



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.



WHAT IS WARRIORS OF THE WORD?

Warriors of the Word is a **cooperative** Bible battle game where players join forces to defeat powerful spiritual enemies using Scripture, faith, hope, love, repentance, forgiveness, rebuke, and other biblical actions.

Each round, players are presented with Bible questions. **Correct answers** strengthen your team and weaken the enemy. **Wrong answers** may allow the enemy to attack, spread negative conditions, or gain power.

THE GOAL IS SIMPLE:



LEARN SCRIPTURE



WORK TOGETHER



DEFEAT THE ENEMY



SURVIVE UNTIL VICTORY



GREAT FOR:



YOUTH GROUPS



FAMILY WORSHIP



BIBLE STUDIES



SABBATH SCHOOL



RETREATS



CHURCH GAME NIGHTS



“Put on the full armor of God, so that you can take your stand against the devil’s schemes.”

EPHESIANS 6:11



THE WEAPONS OF OUR WARFARE ARE NOT THE WEAPONS OF THE WORLD, BUT HAVE DIVINE POWER TO DESTROY STRONGHOLDS.” 2 CORINTHIANS 10:4



HOW THE GAME WORKS

Warriors of the Word is a cooperative Bible battle game for 1–5 players. Players use their **BUZZERS** (or keyboard controls) for every decision in the game—from selecting heroes to choosing actions and virtues during battle.

1 CHOOSE YOUR HEROES

Each player selects a hero. Every hero has different strengths in:

-  **SPRIT** – stronger Rebukes
-  **RESOLVE** – stronger Protection
-  **WISDOM** – stronger Healing and Meditation

Choose a team that works together and covers multiple strengths.



2 FACE THE ENEMY

Each battle pits your team against a spiritual enemy.

Enemies possess:

- Health
- Attack power
- Defense power
- Corrupting attacks
- Special spiritual conditions
- A growing **FURY METER**

Defeat the enemy before your rounds run out.



3 SELECT YOUR ACTION

At the beginning of each round, all heroes have 30 seconds to choose their action. Examples include:



At the beginning of each round, all heroes have 30 seconds to choose their action.

If everyone finishes early, the host may press **SPACE** to immediately advance to the next phase.

4 SELECT YOUR VIRTUE

After actions are chosen, all heroes select a virtue for that round. Meanwhile, the enemy prepares an opposing anti-virtue.



If everyone is ready, the host may again press **SPACE** to skip the remainder of the timer.

5 RESOLVE THE BATTLE

Once all selections are complete, the battle begins. Heroes and the enemy take turns facing one another in order:

ENEMY → P1 → ENEMY → P2 → ENEMY → P3 → ENEMY → P4 → ENEMY → P5

The effectiveness of each heroic action depends on the Virtue vs. Anti-Virtue matchup.



Successful actions direct players to speak powerful Scriptural declarations based on Bible verses displayed by the game.



6 BEGIN THE NEXT ROUND

After all heroes and enemies have acted, a new round begins.

Players once again select: ① **AN ACTION** ② **A VIRTUE**

The battle continues until one of three outcomes occurs:



BUZZER GAME

PLAYERS USE THEIR BUZZERS THROUGHOUT THE ENTIRE GAME:

- ✓ Select heroes
- ✓ Choose actions
- ✓ Choose virtues
- ✓ Confirm choices
- ✓ Participate in every round

EVERYONE STAYS INVOLVED FROM BEGINNING TO END!



1 CHOOSE YOUR HEROES

2 FACE THE ENEMY

3 SELECT YOUR ACTION (30 SEC)

4 SELECT YOUR VIRTUE (30 SEC)

5 RESOLVE THE BATTLE (Heroes and Enemy take turns)

6 BEGIN THE NEXT ROUND

VICTORY OR DEFEAT OR TIME EXPIRED



EVERY ROUND MATTERS. WORK TOGETHER. CHOOSE WISELY. STAND FIRM IN THE WORD.



CHARACTER ROLES

★ EACH CHARACTER SPECIALIZES IN DIFFERENT STRENGTHS. ★

Choose a team that works together and covers each other's weaknesses.



APOSTLE

A balanced leader with strong all-around abilities. Reliable in almost any situation.



SPIRIT

70



RESOLVE

65



WISDOM

65



PROPHET

Possesses the highest Spirit. Excels at powerful rebukes and offensive actions.



SPIRIT

100



RESOLVE

40



WISDOM

60



PASTOR

Possesses the highest Resolve. Endures attacks and remains steadfast during difficult battles.



SPIRIT

50



RESOLVE

100



WISDOM

50



TEACHER

Possesses the highest Wisdom. Specializes in understanding, support, and strategic play.



SPIRIT

50



RESOLVE

50



WISDOM

100



EVANGELIST

A bold frontline character with strong Spirit and solid Resolve. Effective at advancing the battle against the enemy.



SPIRIT

90



RESOLVE

65



WISDOM

45



INTERCESSOR

Master of support and restoration. Exceptional at helping allies recover and stay in the fight.



SPIRIT

20



RESOLVE

95



WISDOM

85

✝ THERE IS STRENGTH IN UNITY. TOGETHER, YOU CAN OVERCOME ANY EVIL! ✝



→ EVERY CHARACTER HAS THREE ATTRIBUTES. ←



SPIRIT

Determines effectiveness in **REBUKING**.

The higher your Spirit, the more powerful your rebuke actions will be.



RESOLVE

Determines your defense and effectiveness in using **PROTECT**.

The higher your Resolve, the more damage you can withstand and the better you can protect allies.



WISDOM

Determines effectiveness in **HEALING** and **MEDITATION**.

The higher your Wisdom, the more health you restore and the more benefit you gain from meditation.



RED
EVANGELIST



→ DIFFERENT HEROES HAVE DIFFERENT STRENGTHS. ←

**CHOOSE A TEAM COMPOSITION
THAT BALANCES ALL THREE ATTRIBUTES.**



PLAYER ACTIONS



During battle, players receive different actions.
Learning when to use each one is the key to victory.



REBUKE

REBUKE

Your primary offensive action.

Rebuke damages the enemy directly. Heroes with high **Spirit** deal significantly more damage when rebuking.

Use Rebuke whenever your team needs to pressure the enemy and reduce its health.



FORGIVE

FORGIVE

A team-wide healing action.

Forgive restores health to all living allies. Heroes with high **Wisdom** provide stronger healing.

Use Forgive when multiple teammates have taken damage and need to recover before the next attack.



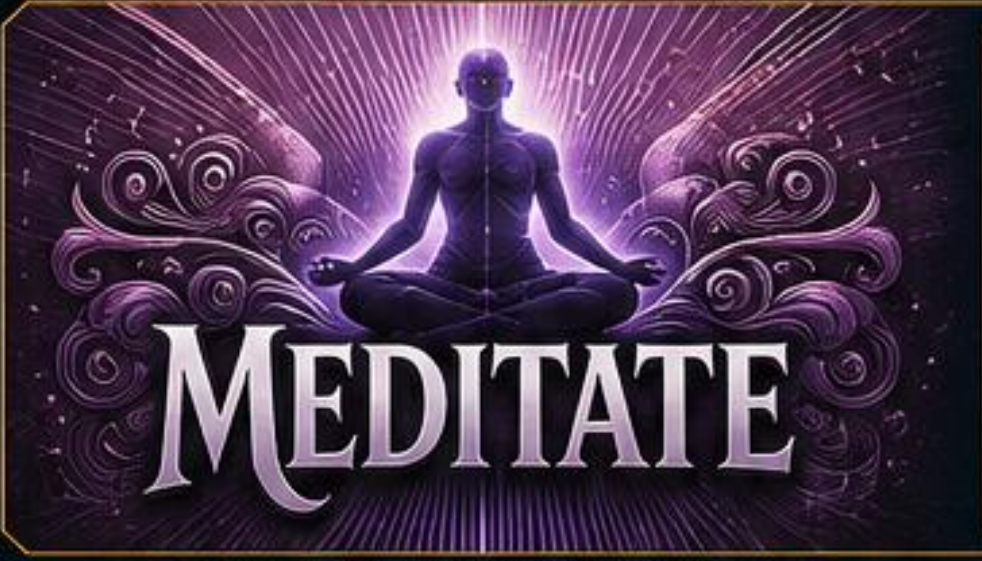
REVIVE

REVIVE

Brings a fallen ally back into the battle.

If no ally has fallen, Revive instead restores the user's health.

Use Revive to recover key teammates and prevent your team from being overwhelmed.



MEDITATE

MEDITATE

A preparation action that increases a hero's shield meter.

Meditate doubles a hero's rebuke and defense for a limited time. Heroes with high **Wisdom** gain the greatest benefit.

Use Meditate when you have a safe opportunity to prepare for a stronger turn later.



PROTECT

PROTECT

A defensive action.

Protect allows a hero to shield weaker teammates and absorb incoming attacks. Heroes with high **Resolve** are especially effective defenders.

Use Protect when vulnerable allies are in danger or when you expect a powerful enemy attack.



REPENT

REPENT

Removes harmful spiritual conditions.

Repent clears negative effects such as Pride, Addiction, Guilt, Deception, and other conditions that weaken heroes during battle.

Use Repent whenever a player becomes burdened by a harmful status effect.



THERE IS STRENGTH IN UNITY. TOGETHER, YOU CAN OVERCOME ANY EVIL.

EPHESIANS 6:10



SINS AND SPIRITUAL CONDITIONS



Spiritual enemies do more than cause damage. Many attacks can place harmful conditions on players that limit actions, weaken effectiveness, or even turn teammates against one another.

Learning when to use Repent is often just as important as defeating the enemy.

PROUD	ADDICTED	GUILT-RIDDEN	DECEIVED	DISTRACTED
CANNOT REBUKE CANNOT USE LOVE	CANNOT FORGIVE/REVIVE CANNOT BE HEALED CANNOT USE HOPE	CANNOT MEDITATE 50% REBUKE & HEALING CANNOT USE FAITH	REBUKES TEAMMATES HEALS THE ENEMY CANNOT USE FAITH	TEMPORARILY DISABLED
		BLOCKS THE ENEMY'S ATTACKS	PROTECTS WEAK ALLIES	

WAITING... (PRESS SPACE TO CONTINUE)



PROUD

A proud player becomes self-focused and resistant to correction.

Pride prevents players from effectively serving the team and weakens spiritual cooperation.

EFFECTS:

- Cannot use Rebuke
- Cannot use Love



ADDICTED

An addicted player becomes trapped by unhealthy attachments.

This condition severely limits support abilities and makes recovery difficult.

EFFECTS:

- Cannot use Forgive
- Cannot use Revive
- Cannot be healed by others
- Cannot use Hope



GUILT-RIDDEN

A guilt-ridden player carries a heavy burden that drains spiritual strength.

Even powerful heroes become far less effective while carrying unresolved guilt.

EFFECTS:

- Cannot use Meditate
- Rebuke effectiveness reduced to 50%
- Healing effectiveness reduced to 50%
- Cannot use Faith



DECEIVED

A deceived player loses discernment and may act against their own team.

This is one of the most dangerous conditions because it can actively help the enemy.

EFFECTS:

- Rebukes teammates instead of the enemy
- Heals the enemy instead of allies
- Cannot use Faith



DISTRACTED

A distracted player loses focus and becomes temporarily unavailable.

Distracted players must wait until the condition wears off or is removed.

EFFECTS:

- Temporarily disabled
- Cannot perform actions while distracted



SHIELDED

A positive condition that provides protection.

Shielded players can safely endure attacks that would otherwise harm them.

EFFECTS:

- Blocks enemy attacks
- Prevents incoming damage



GUARDIAN

A positive protective role created through Protect.

Guardians are essential when enemies begin dealing heavy damage.

EFFECTS:

- Intercepts attacks aimed at weaker allies
- Helps vulnerable teammates survive dangerous turns



REMOVING CONDITIONS

Most harmful conditions can be removed through Repent. Wise teams pay attention to status effects and clear them quickly before they spread or create larger problems.

FAITH • HOPE • LOVE



Every turn, you choose two things:

1 An **ACTION** (Rebuke, Forgive, Revive, Meditate, Protect, or Repent)

2 A **VIRTUE** (Faith, Hope, or Love)

The enemy chooses an opposing influence (Fear, Despair, or Hate).

The result determines how effective your action will be.

YOUR VIRTUE

VS.

ENEMY INFLUENCE



OVERCOMES



TIES

WEAKENS



OVERCOMES



TIES

WEAKENS



OVERCOMES



TIES

WEAKENS



VICTORY (WIN)

When your virtue overcomes the enemy influence, your action becomes significantly more powerful.

Your action is twice as effective or more!



TIE

When neither side has the advantage, your action works with normal effectiveness.

Your action performs as intended.



DEFEAT (LOSE)

When the enemy influence overcomes your virtue, your action fails and has no effect.

Your action does nothing.



ONE IMPORTANT EXCEPTION

Repent always works. Even if you lose the Faith–Hope–Love battle, Repent can still remove spiritual conditions and restore a player.



UNDERSTAND THE ENEMY. CHOOSE THE RIGHT VIRTUE.

THEN ACT WITH FAITH!



PUT ON THE FULL ARMOR OF GOD. STAND FIRM AGAINST THE SCHEMES OF THE DEVIL.

EPHESIANS 6:11

ENEMIES

Each enemy is a powerful spiritual force with unique attacks, resistances, and strategies.



ENEMY ABILITIES

Every enemy has three different attacks:

- **1 Basic Attack** – a powerful direct assault
- **2 Corrupting Attacks** – target spiritual weaknesses such as Pride, Addiction, Guilt, Deception, or Distraction

Each enemy also has its own **Attack** and **Defense** ratings, which determine how dangerous and resilient they are.



BATTLE FLOW

- During each round, the enemy chooses **ONE** attack and **ONE** anti-virtue: **FEAR**, **DESPAIR**, or **HATE**.
- Players (in turn-based RPG style) select their action and virtue to respond.
- The enemy faces off against the players one by one, from Player 1 to Player 5.
- The outcome of each exchange depends on your virtue versus the enemy's anti-virtue.



TURN ORDER



Enemy acts against each player in order.

VIRTUE VS. ANTI-VIRTUE

Your chosen virtue (Faith, Hope, or Love) will be weighed against the enemy's anti-virtue (Fear, Despair, or Hate).

WIN



Your action is twice as effective (or more)!

TIE



Your action has normal effectiveness.

LOSE



Your action is completely ineffective.



REPENT ALWAYS WORKS. Even if you lose the virtue battle, Repent can still remove sins and restore your team.



BE MINDFUL OF YOUR TURN COUNT!

You will have a limited number of rounds (e.g. 20) to defeat the enemy. Plan your actions wisely. Every decision brings you closer to victory... or defeat.



MOLECH

— THE CONSUMER OF SACRIFICE —



The Consumer of Sacrifice. He stands amidst an eternal furnace, demanding the things you love most in exchange for hollow power.

STATS

ATTACK

55

DEFENSE

85



ATTACKS



A devastating blow that deals heavy damage to a single player.



ADDICTION

Prevents players from healing, forgiving of being healed.



GUILT

Disables players from meditating and weakens their actions by 50%.



FURIOUS ATTACK

Each round, the enemy charges its **FURY** meter. When the meter is full, the enemy unleashes a **FURIOUS ATTACK** that strikes **ALL** players at once!



FURY METER



BEWARE!

A full meter means danger for the entire team.

GAMEPLAY

Every battle is a test of strategy, timing, and spiritual strength.

Know your enemy. Choose your action. Trust your virtue.

1 AT THE START OF EACH ROUND

- EACH HERO selects ONE ACTION and ONE VIRTUE (FAITH, HOPE, or LOVE).
- THE ENEMY selects ONE ATTACK and ONE ANTI-VIRTUE (FEAR, DESPAIR, or HATE).

YOUR VIRTUES



ENEMY ANTI-VIRTUES



VS.



PLAYERS TO SELECT ACTION (PRESS SPACE TO CONTINUE, S: SWITCH ICONS)

2 TURN ORDER

The enemy faces off against the heroes one by one, starting with Player 1 and moving to Player 5.

Each hero's outcome depends on how their virtue matches up against the enemy's anti-virtue.



TIP: Plan your actions carefully. You may only have a limited number of rounds to defeat the enemy. Every decision brings you closer to victory... or defeat.

4 POWERFUL SCRIPTURAL COMMANDS

When your action succeeds, your hero speaks a Scriptural command in the name of the Lord! These sacred words unleash the full power of your action.

REBUKE



"You have no power over me, for I am covered by the blood of Jesus. Leave now!" (Rev. 12:11)

FORGIVE



"For if you forgive others their trespasses, your heavenly Father will also forgive you." (Mat. 6:14)

REVIVE



"I command you, get up!" (Mark 5:41)
...and many more!

SCRIPTURE IS YOUR WEAPON. SPEAK IT BOLDLY. IT SILENCES THE ENEMY AND BRINGS LIFE TO YOUR TEAM.

3 RESOLVE THE EXCHANGE

- If your virtue **OVERCOMES** the enemy's anti-virtue: Your action is **twice as effective (or more)**!
- If your virtue **TIES** the enemy's anti-virtue: Your action has normal effectiveness.
- If your virtue **LOSES** to the enemy's anti-virtue: Your action is **completely ineffective**.
- REPENT** always works, even if your virtue loses.



5 FURIOUS ATTACK

Each round, the enemy charges its **FURY** meter. When the meter is full, the enemy unleashes a **FURIOUS ATTACK** that strikes **ALL** heroes at once!



FURY METER



BEWARE!

A full meter means danger for the entire team.

TIME IS LIMITED

You will have a limited number of rounds (e.g. 20) to defeat the enemy. Every round matters. Every choice counts. Victory belongs to those who endure!

20
ROUNDS
LEFT

BONUS MODES

Enhance your battles with special gameplay modes.

Select any of these in the **OPTIONS MENU** before starting a battle.



TOON MODE

Transforms all enemy images and status icons into kid-friendly, cartoon-style artwork.

- Enemies look less intimidating but keep their same abilities.
- All attacks, conditions, and cartooplay rules remain the same.
- Perfect for younger players or a lighter visual experience.



PLAYERS TO SELECT ACTION (S: SWITCH ICONS, SPACE TO CONTINUE)



MANUAL MODE

Gives the HOST full control of the enemy during battle.

- Host selects the enemy's attack and anti-virtue each round.
- Use the number keys 1-3:
 - 1 = Basic Attack
 - 2 = Corrupting Attack A
 - 3 = Corrupting Attack B
- Use the number keys 1-3 for Anti-Virtue:
 - 1 = Fear
 - 2 = Despair
 - 3 = Hate
- Great for experienced players, story-driven battles, or narrative control.



PLAYERS TO SELECT ACTION (USE 1-3 TO SELECT ENEMY ACTION, S: SWITCH ICONS, SPACE TO CONTINUE)



SECRET BOSS FIGHT

Challenge the ultimate evil. Select LUCIFER under ENEMY CONTROL in the Options Menu.

- Lucifer has the highest Attack and Defense in the game.
- He can use every attack and corrupting effect available.
- Only the most prepared and faithful teams will survive.

Are you ready to face the Prince of Darkness?



PLAYERS TO SELECT ACTION (USE 1-3 TO SELECT ENEMY ACTION, S: SWITCH ICONS, SPACE TO CONTINUE)



CHOOSE YOUR MODE. PREPARE YOUR TEAM. STAND FIRM IN THE TRUTH.

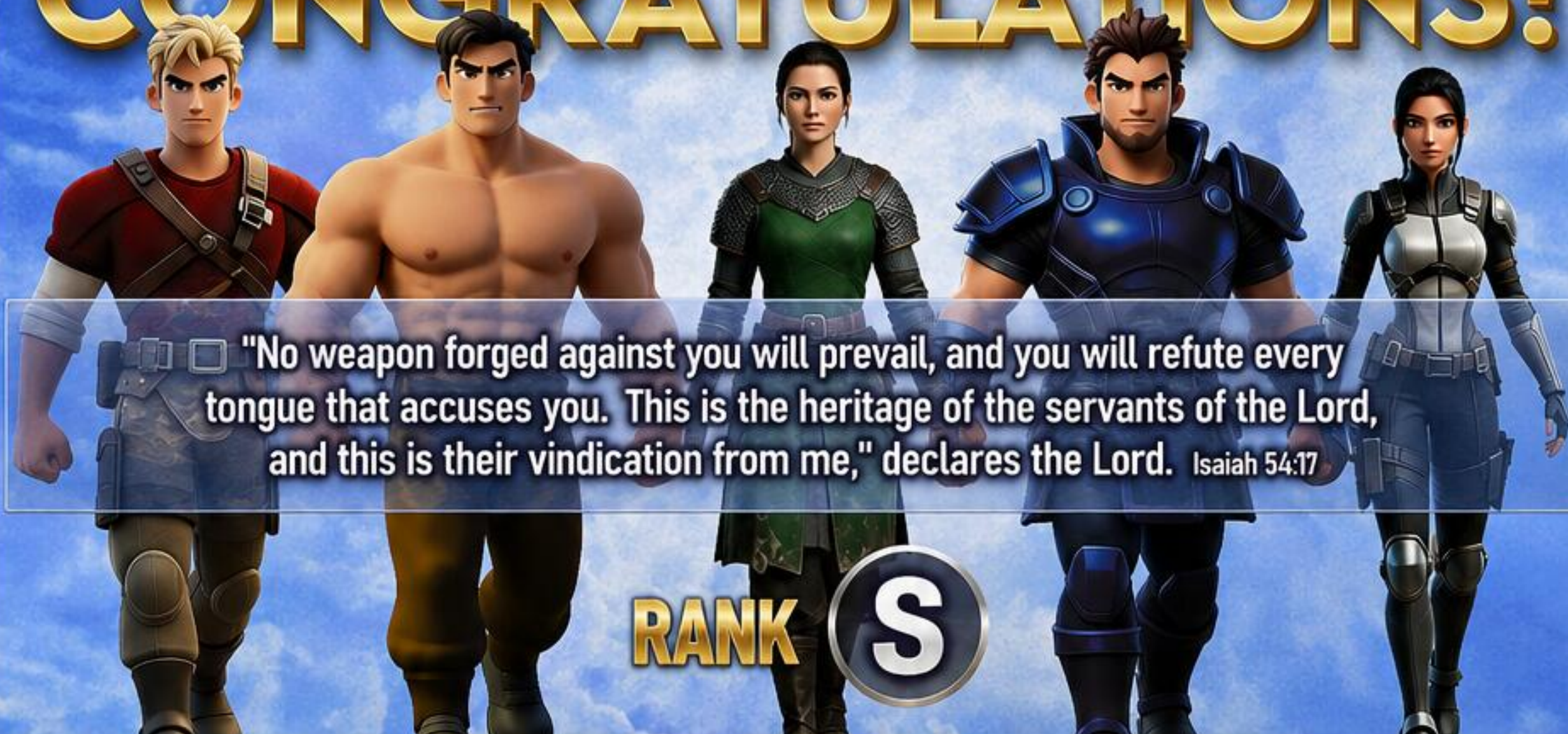
EPHESIANS 6:11



WINNING THE GAME

DEFEAT THE ENEMY. PROTECT YOUR TEAM. EARN THE HIGHEST RANK.

CONGRATULATIONS!



"No weapon forged against you will prevail, and you will refute every tongue that accuses you. This is the heritage of the servants of the Lord, and this is their vindication from me," declares the Lord. Isaiah 54:17

RANK **S**

THANK YOU FOR PLAYING! (PRESS ESC TO EXIT)



VICTORY CONDITIONS

You **WIN** when you reduce the Enemy's Health to 0 HP before the round limit expires.

- Manage your actions and virtues wisely.
- Protect your team from sinful attacks.
- Heal, revive, and support each other.
- Work together to overcome every challenge.

Time is limited. Make every turn count!



TEAMWORK MATTERS

A team that survives together wins together.

- Use the right Virtue against the Enemy's Anti-Virtue.
- Remove Pride, Addiction, Guilt, Deception, and Distraction.
- Protect weaker teammates.
- Revive fallen heroes.
- Balance offense and defense.
- Every decision matters!



CAN YOU DO BETTER?

Each battle is different. Every victory is an opportunity to improve.

- Defeat the Enemy faster.
- Save every teammate.
- Finish with more health.
- Earn a higher rank.

The challenge doesn't end when you win—it ends when you master the battle!



FINAL RANK

Your final rank is based on your team's overall performance at the end of the battle.

F

FAILED

Failed to defeat the Enemy.



D

MANY FALLEN

Victory achieved, but many heroes were lost.



C

HARD-FOUGHT

A difficult victory with heavy damage taken.



B

SOLID VICTORY

A solid victory with several heroes still standing strong.



A

EXCELLENT

An excellent victory with most of the team healthy.



S

OUTSTANDING

Outstanding teamwork and strong overall health.



S+

NEARLY PERFECT

Nearly perfect victory. All heroes remain strong and healthy.



VICTORY BELONGS TO THOSE WHO STAND FIRM IN

FAITH • HOPE • LOVE



GAME OPTIONS

Before the battle begins, customize the experience to match your group, audience, and skill level.



RED
INTERCESSOR



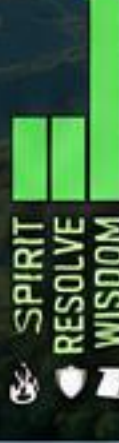


YELLOW
EVANGELIST





GREEN
TEACHER





BLUE
APOSTLE





WHITE
PROPHET



OPTION MENU

A. DIFFICULTY LEVEL	NORMAL
B. ENEMY CONTROL	AUTO
C. NUMBER OF PLAYERS	5
D. PLAYER TIMER	30
E. ENEMY ART	NORMAL
F. BATTLE MUSIC	2
G. ROUND LIMIT	20

USE A-G TO CHANGE MENU VALUES AND 1-5 TO CHANGE NAME (PRESS 0 TO RETURN)

A DIFFICULTY LEVEL

Adjusts the overall strength of the Enemy.

- Higher levels increase Enemy Attack, Defense, and the power of corrupting attacks.
- Choose the challenge that fits your team.



B ENEMY CONTROL

Determines who controls the Enemy.

AUTO MODE

The computer automatically selects the Enemy's actions and Anti-Virtues.

MANUAL MODE

A Host controls the Enemy.
Host selects:

Attacks: 1 = Basic Attack
2 = Corrupting Attack A
3 = Corrupting Attack B

Anti-Virtue: 1 = Fear
2 = Despair
3 = Hate

Great for custom scenarios, tournaments, and boss fights.



C NUMBER OF PLAYERS

Choose how many Heroes will join the battle.

- Options: 1, 2, 3, 4, or 5 Players
- More players = more actions each round, but greater coordination is required.
- Fewer players = harder challenge with fewer actions.



D PLAYER TIMER

Sets the time allowed for players to make decisions.

- Short timers create fast-paced, intense battles.
- Longer timers allow more discussion and strategy.
- Adjust to fit the age and experience of your team.



E ENEMY ART

Changes the visual appearance of the Enemy.

NORMAL MODE

Dark, serious spiritual warfare artwork.

TOON MODE

Kid-friendly cartoon artwork.
Only the Enemy and Enemy-related graphics change. Hero characters remain the same. Gameplay and difficulty are unaffected.



F BATTLE MUSIC

Select the soundtrack used during battle.

Different music tracks create different atmospheres:

- Epic
- Dramatic
- Triumphant
- Intense
- Mysterious



G ROUND LIMIT

Determines the maximum number of rounds to defeat the Enemy.

- Lower limits create high-pressure, intense battles.
- Higher limits allow more strategic play and recovery.
- If the Enemy is still standing when the final round ends, the team loses.



RECOMMENDED SETTINGS

AUDIENCE	DIFFICULTY	PLAYERS	TIMER	ROUND LIMIT
Children	Easy	4-5	30 sec	25-30
Youth Group	Normal	4-5	20-30 sec	20
Adults	Hard	3-5	15-20 sec	15-20
Tournament	Hard+	5	10-15 sec	15



CAN YOU DO BETTER?

Every battle is different.
Try different strategies, virtues, and team combinations.
Beat your previous ranking!
Aim for the highest rank: **S+!**



CUSTOMIZE THE BATTLE. CHOOSE YOUR TEAM. CHOOSE YOUR CHALLENGE.
EVERY BATTLE BEGINS WITH PREPARATION.





MOST PROBLEMS CAN BE SOLVED IN A FEW SECONDS.

1 CLICK HERE TO BEGIN DOESN'T WORK?



CLICK HERE TO BEGIN

- ✓ Usually caused by display scaling.
- ✓ Set Windows scaling to 100% or 125%.
- ✓ Use 1920x1080 resolution or lower.
- ✓ Move your mouse onto the slide and click the black bar again.

2 INPUTS NOT WORKING? CHECK THE NUMERIC KEYPAD.



- ✓ Make sure **Num Lock** is **ON**.
- ✓ Use the keypad, not the number row.
- ✓ Click on the presentation screen (black bar) to give PowerPoint focus.

3 MACROS DISABLED? ENABLE CONTENT.



SECURITY WARNING Macros have been disabled. Enable Content

- ✓ Close PowerPoint.
 - ✓ Reopen the file.
 - ✓ Click "Enable Content" when prompted.
- Macros are required for the game to work.

4 GAME RUNNING SLOW? IMPROVE PERFORMANCE.



- ✓ Lower display resolution.
- ✓ Close unnecessary programs.
- ✓ Use a local copy of the file.
- ✓ Avoid extremely high-resolution displays.

5 SUDDENLY WENT TO A BLACK SCREEN? THE GAME PROBABLY DIDN'T CRASH.



Most PPT Games use a single slide. If PowerPoint advances past the game slide, it shows the black "End of Slideshow" screen.

- Press Left Arrow or Backspace.
- Click the black focus bar again.
- Continue playing.

COMMON CAUSE: accidentally brushing a laptop touchpad.



TIPS FOR SUCCESS



WORK TOGETHER

This is a cooperative battle. Coordinate your actions and support each other.



PLAY TO YOUR HERO'S STRENGTHS

- High **SPiRiT** = strongest at Rebuking.
- High **WISDOM** = best at Healing, Reviving, and Meditating.
- High **RESOLVE** = excels at Protecting allies and enduring attacks.

TIP: Press S during action selection to switch to hero stats.



WATCH THE ROUND COUNTER

You must defeat the enemy before time runs out!



WATCH THE FURY METER

As Fury builds, the enemy moves closer to a powerful attack against **ALL** heroes!



MANAGE SPIRITUAL CONDITIONS

Pride, Addiction, Guilt, Deception, and Distraction can cripple your team. Remove them quickly!



MATCH VIRTUES CAREFULLY

Faith, Hope, and Love determine whether your actions succeed, fail, or become super powerful!



PROTECT YOUR WEAKER ALLIES

A well-timed **Protect** can save a teammate and keep the entire team alive.



KNOW YOUR HERO. WATCH THE ENEMY. STAND TOGETHER.
VICTORY BELONGS TO THE FAITHFUL.



THE FINAL BATTLE

The real enemy
isn't a monster
on a screen.

Scripture teaches us that
our battles are often
spiritual battles fought
through faith, prayer,
truth, and trust in God.

Warriors of the Word
uses game mechanics
to reinforce biblical
principles while
encouraging teamwork
and Bible knowledge.



“Fight the good fight of faith.”

— 1 TIMOTHY 6:12



THANK YOU FOR CHOOSING PPT GAMES.

We hope this game helps your church, school, family, or ministry
create meaningful moments together while growing in **God's Word**.



CONTINUE EXPLORING



MORE GAMES

Explore a growing
collection of exciting
faith-based games
for all ages.



MORE RESOURCES

Access devotionals,
study guides, lesson
plans, graphics,
and more.



MORE MINISTRY TOOLS

Equip your ministry
with tools designed
to inspire, teach,
and encourage.



ppt.games

Pastor Robin

Create laughter. Build connections. Make memories.

