



# 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.

# PASSWORD

## WHAT IS PASSWORD?

### OVERVIEW

- ◆ Password is a team-based word guessing game inspired by the classic television game show.
- ◆ Players take turns giving one-word clues to help their teammate guess a hidden Bible word or phrase.
- ◆ The challenge is finding clues that are helpful without making the answer too obvious.
- ◆ Quick thinking, Bible knowledge, and teamwork are the keys to victory.

### FEATURES

- ✓ Classic Password-style gameplay
- ✓ 2 teams
- ✓ Hundreds of included Bible words and phrases
- ✓ Optional Alphabetics Bonus Round
- ✓ Adjustable point values
- ✓ Adjustable winning score
- ✓ Adjustable bonus round timer
- ✓ Fully customizable word library



# PASSWORD

TEAM 1

TEAM 2

[CLICK HERE TO START](#)

***"A LITTLE WORD CAN CHANGE THE GAME."***

CLUE WISELY. GUESS BOLDLY. WIN TOGETHER!

# HOW TO PLAY

Password is a fun, fast-paced word guessing game where teamwork, creativity, and quick thinking lead to victory!



## OBJECTIVE

Be the first team to reach the target score.



## OVERVIEW

Teams take turns giving one-word clues to help their teammate guess the Password.



## HOW A ROUND WORKS

- During a round, each team sends **ONE** teammate that sits at the front of the room with their backs to the screen.

- Everyone **ELSE** can see the Password on the screen.

- Turn by turn, each team gives their active teammate a **ONE WORD** clue to the Password.



- The teammate at the front guesses the Password.

- Turn play passes to the opposing team.



## CORRECT ANSWER

- The team earns the current point value.
- The same team continues with a new Password.



## INCORRECT ANSWER

- The point value decreases by 1.
- Play passes to the opposing team.



## LAST CHANCE

When the point value reaches 1 point, the next team receives one final attempt before the game passes.



## SHOOT THE MOON

Feeling confident?  
Before giving any clues,  
press M = Shoot The Moon.



## ONE WORD CLUES ONLY!

Clues must be one word only. Keep them short, clear, and helpful.

## SHOOT THE MOON OUTCOME

If successful: Earn 8 points instantly.  
If unsuccessful: Lose the opportunity completely.

High risk. High reward.



**TIP:** Great clues connect ideas, not letters.  
Use creativity to lead your teammate to the answer!

# SCORING SYSTEM



## STANDARD SCORING

Each new word begins at the selected point value.  
(Default: **6** points)



## CORRECT GUESS

- Team earns current point value.



## INCORRECT GUESS

- Point value decreases by 1.
- Control passes to the opposing team.



## PENALTY

Hosts may award:

**+2 POINTS TO THE  
OPPOSING TEAM**

for invalid clues, rule violations,  
or accidental reveals.



## WINNING THE GAME

The first team to reach the  
target score wins.  
(Default: **15** points)

After a winner is declared,  
an optional **Alphabets  
Bonus Round** may be played.

PASSWORD

NOAH'S ARK

POINT VALUE: 3

8

TEAM 1  
CURRENT TURN

5

TEAM 1

TEAM 2

SPACE: CORRECT X: INCORRECT M: SHOOT THE MOON S: SWITCH WORD P: PENALTY U: MUTE MUSIC

SCOREBOARD DURING GAMEPLAY

PASSWORD

TEAM 1  
WINS!



CONGRATULATIONS!

(PRESS **A** FOR ALPHABETIC ROUND; **ESC** TO EXIT)

WINNER SCREEN



## STRATEGY TIP

Good clues build connection. Great clues win the points!  
Be creative, be wise, and have fun!



# THE ALPHABETICS ROUND

A fast-paced bonus round inspired by TV's Alphabetics!



## OBJECTIVE

Score as many points as possible within the time limit.



## HOW IT WORKS

- Two teammates play together.
- The guesser sits with their back to the screen.
- The cluegiver faces the screen and gives clues.
- The cluegiver may give an unlimited number of clues.
- **EACH CLUE MUST BE ONE WORD.**
- The guesser tries to name words that begin with the active letter.
- Correct answers light up on the right side.
- Skipped answers stay dark and may be returned to later if time remains.



## SCORING

- Each correct answer is worth 1 point.
- Maximize your score before the timer runs out!



## HOST CONTROLS

During Alphabetics, the host uses the following keys:

- SPACE = Correct (player gets the point)
- S = Skip (word remains dark)
- Q = Switch Word (emergency only)
- U = Mute Music



## TIPS

- Think common: names, places, things, and ideas.
- Use simple clues that lead to the answer.
- Skip and come back if you're unsure!

### ROUND START

PASSWORD

ALPHABETICS  
BONUS ROUND!

60

PRESS SPACE TO BEGIN ALPHABETICS BONUS ROUND

B

C

D

E

F

G

H

I

J

K

### ACTIVE ROUND IN PROGRESS

PASSWORD

KINDNESS

53

PRESS SPACE IF CORRECT (S TO SKIP WORD, Q TO SWITCH WORD, U TO MUTE MUSIC)

BOAT

CROWN

DONKEY

EARTH

FISH

GLORY

HOPE

INCENSE

JONAH

K

TEAMWORK + SPEED + SMART CLUES = BIG POINTS!

Work together, think fast, and dominate the board!

# GAME OPTIONS

Customize the game to fit your time, your players, and your event!



## POINTS TO WIN

Target score needed to win.

*Options:*

**15–30** points



## POINTS PER WORD

Starting value for each word.

*Options:*

**3–8** points



## BONUS ROUND TIMER

Time allowed for Alphabetics.

*Options:*

**60–120** seconds



## TEAM NAMES

Customize team names before beginning.



## TIPS

*Shorter games:*

- Lower target score.

*Longer games:*

- Increase target score.
- Increase point values.

PASSWORD

## OPTIONS MENU



### POINTS TO WIN

Target score needed to win.



**15**



(15–30 POINTS)



### POINTS PER WORD

Starting value for each word.



**6**



(3–8 POINTS)



### BONUS ROUND TIMER

Time allowed for Alphabetics.



**60**



(60–120 SECONDS)



### TEAM NAMES

Customize the names for each team.

TEAM 1

TEAM 1

TEAM 2

TEAM 2



USE THE ARROW KEYS OR  
**A–F** TO CHANGE OPTIONS.

PRESS O OR SPACE TO CONTINUE.



**YOU'RE IN CONTROL!**

ADJUST THE GAME. SET THE PACE.  
CREATE AN UNFORGETTABLE EXPERIENCE.



# CUSTOMIZING THE WORD LIBRARY



## PHRASES.TXT

All standard Password words and phrases are stored in:

**phrases.txt**

Each line contains a single answer.



## EXAMPLE

- Adam and Eve
- Noah's Ark
- Armor of God
- Good Samaritan
- Promised Land
- Walking on Water



## TIPS

- Keep answers recognizable.
- Use proper spelling.
- Avoid duplicate entries.
- Mix easy and difficult answers.



## AI PROMPT

Generate 300 Bible-themed Password answers.  
Use a mixture of:

- Bible characters
- Places
- Events
- Objects
- Common Bible phrases

Output one answer per line with no numbering.

phrases.txt - Notepad

File Edit Format View Help

Adam and Eve  
Noah's Ark  
Armor of God  
Good Samaritan  
Promised Land  
Walking on Water  
Last Supper  
Sermon on the Mount  
Ten Commandments  
Star of Bethlehem  
Red Sea  
Tower of Babel  
David and Goliath  
Prodigal Son  
Fruit of the Spirit  
Lamb of God  
Sea of Galilee  
Born Again  
Roman Road  
Tree of Life  
...

PASSWORD

NOAH'S ARK

POINT VALUE: 6

8

TEAM 1

TEAM 1

CURRENT TURN

5

TEAM 2

SPACE: CORRECT X: INCORRECT M: SHOOT THE MOON S: SWITCH WORD P: PENALTY U: MUTE MUSIC



## YOU'RE IN CONTROL!

ADD YOUR OWN WORDS. MAKE THE GAME YOUR OWN.  
KEEP IT FUN, FAIR, AND FOCUSED ON GOD'S WORD.



# CUSTOMIZING THE ALPHABETICS ROUND

## ALPHABETICS.TXT

Alphabetics answers are stored in:  
**alphabetics.txt**  
Words are grouped alphabetically.  
The game automatically selects  
answers based on the active letter.

## EXAMPLE

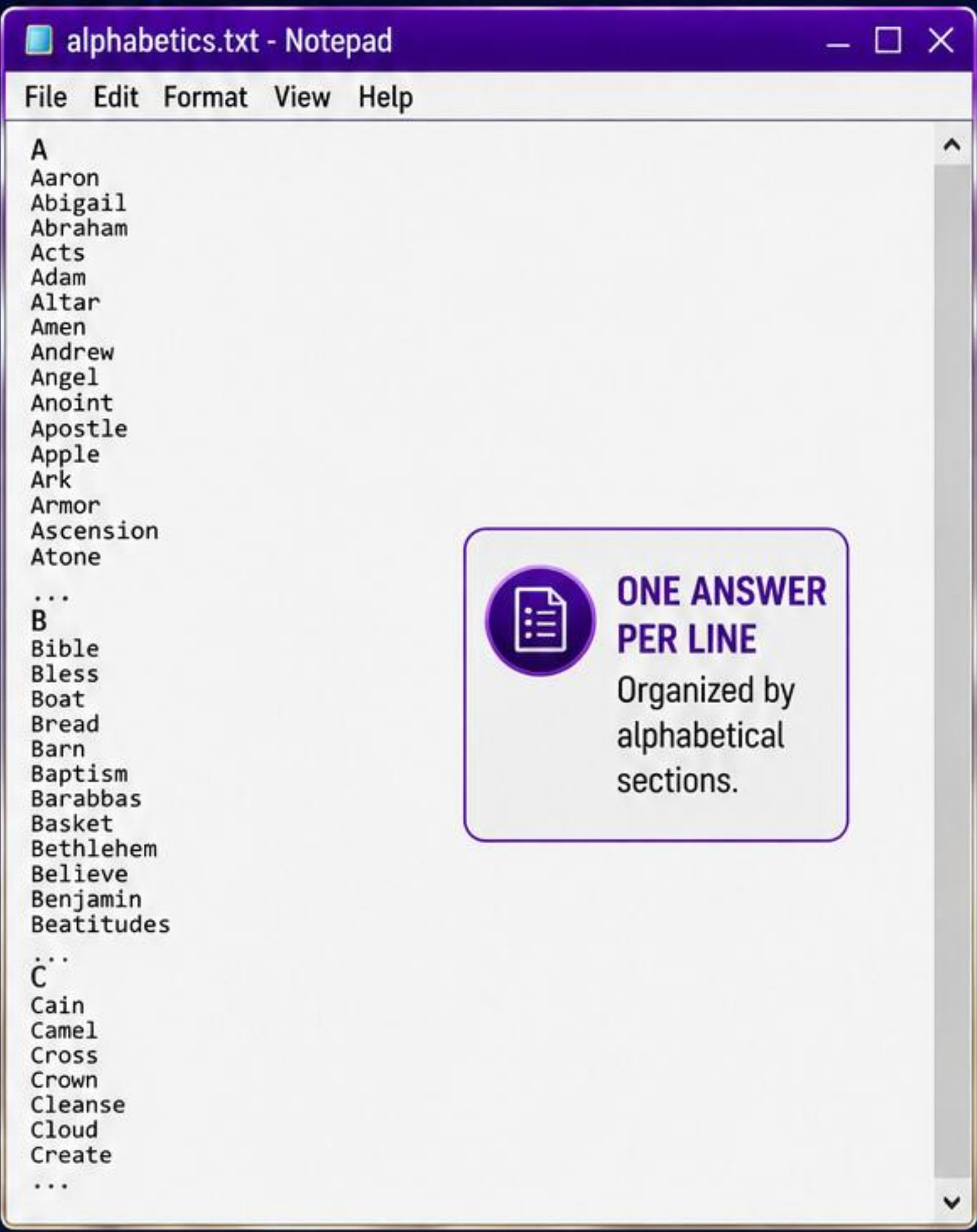
- A**
  - Aaron
  - Abraham
  - Acts
  - ...
- B**
  - Bible
  - Bless
  - Bread
  - ...
- C**
  - Cain
  - Camel
  - Cross
  - ...

- ### TIPS
- Include multiple answers for every letter.
  - Short words work best.
  - Avoid obscure spellings.
  - Add plenty of backups for common letters.

### AI PROMPT

Generate Bible-themed  
answers from **A-Z**.

- Requirements:**
- At least 20 answers per letter.
  - One answer per line.
  - Use common Bible names, places, objects, and concepts.
  - Keep answers easy to recognize in a live game environment.



**PASSWORD**

**B C D E F G H I J K**

**KINDNESS**

**53**

**TEAM 1**  
**CURRENT TURN**

**POINT VALUE: 6**

PRESS SPACE IF CORRECT (S TO SKIP WORD, Q TO CHANGE WORD, U TO MUTE MUSIC)



**BUILD THE BEST ROUND!**  
THE MORE GOOD ANSWERS YOU ADD,  
THE MORE FUN AND CHALLENGING THE ROUND WILL BE!



# HOST CONTROLS

Use these keys to run the game like a pro!

## MAIN CONTROLS

| KEY   | FUNCTION                  |
|-------|---------------------------|
| SPACE | Correct Answer / Continue |
| X     | Incorrect Answer          |
| M     | Shoot The Moon            |
| S     | Switch Word               |
| P     | Penalty                   |
| O     | Option Menu               |
| U     | Mute Music                |
| A     | Start Alphabetics Round   |
| ESC   | Exit Game                 |

## GAMEPLAY SCREEN (MAIN GAME)

**PASSWORD**

**NOAH'S ARK**

POINT VALUE: 4

8 TEAM 1 CURRENT TURN 5

TEAM 1 TEAM 2

SPACE: CORRECT X: INCORRECT M: SHOOT THE MOON S: SWITCH WORD P: PENALTY U: MUTE MUSIC  
A: ALPHABETICS ROUND ESC: EXIT GAME

**M** SHOOT THE MOON

**X** INCORRECT ANSWER

**SPACE** CORRECT / CONTINUE

**S** SWITCH WORD

**P** PENALTY (+2 POINTS)

**O** OPTION MENU

**U** MUTE MUSIC

**A** START ALPHABETICS ROUND (AFTER GAME)

**ESC** EXIT GAME

## DURING ALPHABETICS

| KEY   | FUNCTION       |
|-------|----------------|
| SPACE | Correct Answer |
| S     | Skip           |
| Q     | Change Word    |
| U     | Mute Music     |

**TIP**  
Click anywhere on the slide to keep keyboard focus during the game.

**TIMER**  
(Time Remaining)

## ALPHABETICS GAMEPLAY SCREEN (BONUS ROUND)

**PASSWORD**

**B C D E F G H I J K**

**KINDNESS**

POINT VALUE: 6

53 TEAM 1 CURRENT TURN

SPACE: CORRECT S: SKIP Q: CHANGE WORD U: MUTE MUSIC

**SPACE** CORRECT ANSWER

**S** SKIP WORD

**Q** CHANGE WORD

**U** MUTE MUSIC

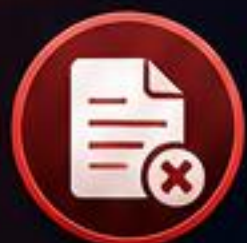


**YOU'RE IN CONTROL!**  
These controls help you keep the game moving, the teams engaged, and the fun going!



# TROUBLESHOOTING

Quick solutions to common issues.



## WORDS NOT LOADING

Cause:

The game cannot locate:

**phrases.txt**

### SOLUTION:

- Verify phrases.txt is located in the same folder as the PowerPoint file.
- Do not rename the file.
- Make sure the file contains one answer per line.



Password\_Game.pptm  
**phrases.txt**  
alphabetics.txt



## ALPHABETICS NOT LOADING

Cause:

The game cannot locate:

**alphabetics.txt**

### SOLUTION:

- Verify alphabetics.txt is located beside the PowerPoint file.
- Do not change the filename.
- Ensure answers are organized alphabetically.



Password\_Game.pptm  
phrases.txt  
**alphabetics.txt**



## TEAM NAMES CANNOT BE CHANGED

### SOLUTION:

- Open the Option Menu.
- Press 1 or 2.
- Type the new team name.
- Press Enter when finished.

### OPTIONS MENU



**TEAM NAMES**  
Customize the names  
for each team.

TEAM 1

TEAM 1

TEAM 2

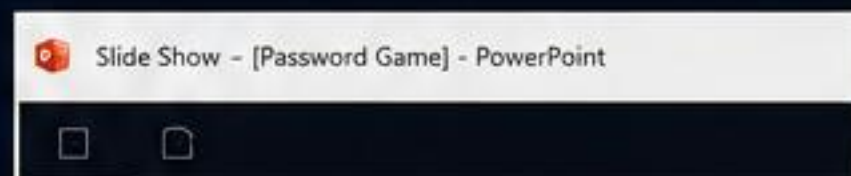
TEAM 2



## INPUTS NOT REGISTERING

### SOLUTION:

- Click the presentation screen.
- Make sure PowerPoint has keyboard focus.
- If using Presenter View, click the slideshow window first.



## MACROS DISABLED

### SOLUTION:

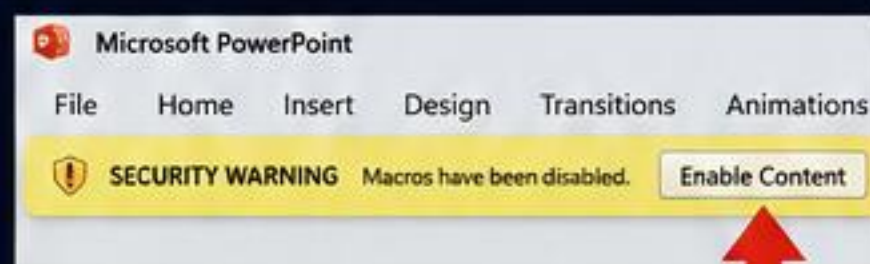
Click:



**Enable Content**

when PowerPoint opens.

Password requires VBA macros to run.



## ACCIDENTALLY EXITED THE GAME SCREEN

### SOLUTION:

In most cases the game has not crashed. Simply:

- Press Left Arrow or Backspace.
- Return to the game slide.
- Click the black focus bar again.
- Continue playing normally.



Backspace

This most commonly happens when a laptop touchpad is accidentally brushed during gameplay.



## GAME RUNNING SLOWLY

### SOLUTION:

- Use 1920×1080 resolution or lower.
- Close unnecessary applications.
- Avoid extremely high-resolution displays.



1920×1080  
**RECOMMENDED**



**MOST ISSUES HAVE QUICK FIXES!**

FOLLOW THESE STEPS AND GET BACK TO THE GAME.



# THANK YOU FOR PLAYING!

## PASSWORD



**Create Laughter.**



**Build Connections.**



**Make Memories.**

**Thank you for choosing PPT Games.**

We hope Password helps your church, school, or ministry  
create unforgettable moments of teamwork,  
Bible learning, and friendly competition.



**UPDATES**  
[ppt.games](http://ppt.games)



**CONTACT**  
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