



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 MINGLE?



MINGLE is a fast-paced group-forming party game designed to get everyone moving, talking, and mixing with new people.



While the music plays, everyone mingles around the room. When the music stops, players must quickly form groups according to the challenge announced by the host.



The last group to successfully form and sit down loses the round — and, if the Dance punishment is enabled, they have to dance!

NO TEAMS. NO SCOREKEEPING.
JUST MOVE • MINGLE • GROUP UP • SURVIVE!

GROUPS OF

8

No two people in a group can be the same age



HOW TO PLAY

HOW TO PLAY

1. While the music plays, MINGLE (or walk in a circle) freely
2. When the music stops, form groups, following the prompt on screen as fast as possible.
3. As soon a group is formed successfully, they must sit down to indicate they are complete.
4. The last group to form and sit down loses (and must dance!)



1. MINGLE

While the music plays, everyone walks around or mingles freely.



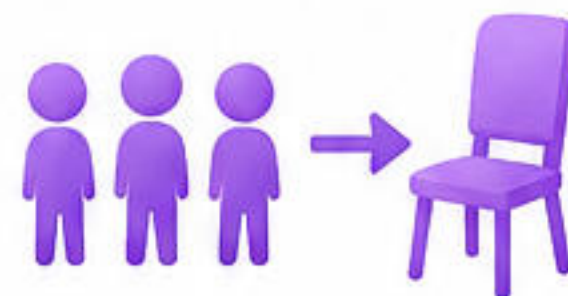
2. LISTEN

When the music stops, the host announces the grouping challenge.



3. GROUP UP FAST

Find the right people, form your group, and sit down immediately when your group is complete.



4. DON'T BE LAST!

The last valid group to form and sit down loses the round.
If Dance punishment is ON... they're dancing.



THE MINGLE CHALLENGE

★ EVERY ROUND IS DIFFERENT ★



Each round, the game gives players a new challenge.
It might be a secret group size **OR** a shared trait to connect by!

GROUP SIZE

The game may secretly
select a number:

GROUPS OF 4

GROUPS OF 7

GROUPS OF 8

Players don't know the
number until the music stops.

GROUPS OF

8

No two people in a group can be the same age



MINGLE GROUPS

Instead of a number, the game can
also form groups using a shared
characteristic, such as:



Same Birth Month



Same Shirt Color



Same Grade



Same Number of Siblings



Same City/Town



Same School

*These examples come
directly from [mingles.txt](#).*



Same Birth Month



MAKE IT HARDER!

★ ADD A CONDITION ★



Before starting a round, the host can activate an additional condition that every completed group must satisfy.

★ EXAMPLES ★



At least one left-handed person



Everyone has a different first initial



Everyone has a different birth month



Different shirt colors



Different grade levels



No two people can be the same age

★ MODIFIER CARD ★

GROUPS OF
6



Every group must
include at least
1 left-handed person



Now players aren't just finding **six** people — they're scrambling to find the **right six** people.

★ CONDITIONS IN ACTION ★

READY

Every group must include at least 1 left-handed person



READY

No two people in a group can be the same age



HOST TIP

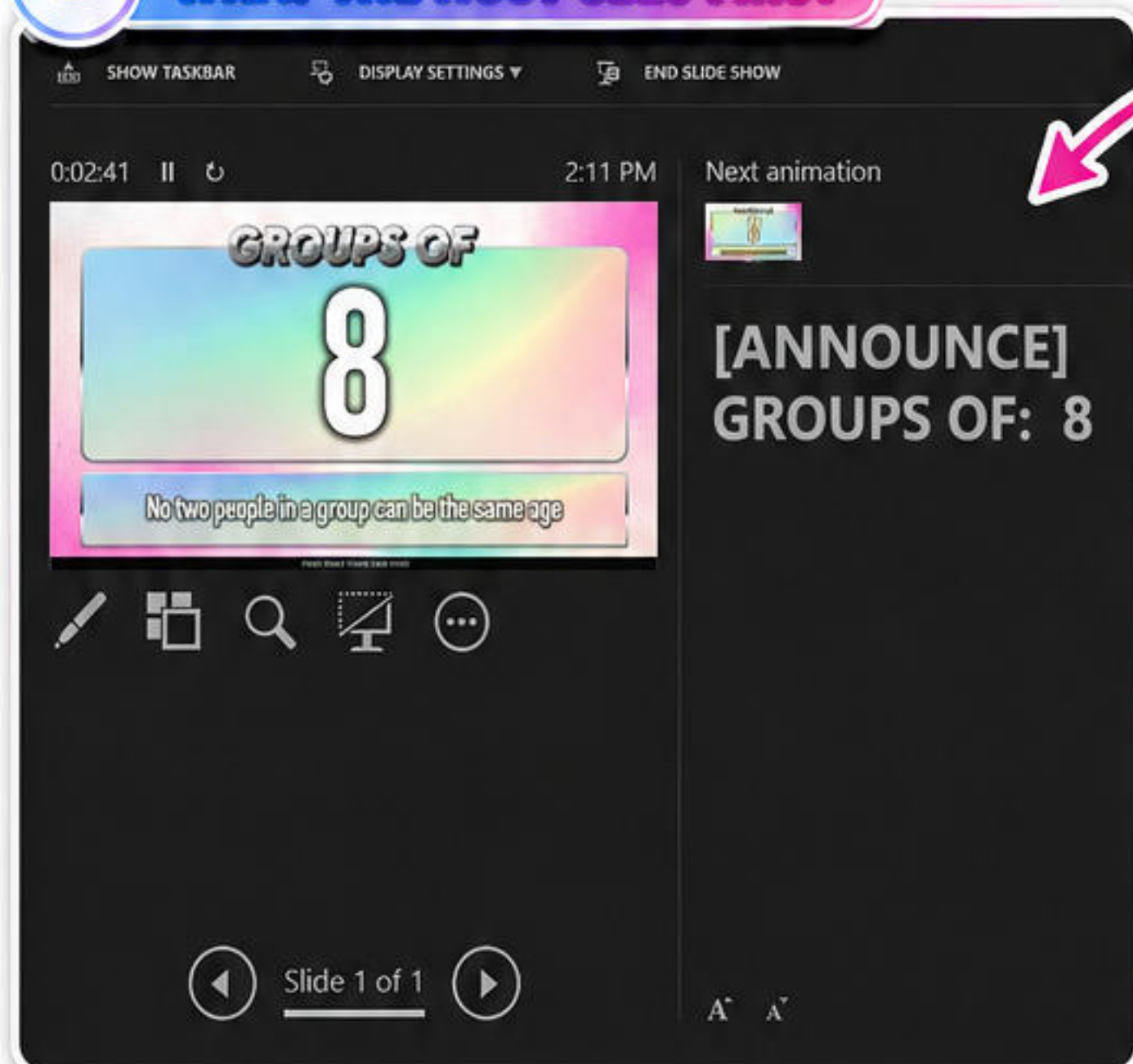
The condition stays visible during the **Mingle** portion while the actual grouping challenge is prepared separately.



WHEN THE MUSIC STOPS...

While everyone is moving, the host can see the upcoming grouping command in Presenter View. The game writes an **[ANNOUNCE] GROUPS OF:** cue into the slide notes for the host.

WHAT THE HOST SEES FIRST



[ANNOUNCE] GROUPS OF: 8

WHEN THE HOST PRESSES SPACE:

- 1 The Mingle music stops.
- 2 The grouping challenge appears.
- 3 The host announces it.
- 4 Everyone races to organize themselves.
- 5 Completed groups sit down.
- 6 The last group loses.

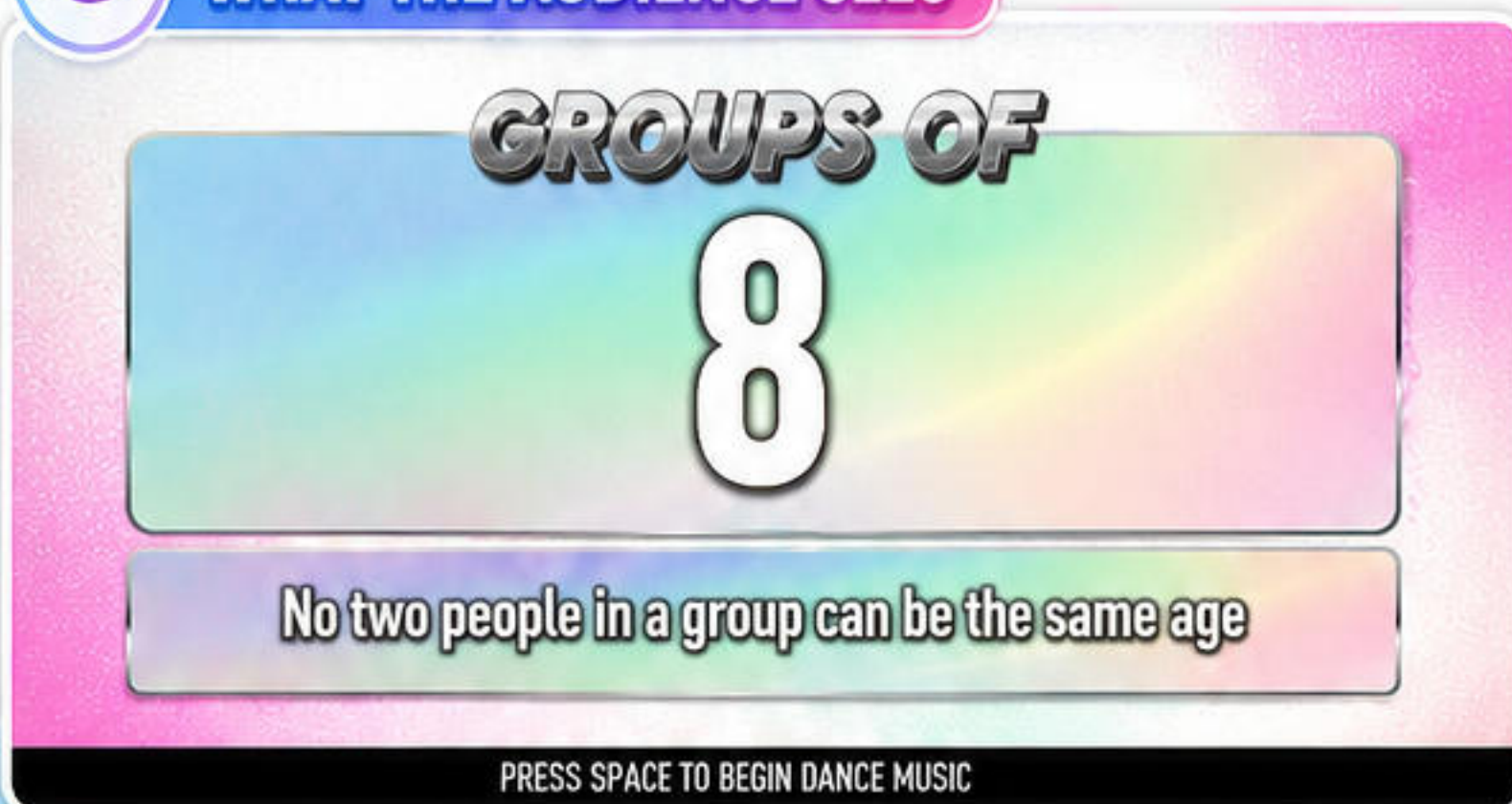


THE HOST
SEES IT FIRST



THE AUDIENCE
SEES IT LATER

WHAT THE AUDIENCE SEES



HOST TIP

Don't reveal the hidden grouping challenge early. The chaos of everyone discovering it at once is what makes the game fun.

LAST GROUP = DANCE!

MINGLE doesn't use traditional points or scorekeeping.

Instead, each round has an immediate **loser**:



The **last** group to successfully form and sit down.

With **Punishment = DANCE**, the game automatically moves into a dance sequence after the group reveal.

The host presses **SPACE** to start the dance music, and one of the game's dance tracks is selected.



WANT A FRIENDLIER GAME?



Set:

PUNISHMENT → NONE

The game will skip the dance punishment and move directly into the next round.

★ **YOU WERE LAST.**
YOU KNOW WHAT THAT MEANS.

MAKE IT YOUR OWN!



1. MINGLES.TXT

Alternate group-forming prompts.

TXT

Same Birth Month
Same Shirt Color
Same Grade
Same School
Same City/Town
...

2. CONDITIONS.TXT

Extra restrictions placed on a group.

TXT

Every group must include
at least 1 left-handed person

Everyone in a group must
have a different first initial

No two people in a group
can be the same age

...

3. CUSTOM MUSIC

Put your .mp3 files inside:



The game detects MP3 files in
that folder and can randomly
play them when
Mingle Music = CUSTOM.



The PowerPoint reads mingles.txt, conditions.txt, and Custom Music
from the **same folder** as the presentation when the game initializes.



AI IDEA BOX

Create **fast, fun, and easy-to-verify**
challenges to keep the energy high!

30 MINGLE PROMPTS

Form groups with people who
share the same...

- 1 Same Birth Month
- 2 Same Shirt Color
- 3 Same Grade
- 4 Same School
- 5 Same City/Town
- 6 Same Shoe Brand
- 7 Same Phone Type
- 8 Same Hair Length (short/long)
- 9 Same Eye Color
- 10 Same Favorite Sport
- 11 Same Hobby
- 12 Same Music Genre
- 13 Same Pet (or No Pet)
- 14 Same Sibling Count
- 15 Same Handedness
- 16 Same Backpack Color
- 17 Same Favorite Food
- 18 Same Drink Choice (coffee/tea/soda/etc.)
- 19 Same Jacket or Hoodie Color
- 20 Same Age Range (within 2 years)
- 21 Same Class Period
- 22 Same Commute (bus/car/walk/etc.)
- 23 Same Hat or Cap
- 24 Same Favorite Season
- 25 Same Weekend Activity
- 26 Same Subject You Like
- 27 Same Birth Order (first/middle/last/only)
- 28 Same Watch or Band (Apple/Fitbit/other/none)
- 29 Same Volleyball Player
- 30 Same Holiday Favorite

30 CONDITIONS

Every group must satisfy
this additional rule...

- 1 At least 1 left-handed person
- 2 Everyone has a different first initial
- 3 No two people can be the same age
- 4 At least 1 person wearing glasses
- 5 At least 1 person with a pet
- 6 Everyone is wearing sneakers
- 7 At least 1 person wearing a watch
- 8 At least 1 person with a water bottle
- 9 Everyone has a different shirt color
- 10 No two people have the same hair length
- 11 At least 1 person taller than 5'10"
- 12 At least 1 person shorter than 5'3"
- 13 Everyone has a different favorite snack
- 14 At least 1 person who drew a smiley face on paper before
- 15 Everyone is wearing something black
- 16 At least 1 person who speaks more than one language
- 17 No two people have the same phone case
- 18 Everyone has a different birth month
- 19 At least 1 person with curly hair
- 20 Everyone is wearing socks (visible)
- 21 At least 1 person who loves pizza
- 22 No two people are from the same town
- 23 Everyone has a different favorite subject
- 24 At least 1 person with a hoodie on
- 25 Everyone has a different shoe color
- 26 At least 1 person who plays an instrument
- 27 Everyone is wearing jeans
- 28 At least 1 person with a car
- 29 Everyone has a different bag or backpack
- 30 At least 1 person with a birthday this month



IMPORTANT HOST NOTE

Review your conditions before the event. Some groups may want to **remove prompts** involving age, school, hometown, ethnicity, or similar personal characteristics **depending on the audience**. The included library does contain several such categories.



HOST CONTROLS



SPACE

Advance the game /
Start Mingle /
Stop Mingle /
Start Dance /
Continue

O

Open or close
the Options Menu

S

READY SCREEN

Set or switch
the extra Condition

X

READY SCREEN

Remove the
active Condition

S

WHILE MINGLING

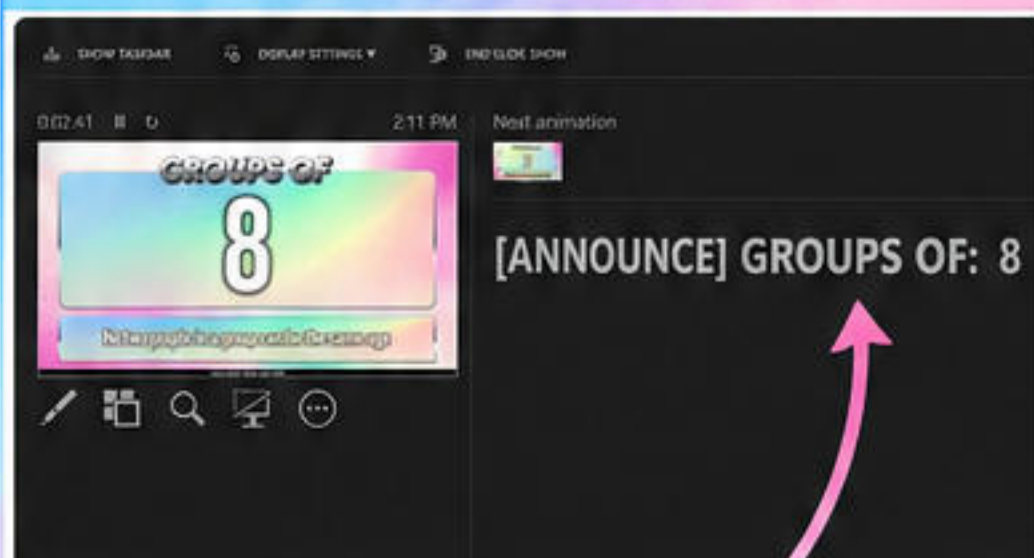
Switch the upcoming
Mingle/grouping
challenge

X

BETWEEN ROUNDS

End the game

PRESENTER VIEW



Look for the hidden
announcement cue in the notes!



OPTIONS MENU

A

— Group Max Size

B

— Group Min Size

C

— Dance / No Punishment

D

— Default / Custom Music



HOST TIPS

- ★ Keep your eyes on Presenter View for the hidden announcement.
- ★ Don't announce the group requirement until the music stops.
- ★ Encourage completed groups to sit immediately.
- ★ Keep rounds moving quickly.
- ★ Use conditions occasionally rather than every round for variety.
- ★ Click the game's bottom control bar again if keyboard commands stop responding.



GAME OPTIONS



OPTION MENU

- | | |
|-------------------|---------|
| A. GROUP MAX SIZE | 10 |
| B. GROUP MIN SIZE | 3 |
| C. PUNISHMENT | DANCE |
| D. MINGLE MUSIC | DEFAULT |

PRESS A-C TO CHANGE OPTIONS (O OR SPACE TO RETURN TO MAIN MENU)

A



GROUP MAX SIZE

Sets the upper range used for randomly generated group sizes.

B



GROUP MIN SIZE

Sets the lower range used for randomly generated group sizes.

C



PUNISHMENT

- **DANCE** — Last group gets a dance punishment.
- **NONE** — Skip the dance sequence.

D



MINGLE MUSIC

- **DEFAULT** — Uses MINGLE's built-in music.
- **CUSTOM** — Randomly selects an MP3 from the Custom Music folder.

RECOMMENDED STARTER SETUP



MIN: 3



MAX: 8–10



PUNISHMENT:
DANCE



MINGLE MUSIC:
DEFAULT



This setup is plug-and-play for most youth groups and parties!

TROUBLESHOOTING



1



GAME SAYS mingles.txt WAS NOT FOUND

Keep mingles.txt in the same folder as the PowerPoint. The game stops loading if it cannot find the file.

2



GAME SAYS conditions.txt WAS NOT FOUND

Make sure conditions.txt is also beside the PowerPoint.

3



CUSTOM MUSIC DOESN'T PLAY

Confirm that the folder is named:

 **Custom Music**

and that your songs are .mp3 files.

4



KEYBOARD CONTROLS DON'T RESPOND

Move the mouse to the presentation screen and click the bottom game control again so MINGLE has keyboard focus.

5



BOTTOM BAR CANNOT BE CLICKED / GAME LOOKS MISALIGNED

Use a display resolution of 1920x1080 or lower. If needed, try Windows text scaling at 125% or 100%.

6



PRESENTER VIEW ISN'T SHOWING THE ANNOUNCEMENT

Make sure Presenter View is enabled before launching the slideshow.

7



CUSTOM PROMPTS AREN'T APPEARING

Save the .txt file, completely restart the game, and make sure each prompt is on its own line.



QUICK TIP

Most problems are solved by checking file names, folder placement, and restarting the game.

THANKS FOR PLAYING!



MINGLE works best when it's fast, unpredictable, and a little chaotic.



Experiment with your own group prompts, conditions, music, and punishments to create a version that fits your crowd.



Whether you're using it as an icebreaker, youth-group activity, classroom game, party game, or just an excuse to make your friends dance...



**KEEP MOVING.
KEEP MIXING.
KEEP MINGLING!**



More games & resources at [PPT.GAMES](https://ppt.games)