



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 HOLY WORD PARTY?



TEAM 1

TEAM 2

TEAM 3



CLICK HERE TO START

Holy Word Party is a fast-paced collection of **Bible-themed party games** where teams compete by describing, acting, humming, making sounds, decoding, or communicating Biblical words and phrases.

Instead of playing only one game, every round randomly selects one of **eight different mini-games**, keeping every match exciting and unpredictable.

Players **race to buzz in** first, answer correctly, and earn points before the timer expires. Since every mini-game uses completely different communication rules, teams must constantly adapt throughout the game.

**EVERY MATCH
FEELS DIFFERENT
BECAUSE:**



**EIGHT UNIQUE
MINI-GAMES**



**HUNDREDS
OF BUILT-IN
WORDS & PHRASES**



**OPTIONAL
TOSS-UP
ROUNDS**



**RANDOM GAME
SELECTION**



**ADJUSTABLE
TIMERS**



**COMEBACK
BONUSES**



**RANDOM
QUESTIONS**



**UP TO FIVE
TEAMS**



**BUZZ-IN
BONUSES**

GREAT FOR



**CHURCH
SOCIALS**



**BIBLE BOWL
NIGHTS**



**SABBATH
SCHOOL**



**YOUTH
GROUPS**



VBS



**CAMP
MEETINGS**



**PATHFINDER
EVENTS**



**FAMILY
GAME NIGHTS**

HOW THE GAME WORKS



OBJECTIVE: Buzz in first, guess correctly, and score the most points across all rounds to win!

ROUNDS:

1. A mini-game is randomly selected from the pool.
2. One team is assigned as the clue-giver for that round.
3. Every team sends up a guesser for that mini-game, backs turned to the screen.
4. The clue-giving team acts, describes, or hums the word, depending on the mini-game.
5. Guessers keep buzzing in and clue-givers keep playing until time runs out.

TOSS-UP: During a Toss-Up Round, EVERY team becomes a clue-giver at the same time! (OR a guest team may play as the clue-givers for that round!)

PASSING: The clue-giving team may pass on a word at any time, and pass as many words as they want, whenever they want.

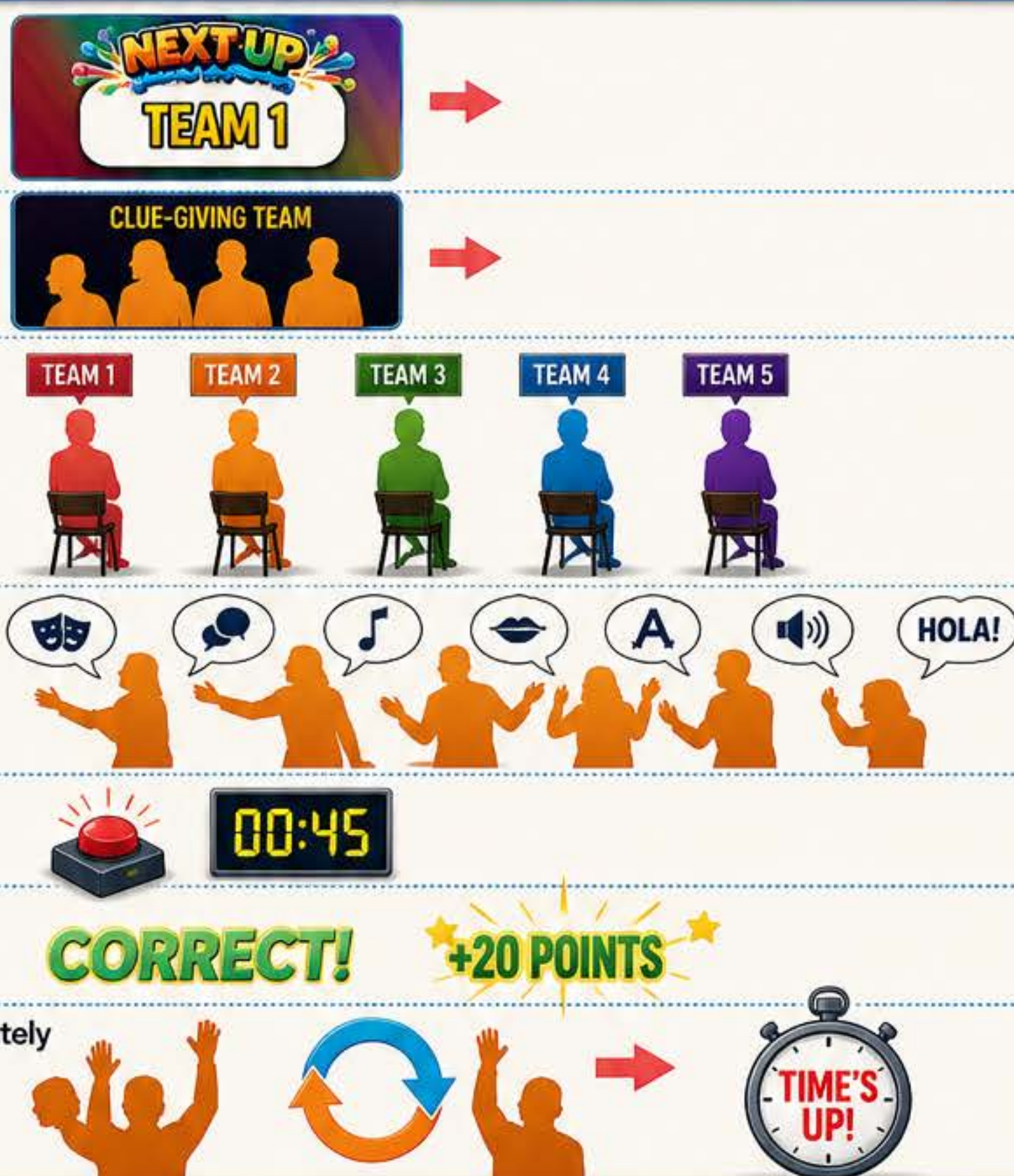
SCORING: Round 1 = 10 points per word, Round 2 = 2X, Round 3+ = 3X points.

PRESS SPACE TO CONTINUE

GAMEPLAY

Each round follows the same basic flow:

- 1 One mini-game is randomly selected.
- 2 One team becomes the clue-givers.
- 3 Every team, including the clue-giving team, sends one guesser to the front with their backs turned to the screen.
- 4 The clue-giving team communicates the answer according to that mini-game's rules.
- 5 Guessers buzz in at any time.
- 6 If correct, the team scores points.
- 7 The clue-giving team immediately continues with another word until time expires.



Because a different mini-game is chosen every round, players must constantly switch between acting, describing, humming, making sounds, decoding words, and more.

THE EIGHT MINI-GAMES



EACH ROUND BRINGS A NEW CHALLENGE!
A DIFFERENT MINI-GAME KEEPS EVERY PLAYER ON THEIR TOES.

1 HEAVENLY ACTS



Act out Bible words without speaking.

2 DIVINE DESCRIPTIONS



Describe Bible words without using any words contained in the answer.

3 HYMN HUM



Hum Christian songs for your team.

4 MUTED MESSAGES



Silently mouth Bible words without making any sound.

5 WORD MADE FLESH



Physically form letters using your body.

6 JOYFUL NOISE



Create sounds only—no words or acting.

7 REVERSE REVELATION



Unscramble backwards Bible words.

8 FOREIGN TONGUES



Describe the Bible word or phrase using any spoken language except English.



Each mini-game uses its own question database loaded from separate **text files**.

- ✓ Easy to customize
- ✓ Easy to replace categories
- ✓ Create your own themes
- ✓ Endless possibilities!

PLAY IT YOUR WAY!

Mix, match, and customize for your group.

SCORING & BONUS FEATURES



TEAM 1

13

TEAM 2

10

TEAM 3

13



TEAM 3 TO ANSWER. PRESS SPACE IF CORRECT (X IF INCORRECT OR ENTER TO CHALLENGE AN OPPONENT)

STANDARD SCORING



Points increase each round to keep the competition exciting all the way to the end!

COMEBACK BONUS



Teams far behind receive additional **bonus points** to help them catch up and keep the game competitive until the very end!

INCORRECT PENALTY



Optionally **deduct points** for incorrect answers to add an extra layer of challenge and strategy.

BUZZ-IN BONUS



Award **bonus points** to teams that answer before anyone else.

Be fast, be first, earn more!

TOSS-UP ROUND



Instead of one clue-giving team... **EVERYONE BECOMES CLUE-GIVERS SIMULTANEOUSLY!**

This creates one of the funniest and loudest moments in the game!



These bonuses and options can all be turned **ON** or **OFF** in the **Options Menu** to customize your game!



Use your **speed**, **creativity**, and **teamwork** to earn the most points and win Holy Word Party!

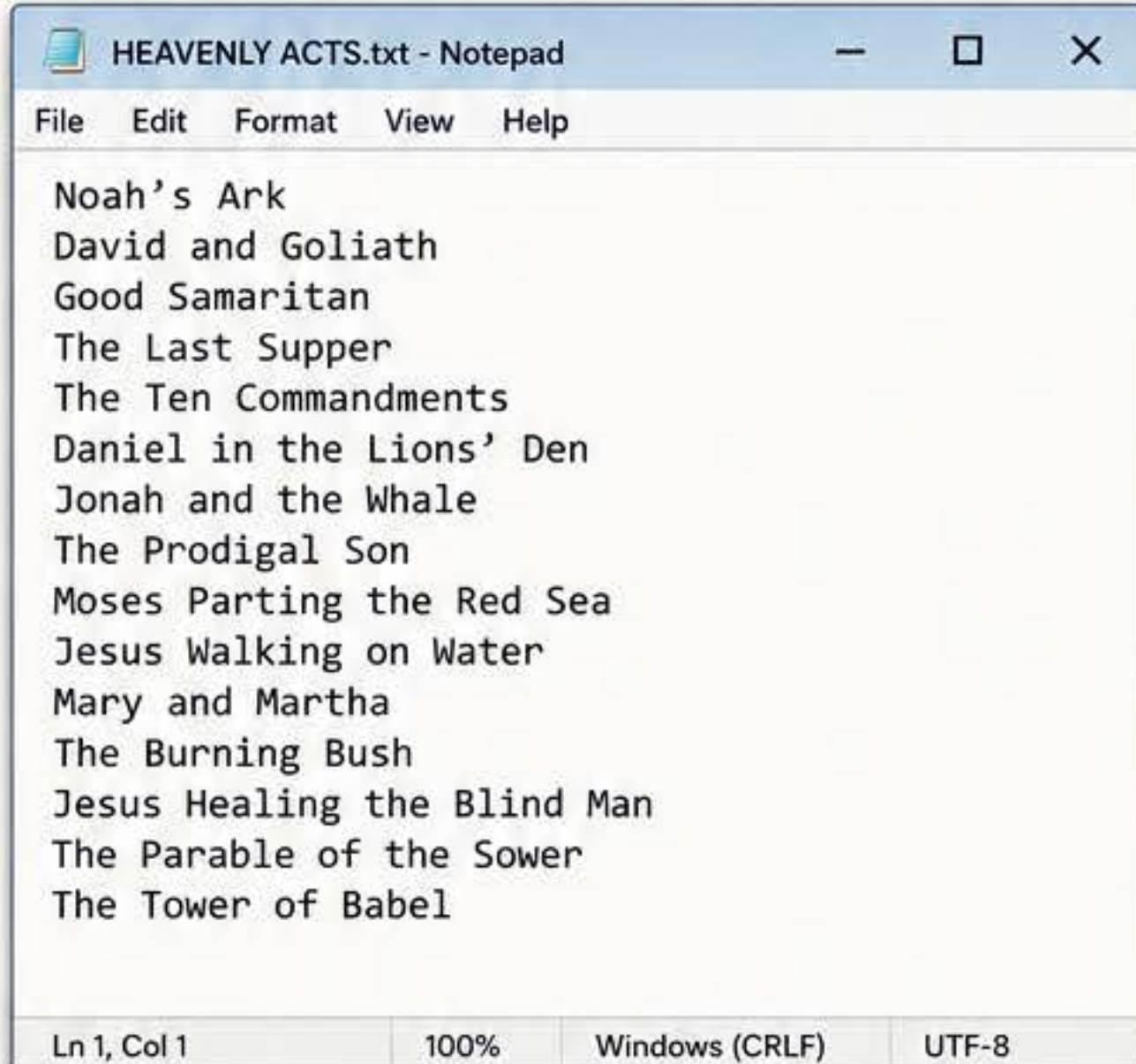
CUSTOMIZING YOUR OWN QUESTIONS



Make the game your own! All questions are stored in simple text files that you can edit, replace, or create in seconds.

EACH MINI-GAME HAS ITS OWN .TXT FILE

-  **HEAVENLY ACTS.txt**
-  **DIVINE DESCRIPTIONS.txt**
-  **HYMN HUM.txt**
-  **MUTED MESSAGES.txt**
-  **WORD MADE FLESH.txt**
-  **JOYFUL NOISE.txt**
-  **REVERSE REVELATION.txt**
-  **FOREIGN TONGUES.txt**

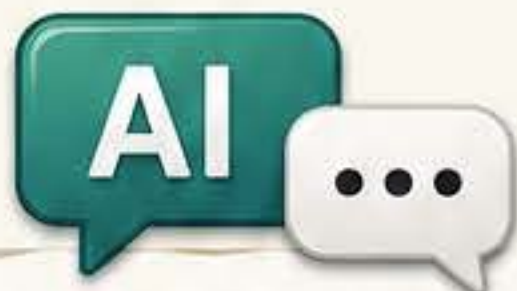


IT'S EASY!



AI RECOMMENDATION

Need hundreds of custom questions quickly?
Use ChatGPT (or another AI) with prompts such as:



- ✓ Generate 300 Bible words suitable for charades.
- ✓ Generate 250 Christian worship songs for a humming game.
- ✓ Generate 300 Bible phrases for a description game.
- ✓ Generate 200 Bible objects that can be identified by sound effects.

CREATE THEMED EDITIONS

You can build custom sets for any event or audience. Try creating themed editions like:



The game **reads** each mini-game's **text file** at startup, making customization as simple as **editing a text document!**

HOST CONTROLS



Use these keys to run the game smoothly and keep the excitement going!

TEAM 1

13

TEAM 2

10

TEAM 3

13

I am the light of the world



DIVINE DESCRIPTIONS

WAITING FOR GUESSERS RESPONSE (PRESS ENTER TO END ROUND OR S TO SWITCH QUESTION)

KEY

FUNCTION

SPACE

Continue / Correct answer

Press SPACE to advance or mark the answer correct.

ENTER

End current word or challenge

Press ENTER to end the current word or challenge.

S

Skip current word or switch mini-game

Press S to skip a difficult word or switch to a new mini-game.

X

Incorrect answer

Press X if the buzzed answer is incorrect.

NUM 1 – NUM 5

Controller Keys (NUM1–NUM5)

Use the numeric keypad buttons to buzz in for each team.

NUM 1

NUM 2

NUM 3

NUM 4

NUM 5

ESC

Exit game

Press ESC to exit the game at any time.

NUMERIC KEYPAD

7

8

9

4

5

6

1

2

3

0

.

Use NUM1 to NUM5
to buzz in for
TEAM 1 to **TEAM 5**.

DURING GAMEPLAY



Let clue-givers continue immediately after every correct answer.



Use S anytime a word is too difficult.



Teams may buzz in at any time while the timer is running.



Multiple teams can queue their buzz-ins if another team answers incorrectly.



**GOOD HOSTS
KEEP THE GAME
MOVING AND
THE ENERGY HIGH!**



Fast controls = **smooth game** = more fun for everyone!

GAME OPTIONS



Customize the game to match your group and style!

TEAM 1

TEAM 2

OPTION MENU

[A] TEAMS	3	[E] COMEBACK BONUS	ON
[B] NUM. OF ROUNDS	3	[F] BUZZ-IN BONUS	ON
[C] GAME TIMER	60	[G] INCORRECT PENALTY	OFF
[D] PLAYER TIMER	5	[H] TOSS-UP ROUND	ON
[✓][I] HEAVENLY ACTS		[✓][M] WORD MADE FLESH	
[✓][J] DIVINE DESCRIPTIONS		[✓][N] JOYFUL NOISE	
[✓][K] HYMN HUM		[✓][O] REVERSE REVELATION	
[✓][L] MUTED MESSAGES		[][P] FOREIGN TONGUES	

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

A



TEAMS

Choose the number of teams.
Select between **2 to 5** teams.

F



BUZZ-IN BONUS

Reward teams that buzz in first with bonus points.
Encourages speed!

B



NUMBER OF ROUNDS

Decide how many rounds you want to play.
Select between **1 to 5** rounds.

G



INCORRECT PENALTY

Deduct points when a team answers incorrectly.
Can be turned **ON** or **OFF**.

C



GAME TIMER

Set the length of each round.
Adjust between **30 to 90** seconds.

H



TOSS-UP ROUND

Enable or disable Toss-Up Rounds where **EVERY** team becomes a clue-giver!

D



PLAYER TIMER

Set how long a guesser has to answer after buzzing in.
Adjust between **3 to 10** seconds.

I-P



MINI-GAME SELECTION

Turn mini-games **ON** or **OFF**.
Only enabled games will be randomly selected.

E



COMEBACK BONUS

Give trailing teams bonus points to keep the game exciting until the end.



PRO TIP

Adjust timers and bonuses based on your group's age, energy level, and how much time you have!



All settings can be changed anytime from the **Options Menu**!

Press SPACE to return to the main menu after making changes.

HOST TIPS



You set the tone for an unforgettable game!



KEEP THE ENERGY HIGH



Encourage fast clues.

Quick clues = more answers = more fun!



Skip difficult words immediately.

Keep the game moving and the excitement alive!



Celebrate funny mistakes.

Laugh together and build team spirit!



Rotate guessers every round.

Give everyone a chance to play and shine!



MIX THE MINI-GAMES

Match the games to your group for the best experience!

FOR YOUNGER GROUPS

Simple actions and sounds make it easy and fun!



Heavenly Acts



Joyful Noise



Word Made Flesh

FOR TEENS

Challenging and creative communication!



Divine Descriptions



Muted Messages



Foreign Tongues

FOR ADULTS

Enable everything for nonstop variety and laughs!



Enable
All Eight Games!

LARGE GROUPS

Toss-Up Rounds work especially well with large audiences!

Invite a volunteer team, special guests, or church leaders to be the clue-givers.

EVERYONE BECOMES CLUE-GIVERS SIMULTANEOUSLY!



Get ready for the **funniest, loudest**, and most unforgettable moments of the game!



Your enthusiasm is contagious—**lead with energy** and the fun will follow!

TROUBLESHOOTING

Quick solutions for common issues.



NO QUESTIONS APPEAR

Make sure every required .txt file is in the same folder as the PowerPoint.

- HEAVENLY ACTS.txt
- DIVINE DESCRIPTIONS.txt
- HYMN HUM.txt
- MUTED MESSAGES.txt
- ... (and the other text files)



SOME MINI-GAMES NEVER APPEAR

Check the Option Menu to ensure those games are enabled.

MINI-GAME SELECTION

- | | |
|---|--|
| ☒ HEAVENLY ACTS | ☒ WORD MADE FLESH |
| ☒ DIVINE DESCRIPTIONS | ☒ JOYFUL NOISE |
| ☒ HYMN HUM | ☒ REVERSE REVELATION |
| ☒ MUTED MESSAGES | ☒ FOREIGN TONGUES |



TIMERS ARE TOO SHORT

Increase the Game Timer or Player Timer in the Options Menu.

GAME TIMER
30 – 90 seconds

– 60 +

PLAYER TIMER
3 – 10 seconds

– 5 +



CONTROLLER KEYS DON'T WORK

Verify that the numeric keypad (NUM1–NUM5) has focus and Num Lock is enabled if required by your setup.

NUMERIC KEYPAD



TEAMS HAVE THE WRONG NAMES

Open the Option Menu and press the corresponding number key (1–5) to rename each team before starting.

TEAM NAMES

- | | | |
|---|------------|-------------------|
| 1 | TEAM ALPHA | Press 1 to rename |
| 2 | TEAM BETA | Press 2 to rename |
| 3 | TEAM GAMMA | Press 3 to rename |
| 4 | TEAM DELTA | Press 4 to rename |
| 5 | TEAM OMEGA | Press 5 to rename |



Still need help? **Restart** the game or check that **all files** are in place. If problems persist, contact your game host or support team.

THANK YOU!

Thanks for Playing!



THE EIGHT MINI-GAMES



START GAME



HOW TO PLAY



OPTIONS



SCORES



ABOUT



EXIT GAME



We hope Holy Word Party creates **laughter, teamwork,** and **memorable Bible learning experiences** for your church, school, camp, or family.



Because every mini-game and question database can be **customized**, you can continue creating new versions for **years to come**.



Explore more free PowerPoint games at

PPT.GAMES



Enjoy the game—

*and have fun bringing **God's Word** to life!*

