



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.

OVERVIEW

WHAT IS THE CHASE?

The Chase is a team-based Bible trivia game inspired by the hit television game show.

Players earn money during the Cash Builder Round, then attempt to outrun the Chaser in a head-to-head battle of Bible knowledge.

Survive the Chase, bank your money, and advance to the Final Chase for a chance at victory.



PLAYER 1

PLAYER 2

PLAYER 3

PRESS SPACE TO BEGIN (O FOR OPTION MENU)

FEATURES



Authentic TV-style
Chase gameplay



1–4 contestants



Cash Builder Round



Individual Chase Rounds



Final Chase



Adjustable timers



Hundreds of included
Bible questions



Fully customizable
question libraries



\$240,000

\$60,000

\$7,200

BANK

PRESS SPACE TO CONTINUE TO CASH BUILDER

**KNOWLEDGE. STRATEGY. SPEED.**

Can you outrun The Chaser and take home the prize?

HOW THE GAME WORKS

STEP 1 — CASH BUILDER

Each contestant plays individually.

- Players answer rapid-fire Bible trivia questions against the clock.
- Every correct answer adds money to their personal bank.
- Wrong answers simply pass to the next question.
- The more money earned, the greater the potential reward later.



The screenshot shows the 'CHASE' logo at the top. Below it, a question is displayed: 'WHAT DID GOD CREATE ON THE FIRST DAY OF CREATION?'. At the bottom, a player's status is shown: 'PLAYER 1' with a cash amount of '\$60,000' and a timer of '0:43'.

STEP 2 — THE CHASE

After the Cash Builder, the contestant faces the Chaser. The Chaser presents three offers:

HIGH OFFER

- More money.
- Closer to the Chaser.
- Higher risk.

MIDDLE OFFER

- Your earned cash.
- Standard difficulty.

LOW OFFER

- Less money.
- More distance from the Chaser.
- Safer option.

Choose your offer carefully.



The screenshot shows the 'CHASE' logo and 'CHASER'S OFFER' title. A large blue box displays '\$240,000'. Below this, three offer options are listed: 'HIGH OFFER' (More Money, Closer to the Chaser, HIGHER RISK), 'MIDDLE OFFER' (Your Earned Cash, Standard Difficulty), and 'LOW OFFER' (Less Money, More Distance from Chaser, SAFER OPTION). To the right, a vertical 'BANK' display shows a stack of money with values: '\$240,000', '\$60,000', '\$7,200', and 'BANK' at the bottom. At the bottom of the screen, it says 'USE ARROWS TO SELECT OFFER (PRESS ENTER TO CONFIRM)'.



BUILD YOUR BANK. MAKE YOUR CHOICE. OUTRUN THE CHASER.
Every decision brings you closer to victory—or elimination.

THE CHASE ROUND



OBJECTIVE

Answer enough questions correctly to reach the bank before the Chaser catches you.



HOW IT WORKS

The contestant and Chaser answer multiple-choice questions.



Each side secretly locks in an answer.



The host then reveals:

- 1 Contestant answer
- 2 Correct answer
- 3 Chaser answer

WHAT DOES "IMMANUEL" MEAN?

PLAYER

LOCKED

CHASER

LOCKED



1

PRINCE OF PEACE

2

GOD WITH US

3

CHOSEN ONE



PRESS SPACE TO MOVE CHASER'S MARKER

\$60,000

BANK



CORRECT
ANSWER

Move forward
one space.



INCORRECT
ANSWER

Remain where
you are.



IF THE CHASER
IS CORRECT

The Chaser moves
forward one space.



ELIMINATION

If the Chaser catches the contestant:

- That contestant is eliminated.
- Their money is lost.
- They do not participate in the Final Chase.



If the contestant reaches the bank:

- Their money is added to the team total.
- They advance to the Final Chase.



KEY CONTROLS

CONTESTANT (ACTIVE PLAYER)

Enter answer using
NUM 1, NUM 2, or NUM 3
(via 3 buzzers or numeric keypad)

CHASER

Enter answer using
1, 2, or 3
(top row of keyboard or USB keyboard)

CASH BUILDER ROUND



BUILDING YOUR BANK

The Cash Builder is a rapid-fire trivia round.

Players answer as many questions as possible before time expires.



CORRECT ANSWER

- Earn money.



INCORRECT ANSWER

- No penalty.
- Move immediately to the next question.



HOST CONTROLS

DURING CASH BUILDER

- | | |
|-------|--------------------|
| SPACE | = Correct |
| X | = Incorrect / Pass |
| E | = End Round |



TIPS

- Keep the pace fast.
- Skip difficult questions.
- Every correct answer increases your potential offers later.

CASH BUILDER GAMEPLAY



WHAT DID GOD CREATE ON THE FIRST DAY OF CREATION?

PLAYER 1

\$60,000

CASH

0:43

TIMER

PRESS SPACE IF CORRECT (PRESS X IF INCORRECT OR PASS; PRESS E TO END ROUND)

PRESENTER VIEW (ANSWER PANEL)



SHOW TASKBAR



DISPLAY SETTINGS



END SLIDE SHOW

0:01:44



10:12 AM

CHASE

WHAT DID GOD CREATE ON THE FIRST DAY OF CREATION?

PLAYER 1

\$60,000

0:26

CASH

TIMER



Slide 1 of 1



Next animation

ANSWER: Light

A^

A^



ANSWER QUICKLY. BUILD YOUR BANK. SET YOURSELF UP FOR THE CHASE!

More cash now means more choices—and a bigger reward.

THE FINAL CHASE



TEAM TURN

All surviving contestants play together.

The team receives a head start based on the number of contestants who survived.



WHAT DID JESUS TURN WATER INTO AT THE WEDDING?

WINE

PLAYER

\$200,000

1:20

CASH

TIMER

PRESS SPACE TO CONTINUE TO NEXT QUESTION



Answer as many questions as possible before time expires.



Correct answers move the team further ahead.



Incorrect answers simply pass.



When time expires:
The team's position is locked.



CHASER TURN

The Chaser then attempts to catch the team.

The Chaser receives the same questions.



FINISH THE LYRIC: "DEEP AND WIDE, DEEP AND WIDE, THERE'S A FOUNTAIN FLOWING..."

DEEP AND WIDE

CHASER

\$200,000

1:32

CASH

TIMER

PRESS SPACE TO CONTINUE TO NEXT QUESTION

PUSHBACKS

If the team answers a question correctly that the Chaser misses:



The Chaser is pushed back one space.



VICTORY



TEAM WINS

If the Chaser fails to catch the team.



CHASER WINS

If the Chaser catches the team before time expires.



GAME OPTIONS



CASH BUILDER TIMER

Time available during Cash Builder.

OPTIONS:

- 30 seconds
- 45 seconds
- 60 seconds (default)
- 75 seconds



FINAL CHASE TIMER

Time available during Final Chase.

OPTIONS:

- 30 seconds
- 45 seconds
- 60 seconds
- 75 seconds
- 90 seconds
- 105 seconds
- 120 seconds (default)



PLAYER NAMES

Customize contestant names before starting.

PRESS:

- 1 = Player 1
- 2 = Player 2
- 3 = Player 3
- 4 = Player 4

OPTIONS MENU



GAME OPTIONS

CASH BUILDER TIMER

30
SECONDS

45
SECONDS

60
SECONDS

75
SECONDS

DEFAULT: 60 SECONDS

FINAL CHASE TIMER

30
SECONDS

45
SECONDS

60
SECONDS

75
SECONDS

90
SECONDS

105
SECONDS

120
SECONDS

DEFAULT: 120 SECONDS

PLAYER NAMES

1 PLAYER 1

2 PLAYER 2

3 PLAYER 3

4 PLAYER 4

USE A-D TO CHANGE OPTIONS AND 1-4
TO CHANGE NAMES (O OR SPACE TO RETURN TO MAIN MENU)



SET YOUR GAME. PICK YOUR TIME. MAKE IT YOURS.

Adjust the settings and names, then let the Chase begin!

CUSTOMIZING QUESTIONS



questions.txt

Standard Chase questions are stored in:

questions.txt

Each question uses the following format:

- 1 Question
- 2 Correct Answer
- 3 Wrong Answer
- 4 Wrong Answer
- 5 (blank line)

EXAMPLE

What did God create on the first day of Creation?
Light
Animals
Trees

questions.txt EXAMPLE

```

questions.txt
File Edit View

What did God create on the first day of Creation?
Light
Animals
Trees

Who built the ark?
Noah
Moses
Abraham

What was the name of the garden where Adam and Eve lived?
Eden
Jerusalem
Bethlehem

How many disciples did Jesus have?
Twelve
Seventy
One hundred twenty

Ln 1, Col 1      100%      Windows (CRLF)      UTF-8
    
```



AI PROMPT

Use the prompt below in your favorite AI tool to generate new questions.



Generate 300 Bible trivia questions for The Chase. Requirements:

- Multiple choice format
- Exactly 3 answer choices
- First answer must be correct
- Mix easy, medium, and difficult questions
- Use Bible characters, places, prophecy, doctrine, and New Testament topics
- Separate each question with a blank line

QUESTION GAMEPLAY EXAMPLE

WHAT DID GOD CREATE ON THE FIRST DAY OF CREATION?

PLAYER

LOCKED

CHASER

LOCKED

1

ANIMALS

2

LIGHT

3

TREES

\$60,000

BANK

PRESS SPACE IF CORRECT (PRESS X IF INCORRECT OR PASS; PRESS E TO END ROUND)



CUSTOM QUESTIONS. ENDLESS POSSIBILITIES.

Create, import, and enjoy your own Bible questions in The Chase!

CUSTOMIZING FINAL CHASE QUESTIONS



final.txt

Final Chase questions are stored in:

final.txt

These questions use a simplified format for rapid-fire gameplay.

EXAMPLE

Who built the ark?
Noah

What city was Jesus born in?
Bethlehem

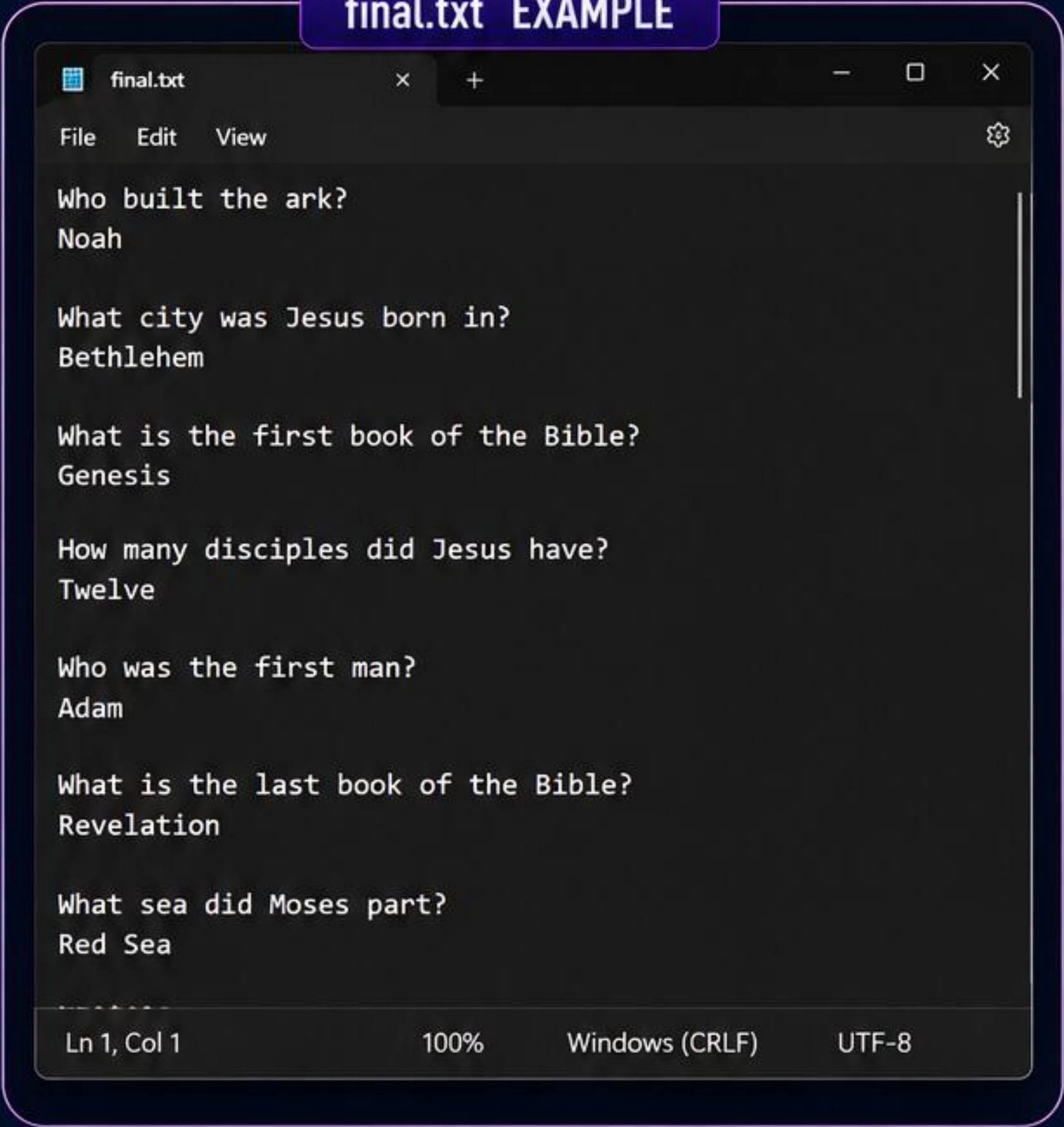
(blank line)

What is the first book of the Bible?
Genesis

How many disciples did Jesus have?
Twelve

(blank line)

final.txt EXAMPLE



AI PROMPT

Use the prompt below in your favorite AI tool to generate new Final Chase questions.



- Generate 500 Bible trivia questions for the Final Chase. Requirements:
- Short answers
 - One correct answer only
 - Suitable for verbal responses
 - Mix easy and difficult questions
 - Covers Old Testament, New Testament, people, places, events, doctrine, prophecy, and more
 - One question per section (question then answer, separated by a blank line)

FINAL CHASE GAMEPLAY EXAMPLE



DESIGN YOUR QUESTIONS. CHALLENGE YOUR TEAM.

Great questions make for an unforgettable Final Chase!

HOST CONTROLS

Use these keys to run the game smoothly and keep the action moving!

MAIN MENU

KEY	FUNCTION
Space	Continue
0	Option Menu
ESC	Exit Game

CASH BUILDER

KEY	FUNCTION
Space	Correct
X	Incorrect / Pass
E	End Round

THE CHASE

CONTESTANT

KEY	FUNCTION
Numpad 1-3	Answer Selection (Contestant uses keypad)

CHASER

KEY	FUNCTION
1-3	Answer Selection (Chaser uses top row)

HOST

KEY	FUNCTION
Space	Advance Reveal Sequence
Enter	Confirm Offer

THE CHASE – GAMEPLAY EXAMPLE

THE CHASE

WHAT DOES "IMMANUEL" MEAN?

PLAYER LOCKED CHASER LOCKED

1 PRINCE OF PEACE

2 GOD WITH US

3 CHOSEN ONE

\$60,000

BANK

PRESS SPACE TO MOVE CHASER'S MARKER

REVEAL SEQUENCE

1 PLAYER ANSWER

2 CORRECT ANSWER

3 CHASER ANSWER

WHO WAS THE FIRST MAN?

1 ADAM

2 NOAH

3 ABRAHAM

MOVEMENT EXAMPLES

PLAYER CORRECT
Player moves forward 1 space.

CHASER CORRECT
Chaser moves forward 1 space.



QUICK TIPS

- Keep the game moving—use Space to reveal answers quickly!
- Contestants use Numpad 1-3. Chaser uses top row 1-3.
- Press Enter to confirm offers during The Chase.



REMEMBER

- Contestant uses Numpad 1-3 to choose answers.
- Chaser uses 1-3 on the top of the keyboard.
- Use Space to reveal each step of the answer sequence.
- Use Enter to confirm offer selections.
- Use these controls to keep the game fast, fair, and exciting!

TROUBLESHOOTING



QUESTIONS NOT LOADING

CAUSE

The game cannot locate:
questions.txt

SOLUTION

- Verify questions.txt is beside the PowerPoint file.
- Do not rename the file.



FINAL CHASE QUESTIONS MISSING

CAUSE

The game cannot locate:
final.txt

SOLUTION

- Verify final.txt is beside the PowerPoint file.
- Do not rename the file.



CONTESTANT ANSWERS NOT REGISTERING

SOLUTION

Contestants must use:
Numpad 1–3

Make sure:

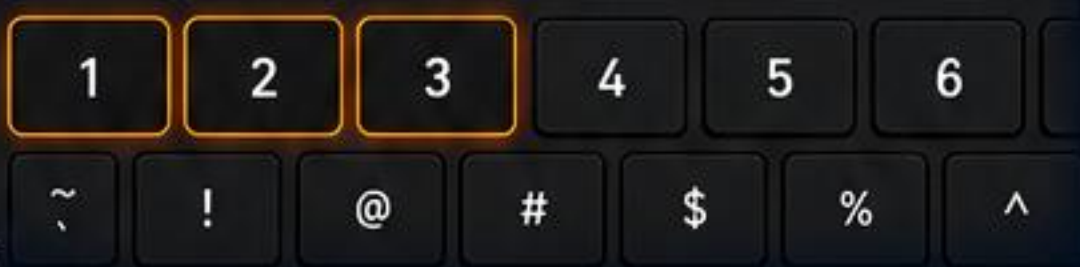
- Num Lock is ON.
- The slideshow window is selected.



CHASER ANSWERS NOT REGISTERING

SOLUTION

The Chaser must use:
1–3
on the top row of the keyboard.



TEAM NAMES CANNOT BE CHANGED

SOLUTION

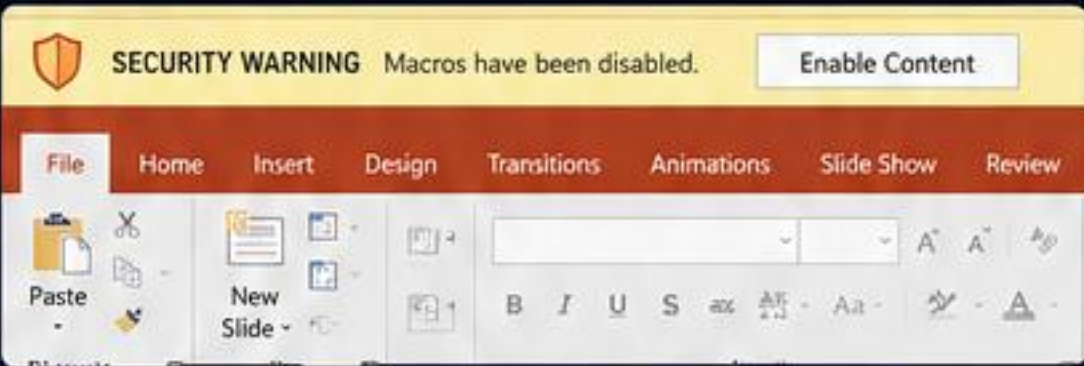
Open the Option Menu.
Press:
1–4
Type the new player name.
Press Enter.



MACROS DISABLED

SOLUTION

Click:
Enable Content
when PowerPoint opens.
The Chase requires VBA macros.



ACCIDENTALLY EXITED THE GAME SCREEN

SOLUTION

Usually the game has not crashed. Simply:

- Press Left Arrow or Backspace.
- Return to the game slide.
- Click the black focus bar again.

This commonly happens when a laptop touchpad is brushed accidentally during gameplay.



GAME RUNNING SLOWLY

SOLUTION

- Use 1920×1080 resolution or lower.
- Close unnecessary applications.
- Avoid extremely high-resolution displays.

RESOLUTION

1920 × 1080 (Recommended)



THANK YOU FOR PLAYING!

THE CHASE



**CREATE
LAUGHTER.**



**BUILD
CONNECTIONS.**



**MAKE
MEMORIES.**

THANK YOU FOR CHOOSING PPT GAMES.

We hope The Chase helps your church, school,
or ministry create exciting moments of
Bible knowledge, teamwork, and friendly competition.



UPDATES
ppt.games



CONTACT
Pastor Robin



KEEP THE CHASE GOING!



PLAY. LEARN. GROW. TOGETHER.