

GENERATION REGENERATION MINISTRIES

CHOOSE YOUR FIRE

CHEAP CHAOS EDITION • 20-minute old-school youth-group game

HARDER CHALLENGES • WHOLE-TEAM MAYHEM • MINIMAL PREP

For “Who’s in the Group Chat? / Choose Your Fire”

SHORT ON TIME?

THE \$25-\$35 EMERGENCY VERSION

RUN THESE 8 FIRES

Banana Feet • Cookie Face • Elephant Bowling • Junk in the Trunk • Impossible Shirt • Hula-Hoop Inferno • Balloon Caterpillar • Cup Tower Crane

BUY TONIGHT

- Bananas, cookies, balloons and jelly: about \$8–\$11
- Pantyhose, toilet paper, petroleum jelly and cotton balls: about \$6–\$8
- Plastic cups, paper plates, rubber bands and string: about \$6–\$8
- Painter's tape and baby wipes: about \$4–\$6

BORROW FROM THE CHURCH

- 8 laundry baskets
- Pool noodles
- Hula hoop
- Oversized T-shirt
- Blanket or plastic tablecloth
- Two small buckets
- Tissue box
- Cones or painter's-tape lines

Skip any challenge whose supplies you do not already have. The cards are independent; you do not need to use all twelve.

ONE TRIP. ONE CART.

COMPLETE SUPPLY CHECKLIST

BUY CHEAP

- ☐ 6 bananas
- ☐ Sandwich bread + squeeze jelly
- ☐ 12 allergy-safe cookies
- ☐ 1 pair pantyhose
- ☐ 8 ping-pong balls
- ☐ 1 tissue box
- ☐ Cotton balls + petroleum jelly
- ☐ Balloons
- ☐ Plastic cups + plates
- ☐ Rubber bands + string
- ☐ Toilet paper
- ☐ Baby wipes

BORROW / FIND

- ☐ 8 laundry baskets
- ☐ 8 fire signs
- ☐ 2–4 pool noodles
- ☐ 1 hula hoop
- ☐ 1 oversized T-shirt
- ☐ 1 blanket/tablecloth
- ☐ 2 small buckets
- ☐ 2 cones
- ☐ 1 blindfold
- ☐ 1 towel per team
- ☐ Music + speaker
- ☐ Timer / phone

PRINT + PREP

- ☐ Challenge cards
- ☐ Fire Alarm cards
- ☐ Burned cards
- ☐ Team-base signs
- ☐ Selection-line sign
- ☐ Rules poster
- ☐ Score sheet
- ☐ Golden Flame
- ☐ Tape basket numbers
- ☐ Cut all cards
- ☐ Mark water-fill line
- ☐ Tie strings to rubber band

KEEP IT MOVING

20-MINUTE RUN OF SHOW

0:00-2:30 Divide into teams; explain baskets, scoring, safety and Fire Tokens.

2:30-5:00 ROUND 1 — SPARK: regular challenge, 75 seconds, no twist.

5:00-8:00 ROUND 2 — SMOKE: 75 seconds; pull one Fire Alarm card.

8:00-11:00 ROUND 3 — HEAT: 60 seconds; pull one Fire Alarm card.

11:00-14:30 ROUND 4 — WILDFIRE: the fire runner must participate.

14:30-18:30 ROUND 5 — FLASHOVER: choose two fires; 90 seconds; double points.

18:30-20:00 Total scores, announce winner, transition into the sermon.

Scoring rule: Complete the challenge before time expires or receive zero. The first team finished each round earns a 100-point speed bonus.

READ THIS ALOUD

STUDENT DIRECTIONS

- Every round, your team will send a different fire runner to the selection line.
- When the alarm sounds, choose one fire, lift the basket, take the card, replace the basket and return to your team.
- Once you touch a basket, that is your fire. No peeking, trading or switching unless you spend Fire Tokens.
- Your card tells you whether one person, selected players or the whole team must complete the challenge.
- Most challenges are all-or-nothing. Finish before time expires or earn zero.
- At any moment, I may call FIRE ALARM. Freeze, listen to the twist and obey it before continuing.
- One basket may hide the Golden Flame: +200 points, +1 Fire Token and protection from one Burned Card penalty.
- No pushing, diving, hitting people, wrapping faces or eating anything touched by feet.
- A different person must choose the fire each round. Messy participants must volunteer.

HOST COUNTDOWN

“Fire runners, step forward. Five...four...three...two...one...CHOOSE YOUR FIRE!”

ONE PAGE FOR LEADERS

VOLUNTEER QUICK GUIDE

BEFORE Put your team supplies on a towel. Identify allergy concerns and students who do not want food, water or mess on them.

CARD ARRIVES Read the card exactly. Give the team 10 seconds to choose willing participants. The fire runner participates during Round 4.

DURING Watch the timer, enforce rules, and do not make the challenge easier. Stop unsafe play immediately.

FIRE ALARM Freeze your team. Read or listen to the host's twist, then restart only when told.

TIME Call hands off immediately. A challenge is complete only if every stated requirement is met.

FAILURE Have the team draw one Burned Card. Keep the energy playful—never humiliating.

RESET Replace food, wipe surfaces, reset cups and return the challenge card to the fire keeper.

Food handled with feet or placed on the floor is a prop and must be discarded. Never pressure a student to participate in a messy challenge.

WHO HANDLES WHAT?

CARD SYSTEM + VOLUNTEER ROLES

MINIMUM STAFFING

1 host • 1 Fire Alarm Captain • 1 team volunteer per team if possible. If volunteers are limited, one team volunteer may cover two neighboring teams.

CHALLENGE CARDS — TEAM VOLUNTEERS

Challenge Cards begin under the upside-down fire baskets. The fire runner chooses a basket and carries that card back to the team. The team volunteer reads it aloud, identifies willing participants, gathers the listed supplies, enforces every rule and decides whether the challenge was completed before time expired.

FIRE ALARM CARDS — FIRE ALARM CAPTAIN

Keep the Fire Alarm deck with you. During rounds 2–4, wait until every team is actively working. Then:

- Yell, “FIRE ALARM — FREEZE!”
- Signal the host or timekeeper to pause the timer.
- Draw one card and read the twist loudly. The same twist applies to every team.
- Make sure team volunteers understand the new rule.
- Yell, “FIRE RESUMED — GO!” and restart the timer.
- Place the used card in a discard pile so it is not repeated.

BURNED CARDS — AFTER A FAILED CHALLENGE

If a team does not complete its Challenge Card, the team volunteer sends one student to the Fire Alarm Captain. That student draws one Burned Card. The captain reads it aloud, and the team volunteer makes sure the consequence is completed before the next round begins.

GOLDEN FLAME — SURPRISE BONUS

The host hides one Golden Flame under a random basket with its Challenge Card. The team that discovers it receives 200 bonus points, one extra Fire Token and protection from one Burned Card penalty. The Fire Alarm Captain records the protection and re-hides the Golden Flame under a different basket before the next round.

FINAL ROUND OPTION: The Fire Alarm Captain may draw two twists only if the room is safe, organized and moving on schedule.

THREE PER TEAM

FIRE TOKENS + GOLDEN FLAME

Give each team three paper flame tokens.

- Spend 1 flame: add 10 seconds to the current challenge.
- Spend 2 flames: reject the challenge and choose a different fire.
- Spend 3 flames: double the points of one completed challenge.

GOLDEN FLAME

Hide the Golden Flame under one random basket along with its challenge. The team that discovers it gains 200 points, one extra Fire Token and protection from one Burned Card penalty. Re-hide it under a different basket before the next round.

LOW-PREP OPTION

Skip physical tokens. The scorekeeper writes each team's three flames on the score sheet and crosses them out as they are spent.

CUT APART BEFORE STUDENTS ARRIVE

PRINTABLE FIRE TOKENS

TEAM 1 FIRE TOKEN	TEAM 2 FIRE TOKEN	TEAM 3 FIRE TOKEN	TEAM 4 FIRE TOKEN	TEAM 5 FIRE TOKEN	TEAM 6 FIRE TOKEN
TEAM 1 FIRE TOKEN	TEAM 2 FIRE TOKEN	TEAM 3 FIRE TOKEN	TEAM 4 FIRE TOKEN	TEAM 5 FIRE TOKEN	TEAM 6 FIRE TOKEN
TEAM 1 FIRE TOKEN	TEAM 2 FIRE TOKEN	TEAM 3 FIRE TOKEN	TEAM 4 FIRE TOKEN	TEAM 5 FIRE TOKEN	TEAM 6 FIRE TOKEN
EXTRA FIRE TOKEN	EXTRA FIRE TOKEN	EXTRA FIRE TOKEN	EXTRA FIRE TOKEN	HIDDEN BONUS GOLDEN FLAME	SPARE COPY GOLDEN FLAME

Print one copy on cardstock if possible. Give each team its three matching tokens. Hide one Golden Flame under a basket; keep the spare with the host.

PRINT BEHIND THE TOKEN SHEET

WHAT THE TOKENS DO

FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS
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GOLDEN FLAME +200 POINTS +1 FIRE TOKEN BLOCK 1 PENALTY	GOLDEN FLAME +200 POINTS +1 FIRE TOKEN BLOCK 1 PENALTY	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS	FIRE TOKEN 1 = +10 SEC 2 = CHOOSE AGAIN 3 = DOUBLE POINTS

DUPLEX: Print this page on the back of the token sheet using “flip on short edge.” Print pages 8–9 as a test before printing additional copies.



CAMPFIRE

1

CHOOSE WISELY



BLUE FLAME

2

CHOOSE WISELY



NEON FIRE

3

CHOOSE WISELY



WILDFIRE

4

CHOOSE WISELY



EMBER FIRE

5

CHOOSE WISELY



GREEN FLAME

6

CHOOSE WISELY



WHITE-HOT FIRE

7

CHOOSE WISELY



GOLDEN BONFIRE

8

CHOOSE WISELY

CHALLENGE FIRE

BANANA FEET

SELECT ONE BAREFOOT TEAMMATE.

Using only their feet: pick up a banana, peel it completely, break it into three pieces and place the pieces on a paper plate. No hands. Discard afterward.

75 SECONDS • 300 POINTS

CHALLENGE FIRE

FOOT-MADE SANDWICH

SELECT ONE BRAVE TEAMMATE.

Using only their feet: remove two bread slices from a prepared bag, squeeze jelly onto one, place the second slice on top and cut it diagonally with a plastic knife. Do not eat it.

90 SECONDS • 400 POINTS

CHALLENGE FIRE

COOKIE FACE-OFF

SELECT TWO TEAMMATES.

Place one cookie on each forehead. Without hands, both players must move the cookie into their mouth using only facial movements.

75 SECONDS • 300 POINTS

CHALLENGE FIRE

ELEPHANT BOWLING

SELECT ONE TEAMMATE.

Put pantyhose on their head with a tennis ball inside one hanging leg. Without hands, swing the “trunk” to knock down six cups.

60 SECONDS • 350 POINTS

CHALLENGE FIRE

JUNK IN THE TRUNK

SELECT ONE TEAMMATE WHO CAN MOVE.

Strap a tissue box containing eight ping-pong balls around their waist. Without hands, shake every ball out.

60 SECONDS • 300 POINTS

CHALLENGE FIRE

DIZZY WAITER

SELECT ONE TEAMMATE.

Spin around a pool noodle ten times, balance three cups on a paper plate, walk around a cone and return. If anything falls, restart.

75 SECONDS • 400 POINTS

CHALLENGE FIRE

THE IMPOSSIBLE SHIRT

THE ENTIRE TEAM PARTICIPATES.

Hold hands in a line. Move one oversized T-shirt over the first person, across every joined hand and onto the final person without releasing hands.

90 SECONDS • 500 POINTS

CHALLENGE FIRE

HULA-HOOP INFERNO

THE ENTIRE TEAM PARTICIPATES.

Form a circle and hold hands. Move the hula hoop completely around the circle and back to the starting point without releasing hands.

75 SECONDS • 450 POINTS

CHALLENGE FIRE

FLIP THE FIRE BLANKET

THE ENTIRE TEAM PARTICIPATES.

Everyone stands on one blanket or plastic tablecloth. Turn it completely over without anyone touching the floor.

90 SECONDS • 600 POINTS

CHALLENGE FIRE

BALLOON CATERPILLAR

THE ENTIRE TEAM PARTICIPATES.

Form a line with a balloon between each person. Without hands, travel around a cone and return. If one balloon falls, restart.

90 SECONDS • 600 POINTS

CHALLENGE FIRE

CUP TOWER CRANE

THE ENTIRE TEAM PARTICIPATES.

Each person holds one string tied to a rubber band. Touching only strings, stretch the band around cups and stack six cups into a pyramid.

90 SECONDS • 650 POINTS

CHALLENGE FIRE

OVERHEAD FIRE BRIGADE

THE ENTIRE TEAM PARTICIPATES.

Sit in a line. Pass cups of water overhead from the full bucket to the empty bucket. Reach the marked fill line without turning around.

90 SECONDS • 600 POINTS

FIRE ALARM

BACKDRAFT

Every team switches one active participant with the team on its right.

FIRE ALARM

FAN THE FLAME

Finish within the next 20 seconds for double points.

FIRE ALARM

SMOKE SCREEN

Blindfold one active participant for the rest of the challenge.

FIRE ALARM

STOP, DROP & ROLL

Whole team must stop, drop and roll once before continuing.

FIRE ALARM

WILDFIRE

Pass one required supply to the team on your right. Use what you receive.

FIRE ALARM

HEAT WAVE

Everyone must continue while standing on one foot.

FIRE ALARM

RESCUE MISSION

Choose one player from another team to help you.

FIRE ALARM

FLASHOVER

First team to finish earns an additional 200 points.

BURNED CARD

WRONG FIRE

Do 10 jumping jacks while yelling, “WE CHOSE THE WRONG FIRE!”

BURNED CARD

TEN-SECOND BURN

Begin the next challenge with a 10-second delay.

BURNED CARD

PLAYER STOLEN

Team on your left borrows one player for the next round.

BURNED CARD

ONE HAND ONLY

Every player may use only one hand during the next challenge.

BURNED CARD

OVEN-MITT RUNNER

Your next fire runner must choose while wearing oven mitts.

BURNED CARD

TOKEN BURNED

Lose one unused Fire Token. If none remain, lose 100 points.

BURNED CARD

DRAMATIC CHORUS

Sing “Happy Birthday” dramatically before returning to play.

BURNED CARD

ASHES TO ASHES

Wear the Burned Banana necklace until another team fails.

TEAM

1

HOME BASE

TEAM

2

HOME BASE

TEAM

3

HOME BASE

TEAM

4

HOME BASE

TEAM

5

HOME BASE

TEAM

6

HOME BASE

REPRESENTATIVES STOP HERE

FIRE SELECTION LINE

ONE BASKET • ONE CARD • NO SWITCHING

BEFORE THE CHAOS

GAME RULES

- × Different fire runner every round.
- × Touch one basket; that fire is yours.
- × No peeking, trading or moving baskets.
- × Wait for the timer before beginning.
- × Finish everything stated or earn zero.
- × Golden Flame: +200 points, +1 token, block 1 Burned penalty.
- × Messy players must volunteer.
- × Food touched by feet is never eaten.
- × No pushing, hitting or wrapping faces.

FIVE ROUNDS

SCORE SHEET

TEAM	R1	R2	R3	R4	R5	BONUS	TOTAL
TEAM 1							
TEAM 2							
TEAM 3							
TEAM 4							
TEAM 5							
TEAM 6							

FIRE TOKENS: Team 1 Team 2 Team 3 Team 4 Team 5 Team 6

BRING THEM IN

TRANSITION INTO THE MESSAGE

Some of you chose a fire and immediately regretted it. You could see the outside, but you could not see what that fire would require—or what it would produce—until you chose it. The people we surround ourselves with can be like that. Every group offers us something, but every group also produces something in us. Tonight we are going to look at Peter standing around two fires. At one, he compromised to fit in. At the other, Jesus restored him. So the question is not only, ‘Who is in your group chat?’ The question is: WHICH FIRE ARE YOU CHOOSING?

Cleanup cue: Send students to wash hands while volunteers bag food waste, wipe the floor and gather reusable supplies.