



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.

LAST

WORD



WHAT IS LAST WORD?

THINK FAST. SPEAK FASTER.

Last Word is a rapid-fire category game for 3–5 players or teams.

A category appears, followed by one or more starting letters. Everyone races to call out unique words that fit. A hidden random timer is always running—and when it suddenly buzzes, the player who gave the last valid answer wins the turn.

There are no multiple-choice answers and no answer key. Players must think quickly, speak clearly, and keep the words coming until time runs out.

CATEGORY + LETTER + RANDOM TIMER = LAST WORD



See the category



Reveal the letter



Beat the buzzer

LAST WORD

HOW TO PLAY



HOW TO PLAY

Question: A Category and a Letter are revealed. All players race to call out words that fit both the Category and the starting Letter.

Gameplay: A random timer is running. When it buzzes, the last player who successfully called out a valid word wins the round. Invalid or repeated words don't count—players must keep thinking new words until the timer stops.

Scoring: The player who spoke the final valid word before the timer buzzed scores the point. If no valid words are spoken, the point goes to the player who revealed the round's Category card.

Teamplay: Each team may prevent one player to speak for them. Once all players have taken turns, select new players from each team.



1 THE CATEGORY

A category is randomly selected and displayed. The player marked with the star is the active player for that turn.



SPACE

2 THE LETTER

Press SPACE to reveal one or more starting letters. The hidden timer begins immediately.



3 THE RACE

Everyone calls out words that fit the category and begin with any displayed letter. Players may answer in any order and may answer more than once.



4 THE LAST WORD

When the buzzer sounds, the final valid word spoken wins the turn.



SPECIAL RULE

If nobody gives a valid word, award the point to the active player—the player marked with the star.



TEAM PLAY

Each team sends one representative to answer. Rotate representatives after everyone has participated.

LAST WORD

ONE TURN, STEP BY STEP



1 STEP 1 — GET READY

The category appears first. The star shows which player owns the turn.

Before revealing the letter, the host may press **S** to replace the category.

GET READY!

POINT VALUE **100**

STORIES WITH WATER

0 0 0 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

PRESS **SPACE** TO REVEAL LETTER (PRESS **S** TO SWITCH SUBJECT)

2 STEP 2 — REVEAL THE LETTER

Press **SPACE**.

The starting letter or letters appear, and the random timer begins automatically.

SPACE

LAST WORD

POINT VALUE **100**

STORIES WITH WATER

A

0 0 0 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

WAITING... (PRESS **SPACE** TO END TIMER)

3 STEP 3 — KEEP SHOUTING

Players continue giving new valid answers. Nobody knows exactly when the timer will end.

Pressing **SPACE** while the timer is running ends it early.

TIME'S UP

POINT VALUE **100**

STORIES WITH WATER

A

0 0 0 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

4 STEP 4 — AWARD THE POINT

When "TIME'S UP" appears, press the number corresponding to the winning player.

Then press **SPACE** to begin the next turn.

TIME'S UP

POINT VALUE **100**

STORIES WITH WATER

A

0 0 **100** 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

PRESS **SPACE** TO CONTINUE TO NEXT TURN (PRESS **E** TO EDIT SCORES)



QUICK HOST CONTROLS

S =

Switch category before the letter

SPACE =

Reveal / stop / continue

1-5 =

Award points to the winner



WHAT COUNTS AS A VALID WORD?



VALID

A word counts when it:

- Fits the displayed category
- Begins with any displayed starting letter
- Has not already been used during that turn
- Can be clearly heard and understood
- Meets any standards announced before the game



CATEGORY



LETTER REVEALED



TIME'S UP!



DOES NOT COUNT

Reject a word when it:

- Begins with the wrong letter
- Does not fit the category
- Repeats an earlier answer
- Is incomplete or unintelligible
- Cannot be reasonably verified



HOST DECISION

The game does not automatically judge answers. The host makes the final decision.

Before playing, decide whether you will allow:



Proper names



Different forms of the same word



Singular and plural versions



Alternate spellings



Extremely obscure answers



HOST TIP

Make decisions quickly. A fast ruling keeps the energy high and prevents arguments from stopping the game.

REGULAR ROUND VALUES

The point value increases with every round:

ROUND
1

100

ROUND
2

200

ROUND
3

300

ROUND
4

400

ROUND
5

500



Each player receives **one active turn** during a regular round. Once every player has taken a turn, the game advances to the next round.

POINT VALUE INCREASES EACH ROUND

ROUND 1

LAST WORD

POINT VALUE 100

STORIES WITH WATER

A

0 0 0 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

ROUND 2

LAST WORD

POINT VALUE 200

STORIES WITH WATER

A

100 0 0 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

ROUND 3

LAST WORD

POINT VALUE 300

STORIES WITH WATER

A

100 200 0 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

AWARDING POINTS

When the timer ends:

- 1 Decide who spoke the final valid word.
- 2 Press that player's number.
- 3 The full displayed point value is added automatically.
- 4 Press SPACE for the next turn.

TIME'S UP

POINT VALUE 300

STORIES WITH WATER

A

100 200 300 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

Press 1-5 to award points to the winning player.

ACTIVE PLAYER ROTATION

The star shows which player owns the turn.



When every player has taken a turn, the game advances to the next round.

NO VALID ANSWERS

When nobody gives a valid answer, award the point to the player marked with the star.

100 0 0 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

The active player earns the point.

THE FINAL ROUND

After the selected regular rounds are completed, the game automatically begins one final **ALL-PLAY** turn!

3 THREE LETTERS

Three different starting letters are displayed. Players may answer using any of them.



EVERYONE PLAYS

The stars appear beside every player, indicating that the final is an all-play challenge.



EXTRA TIME

The final timer receives five additional seconds.

150

BIGGER POINT VALUE

The final is worth:

150 x

THE NEXT ROUND NUMBER

FINAL ROUND BEGINS... (LETTERS ARE BLANK)

LAST WORD POINT VALUE 600

STORIES WITH WATER

0 0 0 0 0

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

THREE LETTERS ARE REVEALED!

LAST WORD POINT VALUE 600

STORIES WITH WATER

P S H

0 0 0 0 0

PLAYER 1 PLAYER 3 PLAYER 3 PLAYER 4 PLAYER 5

FINAL ROUND POINT VALUES

REGULAR ROUNDS SELECTED	FINAL VALUE (150 x NEXT ROUND)
1	300
2	450
3	600
4	750
5	900

For example, a three-round game ends with a

600-POINT FINAL!



WINNING THE GAME

After the final point is awarded, press **SPACE** to declare the winner.

Players tied for the highest score are displayed as co-winners.



LAST WORD

CONGRATULATIONS!

900 900 700 600 500

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

CONGRATULATIONS! (PRESS ESC TO END GAME)



CUSTOMIZE YOUR CATEGORY LIBRARY

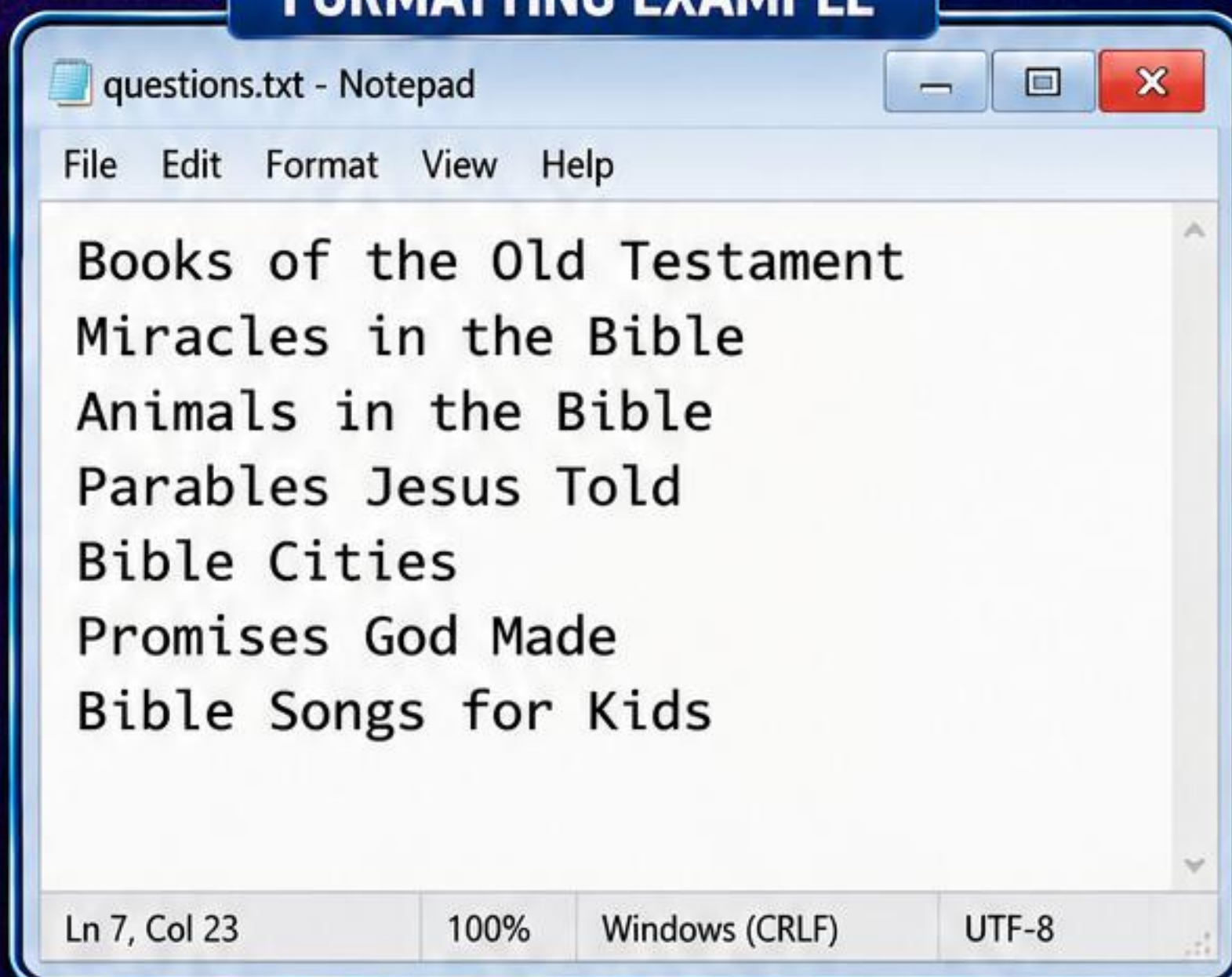
Last Word does not store its categories inside the PowerPoint presentation. It loads them from: **questions.txt**

This makes it easy to create a completely different version of the game without editing any slides or VBA code.

EDITING INSTRUCTIONS

- 1 Close or reset the running game.
- 2 Open **questions.txt** with **Windows Notepad**.
- 3 Place one category on each line.
- 4 Add, remove, or rewrite categories.
- 5 Save the file as **plain text**.
- 6 Keep the exact filename **questions.txt**.
- 7 Keep it in the same folder as the PowerPoint game.
- 8 Restart the game to load the revised list.

FORMATTING EXAMPLE



IMPORTANT

- ✗ Do not number the categories.
- ✗ Do not add bullets.
- ✗ Avoid blank lines.
- ✗ There is no separate **answers.txt** file for this game.
- ✗ The host judges answers during play.



FILE LOCATION

Place both files in the **SAME FOLDER**. Do not move or separate them.



Last Word
PowerPoint
(LastWord.pptm)



questions.txt

ABOUT THE LIBRARY



The supplied library contains categories covering Bible people, places, stories, worship, promises, songs, and many other themes.



DO NOT RENAME OR SEPARATE THESE FILES
The game will not find **questions.txt** if you do.



TIP: After editing **questions.txt**, press ESC to reset the game and restart.

LAST

WORD



CREATE CUSTOM CATEGORIES WITH AI



AI can quickly produce category libraries for Bible studies, classrooms, camps, holidays, retreats, or almost any theme.

The best categories are broad enough to support several possible answers across many common starting letters.

READY-TO-COPY PROMPT



ChatGPT



Create a list of **[NUMBER]** categories for a fast verbal game called Last Word. The theme is **[THEME]**, and the players are **[AGE OR AUDIENCE]**.

Each category must allow several reasonable answers beginning with common letters. Keep every category clear, broad, and easy to understand when displayed on screen. Avoid duplicate categories, categories with only one possible answer, overly obscure subjects, and categories likely to cause arguments.

Output plain text only. Put exactly one category on each line.
Do not use numbers, bullets, headings, explanations, or answers.

OPTIONAL ADVANCED INSTRUCTION



Add this sentence to the prompt:

**Prioritize categories that work well with A-P and R-W.
Do not depend on Q, X, Y, or Z.**



BETTER RESULTS CHECKLIST



Ask for more categories than you need.



Remove categories that feel too narrow.



Test difficult categories with several letters.



Keep wording brief enough to fit on screen.



Review all generated material before playing.

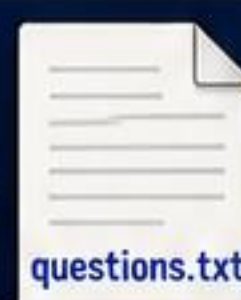


GOOD CATEGORIES = MORE FUN!

Broad, clear categories help every player think fast and keep the game exciting for everyone.

REMEMBER:

- One category per line
- Plain text file (questions.txt)
- No numbers, bullets, or blanks



MAIN CONTROLS AT A GLANCE

SPACE

S

Replace the displayed category before revealing the letter.

Diagram of a keyboard with callouts for the SPACE key, the S key, and the 1-5 numeric keypad.

1-5

After "TIME'S UP," award the displayed points to the corresponding player.

1 BEFORE THE TIMER
(BEFORE LETTER REVEALED)

Replace the category if needed.

Reveal the starting letter.
The random timer starts immediately.

LAST WORD POINT VALUE 300
STORIES WITH WATER A
0 0 0 0 0
PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

2 DURING THE TIMER
(TIMER IS RUNNING)

- End the timer early.
- Continue to the next turn.

The timer is hidden.
Nobody knows exactly when it will end!

3 AFTER THE TIMER
("TIME'S UP")

LAST WORD TIME'S UP POINT VALUE 300
STORIES WITH WATER A
0 0 0 0 0
PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

Press 1-5 to award the displayed points to the player who gave the final valid word.

1 2 3 4 5

PLAYER 1 PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

CORRECTING A SCORE

After awarding a point, press E.

Press 1-5 to select the player.

Type the corrected total score.

Press ENTER to confirm.

! The number entered replaces the player's total—it does not add or subtract from it.

RESETTING THE GAME

Press ESC to reset the game and return to the opening screen.

HOST TIPS FOR A SMOOTH GAME

Keep one hand near Space during each turn.

Listen for the final clearly valid word.

Announce rejected answers immediately.

Do not wait too long to decide the winner.

Use S before the letter reveal when a category feels unsuitable.

LAST WORD

A

PLAYERS

4

PRESS A TO CHANGE

B

ROUNDS

3

PRESS B TO CHANGE

C

TIMER

15 SECONDS

PRESS C TO CHANGE

D

LETTERS

1

PRESS D TO CHANGE

PLAYER NAMES

1

AMY

2

BRANDON

3

CHRIS

4

DANIEL

5

EMILY

USE THE KEYS SHOWN ABOVE TO CHANGE SETTINGS.
PRESS SPACE TO CONTINUE TO THE GAME.

A

NUMBER OF PLAYERS



Choose 3, 4, or 5 players.

Teams may also occupy the player positions.

B

NUMBER OF ROUNDS



Choose 1–5 regular rounds.

Every player receives one turn during each regular round. The final round is added afterward.

C

TIMER



The timer is random, so players never know exactly when it will buzz.

SETTING	REGULAR TIMER
SHORT	7–14 SECONDS
MEDIUM	15–22 SECONDS
LONG	23–30 SECONDS

The final round adds another five seconds.

D

LETTERS PICKED

A

B

Choose whether regular turns display:

One starting letter

Two starting letters

The final round always displays three letters.

★ RECOMMENDATIONS ★



YOUNGER OR NEWER PLAYERS

LONG TIMER + ONE LETTER



TYPICAL GROUPS

MEDIUM TIMER + TWO LETTERS



FAST OR ADVANCED GROUPS

SHORT TIMER + TWO LETTERS



1 "QUESTIONS.TXT WAS NOT FOUND"

SOLUTION

Make sure questions.txt:

- ✓ Has not been renamed
- ✓ Is in the same folder as the PowerPoint
- ✓ Has not been moved into another subfolder
- ✓ Is saved as a text file rather than a Word document



2 A BLANK CATEGORY APPEARS

SOLUTION

Open questions.txt and remove any empty lines.



3 MY NEW CATEGORIES ARE NOT APPEARING

SOLUTION

Save the text file, press ESC to reset the game, and click the start bar again.

The category library is loaded when the game initializes.



ESC

LAST WORD

CLICK TO START

4 THE KEYBOARD CONTROLS STOPPED WORKING

SOLUTION

Click once on the instruction bar at the bottom of the game screen to restore keyboard focus, then try the key again.



5 THE WRONG PLAYER RECEIVED POINTS

SOLUTION

- 1 Press E.
- 2 Choose the player with 1–5.
- 3 Type the correct total score.
- 4 Press ENTER.

The number entered replaces the player's total score—it does not add or subtract.



6 I NEED TO STOP THE TIMER

SOLUTION

Press SPACE while it is running.



I DO NOT LIKE THE CATEGORY

SOLUTION

Press S while the category is visible but before the letter has been revealed.



HOST TIP: Most problems have a simple fix. Use these steps to get the game back on track **fast!**



READY FOR THE LAST WORD?



You have
the **category**.



You have
the **letter**.



You do not know
when the **timer**
will **stop**.



Think **quickly**, speak
clearly, and make sure
your answer is the one
everyone remembers
when the buzzer sounds.



★ FINAL HOST REMINDERS ★



Explain what
counts before
beginning.



Keep rulings
fast and
consistent.



Rotate team
representatives.



Encourage
players to
keep answering.



Let the surprise
timer create the
excitement.

THANK YOU FOR PLAYING

LAST WORD!



ppt.games
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