



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.



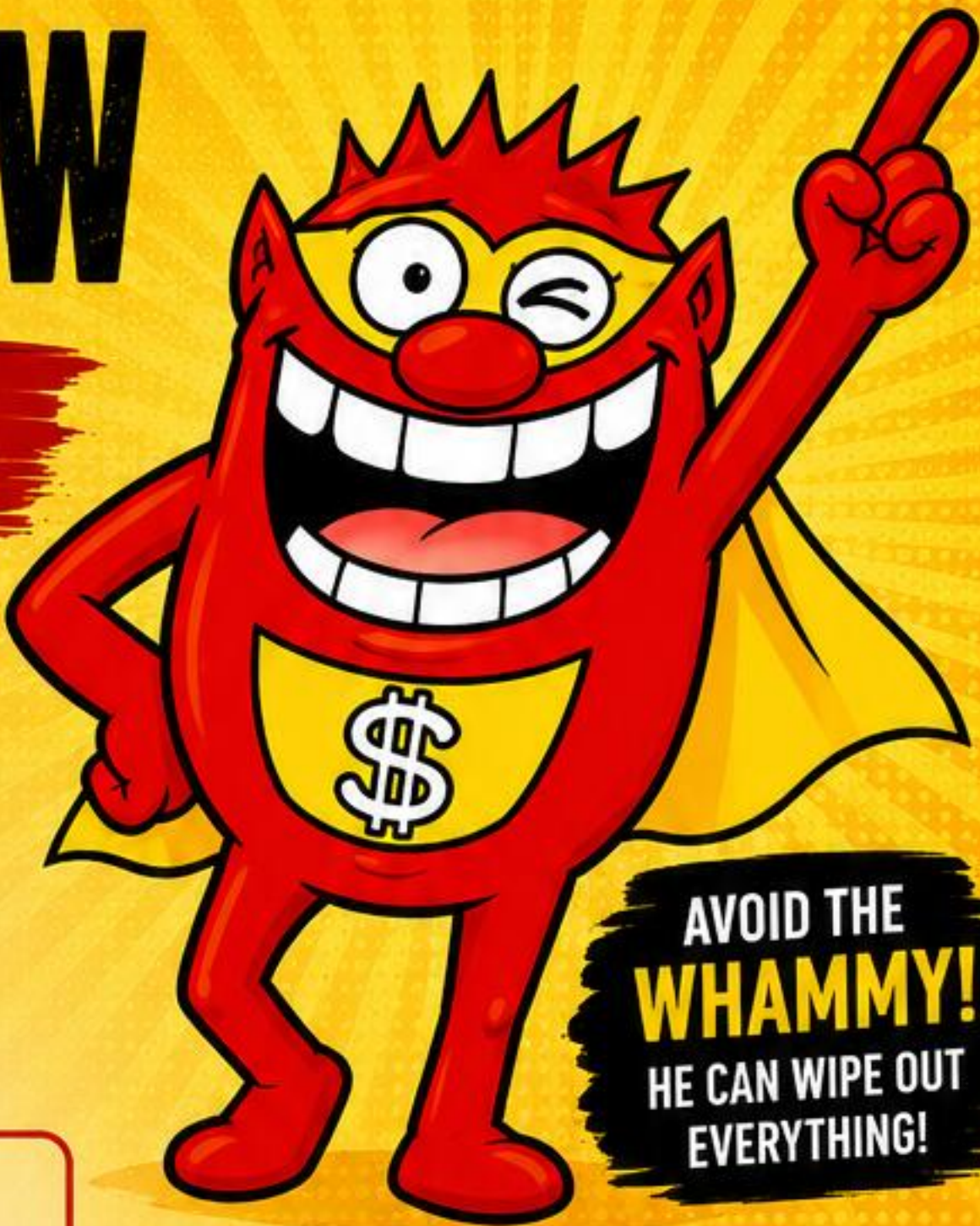
Thank you for using PPT Games by Pastor Robin!
Creating fun, engaging, and meaningful experiences for your ministry.

PPT GAMES BY PASTOR ROBIN
Where live games bring people together.

OVERVIEW

THE TRIVIA GAME WHERE
EVERY SPIN MATTERS!

Answer questions.
Earn spins.
Take your chances on the Big Board.
Build the largest score
while avoiding the dreaded Whammy.
BIG RISKS. BIG REWARDS. BIG FUN!



AVOID THE
WHAMMY!
HE CAN WIPE OUT
EVERYTHING!



PLAYERS
3
PLAYERS



DURATION
20-40
MINUTES



DIFFICULTY
EASY-MEDIUM

BEST FOR



CHURCHES



YOUTH GROUPS



SCHOOLS



FAMILY EVENTS



RETREATS



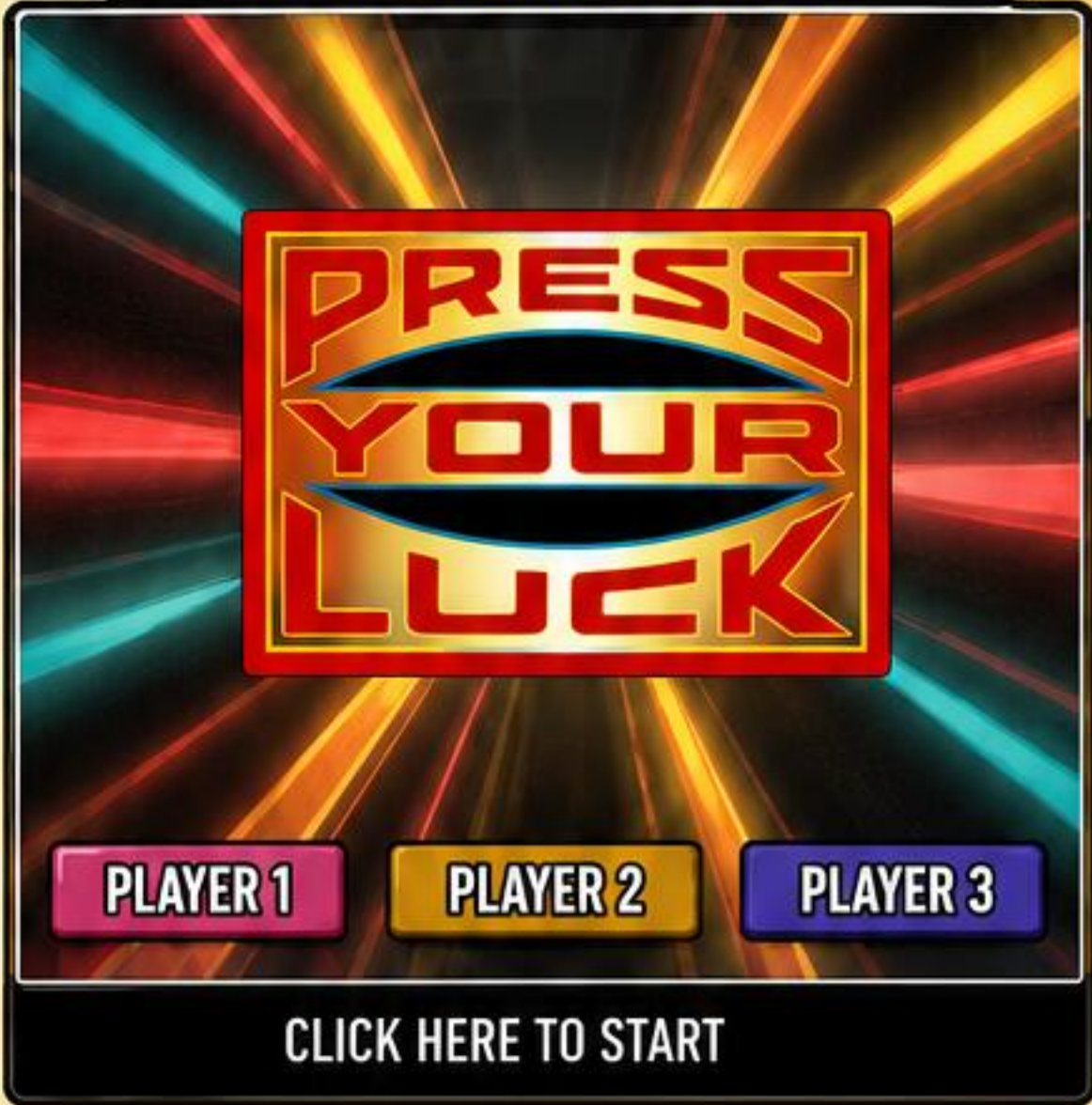
CAMP MEETINGS

FEATURES

- ✓ TRIVIA QUESTION ROUNDS
- ✓ BUZZ-IN COMPETITION
- ✓ EARNED & PASSED SPINS
- ✓ BIG BOARD PRIZES
- ✓ WHAMMIES
- ✓ SPECIAL PRIZE SPACES
- ✓ BONUS ROUND



SCREENSHOT: TITLE SCREEN



Every question. Every spin.
Every choice could change everything!
ARE YOU READY TO PRESS YOUR LUCK?

HOW A ROUND WORKS

**TWO STAGES. ONE GOAL.
BE THE TOP PLAYER!**



STAGE 1 — TRIVIA QUESTIONS



Players compete to earn spins.



Questions are multiple choice.



Correct answers award spins.



The fastest player to buzz in can earn extra spins!



**EARN SPINS.
MAKE PLAYS!**

STAGE 2 — THE BIG BOARD

Use your spins on the Big Board.

Land on:



CASH



PRIZES



EXTRA SPINS



SPECIAL SPACES



**AVOID THE
WHAMMY!**

**WHAMMIES CAN
WIPE OUT YOUR SCORE
INSTANTLY!**

SCREENSHOT: QUESTION SCREEN

QUESTION 1:

What was the name of the Philistine god that fell before the Ark of the Covenant?

Ashtoreth

Baal

Dagon

TEAM 1

TEAM 2

TEAM 3

PLAYER 1

PLAYER 2

PLAYER 3

\$

0

\$

0

\$

0

0

EARNED
PASSED

0

0

EARNED
PASSED

0

0

EARNED
PASSED

0

WAITING FOR PLAYER INPUT... (PRESS SPACE TO REVEAL ANSWER)

A ROUND IN ACTION

- 1 Answer questions and earn spins.
- 2 Use your spins on the Big Board.
- 3 Collect cash and prizes, gain extra spins, and land on special spaces.
- 4 Avoid Whammies or lose it all!

**RISK IT ALL OR
PLAY IT SAFE —
YOU DECIDE!**



EARNING SPINS

SPINS ARE THE **MOST VALUABLE** RESOURCE IN THE GAME!



HOW TO EARN SPINS



Buzz in first and answer correctly.



Match the correct multiple-choice answer.



Build up spins before the Big Board begins.

WHY SPINS MATTER

Spins allow you to:



EARN MONEY



WIN PRIZES



GAIN ADVANTAGES



STAY IN THE GAME

**NO SPINS MEANS
NO OPPORTUNITIES.**

STRATEGY



Sometimes it is worth **buzzing in quickly.**



Other times it is smarter to **wait for the answer choices.**

SCREENSHOT: MULTIPLE CHOICE QUESTION

QUESTION 1: What was the name of the Philistine god that fell before the Ark of the Covenant?

Ashtoreth

Baal

Dagon

TEAM 1

TEAM 2

TEAM 3

PLAYER 1

PLAYER 2

PLAYER 3

\$

0

\$

0

\$

0

0

EARNED
PASSED

0

0

EARNED
PASSED

0

0

EARNED
PASSED

0

WAITING FOR PLAYER INPUT... (PRESS SPACE TO REVEAL ANSWER)

**BUILD SPINS.
PLAY SMART.
PRESS YOUR
LUCK!**



MORE SPINS = MORE CHANCES TO WIN BIG! USE THEM WISELY.

THE BIG BOARD

**BIG SPINS!
BIG PRIZES!
BIG RISKS!**

**THE BIG BOARD IS WHERE
THE GAME IS WON OR LOST!**

- > Each spin stops on a random space.
- > Anything can happen!



POSSIBLE RESULTS INCLUDE:

- CASH** Win instant cash!
- CASH + SPIN** Cash and an extra spin!
- SPECIAL PRIZE** Win a great prize!
- MOVE SPACES** Move ahead on the board!
- ADD-A-ONE** Add one to your current total!
- DOUBLE YOUR \$\$** Double your money + spin!
- BIG BUCKS** Land big! Very big!
- WHAMMIES** Lose it all! Uh oh...

SCREENSHOT: BIG BOARD



THE RISK:
THE BIGGER THE REWARD...
THE GREATER THE DANGER.
ONE WHAMMY CAN ERASE
EVERYTHING YOU'VE EARNED!



REMEMBER!

PLAY IT BOLD... OR PLAY IT SAFE.

YOU DECIDE!



WHAMMIES

THE WHAMMY
IS YOUR ENEMY!



HE'S CRAFTY.
HE'S UNPREDICTABLE.
AND HE CAN WIPE
YOU OUT IN
AN INSTANT!

LANDING ON A WHAMMY:



REMOVES YOUR CASH



REMOVES YOUR PRIZES



RESETS YOUR PROGRESS



ONE SPIN CAN ERASE EVERYTHING
YOU'VE WORKED FOR!

FOUR WHAMMIES

A player who collects
FOUR WHAMMIES
is **ELIMINATED**
from the game.



STRATEGY



Sometimes taking risks is worth it.



Sometimes protecting your score
is the smarter play.



Knowing when to stop
is part of winning.

SCREENSHOT: WHAMMY EXAMPLE



LANDED ON A WHAMMY?
SAY **GOODBYE** TO YOUR CASH AND PRIZES!

RISK BIG.
WIN BIG.
BUT WATCH OUT FOR
THE WHAMMY!



EARNED SPINS VS PASSED SPINS

NOT ALL SPINS ARE EQUAL!



MORE
SPINS MEAN
MORE CHANCES...
USE THEM
WISELY!

EARNED SPINS



These are spins you earned yourself through trivia questions.

YOU MAY:



USE THEM



SAVE THEM



PASS THEM

PASSED SPINS



Passed spins must be played immediately.



YOU CANNOT REFUSE THEM.

STRATEGY



Passing spins to a leading opponent can force them to take additional risks.

A SMART PASS TODAY
COULD BE A BIG WIN
TOMORROW!



SCREENSHOT: BIG BOARD WITH PASSED SPINS

A screenshot of the game board. The board is a grid of 24 squares. The center square is a large red square with the text "PRESS YOUR LUCK". The board is surrounded by a yellow border with red lights. The board contains various spin values and actions: \$1,250, \$2,000, \$2,600, \$2,000 + ONE SPIN, \$1,500 + ONE SPIN, \$5,000, \$1,505 + ONE SPIN, SPECIAL PRIZE, \$1,750, \$5,500, \$2,150, \$2,600 OR LOSE A WHAMMY, \$2,250, \$1,400, \$2,500 + ONE SPIN, MOVE TWO SPACES, and a cartoon character. Below the board, there are three player status boxes: PLAYER 1, PLAYER 2 (PASSED SPIN), and PLAYER 3. Each box shows the player's current score and the number of earned and passed spins.

PLAYER 1	PLAYER 2 (PASSED SPIN)	PLAYER 3
\$ 16,150	\$ 16,150	\$ 16,150
1 EARNED SPINS 0 PASSED SPINS	1 EARNED SPINS 2 PASSED SPINS	2 EARNED SPINS 0 PASSED SPINS



EARNED SPINS GIVE YOU OPTIONS.
PASSED SPINS GIVE YOU OBLIGATIONS.
PLAY SMART. PLAY TO WIN!



SPECIAL SPACES

THE BIG BOARD CONTAINS
POWERFUL SPECIAL SPACES!

THESE SPACES
CAN **BOOST**
YOUR SCORE...
OR **SHAKE**
THINGS UP!



EXAMPLES INCLUDE:



MOVE TWO SPACES

Advance forward
two spaces.



ADD-A-ONE

Add one to your
current total.



DOUBLE YOUR MONEY + SPIN

Double your cash total
and earn an extra spin!



CASH + SPIN

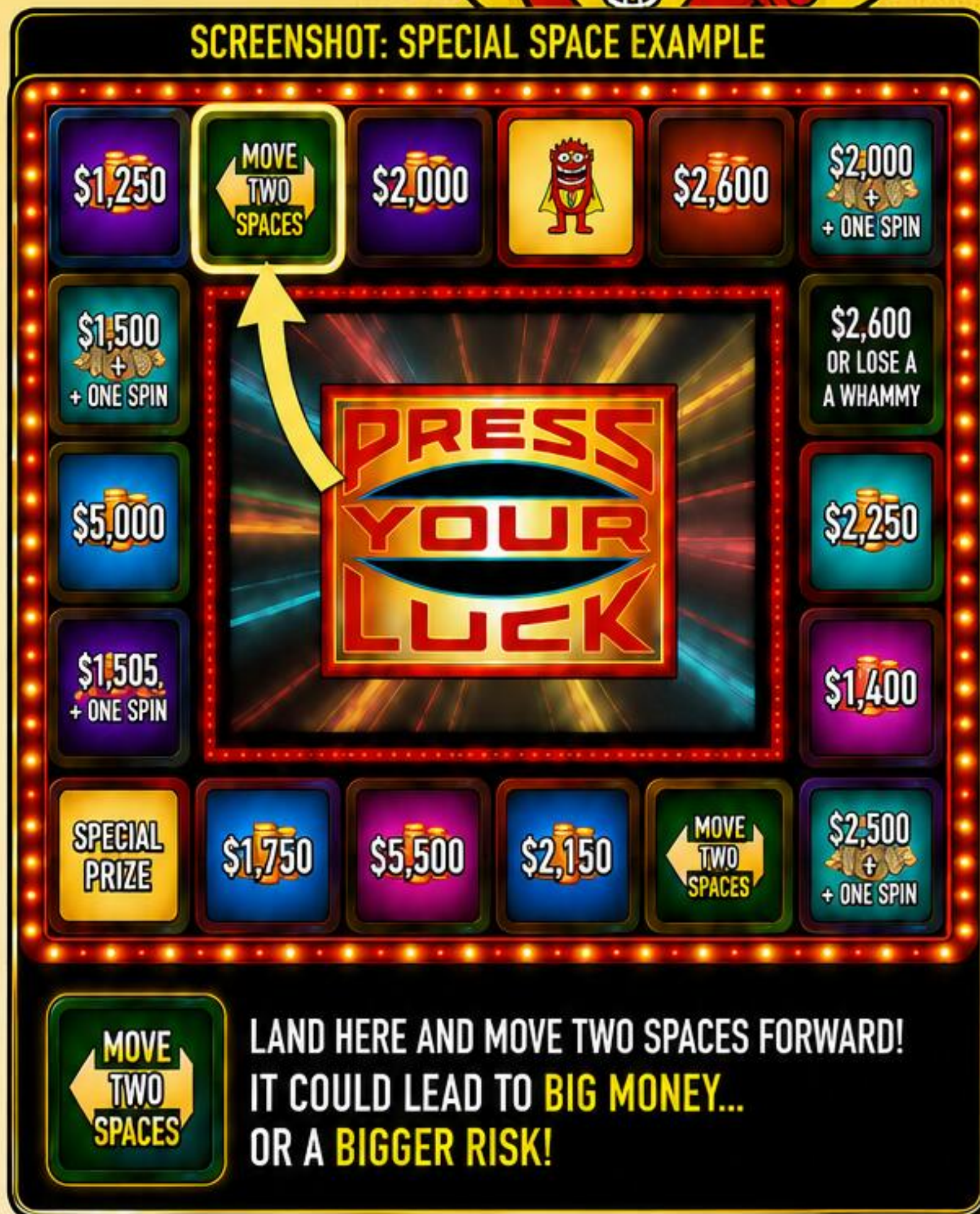
Win instant cash
and an extra spin!



SPECIAL PRIZE

Win a prize from the
Prize Collection!

SCREENSHOT: SPECIAL SPACE EXAMPLE



WHY THEY MATTER



These spaces often create
the biggest momentum swings
in the game.



One good spin can completely
change the standings.



RECOMMENDED SETTING



SPECIAL PRIZES: ON

They add variety and
excitement to every game!



BONUS ROUND

THE BONUS ROUND IS AN
OPTIONAL ENDGAME CHALLENGE.
THE WINNER ADVANCES ALONE.



ONE FINAL
CHANCE TO
WIN BIGGER
THAN EVER!

GOAL



Climb through
increasingly
valuable boards.

Each level contains
larger rewards.

Including:

- ★ BIG BUCKS
- ★ MASSIVE CASH AWARDS
- ★ HIGH-RISK SPACES

WALK AWAY OPTION



At certain points
you may choose to:

- ✓ CONTINUE
- ✗ WALK AWAY
WITH YOUR WINNINGS

RECOMMENDED SETTING



ON

It provides a satisfying
finale and dramatic finish.



SCREENSHOT: BONUS ROUND

★ BONUS ROUND ★

LEVEL 1

\$25,000

MOVE
ONE SPACE

\$50,000

BIG
BUCKS



LEVEL 2

\$75,000

ADD
A
+ ONE +

\$100,000
+ ONE SPIN

DOUBLE
YOUR MONEY
+ SPIN

BIG
BUCKS

LEVEL 3

\$150,000

MOVE
TWO
SPACES

\$200,000
+ TWO SPINS

BIG
BUCKS
+ SPIN

\$\$\$
MEGA MONEY

AFTER EACH LEVEL, YOU WILL BE ASKED:

CONTINUE TO THE NEXT LEVEL...

OR WALK AWAY WITH YOUR WINNINGS?

CONTINUE →

WALK AWAY ✗

CUSTOM QUESTIONS

ALL TRIVIA QUESTIONS ARE STORED IN:
questions.txt



YOU CONTROL
YOUR QUESTIONS.
YOU CONTROL
YOUR GAME!

EACH QUESTION CONTAINS:



ONE QUESTION



THREE ANSWER CHOICES



ONE CORRECT ANSWER

EXAMPLE FORMAT:

Who was the first person said to walk with God?

Enoch

Noah

Abraham



THE GAME **AUTOMATICALLY LOADS AND RANDOMIZES** QUESTIONS FROM THE FILE.

AI QUESTION GENERATION

You can quickly generate new question sets using AI.



AI SAVES
TIME AND
KEEPS YOUR
GAME FRESH!

EXAMPLE PROMPT:

Create **100** multiple-choice Bible trivia questions. Each question should have exactly three answer choices. Put the **correct answer first**, followed by **two incorrect answers**. Output in plain text format suitable for a **Press Your Luck** PowerPoint game.



CUSTOM QUESTIONS = ENDLESS POSSIBILITIES.
YOUR CONTENT. YOUR GAME. YOUR WAY.



HOST TIPS

**A GREAT HOST MAKES
THE GAME UNFORGETTABLE!**



ENERGY.
EXCITEMENT.
ENTERTAINMENT.
THAT'S WHAT
IT'S ALL ABOUT!



1. KEEP THE ENERGY HIGH

Press Your Luck works best when the **pace** stays fast.



2. CELEBRATE BIG WINS

Players love:

- Big Bucks
- Huge prizes
- Lucky escapes



3. HAVE FUN WITH WHAMMIES

The Whammy moments often become the **most memorable** parts of the game.



4. ENCOURAGE RISK TAKING

The best moments happen when players decide whether to play it **safe** or **press** their luck.



**YOUR ENERGY SETS THE TONE.
YOUR ENTHUSIASM DRIVES
THE EXCITEMENT!**

TROUBLESHOOTING

SOLUTIONS TO COMMON ISSUES AND QUESTIONS.

Use this guide to fix the most common problems and keep the game running smoothly!

QUICK FIXES
KEEP THE
GAME
RUNNING
SMOOTHLY!



1

QUESTIONS NOT LOADING

Verify:

questions.txt exists in the game folder.



2

INPUTS NOT REGISTERING

Check:

- Num Lock enabled
- Controllers connected correctly



3

AUDIO NOT PLAYING

Verify:

PowerPoint media playback settings.



4

LAG DURING BIG BOARD

Reduce display resolution to 1920×1080 or lower.



5

GAME ENDS UNEXPECTEDLY

ESC exits the entire slideshow.



HELPFUL TIPS

- ✓ Test run your game before hosting.
- ✓ Close other programs to improve performance.
- ✓ Use Presenter view for the best experience.



FINAL THOUGHTS

THE ULTIMATE **RISK VS REWARD** GAME

PRESS YOUR LUCK COMBINES:



KNOWLEDGE



TIMING



STRATEGY



RISK MANAGEMENT



EXCITEMENT



PURE LUCK

INTO ONE **UNFORGETTABLE**
GAME SHOW EXPERIENCE.



EVERY SPIN COULD **MAKE YOU RICH.**
EVERY SPIN COULD **BRING A WHAMMY.**

THE QUESTION IS:

**HOW MUCH ARE YOU
WILLING TO RISK?**



UPDATES
ppt.games



CONTACT
Pastor Robin



THANK YOU FOR CHOOSING PPT GAMES



CREATE LAUGHTER. • **BUILD CONNECTIONS.** • MAKE MEMORIES.