



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 BINGO! STORIES?

*Every number opens a conversation.
Every story moves your team closer to BINGO!*

BINGO!

STORIES

PRESS SPACE TO CONTINUE (PRESS 0 FOR OPTION MENU)

BINGO! Stories combines personal storytelling with the familiar excitement of BINGO.

FOR EVERY NUMBERED PROMPT:

- 1 Players share short personal stories.
- 2 The team writes each storyteller's name in the matching numbered square.
- 3 The first team to complete five squares in a row may call BINGO!
- 4 The team must then prove its win by retelling all five stories.

3 of 25 prompts revealed

CATEGORY
Times I Felt God's Presence

BINGO! STORIES

CURRENT NUMBER
3

SHARE A STORY ABOUT...
I felt God's presence when I cried out to God in desperation

85

PREVIOUSLY CALLED NUMBERS
9

PRESS SPACE TO REVIEW PROMPTS (ENTER TO CONTINUE TO NEXT PROMPT, X TO END TIMER)

BINGO! STORIES

1	22	10	21	11
14	24	9	20	13
2	5	23	19	17
3	15	18	25	16
4	12	8	6	7

Mark each number as it is called. CARD 1

25

25 Prompts Per Game



Random Story Category



Built-In Timer



Printable Team Cards



Perfect for Churches, Schools, Retreats & Small Groups

17

9

3

23

11

BINGO!

STORIES

SET UP BEFORE YOU PLAY

A LITTLE PREP = A GREAT EXPERIENCE!



WHAT YOU NEED



The BINGO! Stories PowerPoint game



The included BINGO card PDF



One different card for each team



Pens or pencils



A screen visible to everyone



Speakers for music and sound effects

BINGO!

STORIES

1	7	12	8	9
23	16	22	17	20
19	13	4	3	25
18	5	21	10	6
24	11	2	15	14

Mark each number as it is called.

CARD 8

TEAM ROLES



STORYTELLERS
Share personal experiences.



SCRIBE
Writes names on the card.



BINGO WATCHER
Checks rows, columns, and diagonals.

FORM THE TEAMS

Because an official winning line must contain stories from five different members, teams should ideally have at least five people.

Smaller groups may establish an adjusted house rule before beginning.

WRITE NAMES-- NOT X MARKS!

When someone shares a story for **Prompt 16**, write that person's name in the square numbered **16**.



FROM TITLE SCREEN TO FIRST PROMPT

THREE EASY STEPS TO GET STARTED!

1 OPEN THE OPTIONS

From the title screen, press **O** before beginning when you need to change the timer or music.



2 READ THE RULES

Press **SPACE** to display the built-in How to Play screen.

HOW TO PLAY

Play: Each team shares 15-30 sec. personal stories that respond to each prompt.

Scoring: Using the BINGO cards assigned, write the name of each person who responded to the prompt in the square with the number of the prompt.

Winning: When a team has marked 5 squares in a row with players' names, they may call out BINGO! To win, they must share out loud the 5 stories that were used to respond to the prompts. Stories must be from 5 different members to win. The same story cannot be used for multiple prompts. (Min 15s/story.)

PRESS SPACE TO CONTINUE

3 CHOOSE A CATEGORY

The game randomly selects a story category.

- ★ Press **S** to switch to another category.
- ★ Press **SPACE** when the group is ready to begin.

★ The category can only be switched while the category-selection screen is visible.



**HOST
NOTE!**

Do not rush past the category screen. Read the **category aloud** so players know what kinds of experiences they may be asked to share.



KNOW WHAT YOU'RE LOOKING AT

The game screen gives you everything you need to run the game and keep the stories flowing!

The screenshot shows the game interface with the following elements:

- 1** Prompt Counter: Shows 6 of 25 prompts reviewed.
- 2** Category: Times I Felt God's Presence.
- 3** Current Number: 16.
- 4** Story Prompt: I felt God's presence when I forgave someone who hurt me deeply.
- 5** Timer: 84 seconds remaining.
- 6** Previously Called Numbers: 3, 16, 23, 11, 17, 9.
- 7** Host Instructions: PRESS SPACE TO REVIEW PROMPTS (ENTER TO CONTINUE TO NEXT PROMPT, X TO END TIMER).

- PROMPT COUNTER**
Shows how many prompts have appeared out of 25.
- CATEGORY**
Remains the same throughout the current game.
- CURRENT NUMBER**
Players locate this number on their BINGO card.
- STORY PROMPT**
The personal experience players are invited to share.
- TIMER**
Shows the remaining sharing time.
- PREVIOUSLY CALLED NUMBERS**
Helps teams confirm which squares are currently available.
- HOST INSTRUCTIONS**
The black footer shows which keys are available at that moment.

6 of 25 prompts reviewed

CATEGORY
Times I Felt God's Presence

CURRENT NUMBER
16

84

3 16 23 11 17 9

PRESS SPACE TO REVIEW PROMPTS
(ENTER TO CONTINUE TO NEXT PROMPT, X TO END TIMER)



The game chooses 25 unique prompts from the selected category and calls the numbers 1-25 in random order without repeating them.

25 UNIQUE PROMPTS!

ONE PROMPT. MANY STORIES.

Listen. Share. Write. Win!

6 of 25
prompts reviewed

CATEGORY

Times I Felt God's Presence

BINGO!

STORIES



CURRENT NUMBER



SHARE A STORY ABOUT...

I felt God's presence
when I forgave someone
who hurt me deeply

PREVIOUSLY CALLED NUMBERS



PRESS SPACE TO REVIEW PROMPTS (ENTER TO CONTINUE TO NEXT PROMPT, X TO END TIMER)

GAMEPLAY FLOW

1 READ THE PROMPT

The host reads the
displayed prompt aloud.



2 SHARE

Team members tell
personal stories that
respond directly to it.



Recommended length:
15–30 seconds per story.

3 RECORD THE STORYTELLER

The team scribe writes
each storyteller's name
in the square matching
the number.



4 KEEP LOOKING FOR FIVE

Teams continually
check for:

- ✓ Five across
- ✓ Five down
- ✓ Five diagonally



EXAMPLE: TEAM CARD

1	22	10	21	11
14	24	9	20	13
2	5	23	19	17
3	15	18	25	16
4	12	8	6	7

CRITICAL DISTINCTION!

NOT ENOUGH!



A square is **not** earned
merely because its
number was called.



EARNED!



A player **must** share a
qualifying story before
that player's name is
written in the square.



THE GOAL: Fill five squares in a row with five different team members' names
by sharing **five different, qualifying** stories.

BINGO!

STORIES

BINGO

MUST BE PROVEN!

IT'S NOT JUST ABOUT FILLING SQUARES. IT'S ABOUT SHARING STORIES!

VERIFICATION SCREEN

PREVIOUS PROMPTS

- 3: I felt God's presence when I cried out to God in desperation
- 16: I felt God's presence when I forgave someone who hurt me deeply

PRESS SPACE TO RETURN TO GAME (ENTER FOR BINGO!)



The review screen **pauses the timer** and **background music** until play resumes.

WHEN A TEAM COMPLETES A LINE

- 1 The team calls **BINGO!**
- 2 The host presses **SPACE** to open the Previous Prompts screen.
- 3 The team identifies the five numbered prompts in its winning line.
- 4 Five different members retell the five corresponding stories.
- 5 Each verification story must last at least **15 seconds**.
- 6 The same story cannot count for more than one prompt.

HOST DECISION

VALID BINGO

Press **ENTER** from the Previous Prompts screen to show the Congratulations screen.

ENTER

OR

INVALID BINGO

Press **SPACE** to return to the game and continue playing.

SPACE

FIVE DIFFERENT!

Your winning line **MUST** include five different team members and five different stories.



FIVE NUMBERS • FIVE PEOPLE • FIVE STORIES

★ If any number is missing, or if any story is repeated, the BINGO is **NOT** valid.

SUCCESS!



CONGRATULATIONS! (PRESS ESC TO END GAME)



REMEMBER: BINGO is only official when **ALL** five stories are shared **out loud** and verified by the host.



CUSTOMIZE THE ENTIRE GAME!

MAKE BINGO! STORIES YOUR OWN!

FILE LOCATION

The PowerPoint automatically looks for a file named:

questions.txt

It must remain in the same folder as the PowerPoint game.



Same folder as the PowerPoint game

EDIT YOUR QUESTIONS USING NOTEPAD

1 Right-click **questions.txt**.

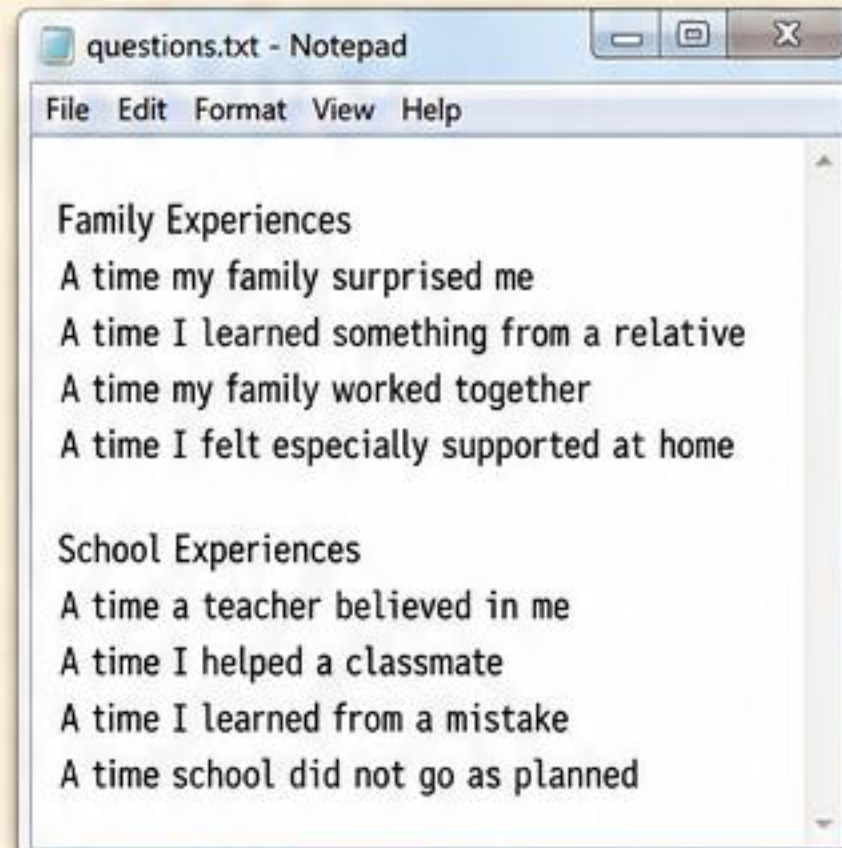
2 Choose **Open with** → **Notepad**.

3 Edit the category names and prompts.

4 Select **File** → **Save**.

5 Keep the filename exactly **questions.txt**.

6 Restart the game after editing.



Keep **questions.txt** in the same folder as the PowerPoint game so the program can find it.

REQUIRED FORMAT (EXAMPLE)

Family Experiences
A time my family surprised me
A time I learned something from a relative
A time my family worked together
A time I felt especially supported at home

School Experiences
A time a teacher believed in me
A time I helped a classmate
A time I learned from a mistake
A time school did not go as planned

CATEGORY NAME
(first line of block)

PROMPTS
(one per line)

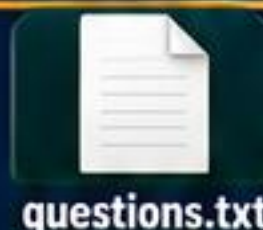
BLANK LINE BETWEEN CATEGORIES
(Do not add blank lines inside a category)

FORMATTING RULES

- ✓ First line of each block = category title
- ✓ Every following line = one prompt
- ✓ Separate categories with one blank line
- ✓ Do not place blank lines inside a category
- ✓ Do not number or bullet prompts
- ✓ Every prompt must remain on one line
- ✓ Include at least **25** prompts per category
- ✓ **40** prompts per category is recommended (matches the supplied library)



The code separates categories by blank lines, then randomly selects **25 unique** prompts from the chosen category.



Select
1 Category

25 UNIQUE PROMPTS
(Random order)
Numbers 1–25



NEED HELP WRITING PROMPTS? USE AI!

COPY THIS PROMPT:

Create 5 categories for a personal storytelling BINGO game for [AUDIENCE OR EVENT]. For each category, write a short category title followed by exactly 40 personal story prompts, one prompt per line. Prompts should invite specific 15–30 second stories, use friendly first-person wording, avoid yes-or-no questions, and vary from lighthearted to meaningful. Separate each category with one blank line. Do not use numbers, bullets, explanations, or headings other than the category titles. Return plain text only.



CUSTOMIZE IT. SAVE IT. PLAY IT. SHARE THE STORIES!



YOUR KEYBOARD IS THE CONTROL PANEL

THESE KEYS PUT YOU IN CONTROL!

HOST CONTROLS AT A GLANCE

WHEN TO USE IT

SPACE

Continue through setup; during play, open **Previous Prompts**; from review, return to the game.



ALL PHASES

Setup screens, during gameplay, and from the review screen to return to the game.



ENTER

Move immediately to the next prompt; from review, confirm **BINGO** and end the game.



DURING PLAY & REVIEW

Skip to the next prompt OR confirm BINGO and end the game.



X

End the current timer early.



DURING PLAY

Stops the timer immediately but stays on the current prompt.



S

Switch categories before the first prompt.



CATEGORY SELECTION ONLY

Use on the category screen before the game begins.



O

Open or close the Option Menu from the title screen.



TITLE SCREEN ONLY

Toggle the Option Menu on or off before starting.



A

Change the timer while the Option Menu is open.



OPTION MENU

Press repeatedly to cycle through timer lengths (15–300 seconds).

15 → 30 → 45
... → 300 → 15

B

Change the music while the Option Menu is open.



OPTION MENU

Press repeatedly to cycle between Music 1, Music 2, and OFF.

1 → 2 → OFF

ESC

Reset or end the current game.



ANY TIME

Stops the game and returns you to the title screen.



WARNING!
ENTER AND SPACE
DO DIFFERENT THINGS
DURING GAMEPLAY.

ENTER = NEXT PROMPT

Moves immediately to the next prompt.

16 → 17

VS.

SPACE = REVIEW PROMPTS

Opens the Previous Prompts screen to review.



BINGO!

STORIES

KEEP THE STORIES MOVING

TIPS FOR HOSTS WHO MAKE IT GREAT!

1 ASSIGN A SCRIBE



One person should handle the card so names are recorded quickly and clearly.

2 ENCOURAGE ACTUAL STORIES

"I prayed once."



That happened when...

"I prayed once" is not a story. Ask for a moment, situation, or experience.

3 PROTECT THE GROUP



Allow players to pass when a prompt feels too personal. Never pressure anyone to disclose something private.

4 WATCH PARTICIPATION



The winning rule rewards five different members, so prevent one person from answering every prompt.

5 CONTROL THE PACE

ENTER

Use **ENTER** when discussion has finished early.

X

Use **X** when the timer should stop without advancing.

SPACE

Use **SPACE** when teams need to review earlier prompts.

SUGGESTED SHARING TIMES



FAST GAME
OR SMALL
GROUP



NORMAL
GROUP



LARGE TEAMS
OR DEEPER
DISCUSSIONS



THE BEST GAME IS NOT ALWAYS
THE **FASTEST** GAME.
GIVE MEANINGFUL STORIES
ENOUGH ROOM TO **BREATHE**.

SET THE PACE & SOUND

YOU'RE IN CONTROL BEFORE THE GAME BEGINS!

OPENING THE MENU

Press **O** from the title screen.



★ GAME OPTIONS ★

OPTION A: TIMER

Sharing Time (Seconds)

90

▲▼

OPTION B: MUSIC TYPE

Music Selection

MUSIC 1

▲▼

Press **A** to change timer • Press **B** to change music
Press **O** or **SPACE** to close

OPTION A — TIMER

Press **A** repeatedly to cycle through sharing times:

15 → 30 → 45 → ... → 300



After 300 seconds, the timer returns to 15 seconds.

OPTION B — MUSIC TYPE

Press **B** repeatedly to cycle through:



CLOSING THE MENU

Press either:



OR

SPACE



The menu closes and the game is ready to begin!



The code cycles the timer in **15-second** increments and cycles the music between **Track 1**, **Track 2**, and **OFF**.



RECOMMENDATION:
90 SECONDS
IS A STRONG STARTING POINT
for most groups.



1 "questions.txt was not found"



Confirm that it is named exactly **questions.txt** and stored in the same folder as the PowerPoint game. The game displays an error and stops loading when this file is missing.

2 My new category is broken



Remove blank lines from inside the category and include at least **25** prompt lines.

3 The keyboard does nothing



Make sure the game is running in **Slide Show** mode and click the **black game-control bar** once to give it keyboard focus.

4 S does not switch categories



The **S** key only works on the Choose a Category screen before gameplay begins.

5 A or B does nothing



Those keys only work while the **Option Menu** is open.

6 Space opened a list instead of advancing



PREVIOUS PROMPTS	
1	_____
2	_____
3	_____
4	_____
5	_____

That is correct during gameplay. **SPACE** reviews previous prompts. Use **ENTER** for the next prompt.

7 Enter ended the entire game



On the Previous Prompts screen, **ENTER** confirms **BINGO**. Use **SPACE** to return to play.

8 The timer stopped during review



The timer **intentionally** pauses while Previous Prompts are displayed.

9 There is no music



Open the Option Menu and verify that **Music Type** is set to **1** or **2**, not **OFF**. Also check the computer's audio output.

10 Still having trouble?



Close and restart the game. Make sure you're running the latest version of the PowerPoint file and that **questions.txt** is formatted correctly.

BINGO!

STORIES

THANKS FOR PLAYING!

BINGO! Stories is not really about filling squares. It is about **discovering** the **stories** already **sitting in the room**.

1

LISTEN GENEROUSLY.



The best stories emerge when we really listen.

2

MAKE ROOM FOR EVERY VOICE.



Everyone has a story, Everyone deserves a turn.

3

CELEBRATE THE STORIES BEHIND THE BINGO.



BINGO is fun. The stories are what matter most.



HOST REMINDER:

Keep the PowerPoint, **questions.txt**, and **printable card PDF** together whenever the game folder is moved or copied.



*Every number starts a story.
Every story builds connection.*



ppt.games

FREE • OPEN SOURCE • MADE FOR MINISTRY
Live games. Real laughter. Lasting memories.