

A THRILLING DIGITAL EXPERIENCE BY...



Real Teams  
Virtual Bonding  
Real Results!

# LICENCE TO THRILL™

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.**™  
Future-Ready Innovative Relevant Strategic Trusted  
*Holding you steady in a changing world*

**EXCLUSIVITY GUARANTEED**

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

# 3 STUNNING & EXCLUSIVE VIRTUAL 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.

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) and tech skill levels** - simply click a link to login to a virtual platform. Our experienced game masters take you on the ride of your life.

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



## WHO WILL BENEFIT THE MOST

- Intact teams that wish to enhance bonding, camaraderie and trust.
- Teams functioning virtually, as split teams or from different locations, which rarely meet.
- 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 breakdown silos and increase collaboration across the business units.
- People, friend and family groups who wants to be re-energised, activate internal superpowers while having loads of excitement and fun!

***Exclusive Experiences from Influence Solutions***

# 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!**

Think on your feet, leverage critical thinking, strategic-thinking, analysis, problem-solving and decision-making skills to solve a series of high-speed tasks.

**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 EXPERIENCE

CUSTOMISED 60 - 180 MIN EXCLUSIVE TEAM BONDING EXPERIENCES FOR ALL GROUP TYPES, SIZES & TECH SKILL LEVELS

Welcome to  
LICENCE TO THRILL™

MISSION ACCOMPLISHED  
A  
HERO'S WELCOME

Participants login to our platform with web-cam enabled laptop or desktop & headset.

Game Master conducts a fun-filled, realisation-packed debrief.

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

Game masters ensure everyone enjoys the experience and completes the mission.

In groups (of 3-6), participants move to their team rooms and go through a team bonding activity to know each other better.

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

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

# TESTIMONIALS FOR LICENCE TO THRILL™

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**

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**

We didn't know what to expect when we applied for our LICENCE TO THRILL™. It 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 where we were forced to work against the clock to gather clues, solve mysteries and stay in character. We recommend this for teams looking to help members know each other better and for organisations which are not averse to improving teamwork and building rapport in a fun way!

**Byron Xavier, Managing Director, Xavier & Associates LLC, Singapore**

LICENCE TO THRILL™ was amazing!

**Emma Leuszler, Program Manager, US Administrative Services, Ernst & Young LLP, USA.**

***Virtual Games - Real Fun - Inherent Learning***

# TESTIMONIALS FOR LICENCE TO THRILL™

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**

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 taem dynamics.

**Tham Wei Chern, Director at Fullerton Law Chambers, Singapore.**

***Virtual Games - Real Fun - Inherent Learning***

# UNBELIEVABLE PRICES! UNBEATABLE FUN!

Group Size	Standard Investment	Special Discount (For Current Clients)
Up to 50 participants per event	SGD 89 per person <i>Minimum 30 = SGD 2670</i>	SGD 83 per person <i>Minimum 30 = SGD 2500</i>
51 to 200 participants per event	SGD 79 per person <i>Minimum 50 = SGD 3950</i>	SGD 69 per person <i>Minimum 50 = SGD 3450</i>
201+ participants & Special Events	Pricing available on request	Pricing available on request

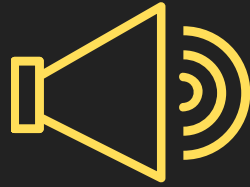
For sessions conducted before 830am and after 530 pm Singapore time a 15% surcharge will apply.

Investment includes Zoom platform with up to 50 Breakout Rooms, adequate 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.

For all sessions conducted on your desired platforms (other than Zoom), you will need to provide technical support for breakout rooms.

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

**Contact us today to create an exclusive experience for your team!**



SOLUTIONS THAT HELP YOU  
*STAY AHEAD OF THE CURVE*

# INFLUENCE SOLUTIONS

YOUR **F.I.R.S.T.** LEARNING & DEVELOPMENT PARTNER  
\***F**uture-ready \***I**nnovative \***R**elevant \***S**trategic \***T**rusted

FOR MORE INFORMATION, GO TO  
[INFLUENCE-SOLUTIONS.COM](https://www.influence-solutions.com)



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