



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 WOULD JESUS DO?



Predict. Discuss. Reflect.

OPTION MENU

- A. NUMBER OF PLAYERS
- B. NUMBER OF ROUNDS
- C. REFLECTION ROUNDS
- D. FINAL ROUND
- E. ANSWER TIMER
- F. REFLECTION TIMER

SEND UP YOUR
NEXT PLAYER

PLAYER NAME
ROBIN

What Would Jesus Do? is a team prediction game built around real-life situations.

During each turn, one player secretly chooses how they would personally respond to a scenario. Every team then tries to predict that player's answer. Correct predictions earn points.

The game includes situations involving:

Friends • Family • Community • The World

Optional **Reflection Rounds** give players an opportunity to share their thoughts about deeper Christian and ethical questions. An optional **Final Round** challenges teams to predict several players' answers to the same scenario.

The team with the highest score at the end wins!

FRIENDS



FRIENDS

CHOOSE A QUESTION
CATEGORY

EASY

10 POINTS

HARD

20 POINTS

BACK TO MAIN MENU

FAMILY



FAMILY

CHOOSE A QUESTION
CATEGORY

EASY

10 POINTS

HARD

20 POINTS

BACK TO MAIN MENU

COMMUNITY



COMMUNITY

CHOOSE A QUESTION
CATEGORY

EASY

10 POINTS

HARD

20 POINTS

BACK TO MAIN MENU

THE WORLD



THE WORLD

CHOOSE A QUESTION
CATEGORY

TEAM 1 +10 POINTS

TEAM 1 SCORE

20



This is a prediction game.

Teams are not selecting an official “**correct Christian answer.**” They are trying to predict the response that the current player actually chose.

WHAT WOULD JESUS DO?

GAME SETUP

1 Form the Teams

Divide the group into 2–5 teams.

Each team should have:

- A team name
- One assigned team controller
- Players who can rotate through the speaker position

2 Open the Option Menu

From the opening screen:

- Press **O** to open the Option Menu.
- Choose the number of teams and rounds.
- Decide whether to include **Reflection Rounds** and the **Final Round**.
- Set the answer and reflection timers.
- Press **O** or **Space** to return to the main menu.

OPTION MENU

A. NUMBER OF PLAYERS	5
B. NUMBER OF ROUNDS	2
C. REFLECTION ROUNDS	ON
D. FINAL ROUND	ON
E. ANSWER TIMER	20
F. REFLECTION TIMER	45



The game supports **2–5 teams** and provides separate settings for rounds, **Reflection Rounds**, the **Final Round**, and both **timers**.

3 Enter Team Names

While the Option Menu is open:

- Press **1–5** to select a team.
- Type the team's name.
- Use **Backspace** to correct mistakes.
- Press **Enter** when finished.

TEAM 1

SEND UP YOUR
NEXT PLAYER

★ ★ ★ **PLAYER NAME** ★ ★ ★
ROBIN



Keep the keyboard with the host.

The host will use it to enter player names, select scenarios, and record each player's secret response.



PLAYING A STANDARD TURN

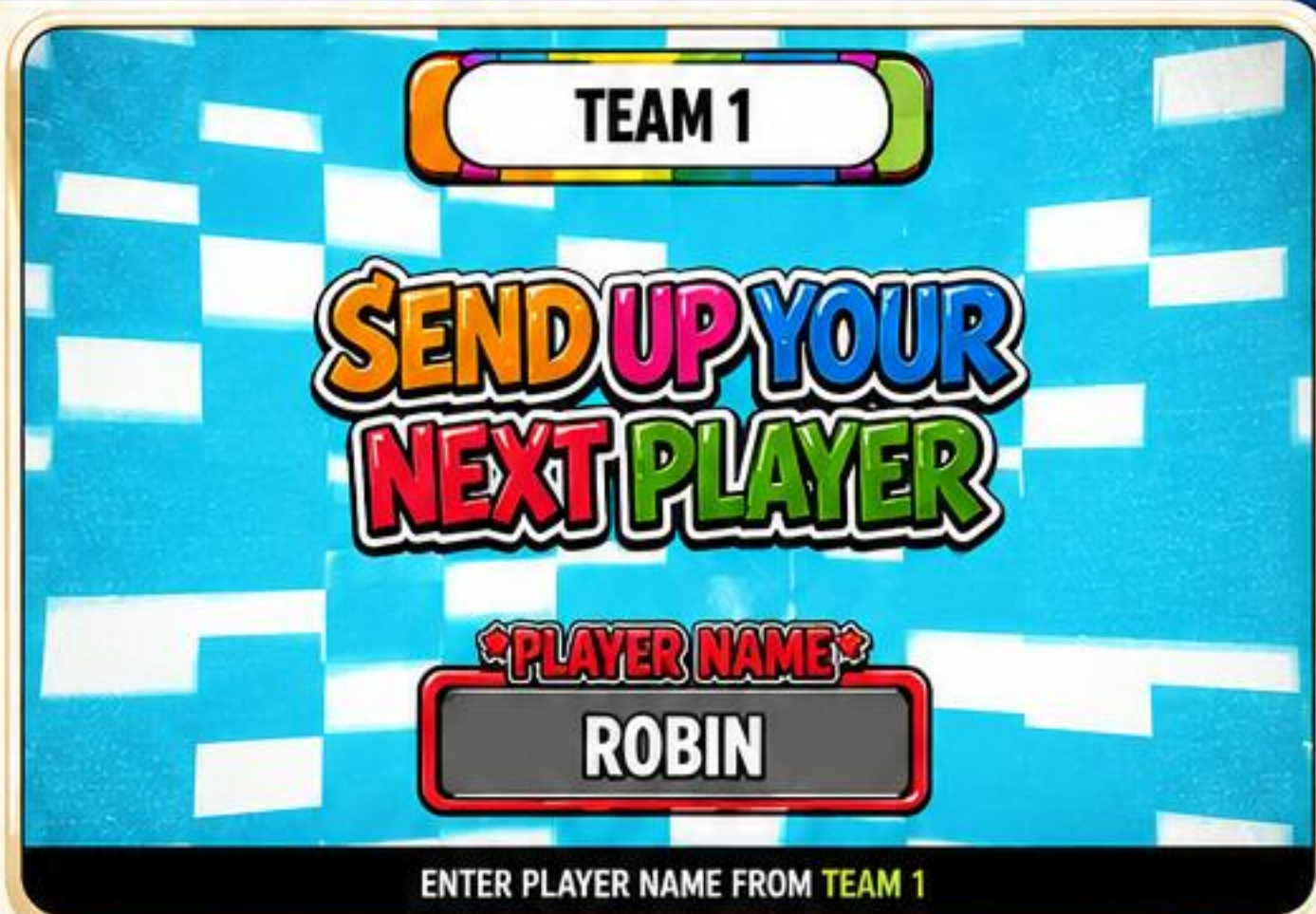
Here's what happens during a typical turn.

1 SEND UP A PLAYER

At the beginning of a turn, the selected team sends one player to the front.

The host:

- Types the player's name.
- Presses Enter.
- Waits for two scenarios to appear.



2 CHOOSE A SCENARIO

The two scenarios will come from the current category:

- Friends
- Family
- Community
- The World

Press 1 or 2 to choose the scenario the player will answer.



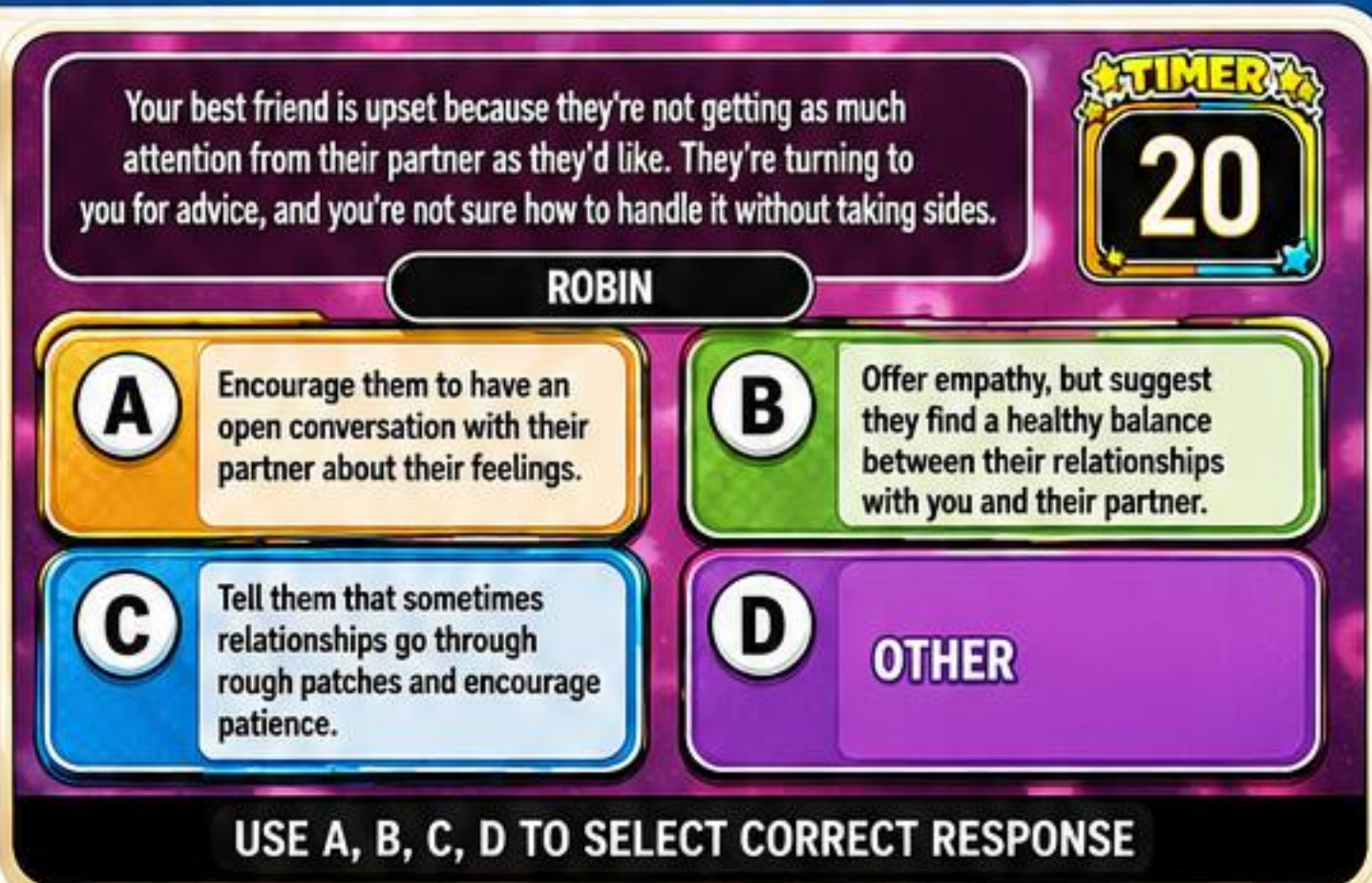
3 MAKE A SECRET SELECTION

The player is shown four response choices:

- A
- B
- C
- D — Other

The player privately tells the host—or presses—the letter matching the response they would actually give.

The host records the selection using A, B, C, or D.



CHOOSE HONESTLY—
NOT JUST the answer that
sounds the most spiritual.

The fun comes from discovering
how well the teams
know the player.

★ **NOTE:** The scenario files supply choices A–C, while the game automatically creates choice D as OTHER.

GUESS & SCORE

Work together. Read the player. Earn points!

TEAMS, CHOOSE THE PLAYER'S ANSWER

Your best friend is upset because they're not getting as much attention from their partner as they'd like. They're turning to you for advice, and you're not sure how to handle it without taking sides. You:



ROBIN

A

Encourage them to have an open conversation with their partner about their feelings.

B

Offer empathy, but suggest they find a healthy balance between their relationships with you and their partner.

C

Tell them that sometimes relationships go through rough patches and encourage patience.

D

OTHER

A

0

TEAM 1

B

0

TEAM 2

C

0

TEAM 3

D

0

TEAM 4

A

0

TEAM 5

TEAM SCORES

TEAM 1 1200

TEAM 2 900

TEAM 3 1100

TEAM 4 800

TEAM 5 700

TIME REMAINING

00:20

PRESS SPACE TO SKIP

USE YOUR TEAM CONTROLLER TO MAKE YOUR CHOICE

CURRENT CATEGORY: **COMMUNITY**

1

MAKE YOUR PREDICTION

After the player secretly selects an answer, every team predicts which response the player chose.

- Each press of a team's controller cycles:
A → B → C → D → A
- Teams may change their selection until the timer ends.



A → B → C → D → A

2

REVEAL THE ANSWER

When the timer reaches zero, the game reveals the player's selected response.

- The host may also press Space to end the waiting period early.



TIME'S UP!

3

AWARD POINTS

Every team that correctly predicted the player's response receives:

+100 POINTS!

- Incorrect predictions receive no points.
- The game automatically updates the team scores.

4

CONTINUE PLAYING

New players rotate into the speaker position as the game moves through the four standard categories.



FRIENDS



FAMILY



COMMUNITY



THE WORLD

When **Reflection Rounds** are enabled, a Reflection Round follows the standard category turns before the next numbered round begins.



EARN 100 POINTS FOR EVERY CORRECT GUESS!

The team with the highest score at the end wins!



REFLECTION ROUND

Reflection Rounds replace prediction-based scenarios with deeper questions about **faith, relationships, ethics, and Christian living.**

1 CHOOSE THE SPEAKERS

Each team selects one speaker.

The host enters the name of one speaker from each team before continuing.



REFLECTION ROUND

SEND UP YOUR SPEAKERS

TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5
JOSH	ROBIN	CHRIS	PARKER	TAYLOR

ENTER PLAYER NAMES FOR THE REFLECTION ROUND

2 CHOOSE A QUESTION

- Two Reflection questions will appear.
- Press 1 or 2 to select the question.
- Every speaker responds to the same selected question.

REFLECTION QUESTION SELECTION

1

Consider the ethical implications of cloning humans. How does the concept of cloning align with or challenge biblical teachings about the sanctity of life and the uniqueness of each individual?

2

Reflect on the issue of abortion. How can you balance compassion for a woman in a difficult situation with the belief in the value of all life, including the unborn?

PRESS 1 OR 2 TO SELECT A QUESTION

3 SHARE YOUR RESPONSE

Speakers respond one at a time.

For each speaker:

- The question and speaker's name appear.
- Press SPACE to begin the Reflection Timer.
- The speaker shares until finished or time expires.
- Press SPACE to end the timer early.
- Continue to the next speaker.

REFLECTION ROUND

SPEAKER GET READY

PARKER
TEAM 4

PRESS SPACE TO BEGIN TIMER

→

REFLECTION ROUND

SHARE NOW

Question:

Reflect on the issue of abortion. How can you balance compassion for a woman in a difficult situation with the belief in the value of all life, including the unborn?

PARKER
TEAM 4

TIMER: 00:45
PRESS SPACE TO END EARLY

→

REFLECTION ROUND

TIME'S UP!

PRESS SPACE TO CONTINUE TO NEXT SPEAKER



HOST REMINDER

Reflection answers may involve sensitive or controversial subjects. Encourage respectful listening and do not pressure players to disclose private experiences.



AWARD POINTS FOR EACH SHARE

After every speaker has answered the Reflection question,
the teams score each response one at a time.

Consider the ethical dilemma of self-defense. If your life or the life of others is in danger, is it justified to use force to protect yourself or others? How do biblical teachings on non-violence and love influence your view on self-defense?



AWARD POINTS
FOR THIS SHARE

ROBIN



WAITING FOR TEAMS' VOTES... (PRESS SPACE TO SKIP)

EACH TEAM USES ITS CONTROLLER
to select:

20 points

40 points

60 points

80 points

100 points

Each controller press
advances to the next score.

Consider the ethical dilemma of self-defense. If your life or the life of others is in danger, is it justified to use force to protect yourself or others? How do biblical teachings on non-violence and love influence your view on self-defense?



AWARD POINTS
FOR THIS SHARE

ROBIN



PRESS SPACE TO PROCEED TO TEAM VOTING

HOW THE SCORE IS CALCULATED

- 1 The scores awarded by all teams are added together.
- 2 That total is then added to the score of the speaker's team.

EXAMPLE

Team ratings:

- Team 1: 60
- Team 2: 80
- Team 3: 40
- Team 4: 100
- Team 5: 80

Total awarded:

360
points

SUGGESTED SCORING STANDARD

Ask teams to consider:



THOUGHTFULNESS

Was the response meaningful and thoughtful?



HONESTY

Was the response honest and authentic?



CLARITY

Was the response easy to understand?



CONNECTION TO THE QUESTION

How well did the response connect to the question?



RESPECT FOR OTHERS

Did the response show respect for others and differing views?

★ REMEMBER

Do not reward a speaker merely for agreeing with the majority.



THIS ROUND IS ABOUT
VALUING EACH PERSON'S PERSPECTIVE,
NOT JUST PICKING
WHAT YOU AGREE WITH.



Meaningful sharing leads to meaningful conversations.
Let's **listen**, learn, and **encourage** one another!



★ FINAL ROUND ★

When the Final Round is enabled, every team sends **one final player** to the front.

1 ENTER THE PLAYERS

The host enters the name of one player from each team.



COMMUNITY

You're attending a volunteer meeting when a new member begins to dominate the conversation, interrupting others and taking over the discussion. People seem frustrated but aren't speaking up.

SCENARIO 1

FINAL ROUND

THE WORLD

During a neighborhood barbecue, a conversation turns to politics, and the tone becomes increasingly hostile. You feel uncomfortable with the direction it's heading.

SCENARIO 2

PRESS 1 OR 2 TO SELECT SCENARIO

2 SELECT THE FINAL SCENARIO

Two scenarios from different categories appear.

Press 1 or 2 to select the scenario that every player will answer.

3 RECORD SECRET ANSWERS

Each player privately selects A, B, C, or D for the same scenario. Players answer one at a time, and their selections remain hidden.

10-SECOND RESPONSE WINDOW



The Final Round gives each player a fixed 10-second response window.

During a neighborhood barbecue, a conversation turns to politics, and the tone becomes increasingly hostile. You feel uncomfortable with the direction it's heading. You:

ROBIN

A

Stay quiet, not wanting to upset anyone further.

B

Steer the conversation toward a more positive topic to ease the tension.

C

Speak up and encourage everyone to respect each other's opinions, even if they disagree.

D

OTHER

C

1460

TEAM 1

A

1500

TEAM 2

C

1400

TEAM 3

B

1400

TEAM 4

A

1500

TEAM 5

PRESS SPACE FOR NEXT PLAYER'S RESPONSE



4 PREDICT EVERY PLAYER

Teams then try to predict each player's answer one at a time. Every correct prediction earns another 100 points.



After all Final Round responses have been revealed, **the game ranks the teams and declares the winner.**



Every player answers the same selected scenario, and the **highest-scoring team** wins.



★ CREATE YOUR OWN SCENARIOS ★



You do not need to edit the PowerPoint slides to replace the scenarios. The game reads its questions from five plain-text files located in the same folder as the PowerPoint game.



wwjd-friends.txt



wwjd-family.txt



wwjd-community.txt



wwjd-world.txt



The filenames must remain **exactly** the same.



Notepad Example

File Edit Format View Help

Your complete scenario goes here. You:

- A) First possible response.
- B) Second possible response.
- C) Third possible response.

Your next scenario goes here. You:

- A) First possible response.
- B) Second possible response.
- C) Third possible response.

Leave one blank line between scenarios.



HOW TO EDIT A FILE

- 1  Right-click the desired .txt file.
- 2  Open it with Notepad.
- 3  Add, remove, or rewrite scenarios.
- 4  Save the file.
- 5  Keep it in the same folder as the PowerPoint.



FORMATTING RULES

- Begin with the scenario.
- End the scenario with "You:"
- Include exactly three written choices: A, B, and C.
- Do not add a written D response.
- The game automatically makes D = OTHER.
- Leave one blank line between scenarios.
- Save as a plain .txt file, not a Word document.



You:

A B C



OTHER



D is added automatically as **OTHER**.



CUSTOMIZE THE REFLECTION ROUND



REFLECTION FILE

Reflection questions are stored in:



wwjd-reflection.txt

- Each entry contains only one discussion question.
- **Do not** include A, B, or C responses.



The included Reflection library contains open-ended questions about Christian ethics, relationships, technology, justice, faith, and society.

★ REQUIRED FORMAT ★

How can Christians show compassion while still establishing healthy personal boundaries?

What does forgiveness look like when trust has been seriously damaged?

How should faith influence the way Christians respond to disagreement online?

Leave one blank line between each question.



AI PROMPT FOR STANDARD SCENARIOS

Create 25 original “What Would Jesus Do?” discussion scenarios for **[FRIENDS / FAMILY / COMMUNITY / THE WORLD]**.

Audience: **[AGE OR GROUP]**

Each scenario should:

- ✓ Describe a believable real-life dilemma.
- ✓ Avoid one obviously perfect answer.
- ✓ End with “You:”
- ✓ Include exactly three responses labeled A), B), and C).
- ✓ Keep each response concise.
- ✓ Leave one blank line between scenarios.
- ✓ Do not include a D response because the game adds “OTHER” automatically.
- ✓ Output plain text only, ready to paste into Notepad.

You find out your best friend has been spreading a rumor about someone in your friend group.

You:

- A) Confront them and demand they stop.
- B) Talk to them privately and ask why.
- C) Stay out of it and hope it blows over.

Your friend invites you to skip church to go to an event everyone will be at.

You:

- A) Go with them so you don't miss out.
- B) Politely decline and suggest another time.
- C) Go but leave early for church.



AI PROMPT FOR REFLECTION QUESTIONS

Create 25 open-ended Christian Reflection questions for **[AUDIENCE]**.

The questions should encourage thoughtful discussion about faith, relationships, ethics, and real-life decisions.

- ✓ Write one complete question per paragraph.
- ✓ Leave one blank line between questions.
- ✓ Do not include answer choices, headings, numbering, or explanations.
- ✓ Output plain text only.

What does it mean to truly love your neighbor in a way that reflects Jesus?

How can prayer help you make better decisions when you feel uncertain or pressured?

What are some ways Christians can make a positive difference in their community?



ALWAYS REVIEW AI-GENERATED MATERIAL

Check that the situations are age-appropriate, understandable, and suitable for your group.



HOST CONTROLS



KEYBOARD CONTROLS

CONTROL	FUNCTION
	Advance, begin a timer, end waiting early, or continue
	Open or close the Option Menu
or	Select one of the two scenarios
-	Record a player's secret response
-	Change settings while the Option Menu is open
-	Select a team name to edit in the Option Menu
	Confirm a typed player or team name
	Correct a typed name
	Display or hide the controller test indicators
	End and reset the game

★ These keyboard actions are built into the game's event controls.



TEAM-CONTROLLER BEHAVIOR

DURING STANDARD AND FINAL ROUND PREDICTIONS:



Press your team controller button to cycle through choices.

DURING REFLECTION SCORING:



Press your team controller button to cycle through scores.



Controllers are assigned to teams at the start of the game and remain with that team.

Each press advances to the next option in the cycle.



HOSTING TIPS



READ SCENARIOS ALOUD when the group needs additional clarity.



REMIND THE CURRENT PLAYER to answer honestly.



DO NOT ALLOW TEAMS TO SHOUT SUGGESTIONS while the player is deciding.



KEEP THE GAME MOVING by using Space when everyone has responded.



INVITE BRIEF DISCUSSION after interesting reveals, but avoid letting one scenario delay the entire game.



ESTABLISH RESPECTFUL BOUNDARIES before beginning the Reflection Round.



KEEP THE COMPUTER AND KEYBOARD near the host throughout the game.

★ Your role as host keeps the game **FUN, FAIR,** and **RESPECTFUL** for everyone! ★

OPTION MENU

OPENING THE MENU

- Press **O** from the main title screen.
- Press the matching letter repeatedly to cycle through that setting.

OPTION MENU

A. NUMBER OF PLAYERS	5
B. NUMBER OF ROUNDS	2
C. REFLECTION ROUNDS	ON
D. FINAL ROUND	ON
E. ANSWER TIMER	20
F. REFLECTION TIMER	45

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

KEY	SETTING	AVAILABLE CHOICES
A	Number of Players/Teams	2 – 5
B	Number of Rounds	1 – 5
C	Reflection Rounds	On or Off
D	Final Round	On or Off
E	Answer Timer	10 – 60 seconds
F	Reflection Timer	30 – 120 seconds



The Answer Timer changes in **10-second** increments.
The Reflection Timer changes in **15-second** increments.

SUGGESTED PRESETS



QUICK YOUTH-GROUP GAME

- 3 teams
- 1 round
- Reflection Round: On
- Final Round: On
- Answer Timer: 20 seconds
- Reflection Timer: 45 seconds

FAST, FUN, AND ENGAGING!



LARGE-GROUP GAME

- 5 teams
- 2 rounds
- Reflection Round: Off
- Final Round: On
- Answer Timer: 20 seconds
- Reflection Timer: 45 seconds

PERFECT FOR BIG GROUPS!



DISCUSSION-FOCUSED GAME

- 2–4 teams
- 1 round
- Reflection Round: On
- Final Round: Off
- Answer Timer: 20 seconds
- Reflection Timer: 60–90 seconds

MORE TIME FOR DEEP SHARING!



Customize the settings to match your group, your goals, and the time you have.
You are in control!



TROUBLESHOOTING



1. "DATA FILE WAS NOT FOUND"

The PowerPoint cannot locate one or more of the required .txt files.

Check that:

- ✓ All five WWJD text files are present.
- ✓ The filenames have not been changed.
- ✓ The text files are in the same folder as the PowerPoint.
- ✓ The game has been extracted from the ZIP folder before opening.



The game stops loading when one of its required files cannot be found.



2. QUESTIONS ARE APPEARING INCORRECTLY

Check the Notepad formatting:

- ✓ Standard scenarios must contain a scenario followed by A, B, and C.
- ✓ Leave one blank line between entries.
- ✓ Do not use tables, bullets, or Word formatting.
- ✓ Do not manually add choice D.
- ✓ Reflection questions should contain no answer choices.



3. KEYBOARD CONTROLS ARE NOT RESPONDING

- ✓ Make sure the slideshow window is active.
- ✓ Click the instruction bar at the bottom of the game screen.
- ✓ Try the key again.
- ✓ Use the desktop version of Microsoft PowerPoint.
- ✓ Confirm that macros were enabled.



4. A TEAM CONTROLLER IS NOT RESPONDING

- ✓ Press the backquote key (`) to display the controller-test indicators.
- ✓ Press each controller and confirm that the matching indicator reacts.
- ✓ Reconnect the controller before restarting PowerPoint.



5. THE TIMER IS TAKING TOO LONG



Press **Space** to end the waiting period and continue.



6. TEXT DOES NOT FIT

Shorten the scenario or response choices in Notepad. Avoid long paragraphs and complicated wording.



7. THE GAME ENDED UNEXPECTEDLY



Pressing **Esc** resets and exits the current game.

Avoid using **Esc** unless you intend to end the session.



If problems continue, close and reopen PowerPoint. Make sure all files are in the same folder and controllers are connected before starting a new game.



**MOST ISSUES ARE QUICK TO FIX!
FOLLOW THESE STEPS AND ENJOY THE GAME.**



THANKS FOR PLAYING!

WHAT WOULD JESUS DO?



What Would Jesus Do? is designed to create conversation—not to determine who is the “best Christian.”

The most meaningful moments may happen when players disagree, explain their reasoning, listen to another perspective, or realize that following Jesus often requires **wisdom**, **courage**, **compassion**, and **grace**.

Encourage your group to continue asking:

♥ How can the love and character of Jesus shape what we do next? ♥

Your best friend is upset because they're not getting as much attention from their partner as they'd like. They're turning to you for advice, and you're not sure how to handle it without taking sides. You:

ROBIN

- A Encourage them to have an open conversation with their partner about their feelings.
- B Offer empathy, but suggest they find a healthy balance between their relationships with you and their partner.
- C Tell them that sometimes relationships go through rough patches and encourage patience.

PLEASE MAKE YOUR SELECTION

Your best friend is upset because they're not getting as much attention from their partner as they'd like. They're turning to you for advice, and you're not sure how to handle it without taking sides. You:

ROBIN

A	0	B	0
TEAM 1		TEAM 2	
C	0	D	0
TEAM 3		TEAM 4	
B	0		
TEAM 5			

WAITING FOR TEAMS' RESPONSE... (PRESS SPACE TO SKIP)

Consider the ethical dilemma of self-defense. If your life or the life of others is in danger, is it justified to use force to protect yourself or others? How do biblical teachings on non-violence and love influence your view on self-defense?

ROBIN

40

SHARE

ROBIN

WAITING FOR SPEAKER TO FINISH... (PRESS SPACE TO SKIP)

AWARD POINTS FOR THIS SHARE

2

?

ROBIN

60 80 80 00 40 00 100 80 80 80

WAITING FOR TEAMS' VOTES... (PRESS SPACE TO SKIP)



Created by
Pastor Robin
PPT GAMES
Free PowerPoint games
for live group experiences



ppt.games
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[@ppt.games](https://instagram.com/ppt.games)



Play. Connect. Grow. Because every decision is an opportunity to follow Jesus.

