



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.

THE FLOOR

CLAIM TERRITORY. CHALLENGE OPPONENTS. CONQUER THE FLOOR.



OBJECTIVE

Be the last player standing by capturing all territories on The Floor!

Each player starts with one topic and a single territory. Challenge adjacent opponents in head-to-head duels to win their territory and topic. Expand your control across the board until you own The Floor!



PLAYERS

2–30 Players

Perfect for small groups or large audience games!



DURATION

45–90 Minutes

Game length varies based on the number of players and pace.



DIFFICULTY

Medium

Quick to learn, strategic to master.

RECOMMENDED AUDIENCE



Teens & Adults (Ages 13+)

Great for classrooms, youth groups, parties, and corporate events.

WHAT MAKES THE FLOOR UNIQUE?



MASSIVE TOPIC LIBRARY

Choose from hundreds of ready-to-play topics—or create your own! Every topic contains a collection of images to identify.



HEAD-TO-HEAD DUELS

Challenge adjacent opponents in exciting image identification showdowns. Correct answers advance you. Wrong answers give your opponent the edge!



TERRITORY TAKES STRATEGY

Victory isn't just about knowledge—it's about smart choices. Challenge the right opponents to grow your empire.



THE FLOOR EXPANDS

Win territory, connect regions, and watch your control spread across The Floor.



ONE WILL CONQUER ALL

The game continues until one player owns every territory and becomes the ultimate champion!



KNOWLEDGE. STRATEGY. TIMING.
THREE THINGS STAND BETWEEN YOU AND VICTORY!



GAME SETUP

TOPIC LIBRARY SYSTEM

The Floor uses a simple folder-based library to organize all topics and their images.
Setting it up is easy!

HOW IT WORKS



1. TOPIC LIBRARY FOLDER

All topics are stored in one main folder named:
Topic Library



2. TOPIC FOLDERS

Inside "Topic Library", each topic has its own folder.
The folder name is the topic name.



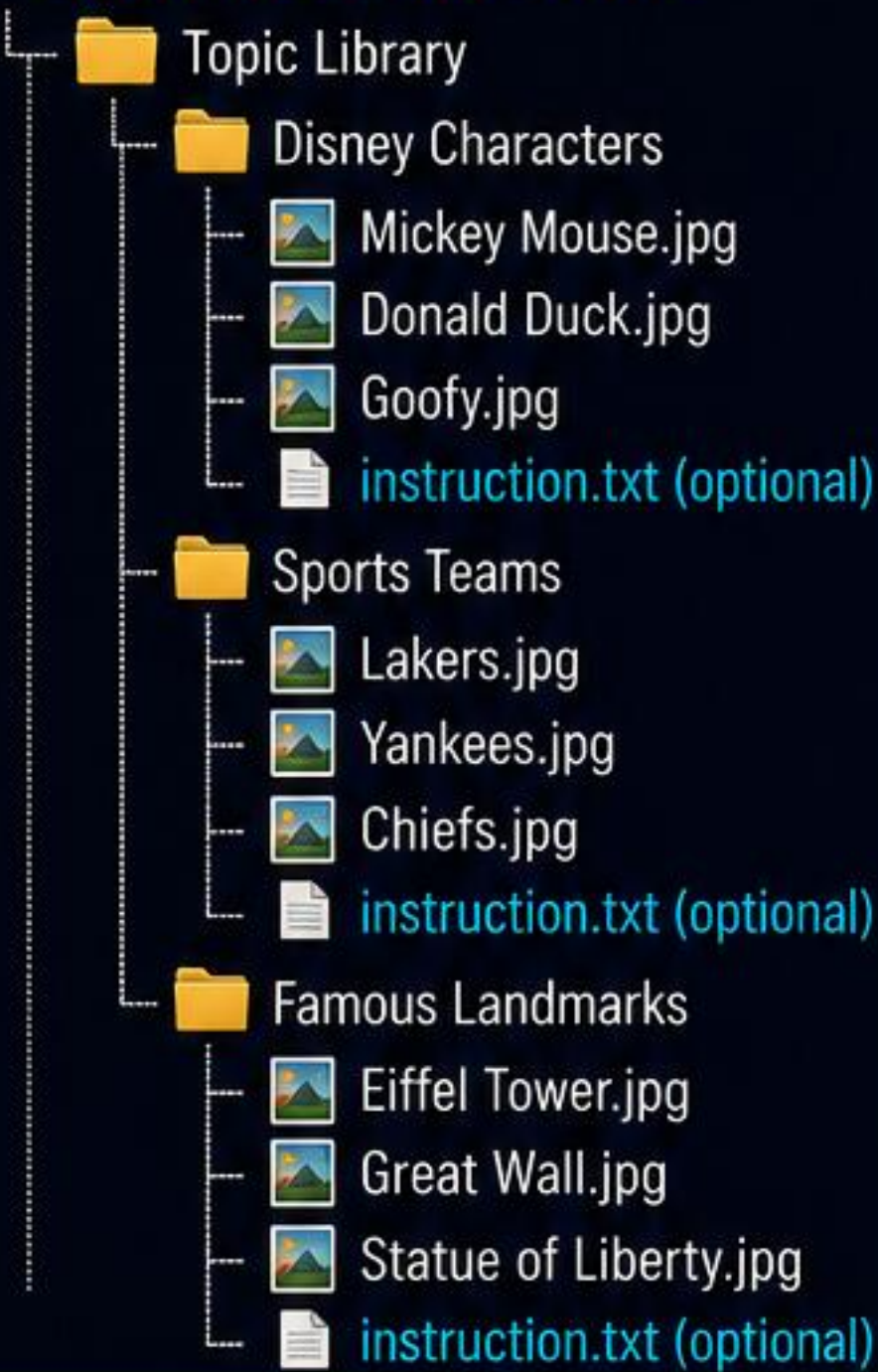
3. CONTENT INSIDE

Each topic folder contains:

- Images (JPG or PNG)
- Optional instruction.txt

The instruction file is optional and can provide rules, hints, or special notes for that topic.

EXAMPLE STRUCTURE



THE ANSWER IS THE FILENAME

During gameplay, the image is shown to players.
The correct answer is the image's filename
(without the extension).



CORRECT ANSWER

"Eiffel Tower"
(from Eiffel Tower.jpg)



IMPORTANT NOTES

- ✓ Use clear, recognizable images for the best experience.
- ✓ Image filenames must be unique within each topic folder.
- ✓ Supported image types: JPG, JPEG, PNG.
- ✓ Avoid using special characters like: / \ : * ? " < > |
- ✓ You can add as many topics and images as you like!



HOST TIP

Create your own topics using themes your group loves!
The more variety you add, the more replay value you'll have.



YOU'RE READY!

Once your Topic Library is set up, you're ready to assign topics to players
and open The Floor!



TOPIC SELECTION PHASE

Before the game begins, each player chooses a topic to claim.
Select wisely—your topic is your starting territory!

1. BROWSE TOPICS

The Floor displays a grid of topics. Use the arrow keys to move the selection cursor. Topics are shown in pages. Each page contains up to 70 topics.

THE FLOOR

CHOOSE YOUR TOPIC

NUMBER OF PLAYERS 30

2000s Pop Songs	Basketball LUCAS	Biology	Car Brands	Colors SOPHIA	Famous Landmarks	Fruit
2010s Pop Songs	Basketball Celebrities	Birds LUNA	Car Parts (Basic)	Computer Parts	Famous Quotes	Geometry
Action Movies NOAH	Bathroom Items	Board Games	Cartoon Network	DC Comic CharacGLIVER	Famous YouTubeEMMA	German Language
Algebra	Beauty Products	Boba	Cereal LIAM	Desserts	Fast Food Chains	Golf
Animal Group Terms	Bible Books OLIVIA	Body Parts AMELIA	Chemistry Elements	Disney Characters	Fitness	High School Subjects
Anime Characters	Bible Characters	Brainrot	Chinese Language	Disney Movies	Flowers	Household Appliances
Anime Movies & Series	Bible Objects	Brand Mascots	Christmas ELIJAH	Disney Songs	Football MATEO	Internet Logos
Apple Products	Bible Parables	Broadway Musicals	Church	Dog Breeds	Footwear LEVI	Internet Websites
Babies AURORA	Bible Quotes	Buns CHARLOTTE	Classical Music	Easter	Foreign Languages	Japanese Language
Baseball	Bible Verses	Candy Brands	Clothing Brands	Ethnic Foods	French Language	K-Pop Celebrities MIA

USE ARROW KEYS: SELECT TOPIC, ENTER: ASSIGN PLAYER, DELETE/BACKSPACE: UNASSIGN TOPIC, SPACE: NEXT PAGE, Z: PROCEED TO GAME

NAVIGATION KEYS



Arrow Keys
Move selection

SPACE
Next Page

Z
Proceed to Game

2. ASSIGN TOPICS TO PLAYERS

Highlight a topic, then press ENTER to assign it to a player. You will be prompted to enter the player's name.

- ✓ The player's name appears in yellow on that topic.
- ✓ Each player can only claim one topic.

ENTER PLAYER'S NAME
(LEAVE BLANK TO CANCEL)

Lucas

OK (Enter) Cancel (Esc)

Basketball LUCAS

3. ENTER PLAYER NAMES

After pressing ENTER, type the player's name and press ENTER to confirm.

- ✓ Press BACKSPACE to delete letters if needed.
- ✓ Leave the field blank and press ENTER to cancel.



4. REMOVE AN ASSIGNMENT

To unassign a topic, highlight the topic and press DELETE or BACKSPACE.

- ✓ The player name is removed.
- ✓ The topic becomes available again.



5. MOVE BETWEEN PAGES

Each page shows up to 70 topics.

- ✓ Press SPACE to go to the next page.
- ✓ Use the arrow keys to continue selecting topics on any page.

PAGE

1 / 5

(example)

6. START THE GAME

When all topics have been assigned (or when you're ready to begin), press Z to proceed to the game.

- ✓ The Floor will open and Gameplay will begin!



QUICK KEY REFERENCE

↑ ↓ ← →	Move selection
ENTER	Assign topic / Confirm name
DELETE	Unassign topic
BACKSPACE	Delete letters / Unassign topic
SPACE	Next page
Z	Proceed to game

TIPS FOR HOSTS

- Encourage players to choose topics they know well and enjoy.
- A good mix of easy and challenging topics makes the game more exciting!
- You can have from 2 to 30 players.



THE FLOOR MAP

YOUR TERRITORY. YOUR TOPIC. YOUR PATH TO VICTORY.

The Floor is a connected grid of 30 panels (6 rows x 5 columns).
Each panel represents a player's topic and territory.

LUCAS	ISABELLA	HENRY	OLIVER	LUNA
MIA	EMMA	CHARLOTTE	VIOLET	NOAH
EZRA	ELIJAH	AMELIA	HUDSON	EVELYN
OLIVIA	ELIANA	ELIAS	LUCA	LIAM
SOFIA	LILY	MATEO	ARIA	AURORA
SOPHIA	LEVI	LEO	JAMES	ASHER

PRESS SPACE TO RANDOMLY SELECT NEXT PLAYER



1. START

At the beginning of the game, every player starts with one panel (one territory and one topic).



2. CONNECTED

All panels are connected horizontally and vertically.



3. ADJACENT CHALLENGES

You can only challenge players whose panels are directly adjacent (up, down, left, or right).



4. EXPAND

Win a challenge to take over your opponent's panel and topic. Your territory grows!

KEY POINTS



1 PLAYER = 1 TERRITORY

Each player begins with one unique panel on The Floor.



ALL PANELS ARE CONNECTED

Every panel touches at least one other panel.



CHALLENGE ADJACENT PLAYERS

Choose your opponent from the panels directly next to yours.

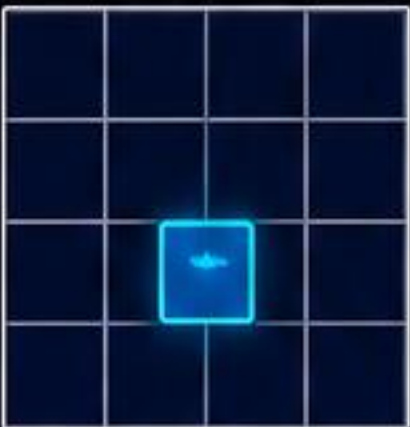


GROW YOUR EMPIRE

Capture panels, inherit topics, and expand your control across The Floor.

HOW THE FLOOR GROWS

1. START



You start with one panel.

2. CHALLENGE



Challenge an adjacent opponent.

3. WIN



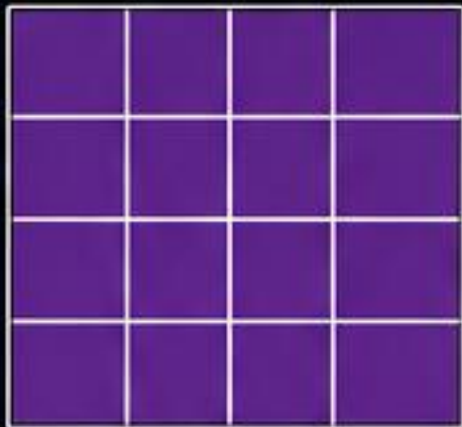
You win the challenge! The panel is yours.

4. EXPAND



Your territory grows one panel at a time.

5. CONQUER THE FLOOR



Continue winning until you own all 30 panels!



STRATEGY. KNOWLEDGE. CONNECTIONS. CONQUEST.

One panel at a time, become the last player standing on The Floor!



ROUND FLOW

FROM CHALLENGE TO VICTORY

Each round follows the same exciting sequence.
Smart choices and correct answers help you take over more territory!



WHAT IT LOOKS LIKE

				EVELYN McDonalds	
			LUCA Toys	LIAM	ASHER Roblox
				AURORA Babies	

USE ARROW KEYS TO SELECT OPPONENT (PRESS ENTER TO CONFIRM)

SELECTING YOUR OPPONENT

Only panels that are directly adjacent (up, down, left, or right) are available to challenge.

- ✓ Use the arrow keys to move the yellow selection box.
- ✓ The selected opponent's name will be highlighted.
- ✓ Press ENTER to confirm your choice.



WHY ADJACENCY MATTERS

You can only challenge players whose panels share a side with yours. Diagonal panels are not adjacent and cannot be challenged.

ACTIVE PLAYER VS. OPPONENT

-  Active Player (you) – the player whose turn it is.
-  Opponent – the player you selected to challenge.

- ☆ The duel will use the Active Player's topic.
- ☆ Both players earn points by identifying images.
- ☆ Correct answers move you forward.
- ☆ Wrong answers pass the turn to your opponent.
- ☆ The first player to reach the winning score wins the round and captures the opponent's panel!



EVERY ROUND IS A CHANCE TO GROW YOUR EMPIRE.

Choose wisely, answer confidently, and conquer The Floor!



THE DUEL

IDENTIFY THE IMAGE. OUTSCORE YOUR OPPONENT. WIN THE TERRITORY.

When the topic is revealed, a head-to-head duel begins. Both players see the same image.
Be the first to correctly identify it and score more points than your opponent!

WHAT IT LOOKS LIKE



24

24

LIAM

39

TOPIC: TOYS

LUCA

40

Build A Bear

WAITING...

THE IMAGE
Identify the image shown. The filename is the answer.

YOUR SCORE
Your current score in the duel.

OPPONENT SCORE
Your opponent's current score.

THE TOPIC
The category for this duel. This is the Active Player's topic.

TIME REMAINING
Each player has their own countdown timer.

OPPONENT NAME
The player you selected to challenge.

HOW THE DUEL WORKS

1. IMAGE APPEARS



Both players see the same image at the same time.

2. IDENTIFY



Say the answer out loud when you know it.

3. HOST JUDGES



The host decides if the answer is correct.

4. SCORE POINT



Correct answers increase your score.

5. PASS



Wrong or unsure? Pass your turn to your opponent.

6. WIN THE DUEL



Be the first to score more points before time runs out!

SCORING & WINNING

- ✓ Each correct answer = 1 point.
- ✓ The first player to reach the winning score wins the duel.
- ✓ In case the timer runs out, the player with the higher score wins.
- ✓ If the scores are tied when time expires, the duel is sudden death (first player to score wins).
- ✓ The winner captures the opponent's panel and inherits their topic.



TIME & TIMER

- ✓ Each player has their own countdown timer.
- ✓ Both timers run at the same time.
- ✓ Options allow you to set the starting time and the penalty for passing.
- ✓ Manage your time—speed and accuracy win battles!



HOST CONTROLS DURING THE DUEL

SPACE



CORRECT ANSWER

Award 1 point to the player who answered correctly.

X

PASS

The player passes their turn. A time penalty is applied to their timer.



E

END ROUND

Manually end the duel (used only by the host).



DUEL TIPS



Be Confident

Know it? Say it! Fast answers win duels.



Watch the Clock

Answer early and avoid unnecessary time penalties.



Be Specific

Clear, specific answers help the host judge faster.



Stay Focused

Every image is a chance to capture more territory!



ONE QUESTION. ONE ANSWER. ONE STEP CLOSER TO OWNING THE FLOOR.



CAPTURING TERRITORY

WIN THE DUEL. GROW YOUR EMPIRE.

Defeat an opponent in a duel and their territory becomes yours.
You inherit their topic, merge your region, and open new challenges.
This is the core mechanic. This is how you conquer The Floor.

1
TERRITORY
TRANSFERRED

When you defeat another player, their territory becomes yours.

2
TOPIC
INHERITED

You don't just win the panel.
You also inherit that player's topic.

3
FLOOR
EXPANSION

Adjacent territories merge together into one larger region.

4
NEW CHALLENGE
OPPORTUNITIES

Bigger territories create more possible opponents to challenge.

LUCAS	ISABELLA	HENRY	OLIVER	LUNA	LEVI
MIA	EMMA	CHARLOTTE	VIOLET	NOAH	LEO
EZRA	ELIJAH	AMELIA	HUDSON	EVELYN	JAMES
OLIVIA	ELIANA	ELIAS	LUCA		ASHER
SOFIA	LILY	MATEO	ARIA	AURORA	SOPHIA
LUCA INHERITS Cereal					

PRESS SPACE TO CHALLENGE NEW OPPONENT (OR PRESS X TO SELECT NEW RANDOM PLAYER)

WHAT JUST HAPPENED?

- 1 LUCA owns Toys
- 2 LUCA defeats LIAM
- 3 LUCA inherits Cereal
- 4 LUCA controls both territories

WHY THIS MATTERS

- ✓ Every victory makes you stronger.
- ✓ Your territory becomes larger.
- ✓ You gain access to additional topics.
- ✓ You unlock new challenge routes.
- ✓ The player with the most territory controls more of The Floor.



EXAMPLE

BEFORE:

LUCA Toys	LIAM Cereal

LUCA = 1 Territory
LIAM = 1 Territory

AFTER VICTORY:

LUCA Toys	LUCA Cereal

LUCA = 2 Territories
LIAM = Eliminated



STRATEGY TIP

DON'T JUST CHALLENGE ANY PLAYER.

Sometimes the best move is attacking a territory that:



Expands
your region



Opens new
challenge
paths



Gives you a
stronger
topic



Blocks a rival
from growing



EVERY DUEL CHANGES THE MAP.
EVERY VICTORY CHANGES THE GAME.



HOST CONTROLS

EVERY COMMAND. COMPLETE CONTROL.

As host, you control the flow of the game. Use this reference to navigate menus, run duels, manage time, and keep the game moving smoothly.

MENU CONTROLS

Use these controls in all menus and setup screens.

- SPACE

CONFIRM / SELECT
Press to confirm your selection, start the game, or continue.
- ENTER

CONFIRM / ACCEPT
Press to confirm your selection or accept changes.
- 0

OPTIONS / SETTINGS
Open the Options menu to adjust game settings.
- A

ADD / ASSIGN
Add or assign a player during the topic selection phase.
- B

BACK / CANCEL
Go back to the previous screen or cancel your action.
- Z

UNDO / REMOVE
Remove a selected player assignment.
- ESC

BACK / EXIT
Return to the previous menu. Hold to go back to the main menu (when available).

WHERE TO USE THESE CONTROLS

- 

TOPIC BROWSER
Navigate folders, select topics, and view instructions.



to browse

ENTER

to select
- 

PLAYER SETUP
Add players, enter names, remove assignments.

A

Add Player

Z

Remove

ENTER

Confirm
- 

OPTIONS MENU
Adjust game settings, timers, and rules.

0

Open



Navigate

ENTER

Apply
- 

GAME START
Start the game and begin the first round.

SPACE

Start Game

ENTER

Confirm
- 

NAVIGATION
Move between screens and go back.

B

Back

ESC

Previous Menu

DURING THE DUEL

Use these controls while a duel is in progress.



Identify the image. The filename is the answer.

- SPACE

CORRECT ANSWER
Award 1 point to the player who answered correctly.



- X

PASS TURN
The player passes their turn. A time penalty is applied to their timer.



- E

END ROUND
Manually end the duel. (Host only)



HOST REMINDERS



- ✓ You are the authority during the duel.
- ✓ Use controls quickly and confidently.
- ✓ Keep the game fair and the pace moving.
- ✓ The first to the winning score captures the opponent's territory.

TIMER CONTROL (IN OPTIONS)



Set starting time, pass penalty, and timer speed in the Options menu (press 0 in menus).

NEED TO EXIT?



Press ESC to return to the previous menu.
Hold ESC to return to the main menu (when available).



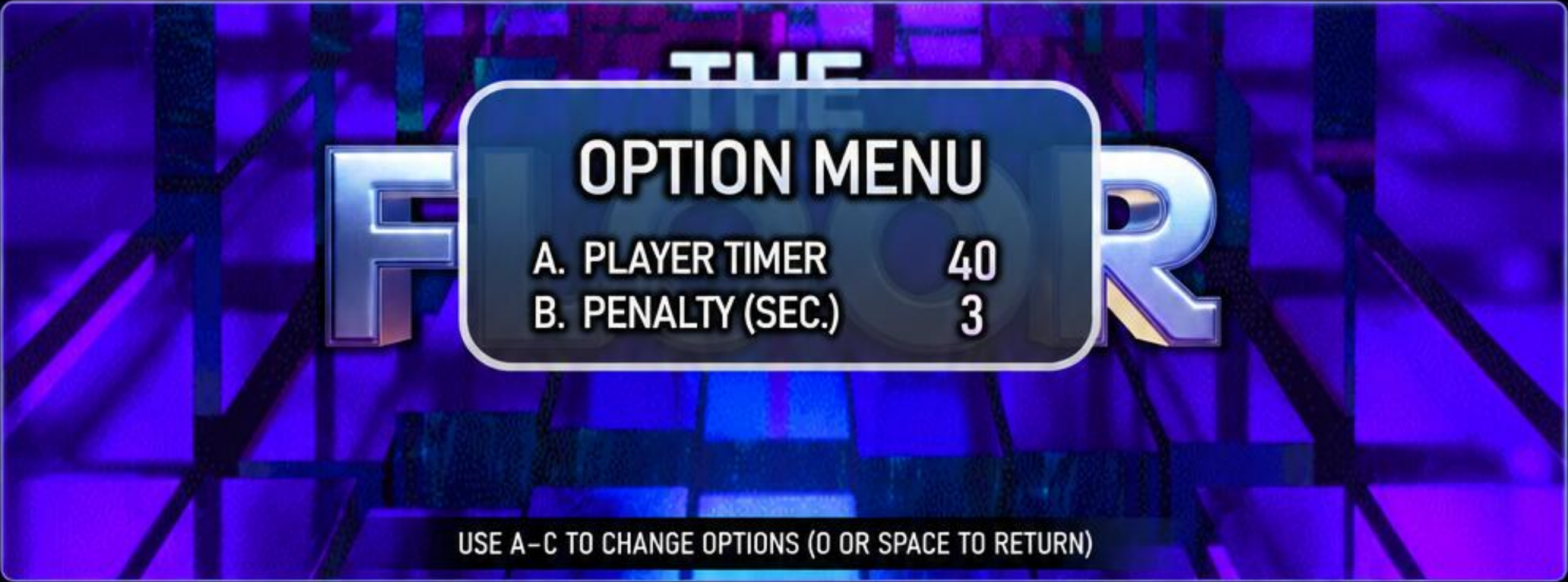
YOU RUN THE GAME. THEY PLAY THE GAME.
LEAD WITH CONFIDENCE. CONTROL THE FLOOR.



OPTIONS MENU

CONTROL THE PACE. SHAPE THE GAME.

The Options Menu lets you adjust two key settings that dramatically affect game speed, strategy, and the overall challenge.



A. PLAYER TIMER

How much time each player has to answer.



30 – 60
SECONDS

30 |-----|-----●-----|-----| 60

More time gives players more thinking room.
Less time increases pressure and speeds up the game.

WHAT IT AFFECTS

- ✓ How long players can think
- ✓ How many rounds you can play
- ✓ The intensity and excitement
- ✓ Ideal for adjusting to audience skill level

B. PASS PENALTY (SEC.)

The time penalty applied when a player passes.



0 – 5
SECONDS

0 |-----|-----●-----|-----| 5

Higher penalties discourage passing.
Lower penalties keep the game moving.

WHAT IT AFFECTS

- ✓ How often players choose to pass
- ✓ Risk vs. reward decisions
- ✓ Game flow and round length
- ✓ Strategy and pacing

HOW THESE SETTINGS IMPACT THE GAME

SLOWER PACE

More time. Lower penalty.



- ✓ More thinking time
- ✓ More passing
- ✓ Longer rounds
- ✓ Great for new players or larger groups

BALANCED PACE

Moderate time. Moderate penalty.



- ✓ Good mix of thinking and action
- ✓ Strategic passing
- ✓ Smooth game flow
- ✓ Recommended setting

FASTER PACE

Less time. Higher penalty.



- ✓ Quick decisions
- ✓ Fewer passes
- ✓ Shorter rounds
- ✓ High energy and high intensity

HOST TIPS



Adjust for Your Audience

New players? Use more time and lower penalties.
Experts? Tighten it up!



Change Anytime

You can adjust settings between rounds to keep the game exciting.



Test & Fine-Tune

Small changes make a big difference in pace, tension, and fun.



YOU SET THE PACE.
YOU CONTROL THE CHALLENGE.



CREATING CUSTOM TOPICS

BUILD YOUR OWN TOPICS. MAKE IT YOUR GAME.

Add any category you can imagine! The Floor reads your images and uses the filename as the correct answer.



EXAMPLE: VEGETABLES TOPIC

← → This PC > Z: (Storage) > The Floor > Topic Library > Vegetables



Acorn Squash.jpg



Artichoke.jpg



Asparagus.jpg



Bell Pepper.jpg



Broccoli.jpg



Carrot.jpg



Cauliflower.jpg



Celery.jpg



Chili Pepper.jpg



Cucumber.jpg



Eggplant.jpg



Endives.jpg



Garlic.jpg



Green Beans.jpg



instruction.txt



Lettuce (Head).jpg



Mushroom.jpg



Pumpkin.jpg



Potato.jpg



Radish.jpg



Spinach.jpg



Sweet Potato.jpg



Zucchini.jpg



Optional instruction.txt

Add custom instructions or rules for this topic (see below).

THE RULES



FILENAME = ANSWER

The filename (without .jpg or .png) is the correct answer.



IMAGE FORMAT

Use JPG or PNG images only.



CASE DOESN'T MATTER

Acorn Squash.jpg and acorn squash.jpg are treated the same.



NO DUPLICATES

Each filename must be unique within the topic folder.



INSTRUCTION FILE

instruction.txt is optional but highly recommended!

HOW IT WORKS

- 1 Create a new folder in the Topic Library.
- 2 Add your images. Name each file besides ".jpg" or ".png".
- 3 (Optional) Add instruction.txt with custom rules.
- 4 Your new topic is ready to play!

FOLDER STRUCTURE



INSTRUCTION.TXT EXAMPLE

Identify the images as they appear.



BEST PRACTICES

- ✓ Use clear, high-quality images on a white or simple background.
- ✓ Keep filenames short and easy to spell.
- ✓ Avoid special characters (/ \ : * ? " < > |).
- ✓ Group similar images within the same category.
- ✓ Test your topic before using it in a real game.



QUICK TIP

The more images you add, the more variety and excitement you create!



WHERE TO FIND CUSTOM TOPICS

Share and download topics with other hosts in the Community Hub!



YOUR TOPICS. YOUR RULES. YOUR FLOOR.

CREATE IT. LOAD IT. PLAY IT.



IMAGE OPTIMIZATION

FAST GAMES. SMOOTH FLOW. BETTER EXPERIENCE.

Large, high-resolution images are the #1 cause of lag and slow performance.

Resize your images before adding them to your topics.



WHY IMAGE SIZE MATTERS



Big images = big files.
Big files = more loading time.
More loading time = lag.

Slow games ruin the experience!

Optimize every image before
adding it to your topics.

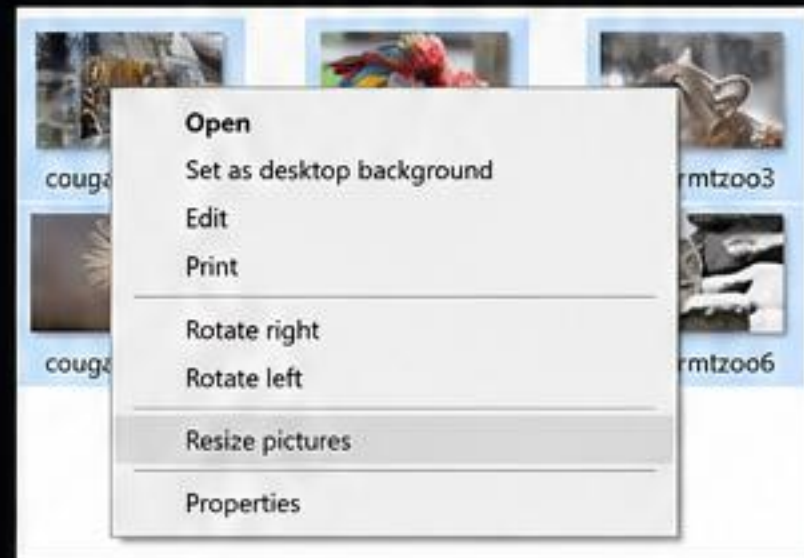
RESIZE IMAGES BEFORE USE

WINDOWS BUILT-IN RESIZER



QUICK ACCESS

Right-click any image file
and select "Resize pictures".



RECOMMENDED SIZE: 1024 × 640 pixels (4:2 aspect ratio)

This matches The Floor's layout and keeps file sizes small and performance high.

RECOMMENDED WORKFLOW



OPTIMIZE FIRST. PLAY SMOOTH. KEEP PLAYERS ENGAGED.

BEFORE & AFTER EXAMPLE

BEFORE (High Resolution)



6000 × 4000 pixels
File size: 6.2 MB



AFTER (Optimized)



1024 × 640 pixels
File size: 180 KB

FILE SIZE IMPACT

1 high-res image
(6 MB)

=

33 optimized images
(180 KB each)



Smaller files = faster loading = better gameplay



READ IF YOUR GAME IS SLOW!.TXT

If your game runs slowly or freezes, the cause is almost always large image files.
Read the "IF Your Game Is Slow!.txt" file in The Floor folder for full details and solutions.



QUICK TIPS

- ✓ Resize before adding to topics.
- ✓ Use JPG format for best file size.
- ✓ Keep images simple and clear.
- ✓ Test your topic before using it in a real game.



GOOD PRACTICE

- ✓ Use 1024 × 640 (recommended).
- ✓ Remove unused originals.
- ✓ Quality > size, but keep it light.
- ✓ Consistent sizes look best.



BENEFITS

- ✓ Faster game loading
- ✓ Smoother gameplay
- ✓ Better player experience
- ✓ More images, more variety!



OPTIMIZE TODAY. PLAY BETTER. WOW YOUR PLAYERS.



HOST TIPS

YOUR GAME. YOUR STYLE. YOUR PLAYERS.

Great hosts create exciting games! Use these tips to keep your game fun, fair, and fast-paced for every audience.



1 BALANCE TOPIC DIFFICULTY



Easy to recognize



Too obscure

- ✓ Mix easier and harder images.
- ✓ Avoid topics that are all extremely easy or all extremely hard.
- ✓ Good balance keeps every player engaged and in the game.



2 AVOID OBSCURE IMAGES



Famous athlete



Too obscure

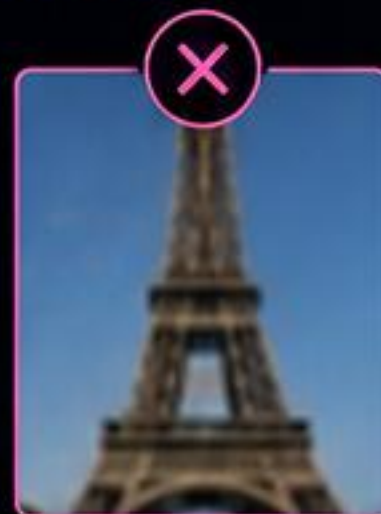
- ✓ If most people won't recognize it, no one will answer it.
- ✓ When in doubt, choose a more common, familiar image.
- ✓ Obscure = frustration and slow games.



3 USE RECOGNIZABLE PHOTOS



Clear & recognizable



Blurry or zoomed

- ✓ Use clear, well-lit photos.
- ✓ Avoid heavy filters, crop zooms, or unusual angles.
- ✓ If you have to "think" about it, your players will too.



4 KEEP ROUNDS MOVING

SPACE

Award point quickly for correct answers.

X

Encourage passing instead of silence.

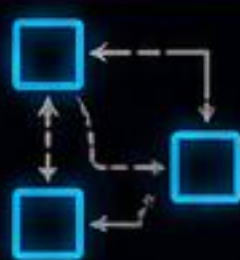
E

End rounds that drag or stall.

- ✓ Don't wait for someone to eventually guess it.
- ✓ Fast rounds = more excitement.
- ✓ Keep energy high!



ENCOURAGE STRATEGIC OPPONENT SELECTION



Expand Your Territory

Challenge opponents next to your territory to grow your region.



Block Your Rivals

Stop strong opponents from growing by challenging them early.

- ✓ Don't just challenge randomly.
- ✓ Think about location, strength, and territory control.
- ✓ Smart choices win The Floor.



6 GREAT FOR LARGE YOUTH GROUPS

- ✓ Simple to learn. Easy to play.
- ✓ High energy and lots of laughs.
- ✓ Everyone stays involved until eliminated.
- ✓ Ideal for schools, camps, church groups, and youth events.



EVERYONE GETS A CHANCE TO WIN!

With smart topics and good pacing, every player has a real shot.



HOST CHECKLIST

- ✓ Topics are balanced
- ✓ Images are clear
- ✓ Rounds are moving
- ✓ Players are engaged
- ✓ Game is fun & fair
- ✓ Everyone is having a great time



PRO TIP

The best hosts know their audience. Adjust topics and pacing to fit the energy and skill level of your players.



Read the room. Have fun. Create the experience they'll talk about long after the game!



GREAT HOSTS DON'T JUST RUN GAMES. THEY CREATE UNFORGETTABLE EXPERIENCES.



TROUBLESHOOTING

FIX COMMON PROBLEMS IN SECONDS



Most issues can be solved in under a minute.
Use this page whenever something isn't working as expected.

1 TOPIC FOLDER NOT FOUND

Problem

The game starts but no topics appear.

Possible Causes

- ✗ Topic folder was moved
- ✗ Topic folder was renamed
- ✗ Topic Library is missing
- ✗ Folder is in the wrong location

Solution

- ✓ Verify that Topic Library exists
- ✓ Make sure each topic has its own folder
- ✓ Keep the original folder structure intact
- ✓ Restart the game after moving files

2 IMAGES NOT LOADING

Problem

Topic loads but images do not appear.

Possible Causes

- ✗ Unsupported file type
- ✗ Corrupted image
- ✗ Missing image file
- ✗ File still downloading from cloud storage

Solution

- ✓ Use JPG or PNG files
- ✓ Open image manually to verify it works
- ✓ Replace damaged files
- ✓ Ensure files are stored locally

3 MISSING ANSWERS

Problem

The host cannot determine the answer.

Possible Causes

- ✗ File has no name
- ✗ Filename contains random characters
- ✗ Duplicate filenames
- ✗ Filename does not match image

Solution

- ✓ Rename files clearly
- ✓ Use the actual answer as the filename

Example: Basketball.jpg
Tiger.jpg
Golden Gate Bridge.jpg

The filename becomes the answer.

4 LAG DURING GAMEPLAY

Problem

Images load slowly or the game freezes.

Most Common Cause

Large image files.

Solution

- ✓ Resize images before adding them
- ✓ Recommended size: **1024 × 640**
(4:2 aspect ratio)
- ✓ Remove unnecessary high-resolution originals
- ✓ Read: "Read IF Your Game Is Slow!.txt"

5 EXITING & RESTARTING THE GAME

Problem

Need to stop the game or start over.

Solution

 **Pressing ESC immediately exits the slideshow.**

- ✓ Use ESC only when finished playing.
- ✓ If the game becomes unresponsive, press ESC and restart the slideshow.
- ✓ Reopen PowerPoint if necessary.
- ✓ Exiting the slideshow resets the current game session.



QUICK DIAGNOSTIC CHECKLIST

Before contacting support, check:

- ✓ Topic folder exists
- ✓ Images are JPG or PNG
- ✓ Filenames match answers
- ✓ Images have been optimized
- ✓ Topic Library is in the correct location

- ✓ PowerPoint is running in Slide Show mode
- ✓ Presenter View is enabled



Most problems are caused by files. Start here!



WHEN IN DOUBT:
CHECK YOUR FILES. OPTIMIZE YOUR IMAGES. RESTART THE SLIDESHOW.

★ You're ready to conquer The Floor! ★

