



# 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.

# NAME THAT TUNE

Test your **music knowledge** across a variety of fast-paced musical challenges. Listen to audio clips, **identify songs**, **recognize artists**, **bid on your confidence**, and survive the **Golden Medley** finale.

Each game randomly cycles through **multiple mini-games**, creating a different experience every time you play.

## INCLUDED MINI-GAMES



### BY REQUEST

Players choose from revealed categories.



### MIXTAPE

Identify songs from a featured artist.



### ON SHUFFLE

Songs appear from multiple artists at once.



### SPIN ME ROUND

A random category is selected by the wheel.



### TITLE TRACK

Songs share a common word in their title.



### BID-A-NOTE

Bid on how little audio you need to identify the song.



### GOLDEN MEDLEY

Final championship round.

## BEST FOR



YOUTH  
GROUPS



CHURCH  
EVENTS



FAMILY  
GATHERINGS



MUSIC  
NIGHTS



RETREATS



LARGE GROUP  
ICEBREAKERS

# FOLDER STRUCTURE

The game loads your music library from a simple **folder structure**.

Keep it organized so the game can find your files!

## REQUIRED FOLDER LAYOUT



**Name That Tune.pptm**

*(Game File)*



**Songs**

*(Main Music Folder)*



**Clues**

*All clue audio clips (.mp3) go in this folder.*



**Answers**

*All answer audio clips (.mp3) go in this folder.*



### IMPORTANT

The game automatically loads every MP3 file found inside the **Clues** folder.

Each clue file must have a matching answer file with the exact same filename inside the **Answers** folder.



=



### DO NOT



Rename the  
Songs folder



Rename the  
**Clues** folder



Rename the  
**Answers** folder



Move folders  
outside the game  
directory



### TIP

Keep your music library on the **same drive** as the game file for best performance.



# FILE NAMING SYSTEM

The game reads important information directly from the **filename**.

## FILENAME FORMAT

Genre	;	Song Title	;	Artist	.mp3
Genre or Category		Song Title		Artist Name	File Type
Used for categories and random selections.		The correct answer players must identify.		Used by artist-based mini-games.	Must be .mp3

## EXAMPLES

Worship	;	So Will I (100 Billion X)	;	Joel Houston		.mp3
CCM	;	Take Me To Your Leader	;	Newsboys		.mp3
Traditional		Amazing Grace	;	John Newton		.mp3



### IMPORTANT!

Semicolons ( ; ) are required.  
Do not remove them.



### FOLLOW THE FORMAT

Correct filenames ensure songs load properly and the game functions as intended.



### DO NOT



Remove or change the semicolons



Leave any field blank



Use additional semicolons



Use special characters that may cause errors



### TIP

Consistency is key! Properly formatted filenames keep your music library organized and your game running smoothly.



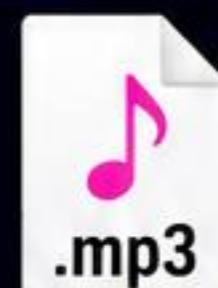
# CREATING AUDIO CLUES

Each song requires a **short audio clip** that gives players enough information to make an **educated guess**.



Place all clue files in this folder:

**Songs\Clues**



## RECOMMENDED SPECIFICATIONS



Format  
MP3



Bit Depth  
32-bit



Sample Rate  
32000 Hz



Audio Type  
Mono  
(Not Stereo)



Bitrate  
128 kbps

## WHY THESE SETTINGS?

- ✓ Great sound quality
- ✓ Small file size
- ✓ Fast loading
- ✓ Portable library
- ✓ Works perfectly in-game



## RECOMMENDED LENGTH

Most clue clips are taken from the **beginning** of the song, but any **recognizable** section can be used.



## EXAMPLES



**Worship; So Will I (100 Billion X); Joel Houston.mp3**



**CCM; Take Me To Your Leader; Newsboys.mp3**



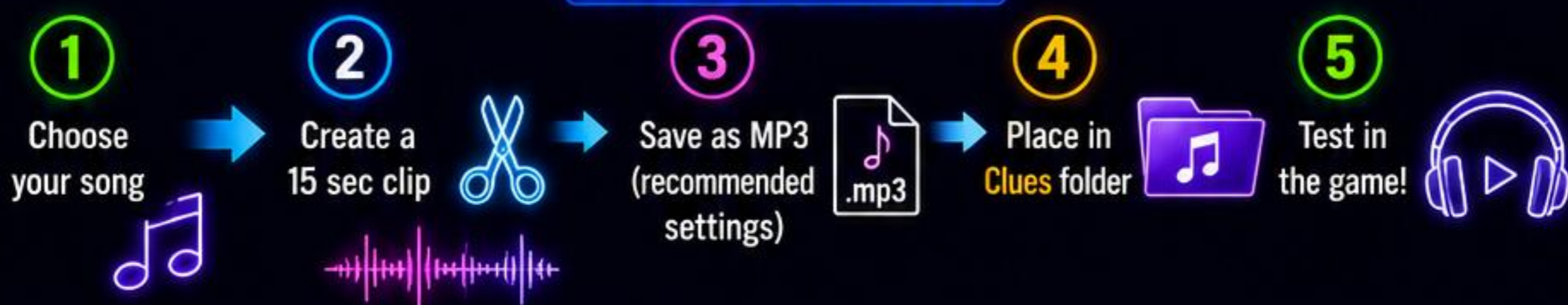
**Rock; Eye Of The Tiger; Survivor.mp3**



## TIP

Clues should give enough information to make a **good guess** without giving it away too early!

## QUICK WORKFLOW



ALWAYS KEEP A MATCHING **ANSWER FILE** WITH THE **SAME FILENAME** IN THE **ANSWERS FOLDER**.



# CREATING ANSWER CLIPS



Each clue file should have a matching **answer clip** inside the **Answers** folder.



Place all answer files in this folder:

**Songs\Answers**



## RECOMMENDED LENGTH



Use the most **recognizable** part of the song.

## BEST PRACTICE



Chorus



Hook



Signature Instrumental



Famous Vocal Section



## TIP

Use the section that everyone will immediately **recognize!**

## EXAMPLE

A clue may use the **introduction** to make it more challenging, while the answer clip uses the **most recognizable** part.

### CLUE CLIP (INTRO)

Songs\Clues



0:00 0:15

Uses the beginning of the song, **Harder** for players to identify.



### ANSWER CLIP (CHORUS)

Songs\Answers



0:00 0:15

Uses the main chorus or hook. What players will **instantly recognize!**



## WHY IT MATTERS

Playing the answer clip after the round confirms the correct song and keeps the game moving.



Great clips = **Better gameplay!**

## QUICK CHECKLIST



Create a matching answer clip for every clue.



Use the most recognizable part of the song.



Keep it between 10-20 seconds long.



Save using the exact same filename.



**IMPORTANT:** Filenames must match exactly between **Clues** and **Answers** folders.



Clues

=



Answers

# MINI-GAME: BY REQUEST



Players choose from six categories.  
The **lowest-scoring player** gets to pick!



## HOW IT WORKS

- 1 Six categories are revealed.
- 2 The player with the **lowest score** selects one category.
- 3 A song from **that category** is loaded.
- 4 First player to correctly name the song **wins** the round and **scores**!

## EXAMPLE SCREEN

**BY REQUEST**  
LOWEST SCORE CHOOSES A CATEGORY

<b>WORSHIP</b>	<b>ROCK</b>	<b>POP</b>
<b>CLASSIC HITS</b>	<b>HIP-HOP/RAP</b>	<b>COUNTRY</b>

USE 1-6 TO SELECT CATEGORY



## STRATEGY TIP:

Choosing a category doesn't guarantee success.  
Pick a category that **helps you** and **limits your opponents**!



## GAME FLOW



**Lowest score**  
gets to choose



Choose a  
category (1-6)



Song from that  
category **plays**



Players **buzz in**  
with the answer



Correct answer  
**wins** the round!

## WHY PLAY BY REQUEST?

- ✓ Gives players control.
- ✓ Encourages smart decision-making.
- ✓ Creates excitement and banter.
- ✓ Great for every type of audience.

## BEST FOR



Youth Groups



Church Events



Family Gatherings



Music Nights



Retreats



Large Group Games



**FUN FACT:** This mini-game often sets the tone for the rest of the round.  
**Choose wisely!**



# MINI-GAMES: MIXTAPE, ON SHUFFLE & SPIN ME ROUND



Three exciting ways to test your music knowledge with  
**artists**, **random mixes**, and **surprise categories**!



## MIXTAPE

A featured artist is revealed.  
All songs come from that artist.

### HOW IT WORKS

- 1 An artist name is shown.
- 2 Listen to the clue.
- 3 Identify the song from that artist.
- 4 First correct answer scores!

### EXAMPLE SCREEN



**MIXTAPE**  
FEATURED ARTIST  
**NEWSBOYS**



SONGS WILL BE FROM THIS ARTIST



## ON SHUFFLE

Multiple artists appear  
simultaneously.  
Songs are randomly selected  
from those artists.

### HOW IT WORKS

- 1 A group of artists is shown.
- 2 Any of those artists could play.
- 3 Identify the song.
- 4 First correct answer scores!

### EXAMPLE SCREEN

## ON SHUFFLE

ARTISTS IN THE MIX



ANY OF THESE ARTISTS COULD PLAY



## SPIN ME ROUND

A random category  
is selected by the wheel.  
Players must adapt to  
whatever category appears!

### HOW IT WORKS

- 1 The wheel is spun.
- 2 A random category is chosen.
- 3 Listen to the clue.
- 4 Name that tune and score!

### EXAMPLE SCREEN

## SPIN ME ROUND

SPINNING THE WHEEL...



SELECTED CATEGORY

**COUNTRY**



LISTEN CAREFULLY AND  
NAME THAT TUNE!



**TIP:** Stay flexible and trust your music knowledge!  
You never know **what song** is coming next.



# MINI-GAME: TITLE TRACK



A **keyword** is revealed.  
Every song contains that **word** in the title!



## HOW IT WORKS

- 1 A **keyword** appears on screen.
- 2 A song plays. Each song includes that **word** in the title.
- 3 Listen carefully and identify the song.
- 4 First correct answer scores the round!



The **keyword** can provide a huge clue!

## EXAMPLE SCREEN

**TITLE TRACK**  
KEYWORD

**“GRACE”**

Listen to the clue and name the song that contains **“GRACE”** in the title!



## WHY IT'S CHALLENGING

You must connect the audio clue with the keyword.  
The keyword might be in the **beginning**, **middle**, or **end** of the title.



## EXAMPLE KEYWORD: “GRACE”



All of these songs contain the word **“Grace”** in the title!



Amazing  
**Grace**  
John Newton



Grace  
Greater Than  
**Our Sin**  
Daniel B. Towner



Your  
Grace Is  
**Enough**  
Matt Maher



Because  
Of Your  
**Grace**  
Matt Redman



Amazing  
**Grace**  
(My Chains  
Are Gone)  
Chris Tomlin



By  
His  
**Grace**  
Keith Getty

## STRATEGY TIPS



**Pay attention** to the keyword before the song plays.



Listen for how the word might be used in the title.



Think of common song titles that could match the clue.



**Don't overthink!** Many titles are instantly recognizable.



## THE KEYWORD IS YOUR FRIEND!

Use it as a clue, not a distraction, and connect it to the music.  
**Happy guessing!**



# MINI-GAME: BID-A-NOTE



This is the **highest-risk** game in the rotation.  
Players compete to see who can identify a song  
using the **fewest seconds** of audio.



## WHAT PLAYERS RECEIVE



### GENRE

Gives you the category of the song.



### PARTIAL SONG TITLE

Shows part of the song title.



### PARTIAL ARTIST NAME

Shows part of the artist name.



### PRIZE VALUE

The amount you can win if you're correct.

## HOW IT WORKS

- 1 Players take turns placing a **bid**.
- 2 Each bid lowers the number of **seconds** they need.
- 3 The **lowest bidder** must then identify the song.
- 4 **Correct** answer = full prize.  
**Incorrect** answer = nothing.

## BIDDING EXAMPLE

**PLAYER 1**  
OPENS THE BIDDING

**10**  
SECONDS

"I can name that tune in 10 seconds."

**PLAYER 2**  
LOWERS THE BID

**7**  
SECONDS

"I can name that tune in 7 seconds."

**PLAYER 3**  
LOWERS THE BID AGAIN

**4**  
SECONDS

"I can name that tune in 4 seconds."

**PLAYER 4**  
WINS THE BID

**2**  
SECONDS

"I can name that tune in 2 seconds."



### LOWEST BIDDER MUST ANSWER!

Player 4 must now identify the song using only 2 seconds of audio.



## STRATEGY TIPS

- ★ Know your music. Only bid what you're confident you can beat.
- ★ Listen carefully during other players' bids.
- ★ Lower bids can win big, but the risk is all yours!

## BIG RISK, BIG REWARD



Win the prize with the lowest bid, or walk away with **NOTHING**.

## GOOD BIDDING ETIQUETTE

- ✓ Be confident, not reckless.
- ✓ Respect other players' turns.
- ✓ Stay focused and ready to answer.
- ✓ It's not just about being right—it's about being the **lowest**!



### REMEMBER:

Lowering your bid too far can leave you with less than you need.



**CONFIDENCE WINS CHAMPIONSHIPS!**

# MINI-GAME: GOLDEN MEDLEY



The final **championship** round!  
Multiple songs. One nonstop medley. Name them all!



## HOW IT WORKS

- 1 A medley of 5–10 song clips plays **NONSTOP**.
- 2 Teams write down as many song titles as they can **in the order** they hear them.
- 3 You only get **one** listen. No pausing. No repeats.
- 4 Most correct songs in the **correct order** wins!

## EXAMPLE MEDLEY FLOW

A mix of songs from **any genre or era**!



## POSSIBLE MEDLEY THEMES



DECADES



AROUND  
THE WORLD



POP  
HITS



ROCK  
ANTHEMS



THROWBACK  
JAMS



## SCORING

- ✓ 1 point for each correct song title.
- ✓ Bonus points for **correct order**!
- ✓ Tiebreaker: Team with the **most** songs in order wins.

## EXAMPLE SCORECARD

SONG #	1	2	3	4	5	6	7	8
TEAM A	✓	✓	✓	✓	✓	✗	✓	✓
TEAM B	✓	✓	✓	✗	✓	✓	✓	✗

## STRATEGY TIPS



Listen for **unique** lyrics, intros, or hooks.



Write fast and stay **organized** by number.



Assign a team **scribe** and listener.



Even if you don't know it, **write** something down!

## WHAT MAKES IT EPIC



- ✓ High energy and excitement
- ✓ Everyone plays together
- ✓ The ultimate test of music knowledge
- ✓ A perfect **grand finale**!

## BEST FOR



Youth Groups



Church Events



Family Gatherings



Music Nights



Retreats



Large Group Games



**ONE ROUND. ONE CHAMPION.**  
Bring your A-game and own the **Golden Medley**!



# AUDIO OPTIMIZATION



## WHY IT MATTERS



Large audio files can increase **loading times** and **create lag** during gameplay.



## RECOMMENDED SETTINGS



MP3 FORMAT



32-BIT



32000 Hz



MONO



128 KBPS



These settings were specifically chosen to balance:



Good  
sound  
quality



Fast  
loading



Small  
file size



Portable  
game  
libraries

## RECOMMENDED WORKFLOW



1 Create your  
audio clips.



2 Convert them  
to the recommended  
format.



3 Test them  
in-game.



4 Remove unnecessary  
high-quality originals  
if storage space is  
important.



A large library can easily remain under  
approximately **150 MB** using these settings.





# HOST TIPS



## 1 BALANCE DIFFICULTY

- Mix easy, medium, and difficult songs.
- Too many obscure tracks can slow the game down.

## 2 KNOW YOUR AUDIENCE

- Choose music your players are likely to recognize.
- A youth group and a senior ministry may require very different song libraries.



## 3 KEEP THE PACE MOVING

- Quick transitions create energy.
- Avoid spending too much time debating answers.

## 4 USE VARIETY

- Mix genres, artists, eras, and styles.
- Unexpected songs often create the biggest reactions.



## 5 ENCOURAGE STRATEGY

Players should think carefully about:

- ✓ Category selections
- ✓ Bid-A-Note decisions
- ✓ Risk vs reward



## 6 PERFECT FOR LARGE GROUPS

- Even spectators can play along mentally, making Name That Tune highly engaging for large audiences.





# TROUBLESHOOTING

## Common Issues & Quick Fixes

Most problems can be solved in under a minute.



### 1 SONGS NOT LOADING



#### POSSIBLE CAUSES

- ✗ Missing Songs folder
- ✗ Missing Clues folder
- ✗ MP3 file removed

#### FIX

- ✓ Verify folder structure
- ✓ Confirm files are located in the correct folders



### 2 NO CATEGORIES APPEARING



#### POSSIBLE CAUSES

- ✗ Invalid filenames
- ✗ Missing semicolons



#### FIX

Use:

**Genre;Song Title;Artist.mp3**

#### EXAMPLE

Worship;So Will I (100 Billion X);Joel Houston.mp3

### 3 MISSING ANSWERS



#### POSSIBLE CAUSES

- ✗ Answer clip not created
- ✗ Filename mismatch

**FIX** Ensure matching files exist in both folders:

**Songs\Clues**

Worship;Amazing Grace;  
John Newton.mp3

**Songs\Answers**

Worship;Amazing Grace;  
John Newton.mp3



### 4 LAG DURING GAMEPLAY



#### MOST COMMON CAUSE

Large audio files.

#### FIX

- ✓ Use MP3 files
- ✓ Use recommended settings
- ✓ Remove unnecessary oversized files

MP3
32-bit
32000 Hz
Mono
128 kbps

★ Smaller files load faster and keep gameplay smooth.

### 5 ENDING OR RESTARTING A GAME



#### IMPORTANT

Pressing **ESC** immediately exits the slideshow.  
It does **NOT** return to the main menu.

#### TO START OVER

1. Exit the slideshow
2. Restart the PowerPoint presentation
3. Begin a new game

**ESC**  
=  
**EXIT GAME**

### 6 QUICK CHECKLIST

- ✓ Songs folder exists
- ✓ Clues folder exists
- ✓ Answers folder exists
- ✓ Filenames use semicolons
- ✓ MP3 files load correctly
- ✓ Audio files are optimized



★ Most issues can be solved in **under a minute** by checking these items first.



**CHECK YOUR FILES.**  
**CHECK YOUR FOLDERS.**  
**CHECK YOUR FILENAMES.**

Most issues are solved in **under a minute**.

