	WEB / BROWSER NOT SUPPORTED	MAC / OTHER OS NOT SUPPORTED

TOP HOST TIPS

1. Keep all secret cards hidden from eliminated players.
2. Collect every Identification Card before the next round.
3. Use a second adult or assistant to collect and count votes for large groups.
4. Establish a clear clue-length rule before starting.
5. Treat a tied vote as no ejection.
6. Keep the host's screen angled away from players.



MISSION COMPLETE



IMPOSTOR

THE SOCIAL DEDUCTION GAME







Thank you for bringing **IMPOSTOR** to your church, youth group, school, camp, retreat, or community event.



Every game becomes different because the clues, accusations, alliances, and **Secret Words** come from your group. Customize the word library, create new themes, and make the experience your own.

WATCH CLOSELY. SPEAK CAREFULLY. TRUST NO ONE.



Created by **Pastor Robin**

PPT.GAMES – Free PowerPoint Games for Live Experiences