### A THRILLING EXPERIENCE BY...



Real Teams Real Bonding Real Results!

## LICENCE TO THRIL

The ultimate gaming experience which leverages sharing and activities that enhance TRUST and COLLABORATION to unleash HIGH PERFORMANCE!

EMPOWERING YOU TO BE F.I.R.S.T.<sup>™</sup> Future-Ready Innovative Relevant Strategic Trusted Holding you steady in a changing world

**EXCLUSIVITY GUARANTEED** 

The LICENCE TO THRILL<sup>™</sup> series of team bonding experiences are the intellectual property of Influence Solutions Pte Ltd.

### 4 STUNNING & EXCLUSIVE LIVE EXPERIENCES

### The mother of all games

The perfect 60-180 minutes gaming experience to unleash individual strengths, activate team synergy and fire up trust in an exciting and memorable way.

Fun activities have been designed to ensure **even the quietest team mates are fully Engaged**, **Entertained**, **Educated and Empowered while having fun**.

Relevant for all age groups (Young Adults and above) - get the opportunity to dress for the occasion and our experienced game-masters will take you on the ride of your life.

Going beyond typical team bonding activities, our fast-paced, narrative-based adventures, carefully curated and facilitated by experienced Game Masters, provide immersive, fun-filled moments of self-discovery and camaraderie for all group sizes - 30 or 300; it's all good.



#### 

#### WHO WILL BENEFIT THE MOST

- Teams that wish to enhance bonding, camaraderie and trust.
- Teams dealing with major disruptions or suffering from change fatigue.
- Teams dealing with conflict and keen to move from norming and storming to performing.
- Business leaders who want their teams to hone decision-making and analytical skills as well as boost team synergy, trust, productivity and performance.
- HR leaders keen to break down silos and increase collaboration across business units.
- Teams functioning virtually, as split teams or from different locations, who want to still be able to connect authentically.
- New staff who joined during the Work From Home period, who may not have met other team members in real life. They get to feel included and experience the corporate culture.
- Friends and family groups who want to be re-energised, activate their internal superpowers while having loads of excitement and fun!

An Exclusive Experience from Influence Solutions influence-solutions.com

# 4 KEY BENEFITS

AN EXCITING EXPERIENCE WITH INHERENT LEARNING

### Awareness and Appreciation of individual and team strengths



Each challenge requires different skills. Everyone gets a chance to shine!

### **FUN-based**, effortless application of learning!



Get into the mood with themed props provided and engage with the activities in an immersive and memorable way!

### **Increase Engagement and** Collaboration



Create shared team experiences that help people to know each other better, deepen bonds and enhance camaraderie.

### Light the creative and innovative spark



Empower people to demonstrate the creativity and resilience required to Stay Ahead of The Curve!

### EXPERIENCES THAT ENGAGE, EDUCATE AND EMPOWER

DESIGNED FOR ALL GROUP SIZES & TECH SKILL LEVELS

### THE LICENCE TO THRILL<sup>™</sup> EXPERIENCE

CUSTOMISED 60 -180 MIN EXCLUSIVE TEAM BONDING EXPERIENCES FOR ALL GROUP TYPES AND SIZE. EXTRA EXCITING WITH THEMED DRESS-UP AND PROPS!

#### Welcome to LICENCE TO THRILL<sup>™</sup>

For each team, one person will access the system through his/her mobile device for plot updates.

Game Master welcomes them, provides a briefing and explains the game.

In groups (of 3 to 6), participants journey together by learning more about each other and getting immersed in the story. MISSION ACCOMPLISHED A HERO'S WELCOME

Game Master conducts a fun-filled, realisationpacked debrief.

Gamemasters ensure everyone enjoys the experience and completes the mission.

Activities are designed to ensure even the quietest team member is engaged & contributes actively.

Participants now go through a series of sharing games, puzzles, mysteries, riddles, escape rooms and interactive activities. These are designed to enhance camaraderie, trust & psychological safety.

### THE LICENCE TO THRILL<sup>™</sup> EXPERIENCE PLUS HIGH PERFORMANCE PACK

Do you want to your teams to harness the inspiring  $LICENCE TO THRILL^{TM}$  experience

to co-create best practices for a VUCA workplace that

elevate productivity, engagement and fulfillment?



## ACHIEVE YOUR PEOPLE & TEAM GOALS



### **KEY OUTCOMES**

**Elevate connection and bonding** with deep, authentic sharing

**Deepen relationships** so that interactions go beyond the transaction

Increase engagement such that people realise the organisation cares about them

Improve collaboration where people see powerful possibilities across all (hybrid, remote or in-person) work configurations

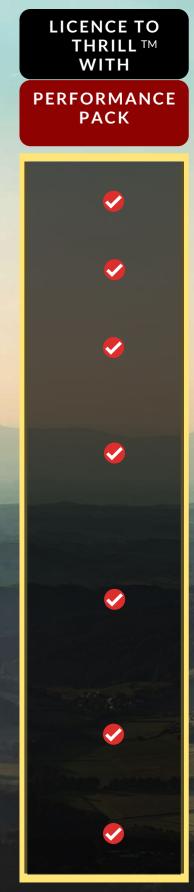
Increase engagement, morale and ownership by enabling teams to cocreate best practices for empowerment, accountability, performance management & appraisal in a VUCA workplace

Increase productivity, performance and fulfillment by helping teams find the right balance between support & intrusion

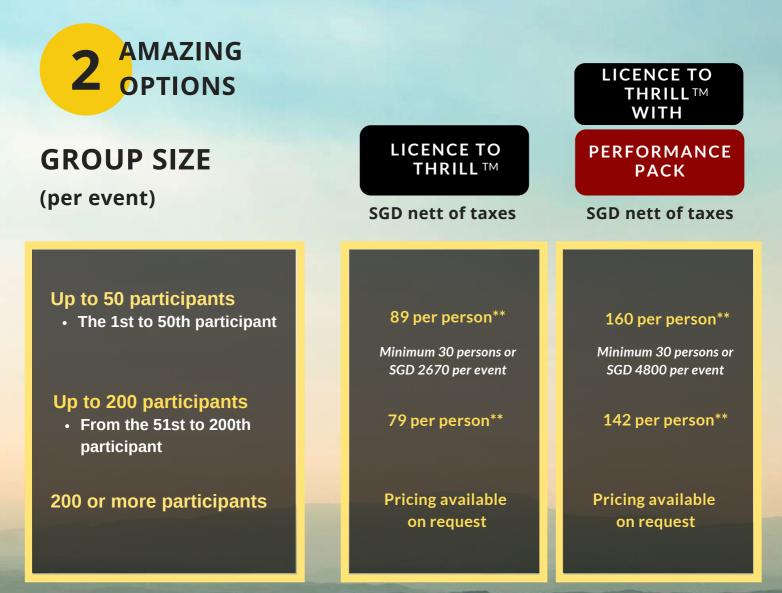
Achieve immediate results with real solutions to actual work challengess

TYPICALLY: 1-2 HOURS

LICENCE TO THRILL<sup>TM</sup> TYPICALLY: 3-3.5 HOURS



## INVESTMENT



\*\* For current clients a **SPECIAL 5 SGD DISCOUNT per person** will apply, for all group sizes and both, the LICENCE TO THRILL experience as well as the HIGH PERFORMANCE pack.

For in-person events with on-site facilitators, a 15% surcharge will apply for Singapore. For locations outside Singapore, please contact us for a specially tailored package.

For sessions conducted before 830am and after 530 pm Singapore time and on weekends / holidays a 15% surcharge will apply.

Investment includes the Zoom platform, with adequate number of breakout rooms and Game Masters, an experienced facilitator to brief and de-brief before and after the game, enabling the session to be aligned to your event theme and desired learning outcomes.

The experience can be run on any platform. For sessions conducted on your desired platforms (other than Zoom), all you need is to provide technical support for breakout rooms allocation.

No audio or video recording or photography of any session or part thereof is permitted.

#### Contact us today to create a unique experience for your team!

### TESTIMONIALS FOR LICENCE TO THRILL<sup>™</sup>

I really enjoyed the professional way the LICENCE TO THRILL storyline & content was curated, resulting in an extremely enjoyable experience for myself and my team-mates.

Blending the suspense of modern day thrillers with fast paced clues and next-steps, it challenged the team to stay focused and cohesive, while simultaneously encouraging individuals to exercise their particular strengths. e.g. one of the members was clearly good in spotting numerical and symbol patterns, another was good at calling-out potential blind spots and the "leader" kept everyone moving with good time-keeping and reminders. This allowed the sum of the team to be greater than its parts. I highly recommend this virtual experience to corporate teams or groups looking for an experience which is fun, intellectual, and also allowing diverse strengths, creativity and open communications of the team/group to come to the fore.

Koh Su Hock, Head of Business & Partners - Asia, Dropbox

Super professionally conducted, very well structured, planned, our expectations listened and our needs exactly addressed. The whole team enjoyed tremendously the game. It was a mix between mind games, team building exercises, fun participation, which is exactly what we needed in these tiring times. Thanks again to the whole team behind LICENCE TO THRILL! Aurelie Saada, APAC Risk Lead, Microsoft.

LICENCE TO THRILL is a fun team experience that allowed us to get to know more about our team members. The puzzles and challenges exercised the mind but were not too difficult to crack, thanks to the strengths of different team members.

Recommend this virtual game for corporate teams and even social fun with friends. Clarice Tan, Regional Head Change Management APAC, TP ICAP

LICENCE TO THRILL is a great teaming activity without focussing on traditional teaming exercises. It takes you back to childhood make-believe character games! The focus was on each other and second at solving the game. Before you know it, you know your fellow players better and finished the game before the clock runs out. Secret mission: Teaming! Thank you!

Zahira Lerebours, Administrative Manager, Ernst & Young LLP, USA

LICENCE TO THRILL didn't disappoint! Thrown headlong into a multimedia virtual experience where we were expected to save the world as a team of super spies, the level of immersion was high as the facilitators and materials presented put us into the action from the get-go. A clever mix of entertainment, puzzles, teaching and team-building exercises blended nicely to deliver an enlightening, exciting and hilarious experience. We recommend this for teams looking to help members know each other better and for organisations that want to improve teamwork in a fun way! Byron Xavier, Managing Director, Xavier & Associates LLC, Singapore

#### Virtual Games - Real Fun - Inherent Learning

### TESTIMONIALS FOR LICENCE TO THRILL<sup>™</sup>

LICENCE TO THRILL - We laughed, we teamed and the time flew by! Got to know my team a lot better!

John Kandray, Associate Director, Americas Talent Team, Diversity & Inclusiveness Leader Ernst & Young, USA

LICENCE TO THRILL is a really exciting virtual experience. We had a great time, I learnt a lot about our team members and also how to approach problem solving and decision making. I strongly recommend this virtual experience if you want to discover more about one another and have fun while doing so. Thanks for a really fun game and an amazing team experience.

Dr Agni Kumar Bose, Resident Dermatologist, King Edward Memorial Hospital, Mumbai

An interactive program that engages participants. There were lots of laughter, challenges that were thought provoking, and overall very good content. It was a great way to bring the team together to build relationships and rapport in a fun environment. The time flew by quickly and everyone felt reinvigorated after the session. Working virtually all the time can be exhausting. LICENCE TO THRILL definitely helped us as a team bond and learn more about each other despite being virtual! Tracy Jones, US Administrative Services & ESS Enablment Leader, Ernst & Young, USA

Not knowing what to expect, this is an engaging and fun game to play with your team while getting to know each other better.

Sharon Sa, US Administrative Services Program Manager, Ernst & Young, USA

LICENCE TO THRILL is a great team building activity. I highly recommend it!! Marianne Joyce, Administrative Manager, Ernst & Young, USA

I have joined a 4 hour License to Thrill course provided by Influence Solutions and fully satisfied with the way they organised the learning activities. There was a fantastic game that very well prepared that let us work together as a team. The facilitators are brilliant and very helpful. I do hope that my company will work further with them to coordinate for our next courses. **Hoangyen Nguyen**, **KPMG** 

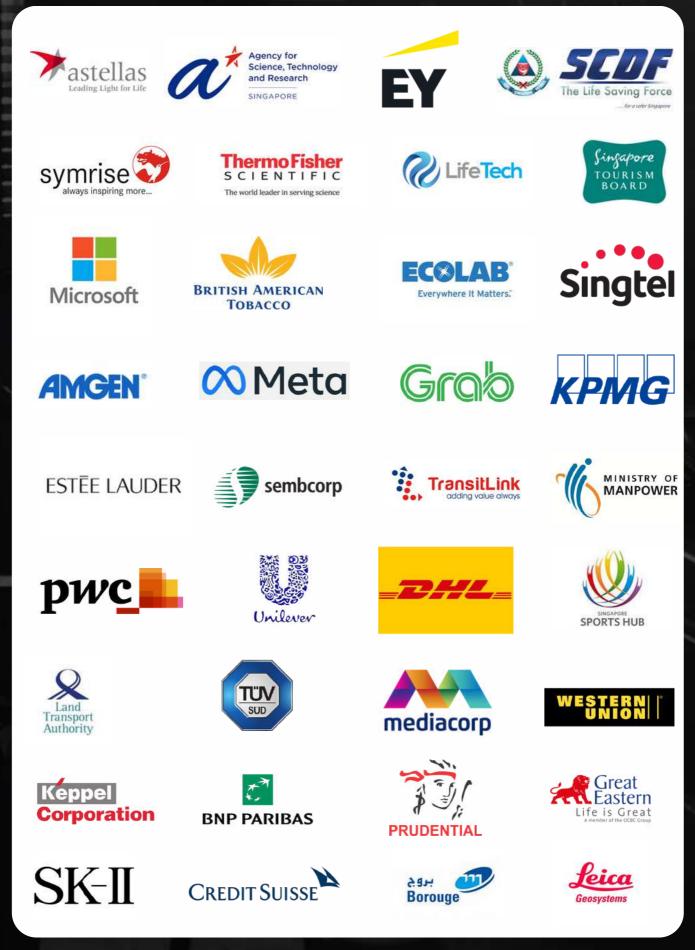
Our people are our greatest asset. LICENCE TO THRILL offered something different to help my team stay connected (safely) and have fun. The Influence Solutions team was awesome in ensuring a positive experience. The memories and strong bonds forged are priceless. Anthony Toh, Commander, SCDF 4th Division, Singapore

LICENCE TO THRILL was very well hosted and innovative. It was fun to work as a team and I came out with a greater understanding of team dynamics. Tham Wei Chern, Director at Fullerton Law Chambers, Singapore.

LICENCE TO THRILL was amazing! Such an incredible group of people to work with. Trevor Nies, Sr Director of E-Commerce Payments, Risk Operations & Analytics, Microsoft, USA.

Virtual Games - Real Fun - Inherent Learning

### CLIENTS WHO HAVE ENGAGED US FOR TEAM BONDING & HIGH PERFORMING TEAM SESSIONS



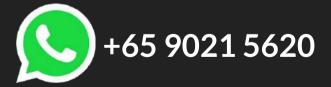


SOLUTIONS THAT HELP YOU **STAY AHEAD OF THE CURVE** 

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