



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 QUICKMATCH KOREA?

*Match the picture with the correct Korean name—
and react faster than everyone else!*

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

PLAYER 5

QUICKMATCH KOREA!

CLICK HERE TO START



QuickMatch Korea is a fast-paced picture-matching game for **2–5 players**. An image appears while several possible answers move across the screen. Players must recognize the image and press their controller when the correct answer appears.



Each round features a randomly selected Korean topic such as **food, objects, celebrities, landmarks, K-pop songs**, or **basic Korean vocabulary**.



The game automatically adjusts the player positions when the host selects between two and five players, and it randomly selects a topic for each round.



**FAST
REACTIONS**



**KOREAN
CULTURE**



**CUSTOM
TOPICS**



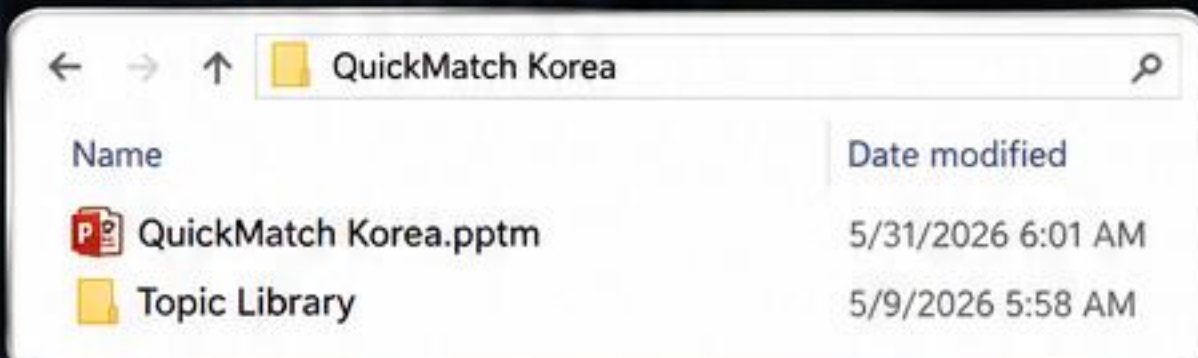
**2–5
PLAYERS**

GETTING READY

Follow these simple steps to set up and start QuickMatch Korea!

1 KEEP THE GAME TOGETHER

The PowerPoint game and the entire **Topic Library** folder must remain together in the same main folder.



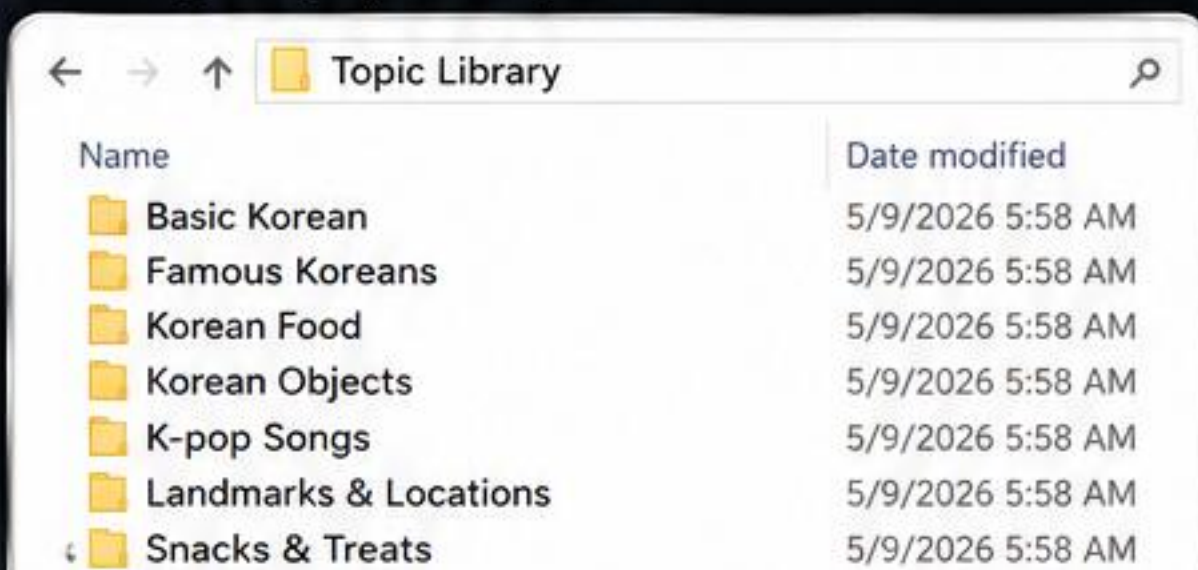
THE GAME SPECIFICALLY SEARCHES FOR:



! If the **Topic Library** folder is missing or renamed, the game cannot load its topics.

2 YOUR TOPIC LIBRARY

Inside the **Topic Library** folder are all of your playable topics.



3 READY TO PLAY!



START THE GAME

- 1**  Begin the PowerPoint slideshow.
- 2**  Click **CLICK HERE TO START**.
- 3**  Press **0** to open the Option Menu.
- 4**  Configure the game.
- 5**  Press **SPACE** to begin.

CONTROLLER GUIDE

PLAYERS USE THE NUMERIC KEYPAD:

PLAYER 1	NumPad 1	1
PLAYER 2	NumPad 2	2
PLAYER 3	NumPad 3	3
PLAYER 4	NumPad 4	4
PLAYER 5	NumPad 5	5

TOP-ROW 1-5

Change player names



NUMPAD 1-5

Player response buttons



The game assigns player controls to **key codes 97-101**, corresponding to the numeric keypad controls.

HOW TO PLAY

A quick, simple flow of each round!

1

TOPIC
ANNOUNCED

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

PLAYER 5

Korean Food

Be the first to match the food with the Korean name.
음식과 한국어 이름을 가장 먼저 맞춰보세요.

POINT VALUE: 10
NUMBER OF QUESTIONS: 7

PRESS SPACE TO CONTINUE (S TO SWITCH TOPICS)

THE TOPIC IS ANNOUNCED

At the beginning of each round, the game displays:

- The topic name
- Instructions for the topic
- The point value
- The number of questions

SPACE Press **SPACE** to accept the topic.

S Press **S** before beginning the round to switch to another available topic.

2

IMAGE
APPEARS

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

PLAYER 5



잡채 (Japchae)

WAITING FOR PLAYERS' RESPONSES

WATCH THE MOVING ANSWERS

A picture appears in the center of the screen. Five possible names are presented one at a time in changing positions.

Only one of the five names correctly matches the image. The game randomly mixes the correct answer with four incorrect answers.

3

POSSIBLE
ANSWERS
MOVE

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

PLAYER 5



갈비 (Galbi)

WAITING FOR PLAYERS' RESPONSES

PRESS WHEN IT MATCHES

Players press their assigned NumPad button only when the correct name is visible.

✓ Be the first to press your button when the correct name appears!

4

PLAYERS
RESPOND

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

PLAYER 5

1ST
10

2ND
5

3RD
3

4TH
2

X
0



갈비 (Galbi)

PRESS SPACE TO CONTINUE (S TO SWITCH TOPICS)

THE GAME RECORDS THE ORDER

The game records the order in which players respond and displays rankings such as:

1ST • 2ND • 3RD • 4TH • X

The faster you react, the more points you earn!



HOST TIP

Players should keep their **fingers on** their assigned buttons throughout the round. A quick reaction can be the difference between **full points** and no points.



SCORING AND RESPONSE ORDER

How points are awarded based on who responds first.

1ST

PLAYER 1

10

2ND

PLAYER 2

0

3RD

PLAYER 3

5

4TH

PLAYER 4

2

5TH

PLAYER 5

3

갈비 (Galbi)

WAITING FOR PLAYERS' RESPONSES

RESPONSE ORDER

POINTS AWARDED



EXAMPLE

With a 10-point question in a five-player game:

- 1st place: 10 points
- 2nd place: 5 points
- 3rd place: 3 points
- 4th place: 2 points
- 5th place: 0 points



The calculations use whole numbers, so fractional results are rounded down.

FEWER-PLAYER GAMES



The final responding player receives an X and no points:

- Two players: only 1st place scores.
- Three players: 1st and 2nd score.
- Four players: 1st, 2nd, and 3rd score.
- Five players: 1st through 4th score.



This ranking structure and the full, half, third, and quarter scoring calculations are defined directly in the game logic.



RISKS, PENALTIES & COMEBACKS



INCORRECT RESPONSES

If a player presses while an **incorrect** answer is visible:



That player is **disabled** for the remainder of the current question.



A **wrong-answer** sound plays.



When **Incorrect Penalty** is enabled, the player loses **half** of the current point value.



A score can **never** fall below **zero**.

1ST
PLAYER 1

10

2ND
PLAYER 2

0

3RD
PLAYER 3

5

4TH
PLAYER 4

2

X
PLAYER 5

3



갈비 (Galbi)

WAITING FOR PLAYERS' RESPONSES



Incorrect answers hurt!

Be patient and only press your button when the correct name appears.

COMEBACK BONUS



COMEBACK BONUS

When **enabled**, the game gives trailing players a potential bonus based on how far they are **behind the leader**:



The **comeback indicator** appears beside eligible players.



The bonus is awarded when an eligible player **finishes first** on the current match.

POINTS BEHIND

AVAILABLE BONUS

50 – 99



50 POINTS

100 – 149



100 POINTS

150 – 199



150 POINTS

200 OR MORE



200 POINTS



HOST RECOMMENDATION

Keep **Comeback Bonus** enabled for longer games or groups with mixed Korean-language ability. Turn it off for a more competitive **knowledge-based match**.

ON



OFF

CUSTOMIZE THE TOPIC LIBRARY

Every folder inside Topic Library becomes a playable topic.

1

TOPIC LIBRARY FOLDERS

PPT Games > QuickMatch Korea > Topic Library

Search Topic Library

Name	Date modified	Type
Basic Korean	5/9/2026 5:58 AM	File folder
Famous Koreans	5/9/2026 5:58 AM	File folder
KOR 2 ENG Translate	5/31/2026 6:01 AM	File folder
Korean Brands	5/9/2026 5:58 AM	File folder
Korean Faith	5/9/2026 5:58 AM	File folder
Korean Food	5/9/2026 5:58 AM	File folder
Korean Objects	5/9/2026 5:58 AM	File folder
K-pop Celebrities	7/26/2026 11:08 AM	File folder
K-pop Songs	5/9/2026 5:58 AM	File folder
Landmarks & Locations	5/9/2026 5:58 AM	File folder
Snacks & Treats	5/9/2026 5:58 AM	File folder

FOLDER NAME

2

INSIDE A TOPIC FOLDER

> Topic Library > Korean Food

Search Korean Food

Name	Date modified	Type
instruction.txt	5/9/2026 5:58 AM	Text Document
갈비 (Galbi).jpg	5/9/2026 5:58 AM	JPG File
김밥 (Gimbap).jpg	5/9/2026 5:58 AM	JPG File
떡볶이 (Tteokbokki).jpg	5/9/2026 5:58 AM	JPG File
잡채 (Japchae).jpg	5/9/2026 5:58 AM	JPG File

INSTRUCTION FILE

IMAGE FILENAMES

1

FOLDER NAME

The folder name becomes the title shown before the round.

Example:

Korean Food

Topic Library

Korean Food

instruction.txt
갈비 (Galbi).jpg
김밥 (Gimbap).jpg
떡볶이 (Tteokbokki).jpg
잡채 (Japchae).jpg

HOW THE LIBRARY WORKS

Every folder inside Topic Library becomes a playable topic.



2

INSTRUCTION FILE

The optional instruction.txt becomes the topic description.

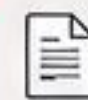
Example:

Be the first to match the food with the Korean name.
음식과 한국어 이름을 가장 먼저 맞춰보세요.

instruction.txt

Be the first to match the food with the Korean name.

음식과 한국어 이름을 가장 먼저 맞춰보세요.



IMPORTANT!

Save this file as **UTF-8**, especially when using Korean characters.

The game reads the instruction file using **UTF-8** encoding.

3

IMAGE FILENAME

The filename becomes the answer displayed during gameplay.

Example:

갈비 (Galbi).jpg

Dale



갈비 (Galbi).jpg

The game removes .jpg and displays:

갈비 (Galbi)

SUPPORTED FORMATS



Use clear, high-quality images for best results!



TIPS: Use short, clear filenames that are easy to read during gameplay.

Avoid characters that Windows does not allow in filenames: \ / : * ? " < > |



BUILD A NEW QUICKMATCH GAME

Create your own custom topic in just a few simple steps!

1 CREATE THE FOLDER

Inside Topic Library, create a new folder using the topic title you want displayed.

Example:



Korean School Vocabulary

2 ADD THE IMAGES

Add one image for every item players will identify.



The game needs at least five different images in each topic, because each question uses one correct answer and four incorrect choices. Fifteen to forty images per topic is recommended for better variety.

- ✓ Clear, recognizable images
- ✓ Landscape or square images
- ✓ Short, readable filenames
- ✓ Unique answers that cannot easily be confused

3 RENAME EVERY IMAGE

Use the exact answer you want shown.

Examples:



교실 (Gyosil - Classroom).jpg



연필 (Yeonpil - Pencil).jpg



책상 (Chaeksang - Desk).jpg

...



AVOID CHARACTERS THAT WINDOWS DOES NOT ALLOW IN FILENAMES:

\ / : * ? " < > |

4 ADD instruction.txt

Write one or two short lines explaining the challenge.

Example instruction.txt:



Be the first to match the school item with the Korean name.

학교 물건과 한국어 이름을 가장 먼저 맞춰보세요.

WHAT YOUR TOPIC FOLDER SHOULD LOOK LIKE



QuickMatch Korea



Topic Library



Korean School Vocabulary

FOLDER NAME
= TOPIC TITLE



instruction.txt

INSTRUCTION FILE
= TOPIC DESCRIPTION



교실 (Gyosil - Classroom).jpg



연필 (Yeonpil - Pencil).jpg



책상 (Chaeksang - Desk).jpg



가방 (Gabang - Schoolbag).jpg



지우개 (Jiugae - Eraser).jpg

IMAGE FILENAME
= ANSWER SHOWN
IN GAMEPLAY

⋮



TIP: The game scans the Topic Library folder at the start of each round and loads every subfolder as a playable topic.



NEED IDEAS? USE AI!

COPY THIS PROMPT

Create a QuickMatch Korea topic called "[TOPIC]."

Give me 30 visually identifiable items. For every item, provide:

- 1 The Korean name
- 2 Romanization
- 3 A short English meaning
- 4 An exact Windows-safe image filename in this format: 한국어 (Romanization).jpg
- 5 A suggested image-search phrase

Keep every answer brief and visually distinct. Then write one short English-and-Korean instruction for instruction.txt.



SAFETY NOTE

Use images that you created, licensed, or have permission to distribute.



CREATE



LICENSED



PERMISSION

HOST CONTROL GUIDE

Use your keyboard to run the game smoothly!

Press **O** to open
or close.

Press **A – G** to change
game options.

Press top-row **1 – 5** to choose a player to rename.

Players use the numeric keypad (NumPad 1 – 5).



Press the backquote key (`) to show or hide the controller-test indicators.

Press **SPACE** to begin the game,
accept a topic, or advance
to the next screen.

Use **BACKSPACE** to delete letters and **ENTER** to finish entering names.



KEY	FUNCTION
SPACE	Begin the game, accept a topic, or advance.
O	Open or close the Option Menu.
S	Switch topics from the topic-announcement screen.
A – G	Change game options.
Top-row 1 – 5	Select a player whose name will be changed.
ENTER	Finish entering a player name.
BACKSPACE	Delete letters while entering a name.
NumPad 1 – 5	Player response controls.
;	Show or hide the controller-test indicators.
ESC	Reset or exit the game.

CHANGING PLAYER NAMES

Follow these steps to change a player's name:

- 1 Open the Option Menu. 0
 - 2 Press top-row **1**–**5** for the player.

 - 3 Type the new name.

 - 4 Press **ENTER** when finished.




IMPORTANT HOST TIP

After clicking the start button, use the keyboard for the rest of the game.

Avoid clicking random areas of the slide, which may remove keyboard focus from the game controls.

CONTROLLER TEST MODE

Press the backquote key (‘`) to display the controller-test indicators on screen. When each NumPad key is pressed, its corresponding indicator will light up.



(Test indicators appear on the game screen)



MASTER THE CONTROLS. RUN THE GAME LIKE A PRO!



OPTION MENU

Customize the game before you start playing!

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

PLAYER 5

OPTION MENU

- A. PLAYERS 5
- B. POINT VALUE 10
- C. NUMBER OF ROUNDS 3
- D. QUESTIONS PER ROUND 7
- E. COMEBACK BONUS ON
- F. QUESTION DELAY 1
- G. INCORRECT PENALTY OFF

PRESS A-G TO CHANGE OPTIONS AND 1-5 TO CHANGE NAMES
(O OR SPACE TO RETURN TO MAIN MENU)

OPTION GUIDE

A		PLAYERS Select 2, 3, 4, or 5 players.	2 3 4 5
B		POINT VALUE Choose the base value for first place.	5 10 15 20 25
C		NUMBER OF ROUNDS Choose between 1-10 rounds. Each new round selects a topic.	1 - 10 ROUNDS
D		QUESTIONS PER ROUND Choose between 4-20 questions.	4 - 20 QUESTIONS
E		COMEBACK BONUS Toggle the comeback system.	ON OFF
F		QUESTION DELAY Choose how long the game waits before showing the moving answer labels.	0 1 2 3 SECONDS
G		INCORRECT PENALTY Choose whether an incorrect response subtracts half of the question's value.	ON OFF

SUGGESTED FIRST GAME

	PLAYERS	4 - 5
	POINT VALUE	10
	ROUNDS	3
	QUESTIONS PER ROUND	7
	COMEBACK BONUS	ON
	QUESTION DELAY	1
	INCORRECT PENALTY	OFF



TIP:

All options can be changed at any time by pressing **O** to open the Option Menu.

QUICKMATCH KOREA!

TROUBLESHOOTING

1

TOPIC LIBRARY FOLDER NOT FOUND



Cause:

The PowerPoint was moved away from the Topic Library folder, or the folder was renamed.



Solution:

Return both items to the same QuickMatch Korea folder and confirm the folder is named exactly:

Topic Library



The game produces a critical error when it cannot locate this exact folder beside the presentation.

2

NO TOPIC FOLDERS FOUND



Cause:

Topic Library contains no subfolders.



Solution:

Add at least one topic folder containing playable images.

3

NO IMAGES FOUND



Cause:

The topic folder contains no supported images.



Solution:

Add .jpg, .jpeg, or .png files.



4

THE GAME STOPS WHILE LOADING A QUESTION



Possible cause:

The current topic has fewer than five unique images.



Solution:

Include at least five valid images in every topic. Ten or more is safer.



...

5

KOREAN INSTRUCTIONS LOOK CORRUPTED



Cause:

instruction.txt was saved using an incompatible text encoding.



Solution:

Open it in Notepad and save it as UTF-8.



6

THE PLAYER BUTTONS DO NOT RESPOND



1

Use the numeric keypad, not the top number row.

2

Turn Num Lock on.

3

Click the game's start area again to restore keyboard focus.

4

Press the backquote key ` to display the controller test.

5

Confirm each NumPad button lights its matching test indicator.

CONTROLLER TEST

1

2

3

4

5

7

ANSWERS ARE TOO LONG

The image filename is used as the on-screen answer. Shorten the filename while keeping it understandable.



한국전통의상_여자_한복_분홍색_전통복장.jpg



한복 (Hanbok).jpg



THANK YOU FOR PLAYING!

QUICKMATCH KOREA!

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

Korean Objects

Be the first to match the object with its name. 해당 객체와 이름을 가장 먼저 일치시켜 보세요.

POINT VALUE: 10
NUMBER OF QUESTIONS: 7

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

K-pop Songs

Be the first to fill in the missing word from the song title. 노래 제목에서 빠진 단어를 가장 먼저 채워보세요.

POINT VALUE: 10
NUMBER OF QUESTIONS: 7

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

Korean Food

Be the first to match the food with the Korean name. 음식과 한국어 이름을 가장 먼저 맞춰보세요.

POINT VALUE: 10
NUMBER OF QUESTIONS: 7

QuickMatch Korea was created to turn Korean language and culture into a fast, energetic experience that everyone can enjoy together.

Customize the included library, build topics for your own community, and use the game to create conversations, laughter, and live connection.

Gather your players. Pick a topic. Get ready to QuickMatch!



More free PowerPoint games:

PPT.GAMES