kdm
communication through events



Treachery

Duration: 90-120 minutes

Requirements: Indoor Space

Group Size: 10-432

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

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

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

Treachery

Inspired by the popular TV series, Treachery will test your skills, strategy, and teamwork in a series of heart-racing activities!

Divided into teams, you'll go head-to-head through various trials that demand quick thinking, collaboration, and a strong will to win. But here's the twist! Hidden among the ranks of each team are Traitors—individuals secretly assigned to sabotage the team's efforts and disrupt their path to victory. Their goal? To remain undetected and ensure their team falls short, all while stirring up chaos and confusion.

Throughout the event, each team will have the opportunity to discuss and vote for who they believe the Traitor (or Traitors) might be. Successfully identifying the Traitor(s) will earn the team bonus points toward their total score.

However, if the vote is incorrect, the suspected Traitor will rejoin the team as a faithful strengthening the group's chances of success.

The stakes are high! If any Traitors manage to remain undetected until the end, the lowest-scoring team will be awarded a solo prize. Meanwhile, the highest-scoring team that successfully uncovers all Traitors will be crowned victorious!

The Trials

Confession

Given a mysterious velvet bag filled with various icons inside, Teams must then, one at a time, visit the confession booth where they will find a riddle! After memorizing it, they return to their team and recite it aloud. Can you solve the riddle and match the icon in time?

Scales of Injustice

Roll the dice and take a chance! Place the gold bars on the table but can you do this without tipping the scales?

Cloak and Dagger

Time to take a seat at the round table! Teams choose two tarot cards—one revealing a protective cloak or the dreaded dagger! Without seeing each other's selections, they swap cards. The player who ends up with the Dagger card loses a life. However, you have a chance at redemption by gambling for resurrection on the bagatelle board!

Spots and Squares

Teams designate a "seeker" to view a predetermined pattern and then recreate it using their own tiles. No photographs are allowed, so a sharp memory is key!

Blind Blocks

There are instructions but will they help? Each member of the Team will take turns in placing their hands into the box to replicate the given structure as accurately as possible using only your sense of touch!

Stained Glass Shootout

Entrusting each team with a weapon you will be tasked to shoot out as much of the stained glass within the window as possible!

The Unveiling

You have now reached the conclusion of the Treachery Trials, and it's time to unveil the remaining traitors! As their names are called, they will step into the spotlight, finally revealing their true identities. The traitor with the lowest score will be awarded their prize for being the most cunning of them all!

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.