DECEIVERS

A GAMESHOW STYLE ACTIVITY OF TRUST, STRATEGY AND DECEPTION – WHERE ONE OF YOUR OWN ISN'T PLAYING FAIR.

Hosted live by our mysterious hooded presenter, The Deceivers pits your colleagues against each other in a thrilling mix of table-based challenges and hidden agendas. Everyone looks like they're playing fair – but hidden among each team is a Deceiver, quietly working an entirely different game.

Teams of 6–8 race through a series of puzzles, forensic challenges and tests of nerve – from cracking codes with UV lamps to building structures with a suspiciously shaky hand. Every task earns points, but not everyone in the room wants your team to win.

At the end, each team must unmask their own Deceiver. Guess right and everyone shares the glory – guess wrong and the Deceiver walks off with the bonus points. It's teamwork, bluffing and betrayal in equal measure, with a dramatic finale nobody sees coming.

The Deceivers blends sharp thinking with old-fashioned suspicion. Teams take on a run of table challenges – passing a 'live' item using oversized gloves without a single slip, playing higher-or-lower with royal history, answering cryptic riddles from a mysterious robotic voice, and building a precarious structure under pressure.

Every challenge is a chance to shine – or to quietly sabotage. Trust no one.

RUNNING TIME	1 – 2 hours (90 – 120 minutes to fit your agenda)
MIN/MAX GROUP SIZE	Suitable for 5 – 500+ participants
PEOPLE PER TEAM	We recommend 6 – 8 participants per team
ACTIVITY COST	Contact us for a bespoke quote
WHAT'S INCLUDED	✓ A professional hooded host ✓ Dedicated Event Manager ✓ Experienced event crew ✓ Projectors and sound equipment for a cinematic experience ✓ Bespoke audiovisual presentation ✓ Medals for the winning team ✓ Pre-event planning and management ✓ Public liability insurance