



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.

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Where live games bring people together.

THE RESISTANCE *Mafia*



WELCOME TO THE RESISTANCE

The Resistance: Mafia is a social-deduction game of secret identities, suspicious alliances, and sabotaged missions.

Players are secretly divided into two sides:



The Citizens must discover whom they can trust and complete three successful missions.



The Mafia must infiltrate mission teams and cause three missions to fail.

Every player receives an ID card containing only part of the truth. Players may reveal information, hide information, bluff, accuse others, or lie—but no one's role is officially confirmed during the game.

Even if the Citizens complete three missions, the **Mafia Boss** may still steal the victory by correctly identifying the Inspector.



CITIZENS

TRUST. COOPERATE. UNCOVER THE TRUTH.

VS.



MAFIA

INFILTRATE. SABOTAGE. STAY HIDDEN.

TRUST CAREFULLY.
EVERY MISSION COULD BE A TRAP.

★ PREPARE THE OPERATION ★

SETUP EVERYTHING BEFORE THE GAME BEGINS.

PLAYER 1

PLAYER 1

PLAYER 2

PLAYER 2

PLAYER 3

PLAYER 3

PLAYER 4

PLAYER 4

PLAYER 5

PLAYER 5

PLAYER 6

PLAYER 6

PLAYER 7

PLAYER 7

PLAYER 8

PLAYER 8

OPTION MENU

A. # OF PLAYERS 8
B. DOUBLE AGENT NO

USE THESE KEYS

- A** CHANGE # OF PLAYERS
- B** TOGGLE DOUBLE AGENT
- O** OPEN/CLOSE MENU
- SPACE** RETURN TO MAIN MENU

Mafia

PRESS A,B TO CHANGE OPTIONS (O OR SPACE TO RETURN TO MAIN MENU)

1 WHAT YOU NEED

- The Resistance: Mafia PowerPoint game
- A Windows computer running desktop PowerPoint
- A second display or projector
- Presenter View
- One completed ID card for every player
- Mission voting cards
- Pens, pencils, or dry-erase markers if the cards are laminated

2 PLAYER COUNT & TEAM BALANCE

The game supports 5–12 players. The option menu cycles through those player counts, and the Double Agent can be turned on or off.

PLAYERS	CITIZENS' SIDE	MAFIA SIDE
5	3	2
6	4	2
7	4	3
8	5	3
9	6	3
10	6	4
11	7	4
12	7	5



The game always assigns an **Inspector**, a **Mafia Boss**, and two **Cluekeepers**. Remaining positions become Citizens and Mafia members. When enabled, the **Double Agent** replaces one regular Mafia role rather than adding another Mafia player.

3 RECOMMENDED SEATING

CITIZEN



YOU ARE A CITIZEN.
Help the Resistance complete three successful missions.



See the main game screen



Speak to the entire group



Keep your ID card hidden



Hand mission cards discreetly to the host



MAFIA



YOU ARE MAFIA.
Work together to cause three missions to fail.

THE CITIZENS' SIDE

Know the Resistance roles and use your information wisely.



THE
RESISTANCE
Mafia
CITIZEN



YOU ARE A CITIZEN.
Help the Resistance
complete three
successful missions.

CITIZEN

Goal: Help three missions succeed and identify suspicious players.

Citizens receive an intelligence report containing two player numbers. At least one of those players may belong to the Mafia. Different Citizens receive different information, so the group must compare clues carefully.

Remember:

- You are loyal to the Resistance.
- Submit Success during missions.
- Share information carefully.
- Mafia players may pretend to have similar clues.



THE
RESISTANCE
Mafia
CLUEKEEPER



You hold a vital key to victory.
Help the Inspector
find the Mafia.

CLUEKEEPER

Goal: Work with the other Cluekeeper to help the Inspector locate the Mafia.

Cluekeepers receive additional information involving:

- A pair of possible Mafia suspects
- Their fellow Cluekeeper, when applicable
- A player connected to either the Inspector or Mafia Boss

At seven or more players, each Cluekeeper is shown the identity of the other Cluekeeper. At five or six players, that teammate information is withheld.



Important: Never openly prove that you are a Cluekeeper. Doing so may help the Mafia locate the Inspector.



THE
RESISTANCE
Mafia
INSPECTOR



You hold the truth.
Guide the Resistance
without being seen.

INSPECTOR

Goal: Guide the Resistance without revealing your identity.

The Inspector receives the strongest information in the game:

- Most Mafia players are identified.
- The Mafia Boss remains hidden.
- Additional suspect information may help narrow down the Boss.

The Inspector must influence the discussion without becoming obvious. If the Mafia Boss identifies the Inspector at the end, the Mafia can steal the victory.

THE MAFIA

Use deception, stay hidden, and sabotage the Resistance.



THE RESISTANCE Mafia MAFIA



You are part of the **Mafia**.
Work together to sabotage
the Resistance.

MAFIA

Goal: Cause three missions to fail without being discovered.

Regular Mafia members know the other established Mafia players and receive false suspect information they can use during discussion.

Strategy:

- Do not sabotage every mission automatically.
- A **Success** vote may help you gain trust.
- Defend innocent players when it benefits you.
- Accuse confidently, but avoid appearing too coordinated.



THE RESISTANCE Mafia MAFIA BOSS



You lead the **Mafia**.
Guide your team. Stay hidden.
Take down the Resistance.

MAFIA BOSS

Goal: Lead the Mafia, remain hidden from the Inspector, and locate the Inspector.

The Mafia Boss knows the Mafia team but is not directly identified to the Inspector. If the Citizens complete three successful missions, the Boss receives one final opportunity to name the Inspector.

A correct identification gives the **Mafia** the victory.



THE RESISTANCE Mafia DOUBLE AGENT



You are a **Double Agent**.
Secretly support the Mafia.
Stay hidden from everyone.

DOUBLE AGENT

Goal: Secretly support the Mafia while operating without their full trust.

When this option is enabled:

- The Double Agent is a **Mafia** role.
- The Inspector recognizes the Double Agent as Mafia.
- Regular Mafia members do not know who the Double Agent is.
- The Double Agent does not receive the normal Mafia team list.
- The Double Agent may submit **Success** votes to build credibility.

This role creates uncertainty on both sides and is best used after players understand the standard game.





THE SECRET BRIEFING



Assign roles privately and prepare every player's ID card.

PRESENTER VIEW (YOU SEE THIS)

The secret role assignment appears only in Presenter View / presenter notes.

Keep this view hidden from the audience.



SHOW TASKBAR DISPLAY SETTINGS END SLIDE SHOW

0:00:08 11:35 PM

End of slide show



Slide 1 of 1

Player & Role	Suspects	Known Mafia [OR Cluemate/Clue]
1 = Cluekeeper	3, 7	[6 / 8]
2 = Mafia	5, 7	2, 3, 4
3 = Mafia Boss	1, 8	2, 3, 4
4 = Mafia	6, 8	2, 3, 4
5 = Citizen	2, 4	-
6 = Cluekeeper	4, 5	[1 / 3]
7 = Citizen	1, 3	-
8 = Inspector	2, 6	2, 4

AUDIENCE VIEW (THEY SEE THIS)

How to play

Objectives: Two teams compete over missions. Citizens vs Mafia.
Gameplay: Each round, a player proposes a mission team. Everyone discusses and votes to approve it. Approved missions secretly succeed or fail. Results are revealed at each mission's end.
Roles: Every player has a role card with partial information. You may share, hide, or lie about what you know. Share close, know more than others. Roles are never confirmed - only suspected.
Winning: Citizens win if 3 missions succeed. Mafia win if 3 missions fail. Mafia Boss may steal the win by correctly naming the Inspector.

The audience continues seeing the public instruction screen.

1 ENTER PLAYER NAMES

From the opening screen, press the corresponding player key:

- 1-9 for Players 1-9
- 0 for Player 10
- - for Player 11
- = for Player 12

Type the player's name and press Enter.

2 CONTINUE TO THE INSTRUCTIONS SCREEN

Press Space after all names have been entered.

The game automatically generates:

- Every player's role
- Suspect numbers
- Known Mafia information
- Cluekeeper information
- Mafia team information

3 OPEN PRESENTER VIEW

The secret role assignment appears only in the presenter notes. The projected audience screen continues showing the public instruction page.

The generated presenter information includes each player's role, suspects, and any known Mafia or Cluekeeper information.

4 COMPLETE THE PHYSICAL ID CARDS

The host privately copies the Presenter View information onto each player's corresponding card.

Then:

- Hand each card directly to its player.
- Tell players not to show their cards.
- Collect unused cards.
- Keep the presenter notes hidden from the audience.



REASSIGNING ROLES

Press S while still on the role-assignment screen to generate a completely new setup. The game also automatically randomizes the opening Mission Leader.



HOST TIP

Keep Presenter View hidden from the audience at all times.

INSPECTOR

You are the leader of the investigation. Find the Mafia... but never reveal your true role.

PLAYER #

★ INTELLIGENCE REPORT ★

One or both of these players belong to the Mafia.

★ MAFIA IDENTITIES ★

These players are confirmed Mafia.

YOUR MISSION

- You know who the Mafia are.
- Help the Resistance win missions.
- Stay hidden — never confirm your role.
- At the end, the Mafia Boss will try to find you.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

- PLAYER NUMBER**
Copy the player's number from Presenter View.
- SUSPECTS**
Copy the two suspect numbers for this player.
- KNOWN MAFIA OR SPECIAL CLUE**
Copy any confirmed Mafia players or special clue / Cluemate numbers.
- ROLE-SPECIFIC INFORMATION**
Review the mission and role information. Do not reveal it to other players.

CITIZEN

You are part of the Resistance. Find the Mafia before they sabotage their missions.

PLAYER #

★ INTELLIGENCE REPORT ★

One or both of these players belong to the Mafia.

MISSION BRIEFING

- One Citizen knows true Mafia.
- Most Citizens know one Mafia and one innocent player.
- Share information carefully.
- Hides Mafia will try to mislead you.

VICTORY CONDITIONS

RESISTANCE WINS

- 3 Successful Missions
- Mafia Boss fails to identify Inspector

MAFIA WINS

- 3 Failed Missions
- Mafia Boss identifies Inspector



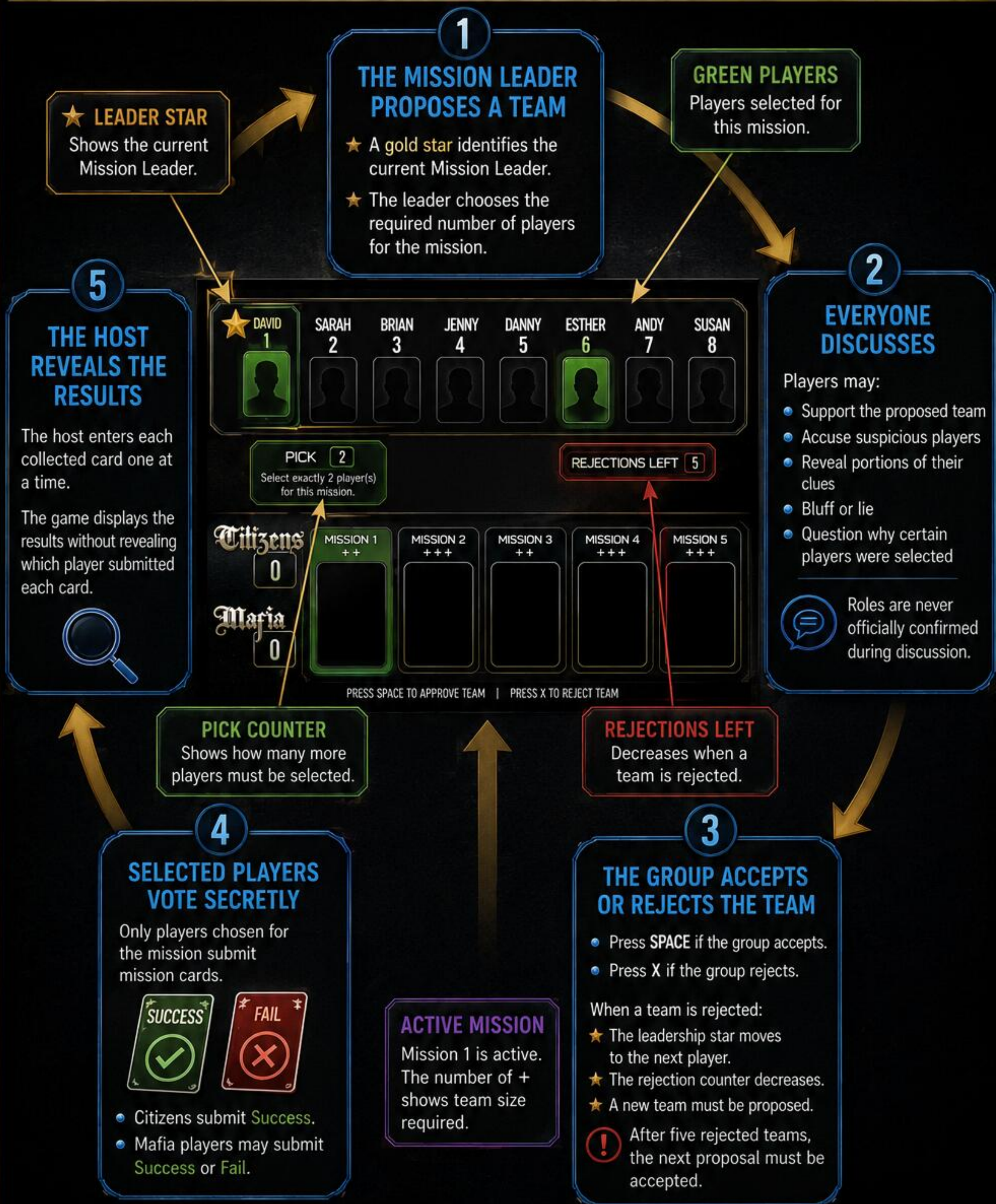
THE RESISTANCE

Mafia



THE MISSION CYCLE

FIVE STEPS. ONE GOAL. COMPLETE MISSIONS OR SABOTAGE THEM.



IMPORTANT: The leader must select the exact number of players shown by the + marks before the mission can continue.



WHO GOES ON THE MISSION?

Mission sizes, secret voting, and the critical Mission 4 rule.



MISSION TEAM-SIZE CHART

Players	Mission 1	Mission 2	Mission 3	Mission 4	Mission 5
5	2	3	2	3	3
6	2	3	4	3	4
7	2	3	3	4	4
8	3	4	4	5	5
9	3	4	4	5	5
10	3	4	4	5	5
11	3	4	5	6	6
12	3	4	5	6	6

★ These team sizes are built directly into the game. ★



PICK 0

REJECTIONS LEFT 5

Citizens

0

Mafia

0



PRESS SPACE TO CONTINUE TO NEXT MISSION

CURRENT MISSION

Shows the selected team for the active mission.

VOTING CARDS

Reveal the results one at a time in PowerPoint.

REJECTIONS LEFT

Decreases when a team is rejected.

! CRITICAL SPECIAL RULE

For most missions, one Fail card causes the mission to fail.

However:

Mission 4 requires two Fail cards when playing with seven or more players.

With seven or more players, one Fail during Mission 4 still counts as a successful mission.

CONDUCTING THE MISSION VOTE

- 1 Give each selected player a mission voting card.
- 2 Have each player secretly mark or select **Success** or **Fail**.
- 3 Collect and shuffle the cards before looking at them.
- 4 Enter the results into PowerPoint one at a time:
 - 0 = Success
 - X = Fail
- 5 Press Space after every card has been revealed.



IMPORTANT: The leader must select the exact before the mission can continue.

Sample Mission Voting Card





WHO WINS THE WAR?

Mission scoring, victory conditions, and the final showdown.

✓ CITIZENS SCORE A MISSION

- Every submitted card is **Success**, or
- Mission 4 has only one **Fail** with seven or more players

The **Citizens** gain one point.

★ CITIZENS' VICTORY PATH ★

MISSION 1

+++



MISSION 2

++++



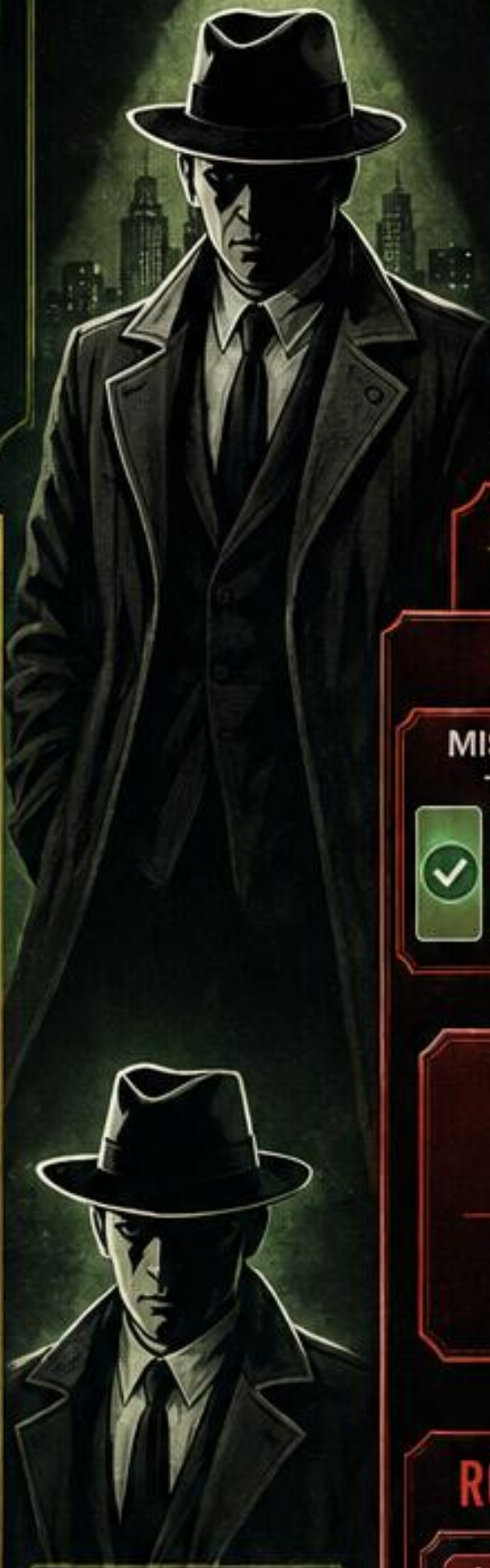
MISSION 3

++++



CITIZENS WIN

Inspector survives
the final showdown.



THE INSPECTOR

The key to victory
is in the final
showdown.

✗ MAFIA SCORE A MISSION

- At least one **Fail** is submitted during a normal mission, or
- Mission 4 receives at least two **Fail** cards with seven or more players

The **Mafia** gain one point.

★ MAFIA VICTORY PATHS ★

ROUTE 1: THREE FAILED MISSIONS

MISSION 1

+++



MISSION 2

++++



MISSION 3

++++



MAFIA WIN

The Mafia win immediately when
they cause three missions to fail.

OR

ROUTE 2: CITIZENS' FINAL CHALLENGE

1



The Mafia players
are revealed.

2



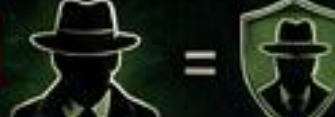
The Mafia Boss selects
one non-Mafia player.

3



That player's
role is revealed.

4



If the selected player
is the **Inspector**, the
Mafia steal the victory.

5



If the selected player is
anyone else, the
Citizens win.



MAFIA BOSS NAMES THE
INSPECTOR = MAFIA WIN



HOST NOTE: The game prevents the Mafia Boss from selecting a known Mafia player and waits for the host to confirm the final choice.



VS





KEY	ACTION
1–9	Select Players 1–9
0	Select Player 10
–	Select Player 11
=	Select Player 12
Enter	Finish entering a player name
O	Open or close the Option Menu
A	Change the number of players
B	Turn Double Agent on or off
Space	Continue
S	Generate a new role assignment

Press **S** while still on the role assignment screen to generate a completely new setup. The opening Mission Leader is randomized each time.

KEY	ACTION
1-9, 0, -, =	Select or remove mission members
Space	Approve the proposed team
X	Reject the proposed team
O	Enter a SUCCESS mission card
X	Enter a FAIL mission card
Space	Resolve the mission and continue



0 = Success **X** = Fail

KEY	ACTION
1-9, 0, -, =	Mafia Boss selects the suspected Inspector
Space	Confirm the selection or reveal the winner
Esc	End and reset the game

END THE GAME CLEANLY

Press **Esc** to reset.
This clears the names,
roles, mission cards, scores,
effects, and presenter
information and returns
you to the opening screen.

THE INSTRUCTION BAR CHANGES AUTOMATICALLY

to show the controls available during each stage of the game.

IMPORTANT CONTROL NOTE

The controls use the **NUMBER ROW** across the top of the keyboard, including 0, -, and =. They **do not** use the **NUMERIC KEYPAD**.





THE RESISTANCE *Mafia*

CUSTOMIZE THE OPERATION

ADJUST THE SETTINGS. PERSONALIZE THE EXPERIENCE. TAKE CONTROL.



PLAYER 1

PLAYER 1

PLAYER 2

PLAYER 2

PLAYER 3

PLAYER 3

PLAYER 4

PLAYER 4

PLAYER 5

PLAYER 5

PLAYER 6

PLAYER 6

PLAYER 7

PLAYER 7

PLAYER 8

PLAYER 8

OPTION MENU

A. # OF PLAYERS 8
B. DOUBLE AGENT NO

USE THESE KEYS

- A** CHANGE # OF PLAYERS
- B** TOGGLE DOUBLE AGENT
- O** OPEN/CLOSE MENU
- SPACE** RETURN TO MAIN MENU

Mafia

PRESS A,B TO CHANGE OPTIONS (O OR SPACE TO RETURN TO MAIN MENU)

OPTION A — NUMBER OF PLAYERS

A

PLAYERS

Press **O** from the opening screen, then press **A** to cycle through:

5 → 6 → 7 → 8 → 9 → 10 → 11 → 12 → 5

Changing the player count automatically adjusts:

- Visible player positions
- Mafia/Citizen balance
- Mission team sizes
- Role-card information

B

DOUBLE AGENT

OPTION B — DOUBLE AGENT

Press **B** to switch between:

NO : Standard Mafia team

YES : One regular Mafia position becomes the Double Agent

RECOMMENDED LABEL:

- New players:** Double Agent OFF
- Experienced players:** Double Agent ON

PLAYER NAMES

Enter names directly from the opening screen using each player's corresponding key.

Names can be:



- ✓ Real first names
- ✓ Team nicknames
- ✓ Character names
- ✓ Church group or classroom names

PLAYER 1

PLAYER 1

PLAYER 2

PLAYER 2

PLAYER 3

PLAYER 3

BEFORE

DAVID

PLAYER 1

PLAYER 2

PLAYER 2

PLAYER 3

PLAYER 3

AFTER (EXAMPLE)



EVERY DETAIL IS IN YOUR HANDS.

Set it up your way and make every game your own.





THE RESISTANCE *Mafia*

FIELD SUPPORT

SOLVE PROBLEMS. RUN BETTER GAMES.



TROUBLESHOOTING



NOTHING HAPPENS WHEN I PRESS A KEY

Click once on the game's bottom instruction button or active slideshow area so the game receives keyboard focus.



THE GAME OPENS BUT THE CONTROLS DO NOT WORK

Use the desktop version of Microsoft PowerPoint for Windows and enable macros or active content. The game relies on VBA, MSForms controls, and PowerPoint's internal media player.



PRESENTER VIEW DOES NOT SHOW THE ROLES

Confirm that Presenter View is enabled and that the presentation is connected to a second screen. Secret role information is written into the Game Board's presenter notes.



THE GAME WILL NOT ACCEPT THE PROPOSED MISSION

Look at the Pick counter. It must reach 0, meaning the correct number of players has been selected.



ONE FAIL CARD DID NOT FAIL MISSION 4

That is intentional when there are seven or more players. Mission 4 requires two Fail cards.



THE WRONG ROLES WERE GENERATED

Press **S** before revealing the game board to generate a new assignment.



THE SLIDESHOW BECAME STUCK OR NEEDS RESTARTING

Press **Esc**. The reset process clears the names, roles, mission cards, scores, effects, and presenter information before returning to the opening screen.



RUN A BETTER GAME



EXPLAIN THE VICTORY CONDITIONS BEFORE ASSIGNING ROLES.

Make sure everyone understands how to win before the game begins.



DO NOT EXPLAIN EVERY ROLE ALOUD AFTER THE CARDS ARE DISTRIBUTED.

Let players discover their own details through play.



SHUFFLE COLLECTED MISSION CARDS BEFORE ENTERING THEM.

Randomizing helps protect player privacy.



READ THE CARDS AWAY FROM THE PLAYERS.

Do not let players see the cards as you enter them.



KEEP DEBATES MOVING; SET A DISCUSSION TIMER WHEN NEEDED.

Pace keeps the game exciting and fair for everyone.



REMIND PLAYERS THAT CONFIDENT ACCUSATIONS ARE NOT PROOF.

Bluffing is part of the game.



DO NOT ALLOW PLAYERS TO SHOW THEIR ID CARDS.

Hidden roles keep the game fair and fun.



ENCOURAGE MAFIA PLAYERS TO OCCASIONALLY VOTE SUCCESS.

It builds trust and helps you blend in.



BEFORE THE FINAL GUESS, REMIND EVERYONE TO REMAIN SILENT WHILE THE MAFIA BOSS DECIDES.

No talking, no hints—just pressure.



YOU ARE THE HOST. YOU SET THE TONE.

Stay calm, stay fair, and keep the game fun for everyone.



THE RESISTANCE

Mafia



CITIZENS

TRUTH. LOYALTY. COURAGE.



MAFIA

POWER. DECEPTION. CONTROL.



THE MISSION IS YOURS

Thank you for playing The Resistance: Mafia.

Every game creates a different network of clues, accusations, alliances, and betrayals. The game works best when players commit to their roles, listen carefully, and remember that even truthful information can be misunderstood.



Will the **CITIZENS** uncover the conspiracy?



Will the **MAFIA** control the missions?



Or will the **INSPECTOR** survive long enough to expose them all?

★ CHOOSE YOUR TEAM. GUARD YOUR IDENTITY. TRUST NO ONE TOO QUICKLY. ★

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