



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 WAVELENGTH?

WAVELENGTH



THE GOAL

Score points by figuring out where your teammate's clue belongs on a hidden spectrum.



EXAMPLES

Hot	↔	Cold
Very Evil	↔	Very Holy
Weakest Bible Character	↔	Strongest Bible Character
Tiny Church	↔	Megachurch



ONE PLAYER (**THE PSYCHIC**) CAN SEE THE SECRET TARGET.

EVERYONE ELSE MUST FIGURE OUT WHERE IT IS
BASED ON A **SINGLE CLUE**.



WHY IT WORKS



FAST
TO LEARN



ENCOURAGES
DISCUSSION



WORKS WITH
YOUTH, ADULTS,
AND MIXED GROUPS



CREATES
HILARIOUS
DEBATES

GAME SETUP

MAIN MENU

WAVELENGTH

TEAM 1

TEAM 2

CLICK HERE TO START

OPTION MENU

OPTION MENU

A. POINTS TO WIN

10



B. TIMER LENGTH

45



C. PERFECT BONUS

ON

PRESS A-C TO CHANGE OPTIONS AND 1-2 TO CHANGE NAMES
(O OR SPACE TO RETURN TO MAIN MENU)

SETUP STEPS

- 1 Divide into **two teams**.
- 2 Choose **team names** (optional).
- 3 Decide how many **points** are needed to win.
- 4 Choose **timer length**.
- 5 Decide whether **Perfect Bonus** is **ON** or **OFF**.
- 6 Press **Space** to begin.

TEAM 1



TEAM 2

TEAM ROTATION

Each round a different player becomes the **Psychic**.Teams **alternate** turns throughout the game.**WORK TOGETHER. TRUST YOUR INSTINCTS. HAVE FUN!**

HOW A ROUND WORKS

Each round follows the same simple steps.

NEXT UP SCREEN

WAVELENGTH

NEXT UP:
TEAM 1

0

TEAM 1

0

TEAM 2

PRESS SPACE TO BEGIN NEXT ROUND

PRESENTER VIEW (PSYCHIC ONLY)

SHOW TASKBAR DISPLAY SETTINGS END SLIDE SHOW

001:14 11:12 PM



Slide 1 of 1

Next slide

CORRECT ANSWER = 40

[0]==|==|==|==|==|==|==|==|==|==[100]
[0] ^ [100]

1 PSYCHIC SEES THE TARGET

The **Psychic** sees the hidden target location. Everyone else looks away.



2 GIVE ONE CLUE

The **Psychic** gives **ONE** clue.

EXAMPLE:

Spectrum:

Hot $\longleftrightarrow$ Cold

Target:

75

Clue:

"Coffee"



"Coffee"

3 TEAM DISCUSSES

The active team talks together and chooses a final number.



4 OPPOSING TEAM GUESSES

The opposing team may indicate:

- Higher
- Lower

for a chance to steal a point.



HIGHER



LOWER

SCORING

Points are based on how close you are to the target.

GUESS SCREEN

GUESS

TIME LEFT 59

GUESS

TEAM 1

TEAM 2

SCORE 0

SCORE 0



ENTER NUMBER BETWEEN 1-100. UP/DOWN: CHANGE OPPONENT GUESS.
ENTER: REVEAL ANSWER. S: SWITCH TOPIC

0102030405060708090100

Boring ToolCool Weapon

REVEAL SCREEN

GUESS

CORRECT ANSWER 40

GUESS

TEAM 1

TEAM 2

SCORE 3

SCORE 1



PRESS SPACE TO VIEW SCORES

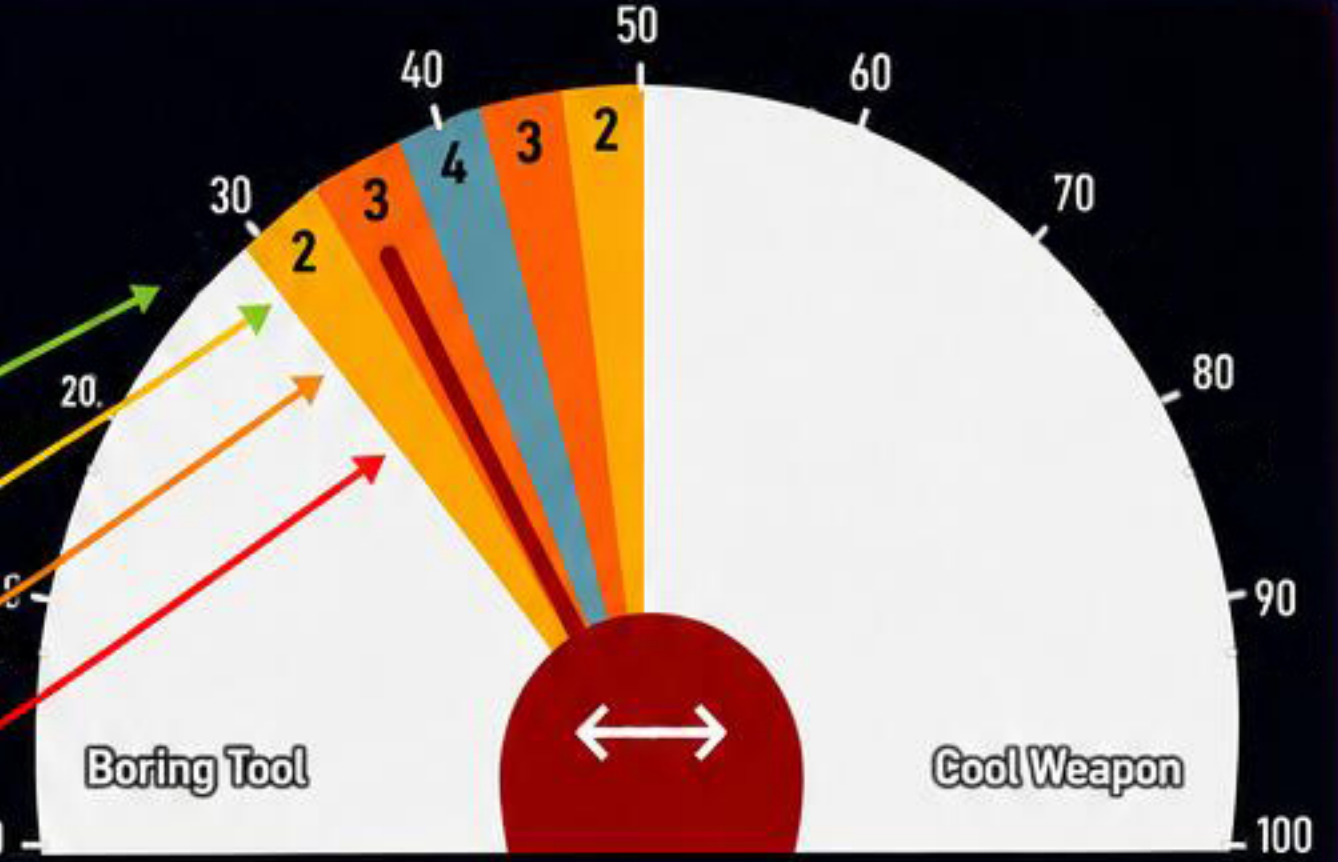
0102030405060708090100

Boring ToolCool Weapon

POINTS AWARDED

Points are based on how close your guess is to the correct answer.

Exact or within 2	→	4 POINTS
3 – 6 Away	→	3 POINTS
7 – 10 Away	→	2 POINTS
More than 10 Away	→	0 POINTS



0102030405060708090100

Boring ToolCool Weapon

STEAL POINT

If the opposing team correctly predicts **Higher** or **Lower**, they earn:

+1 POINT

HIGHER

LOWER

HIGHER!



PERFECT BONUS

If enabled:
Exact Match = **8 POINTS** instead of 4.



OPTION MENU

Customize your game before you begin!

OPTION MENU

A. POINTS TO WIN

10



B. TIMER LENGTH

45



C. PERFECT BONUS

ON



PRESS A – C TO CHANGE OPTIONS AND 1–2 TO CHANGE NAMES
(0 OR SPACE TO RETURN TO MAIN MENU)

HOW TO USE



Press **A–C** to change options.



Use the arrow keys to adjust.



Press **1–2** to change team names.



Press **0** or **Space** to return to the Main Menu.



POINTS TO WIN



Choose: **7 – 15 POINTS**

Higher totals create longer games.

7 POINTS
Quick Game

10 POINTS
Standard Game

15 POINTS
Long Game



TIMER LENGTH



Choose: **30 – 60 SECONDS**

Recommended: **45 SECONDS**
for most groups.

00:30

30 SECONDS
Fast-paced
games

00:45

45 SECONDS
Recommended
for most groups

01:00

60 SECONDS
More time for
discussion



PERFECT BONUS



OFF

Exact answer = **4 POINTS**

ON

Exact answer = **8 POINTS**

Perfect Bonus
makes dramatic
comebacks
possible!



TIP: Adjust these settings to fit your group and the time you have available.

CUSTOM QUESTION LIBRARIES



CREATE YOUR OWN TOPICS

Questions are stored inside:

questions.txt

Each line contains:

Topic A <==> Topic B



EXAMPLE:

- Very Evil <==> Very Holy
- Tiny Church <==> Megachurch
- Weakest Bible Character <==> Strongest Bible Character



questions.txt - Notepad

File Edit Format View Help

Weakest Bible Character <==> Strongest Bible Character
Very Evil <==> Very Holy
Total Coward <==> Total Hero
Youngest Bible Character <==> Oldest Bible Character
Most Relatable <==> Most Intimidating
Least Famous <==> Most Famous
Quietest Personality <==> Loudest Personality
Smallest Person <==> Giant Person
Not Very Wise <==> Super Wise
Unlikely Leader <==> Natural Born Leader
Short Parable <==> Long Parable
Very Casual Church <==> Very Formal Church
Boring Potluck Dish <==> Best Potluck Dish
Tiny Church <==> Megachurch
Ancient Hymn <==> Brand New Worship Song
Easy Church Job <==> Hardest Church Job
Easiest Scripture to Memorize <==>
Hardest Scripture to Memorize
Shortest Bible Book <==> Longest Bible Book
... (more lines)



**THE GAME
RANDOMLY SELECTS
A TOPIC EACH ROUND.**



IDEAS

BIBLE THEMES

Scripture, characters, miracles, parables, and more.



YOUTH MINISTRY

Funny, relevant, relatable topics youth love.



SCHOOL LIFE

Subjects, activities, teachers, and experiences.



CHURCH CULTURE

Worship, events, traditions, and fun comparisons.



FAMILY DISCUSSIONS

Clean, engaging topics for all ages.



RETREAT ICEBREAKERS

Perfect for camps, retreats, and group bonding.



THE MORE CREATIVE YOUR TOPICS, THE BETTER THE CONVERSATIONS!

USING AI TO CREATE CUSTOM TOPICS



SAMPLE PROMPT

“ Create 100 Wavelength spectrums for a Christian youth group. Each spectrum should have two opposite extremes and encourage discussion. Format each line as:

Left Side <==> **Right Side**

EXAMPLE AI OUTPUT (SAMPLE)

- 1 Very Evil <==> Very Holy
- 2 Tiny Church <==> Megachurch
- 3 Weakest Bible Character <==> Strongest Bible Character
- 4 Quietest Personality <==> Loudest Personality
- 5 Total Coward <==> Total Hero
- 6 Least Famous <==> Most Famous
- 7 Boring Potluck Dish <==> Best Potluck Dish
- 8 Ancient Hymn <==> Brand New Worship Song
- 9 Small Miracle <==> Massive Miracle
- 10 Sad Bible Event <==> Joyful Bible Event

...
(90 more lines)

MORE PROMPT IDEAS



BIBLE-ONLY TOPICS

Focus on scripture, characters, miracles, parables, and events from the Bible.



MARRIAGE TOPICS

Create spectrums about marriage, relationships, and family life.



PARENTING TOPICS

Topics about raising kids, discipline, faith formation, and family challenges.



CHURCH LEADERSHIP

Leadership styles, volunteer roles, ministry challenges, and church life.



SCHOOL TOPICS

School life, classes, teachers, homework, exams, and student experiences.



FUNNY YOUTH GROUP TOPICS

Hilarious, relatable, light-hearted topics that spark big discussions.



AI CAN GENERATE THOUSANDS OF NEW SPECTRUMS IN SECONDS!



1. GIVE AI A PROMPT

Tell it what kind of topics you want.



2. GET YOUR TOPICS

AI creates hundreds (or thousands) of spectrums instantly.



3. SAVE TO QUESTIONS.TXT

Copy the list into your questions.txt file and play!



MORE TOPICS. MORE LAUGHS. MORE MEMORIES.

Custom questions make every game unique!



TROUBLESHOOTING

Quick fixes for common issues.

CLICK
HERE TO
START



CLICK HERE TO START DOESN'T WORK

This is usually a scaling issue.

- Right-click the presentation file
- Choose Properties
- Check the "Unblock" box and click OK
- Try opening the file again



MACROS DISABLED

The game won't run without macros enabled.

- When opening the file, click "Enable Content"
- Or go to File > Options > Trust Center > Trust Center Settings > Macro Settings > Enable all macros (or "Enable VBA macros")



QUESTIONS NOT LOADING

The game can't find the question library.

- Make sure questions.txt is in the same folder as the presentation file
- Do not rename the file



INPUTS NOT REGISTERING

The game may not be in focus.

- Click anywhere on the presentation slide
- Make sure the slide show window is active
- Then try your input again



TIMER NOT RUNNING

The timer only works in Slide Show mode.

- Press F5 or click Slide Show > From Beginning
- The timer will not work in Normal view

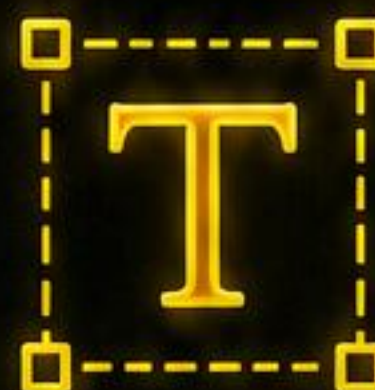


Aa

FONTS LOOK WRONG

Missing fonts can change how text looks.

- Install the fonts included in the "Fonts" folder
- Or install the Montserrat font family (recommended)
- Restart PowerPoint after installing fonts



If you're still having trouble, email Pastor Robin at ppt.games@gmail.com

We're happy to help!



THANK YOU FOR PLAYING!

WAVELENGTH



CREATE CONVERSATIONS.



DISCOVER PERSPECTIVES.



BUILD CONNECTIONS.

→ DOWNLOAD MORE FREE GAMES AT →



ppt.games



QUESTIONS OR FEEDBACK?

Pastor Robin

