



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.



Survive the rounds, collect the most points, and finish with the highest score to win!



2-8
Players



Fast Categories



Think Before Time Runs Out



THINGS JESUS PROMISED

PLAYER TURN

PLAYER 7

POINT VALUE

15

SET UP YOUR GAME

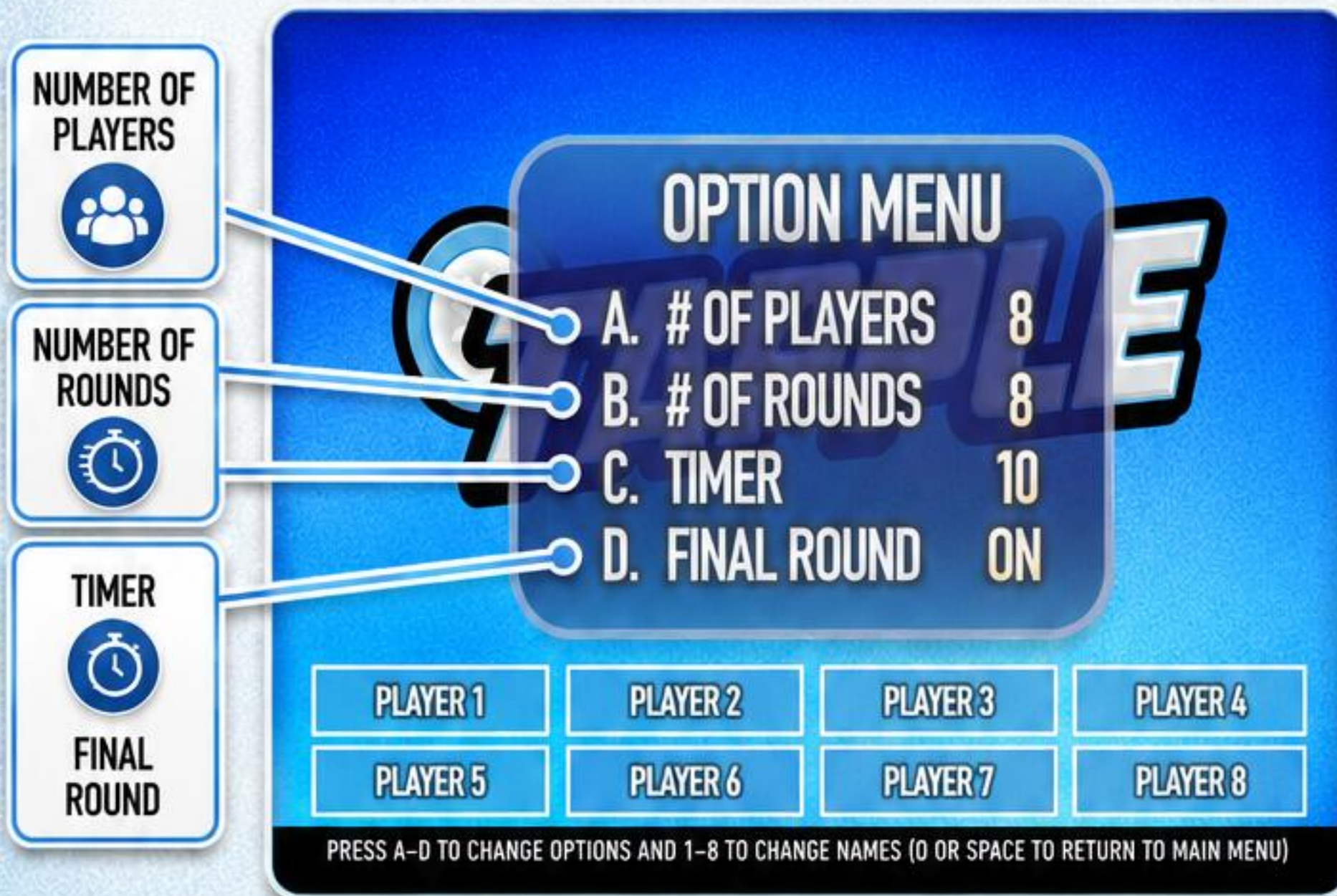


1 BEGIN THE SLIDESHOW

Click the black **CLICK HERE TO START** bar.

2 OPEN THE OPTION MENU

Press **O** before beginning.



3 CHOOSE YOUR SETTINGS

Set the number of players, rounds, timer, and whether the Final Round is enabled.

4 ENTER PLAYER NAMES

Press a number from 1–8, type the name, and press Enter when finished.

5 BEGIN THE GAME

Press Space to continue to the instructions and first round.



The game supports 2–8 players, 1–12 rounds, a timer from 5–30 seconds, and an optional Final Round.

STARTING A ROUND

GET READY

The screen displays the round number, point value, starting player, and available letters.

AVAILABLE LETTERS

PRESS SPACE

ACTIVE PLAYER

POINT VALUE

1 GET READY

The screen displays the round number, point value, starting player, and available letters.

2 REVEAL THE CATEGORY

Press Space to display the category.

3 CHANGE THE CATEGORY – OPTIONAL

Before starting the timer, press S to replace the category.

4 START THE TIMER

Press Space again. The active player must immediately give an answer.

REVEAL THE CATEGORY

Press Space to display the category.

TIMER

ACTIVE PLAYER

POINT VALUE

USE A-W: FIRST LETTER OF RESPONSE, BACKSPACE/DELETE: ELIMINATE PLAYER, ENTER: SWITCH SUBJECT

 **SPACE** = reveal the category and begin the timer

S = switch the category before the timer begins

ANSWER BEFORE TIME RUNS OUT

**THINGS JESUS
PROMISED**

PLAYER TURN
PLAYER 1

POINT VALUE
10

1 CATEGORY

**2 ACTIVE
PLAYER**

★	PLAYER 1	0
	PLAYER 5	0

PLAYER 2	0
PLAYER 6	0

PLAYER 3	0
PLAYER 7	0

PLAYER 4	0
PLAYER 8	0

3 AVAILABLE LETTERS

USE A-W: FIRST LETTER OF RESPONSE, BACKSPACE/DELETE: ELIMINATE PLAYER, ENTER: SWITCH SUBJECT

MAIN RULES

The active player must say a word that:

- Fits the category
- Begins with a letter still visible on the wheel
- Is accepted by the host before time expires

After accepting the answer, the host presses its first letter on the keyboard.

That letter disappears, the turn moves to the next player, and the timer begins again.

ANSWER



PRESS
LETTER



NEXT
PLAYER



IMPORTANT



Each letter may be used only once during the round.



The wheel contains these 20 playable letters:

A-P, R, S, T and W



The game does not use Q, U or V.

WHEN A PLAYER GETS STUCK

1 USED LETTERS



THINGS JESUS PROMISED

PLAYER TURN

PLAYER 7

POINT VALUE

10

3 NEXT PLAYER

PLAYER 1	5	PLAYER 2	1	PLAYER 3	2	PLAYER 4	1
PLAYER 5	3	PLAYER 6	2	★ PLAYER 7	10	PLAYER 8	2

2 ELIMINATED PLAYER

ELIMINATION

A player is eliminated when they cannot provide an accepted answer before the timer reaches zero.

The host presses:

BACKSPACE or DELETE

The eliminated player is darkened, and the turn moves to the next remaining player.

BACKSPACE

DELETE

TIME EXPIRES

ELIMINATE PLAYER

NEXT PLAYER

WHEN THE ROUND ENDS

A round ends when:

- Only one player remains
- Every available letter has been used

When the letters run out while several players remain, the surviving players receive survivor points.

Press Space to continue to the next round.



ONE PLAYER REMAINS

The last remaining player finishes the round and scoring is resolved.



ALL LETTERS USED

If letters run out before only one player remains, all surviving players receive survivor points.

TAPPLE

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HOW SCORING WORKS

ROUND VALUES

The maximum point value increases by five points each round:

ROUND	MAXIMUM VALUE
1	10
2	15
3	20
4	25
Continuing rounds	+5 each round

PLACEMENT SCORING

Points are awarded based on where players finish in the round.



1st place:
Full round value



2nd place:
One-half ($\frac{1}{2}$)



3rd place:
One-third ($\frac{1}{3}$)



4th place:
One-fourth ($\frac{1}{4}$)

Remaining places continue in the same pattern.



SURVIVOR BONUS

If all letters are used before only one player remains, each surviving player receives the **round value minus five points**.

WINNING



At the end of the selected number of rounds, the player with the **highest total score** wins!



FINAL ROUND



Every accepted answer is worth

20 POINTS!

SCORING EXAMPLE – ROUND 3 (MAX VALUE 20 POINTS)

1ST PLACE

20
POINTS

2ND PLACE

10
POINTS

3RD PLACE

($\frac{1}{3}$)
7
POINTS

4TH PLACE

($\frac{1}{4}$)
5
POINTS

SURVIVOR BONUS

15
POINTS
(20 - 5 because letters ran out)



TIP: Keep the game moving, accept fair answers, and have fun!

CUSTOMIZE QUESTIONS.TXT

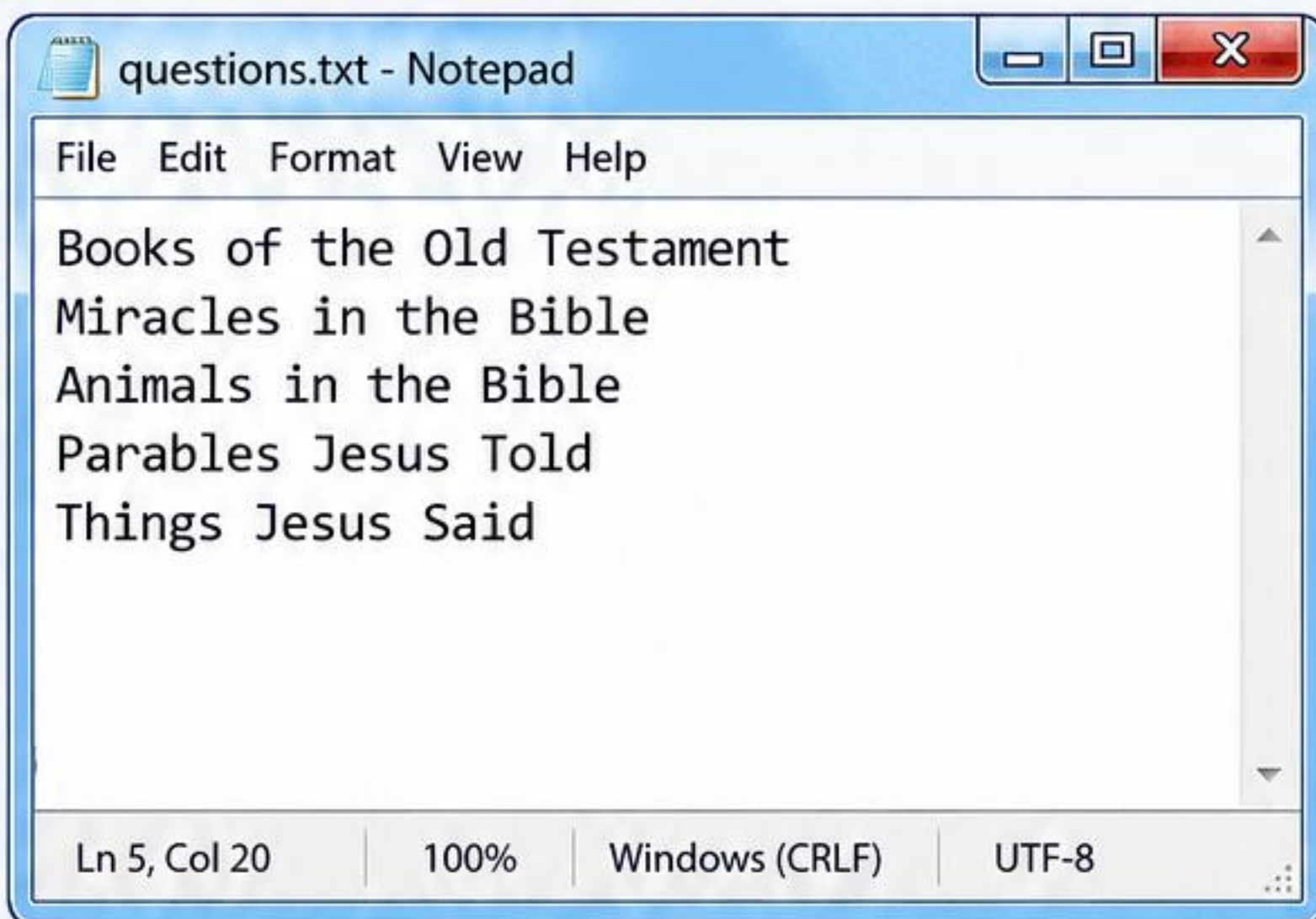
TAPPLE loads its categories from the file named:



questions.txt

HOW TO EDIT

- 1 Keep **questions.txt** in the same folder as the PowerPoint game.
- 2 Right-click the file and open it with **Notepad**.
- 3 Enter **one category** on **each line**.
- 4 **Do not** use numbering, bullets, headings, or explanations.
- 5 Save the file with the exact name **questions.txt**.
- 6 Close and **restart** the game after making changes.



ONE CATEGORY PER LINE

The game reads each separate line as one category and displays categories randomly.



NO NUMBERED LISTS

1. Books of the Old Testament
2. Miracles in the Bible
3. Animals in the Bible



NO EXPLANATIONS OR BLANK LINES

Miracles in the Bible

This category includes many miraculous events in Scripture.



NO MULTIPLE CATEGORIES PER LINE

Books of the Old Testament, Miracles in the Bible, Animals in the Bible

EXAMPLE CATEGORIES

Books of the Old Testament
Miracles in the Bible
Animals in the Bible
Parables Jesus Told
Things Jesus Said

These examples come directly from the included category file.



TIP: Create categories that allow many possible answers using a variety of beginning letters. Test them with friends!

GENERATE NEW CATEGORIES WITH AI

Use AI to instantly create custom categories for your next TAPPLE game! ✨

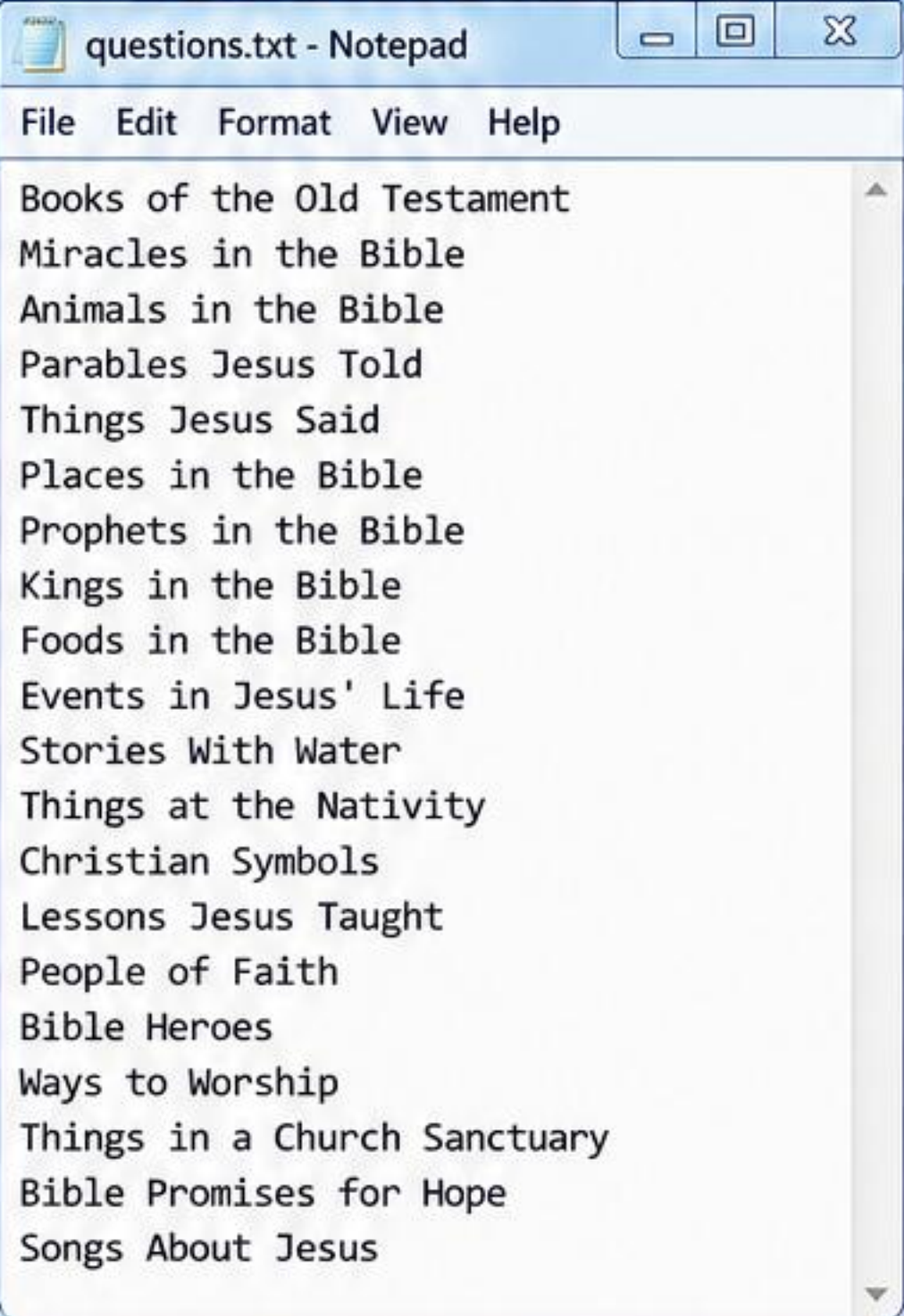


RECOMMENDED PROMPT

- ✓ Create 100 categories for a TAPPLE-style game designed for **[describe the audience or theme]**.
- ✓ Each category should allow many possible answers using a variety of beginning letters. Avoid categories that are too narrow or have only a few obvious answers.
- ✓ The game uses the letters **A–P, R, S, T** and **W**. It does not use **Q, U** or **V**.
- ✓ Output **one category per line**.
- ✓ **Do not** use numbering, bullets, quotation marks, headings, explanations, or blank lines.



SAMPLE AI OUTPUT



CATEGORY IDEAS



BIBLE AND CHURCH

Stories, people, places, and teachings from the Bible and Christian life.



SCHOOL AND CLASSROOM

Subjects, supplies, activities, and things found in school.



YOUTH GROUP

Games, events, inside jokes, activities, and things your group loves.



HOLIDAYS

Christmas, Easter, Thanksgiving, Halloween, and other special days.



GENERAL KNOWLEDGE

Topics from pop culture, nature, sports, science, and more!



HOST RECOMMENDATION

Review AI-generated categories before playing. Remove anything that is too difficult, repetitive, unclear, or inappropriate for your audience.



TIP: The better your prompt, the better your categories. Be specific about your audience!

KEYBOARD CONTROLS



All game commands are controlled from your keyboard while the PowerPoint slideshow is running.

Look at the bottom instruction bar for the current options.



KEY	ACTION
Space	Continue, reveal category, start timer, or advance (ex: reveal subject, begin timer, go to next round)
0	Open or close the Option Menu
A - D	Change settings inside the Option Menu (Players, Rounds, Timer, Final Round)
1 - 8	Select a player name to edit (Only in Option Menu)
Enter	Finish entering a player name and save it
S	Switch the category before starting the timer (See important S-key note below)
A B C D E ... W	Accept an answer and remove that letter Press the first letter of the accepted answer
Backspace / Delete	Eliminate the active player when time runs out Player is darkened and the turn moves on
Esc	End or reset the game and return to the start

★ IMPORTANT: THE S KEY ★



BEFORE TIMER STARTS

Press S to switch the category before starting the timer.

(Find a better category if you want!)



DURING GAMEPLAY

Press S as the first letter of an accepted answer like any other letter.
(Example: S for "Shepherd")

LOOK AT THE BOTTOM BAR!

The instruction bar changes throughout the game to show you what you can do.

EXAMPLE 1

PRESS **SPACE** TO CONTINUE

EXAMPLE 2

PRESS **A-D** TO CHANGE OPTIONS AND **1-8** TO CHANGE NAMES (0 OR **SPACE** TO RETURN)

EXAMPLE 3

USE **A-W**: FIRST LETTER OF RESPONSE, **BACKSPACE/DELETE**: ELIMINATE PLAYER



TIP: Keep the game moving! Accept answers, press the letter, and keep everyone engaged. Practice with a friend to get comfortable first.

Customize your game before the fun begins!

OPTION MENU

CURRENT SETTINGS

- A** NUMBER OF PLAYERS **4**
- B** NUMBER OF ROUNDS **6**
- C** TIMER (SECONDS) **20**
- D** FINAL ROUND **ON**

HOW TO CHANGE SETTINGS

Use the keys below while in the Option Menu.

- A** **B** **C** **D** **1** - **8** **Enter**
- Change Settings Edit Player Names Save Name & Confirm

PLAYER NAMES

- 1** JORDAN
- 2** ALEX
- 3** SAM
- 4** RILEY
- 5** (EMPTY)
- 6** (EMPTY)
- 7** (EMPTY)
- 8** (EMPTY)

A-D CHANGE OPTIONS | **1-8** EDIT PLAYER NAMES | **ENTER** SAVE NAME | **SPACE** CONTINUE



OPTION A — NUMBER OF PLAYERS

Press **A** repeatedly to cycle through the available player counts.



2-8
PLAYERS



OPTION B — NUMBER OF ROUNDS

Press **B** to increase the number of regular rounds.



1-12
ROUNDS



OPTION C — TIMER

Press **C** to increase the timer in five-second steps.



5-30
SECONDS



OPTION D — FINAL ROUND

Press **D** to enable or disable the Final Round.



ON / OFF

PLAYER NAMES



Press **1-8** to choose a player, type the new name, and press **Enter**.

1



JORDAN|



Enter



Choose Player

Type New Name

Press Enter to Save



IMPORTANT: All changes you make in the Option Menu are saved when you press **Enter** on the Player Name field.

★ A GREAT HOST = A GREAT GAME! ★



HOST TIPS



1

Decide before playing how strict answers will be.



2

Repeat an answer aloud before pressing its letter.



3

Press the letter as soon as the answer is accepted.



4

Remind players to watch which letters remain.



5

Replace unusually difficult categories before starting the timer.



6

For large groups, allow each "player" position to represent a team.



7

Test the game, sound, timer, and keyboard before the audience arrives.



TROUBLESHOOTING



THE GAME DOES NOT BEGIN

Run the game in **desktop PowerPoint**, enable **macros**, begin the slideshow, and click the **black start bar**.



THE KEYBOARD DOES NOT RESPOND

Click once inside the slideshow or on the **bottom command bar** so the game regains keyboard focus.



"QUESTIONS.TXT WAS NOT FOUND" APPEARS

Place the file in the same folder as the PowerPoint. Confirm that its exact name is **questions.txt**. The game is programmed to stop and display an error when that file cannot be located.



THE TIMER OR SOUND IS DELAYED

Close unnecessary programs and avoid running the game through a **browser, Google Slides, or Keynote**.



MY NEW CATEGORIES DO NOT APPEAR

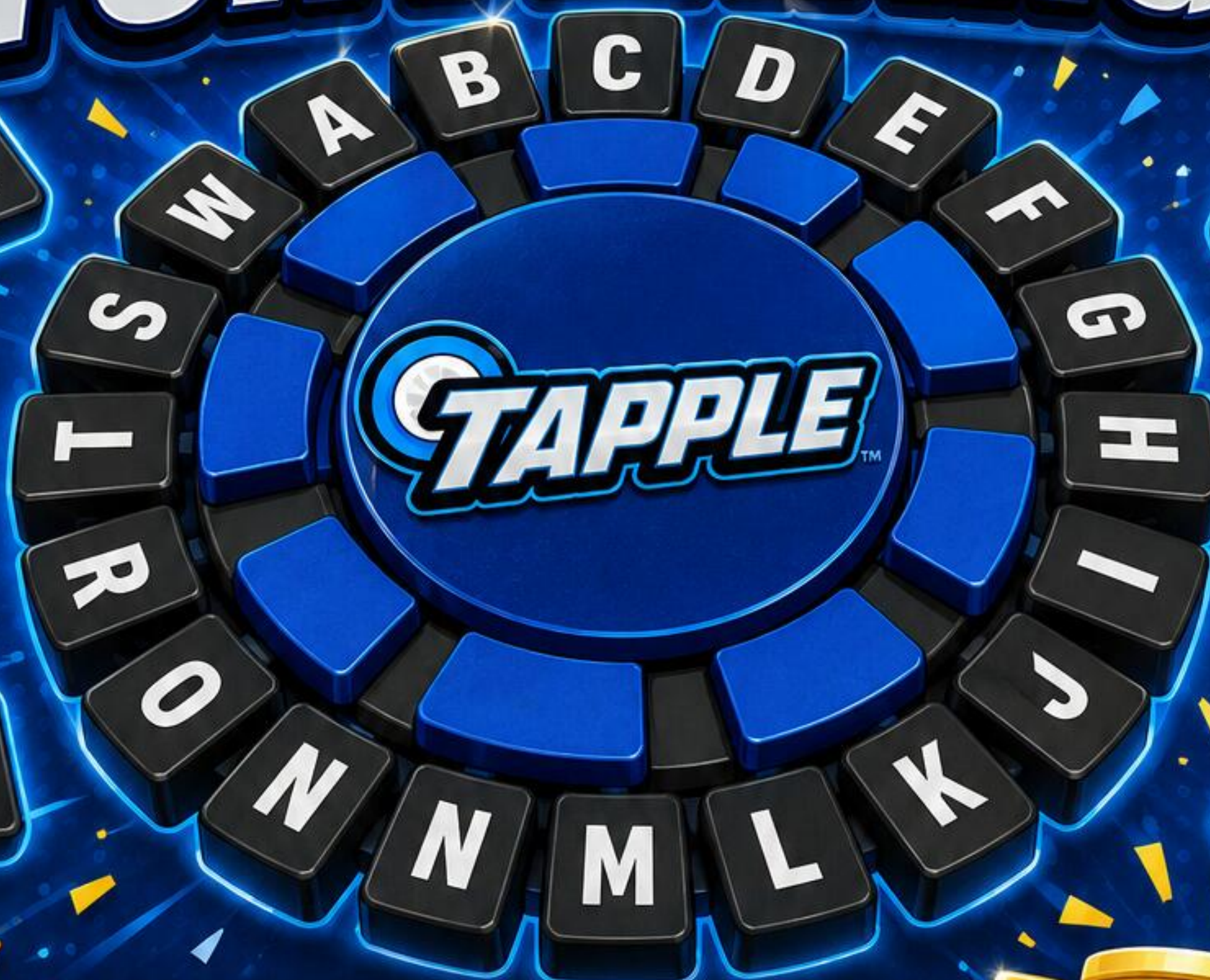
Save the text file, close the slideshow completely, and restart the game.



HOST REMINDER: Your energy sets the tone! Keep the game fast, fair, and fun for everyone.



THANKS FOR PLAYING!



TAPPLE works best when the pace stays **quick**, the categories **fit the audience**, and the host keeps **everyone involved**.

Customize the question library, experiment with different timer settings, and create a version that is **perfect for your group**.

Think fast. Use your letters wisely.
Have fun!



TAPPLE™

by **PPT.GAMES**

Where **live games** bring **people** together.