

Indoor Krypton Factor

mation: 2 hours

Requirements: Dependent on group size

Group Size: 10-192

To view images or find out more infomation, please visit...

https://www.kdmevents.co.uk/team-building-activities/krypton-factor/

About KDM Events

Launched in 1990 to tap into the burgeoning Corporate Events market, KDM Events have evolved considerably over the past 3 decades in business – from humble beginnings when events solely consisted of driving vehicles around a muddy field, to the all encompassing event management company that we are today.

Catering for groups numbering from half a dozen to several hundred or thousand, we offer the full range of event services – which could be as straight-forward as just finding a venue for a meeting or providing a stand of archery for a small group, to as complex as a fully managed conference for large numbers where we source the venue, provide the AV, suggest speakers, assist with registration & rooming lists, provide theming & entertainment for the evening... the list goes on!

- Unrivalled reputation in the industry, for quality, service and dependability which has been earned over the past 30 years and counting.
- These aren't just empty words, but are backed up by our Gold Award for "Best Event Provider" at the prestigious M&IT Awards in 2017, 2018, 2019 and 2020 these awards are voted for only by clients and members of the events industry.
- We are highly professional, passionate, friendly and do not make empty promises our goal is to always over-deliver, by using our experience and expertise to shoulder the stresses in delivering a memorable event for you.



Established in 1990



Voted the UK's "Best Event Provider"



Meetings, conferences and road shows



Team Building, theming and entertainment



We always deliver memorable events



Come straight to the end provider

Krypton Factor Indoor Team Building

Guests will be split into teams and using communication, imagination, fitness and guile they will need to score highly in each round in a bid to gain the highest Krypton Factor Score and achieve greatness as 'Champions'.

Teams will compete head-to-head in a variety of rounds, each designed to challenge a specific key skill including mental agility, observation, physical ability and general knowledge. The challenges set are demanding, achievable, interesting and fun and will require both thought and action. Whilst on some exercises a little physical effort may be required, they will not be physically demanding.

Skill, communication and teamwork are key as you strive to be top of the leader board. Scoring is devised to enable the competitive to compete whilst those who simply wish to enjoy the day can do so. However, only the team with the highest combined score in all the rounds will be awarded their winner's medals and become the Krypton Factor Super Team!

How it Works

General Knowledge

Each team attempts to answer questions on a variety of topics with points scored for each correct answer and points deducted for wrong ones. The teams can pick a specialist subject from the on-screen menu, for a chance to earn double points, but beware because incorrect answers mean double deductions!

Response

Using remote keypads, contestants must be poised ready to respond as quickly as possible. A series of tricky visual puzzles appear on the screen and with only a few seconds to react the team must deduce the answer and send their responses to the central computer before their opponent!

Observation

Concentration and memory are all that you require for the observation round. A short film clip is played to the guests as they attempt to retain as much information as possible, without the aid of pen or paper and strictly no talking! A series of questions will follow, requiring your guests to delve into their minds and retrieve the correct verbal or visual information.

Mental Agility

Designed to challenge an array of different human thought patterns, this round will stretch your brains to their limit! The ability to think quickly and laterally will help but there is something for everyone in this round. Remember it's always easy if you know the answer!

Intelligence

Short, sharp and fun, these activities utilise colourful, tactile components are designed specifically for use on tabletops. 'Hands on' and involving all team members the intelligence round is a real test of problem solving as teams pit their wits against a variety of three-dimensional puzzles that will challenge their spatial awareness, logic, and lateral thinking all against the clock!

Physical Ability

Batak is the reaction speed game of the moment played as an individual or team relay competition. The object of the game is simple – 'hit' as many lights as you can in a given time period – usually 60 seconds. As soon as you 'hit' one light – the next one lights up on the square frame. Amazingly addictive and brilliant fun to watch – can you total more points than the other teams?

Prizes

We will provide a Winner's Medal for each member of the Winning Team.

How to book

The booking process is very straight-forward – the basic details that we need to know are the date, venue, number of guests and your chosen event or activity – and we are then able to issue a contract for you to complete your booking.

Once this contract has been returned this confirms the booking of your event, we then issue an invoice for a 25% deposit with the balance due 7 days prior to the event date.

We try our upmost to be flexible when the need arises, so preferential payment terms can be considered and are available for clients that we work with on an agreed Preferred Supplier basis – this also gives the option to consolidate your invoices, by payment of any venue costs also through KDM Events.

The option of payment via credit card is also available should this be easier for you, although a surcharge of 3% applies for payment made via corporate credit cards.

We always greatly prefer to speak with you before an event so that we can get a clear picture of your aims and objectives... so please do contact us for any queries that we can help with.