

The Krypton Factor

What is it?

The ultimate contest of intelligence and physical ability. The Krypton Factor sends teams back to the past to compete in one of the most famous television competitions of the 1980s.

How does it work?

At the beginning of the event, our answer to the original game's Gordon Burns will address the audience and explain the format of the game show. The Krypton Factor will comprise of 6 rounds designed to test a variety of mental and physical talents. Points will be awarded according to team performance, with the team accruing the most points at the end winning.

The Rounds

Mental Agility

A challenge to get brains running at overdrive and memory functions roused. On a large screen, a series of photos depicting famous people, characters or company employees are shown in sequence. Teams are then posed several questions relating to the sequence, i.e 'name the 4th person you saw' or 'who wore a red hat?'

Response

One of the classic rounds from the original TV series. To put hand-eye coordination and reactions to the test, a team member is nominated to try their luck at a video game. This could be pac-man, space invaders or ping-pong tennis, and a knockout competition finds the winner.

Observation

How much can a team take in? This round will find out as a video clip is shown to the teams twice. After the second viewing, a variety of questions are put to teams about the clip. Be it a popular culture video, an old Krypton Factor clip or even a homemade video filmed by your company employees this will test team members' ability to absorb visual and aural information.

General Knowledge

Exactly as it sounds, this round involves quick fire questions where wisdom and speed are essential. To involve a bespoke angle, questions can be tailored to incorporate company information, values or gossip.

Physical Ability

As in the TV show, this round is suggested as a finale. Though this round does depends on venue size - whether individuals tackle the challenge or the whole team are used, the physical ability could be just about anything; a bog ski or egg and spoon race, an assault course or any other physical trial able to be invented!

Who is it suitable for?

- Colleagues or clients
- Most effective for 40 or more
- Teams needing revitalising
- All ages, genders or backgrounds

What are the benefits and outcomes?

- A competitive conclusion for any conference
- An alternative way for guests to meet
- Reveals personal strengths
- Collaboration, team bonding and delegation

