Corporate Team Building

Conducted by LEP or Vendors

All-In Climb Team Building

This activity combines team building elements with the facilities installed in Let'Em Play. Facilities includes high element rope course, sports climbing walls and augmented reality (AR) bouldering wall.

Game Modes

- **Free and Easy**
  Proceed to any station (high element rope course, sports climbing wall and/or AR bouldering wall) you prefer and start the activity.

- **Scavenger Hunt**
  Expect not only mini games but also treasure hunting in this game mode! Task items are hidden within the facilities and team member(s) will have to retrieve these task items to complete the tasks. Apply your negotiation skills, in the event another team has gotten your task items!

  Identify your team mate's strengths and weaknesses; and apply your leadership skills at allocating the best person for the best task!

- **Blindfold Challenge (For High Element Rope Course Only)**
  Feels that the rope course is not challenging enough? Fret not! Get a partner and join our blindfold challenge.

Programme Outline

The session will start with a safety briefing and followed by putting on the safety harness. Game rules will be shared after the safety briefing.

Location

Let'Em Play @ 18 Boon Lay Way #01-100 Tradehub 21 Singapore 609966

Maximum Capacity

50 Participants

Archery Tag

Archery Tag promises to deliver an exciting and action-packed experience with your friends and colleagues. This thrilling activity combines the sport of Archery with Dodgeball, to create a highly competitive team building activity that's sure to be fun for everyone. In Archery Tag, players use bows to eliminate their opponents by shooting them with safe foam-tipped arrows.

Our Archery Tag game is a group activity, and it's ideal for groups in various events such as team building, gatherings, and NS Cohesions. If you've ever wanted to feel like an archer nocking and shooting arrows after arrows, then this activity is perfect for you!

Game Modes

- **Death Match**
  Archery Tag players will have to shoot their opponents with the foam-tipped arrows at their opponents, upon which successful contact will eliminate them from the game. If a player catches an arrow shot at them with their hands or knocks out a foam target, they will be able to bring an eliminated player back into the game. Winners of the game will be decided when a team eliminates all their opponents or knock out five targets placed in the centre of the play area.
- **Medic**
  Each team appoints one medic. A "live" medic allows "dead" teammates to revive. Eliminate the opponent medic to prevent opponents from reviving. Eliminate all 5 opponents to win the game.
- **VIP**
  Each team appoints one VIP. VIP will not be made know to the opponent team. Eliminate the opponent VIP to win the game.

Programme Outline

Each session begins with an introductory briefing to Archery. Players will learn the basics, including holding a bow the right way, the correct bow-holding stances, postures while firing an arrow, and the correct arrow-nocking procedures.

Afterwards, players will apply what they have learned in an adrenaline-pumping and fast-paced Archery Tag game. Both the rules of Archery Tag and its gameplay procedures will also be briefed to the participants before the game on the same day.

Archery Tag Photos

Dodgeball

Dodgeball is a game in which players on two teams try to throw balls at each other while avoiding being hit themselves.

The main objective of each team is to eliminate all members of the opposing team by hitting them with thrown balls, catching a ball thrown by a member of the opposing team, or forcing them to move outside the court boundaries when a ball is thrown at them.

Game Mode

- **Standard Dodgeball**
  The objective of dodgeball is to eliminate all players of the opposing team by throwing one of four game balls and hitting the opposing player below the shoulders on the fly.

  Each team starts with ONE (1) ball and then there are TWO (2) balls evenly spread on the center line at the beginning of each game. It is a sprint to the TWO (2) balls once the play begins. There is a five (5) second grace period after the initial rush before balls can be thrown. (Numbers might change according to pax)

  Each team member must start with one hand on their back wall. Play begins on the referees signal of “Go” and “Dodge” after the five (5) second grace period after the initial rush.

  A player is out if:
  - They throw a ball that is caught by the other team.
  - They get hit by a ball thrown by the other team. (If the ball does bounce off an opposing player and is then caught the thrower will then be out. This is true even if a different player catches the ball. However if the ball bounces off another ball, the ball is dead.). Players may use the ball to block; however, if the ball is knocked out of their hand while blocking, they will be out.
  - They hit another player above the shoulders.
  - They cross the center line.

  A player is not out if:
  - Their ball is caught off the wall or ceiling.
  - They get hit above the shoulders.

Programme Outline

A usual session starts off with a introduction to Dodgeball rules coupled with a safety briefing.

Subsequently, participants engage an exciting battle of Dodgeball which would be played out in a tournament format.

Bubble Soccer

Regarded as one of the most entertaining, enjoyable, and exciting games to you! In our Bubble Games, players put on giant inflatable Bubble suits which allows them to bump, bounce, and roll around the playing arena gleefully and safely! With four game modes that involve teams working together and strategising the best game plan to win, players will have to communicate effectively and work well as a team.

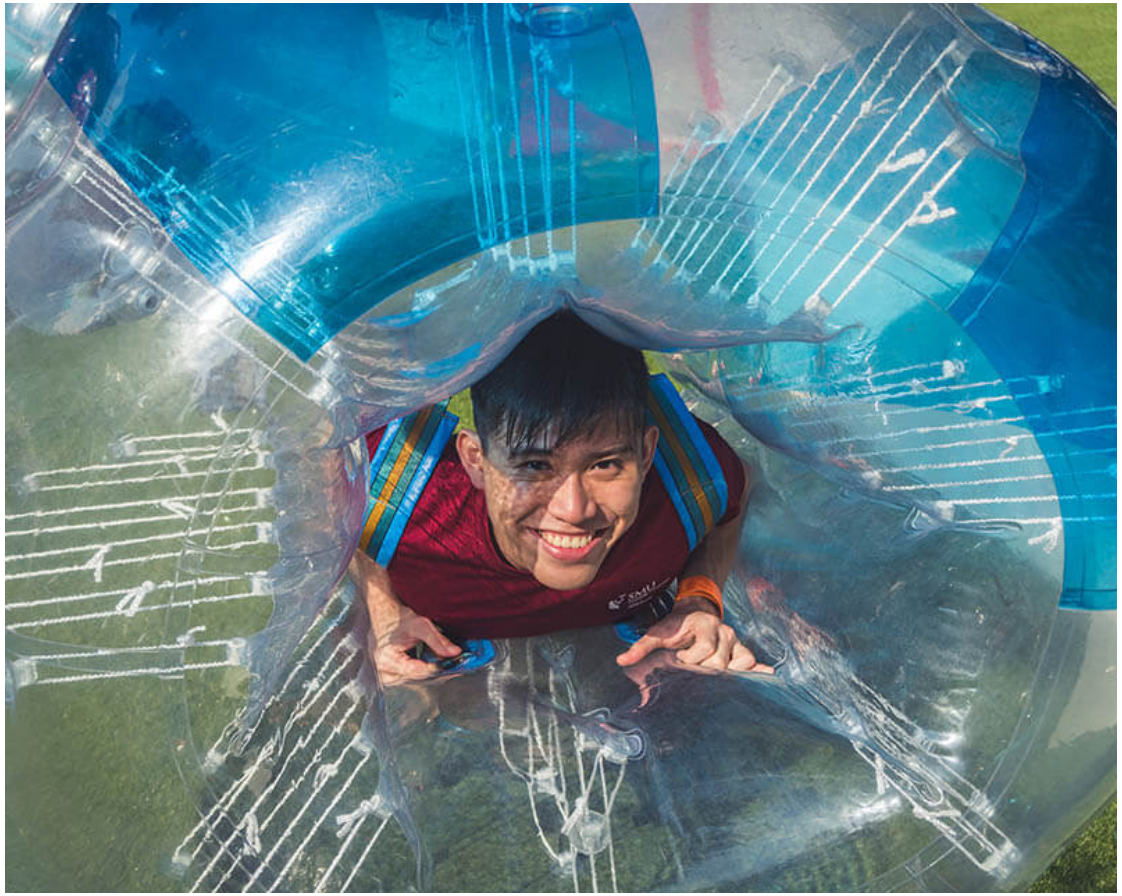
Game Modes

- **Bubble Dodgeball**
  Bubble Dodgeball is all about strategy and physical prowess combined as participants try and eliminate each other by knocking each other down.
- **Bubble Invasion**
  Bubble Invasion requires teams to come up with a plan on how to bring their team and invade the opponent's territory. The team that manages to invade the fastest wins!
- **Bubble Captain**
  Bubble Captain is the ultimate battle of brains as participants have to devise a strategy to get their captain from their base to the enemy's base. Teams must defend their own base at the same time!
- **Bubble Soccer**
  A test of physical endurance, Bubble Soccer involves trying to get the soccer ball into the goal, while donning giant inflatable suits at the same time! Definitely not for the faint at heart.

Programme Outline

The session will start with a warm-up game of Bubble Dodgeball before going into two strategy games that are then followed up by the actual Bubble Football game. Participants will be divided into groups and will have to coordinate a game plan that will help them win before Bubble Invasion and Bubble Captain starts.

Bubble Soccer Photos



Laser Tag

Take a break from the monotony of office routine and engage in some quality time with your team by tagging it out in an interactive game of laser tag. Players will attempt to score points by tagging their opponents and targets with a laser gun.

Our laser tag activity is one of the best games to play as a group, as it's the closest thing you can have to make your video game experience come to life. Cohesion is dedicated to ensuring that your laser tag experience will be as fast-paced and thrilling as possible while maintaining a safe environment be it indoors or outdoors.

Game Modes

- **Team Deathmatch**
  In Team Deathmatch, teams will vye head to head against each other and attempt to eliminate as many opponent team members as possible. Teams will learn the importance of teamwork through working together as one unit.
- **Capture The Flag**
  Teams will have to nominate one team member as the VIP of their team. The objective of both teams is to eliminate the VIP member. Once the either team's VIP is eliminated, the game is over.
- **Protect the VIP**
  Teams will have to compete against each other to capture the opponent's flag and bring it back to their homebase. Teams can only start to capture the flag after a certain number of players have been killed. If a player is tagged out while carrying the flag, the flag has to be returned to the enemy base.
- **Medic**
  Each team appoints one medic. A "live" medic allows "dead" teammates to revive. Eliminate the opponent medic to prevent opponents from reviving. Eliminate all 5 opponents to win the game. Each player only has one health in this game.

Programme Outline

The session begins with an introduction to Laser Tag, followed by a safety briefing. Subsequently, participants will engage in their respective Laser tag games. There will be three game modes played: Team Deathmatch, Capture The Flag, and Attack the VIP. The rules and gameplay will also be briefed to the participants before the games begin.

Laser Tag Photos

Splash Tag

Participants are battling it out with high powered water guns in a thrilling game of Splash Tag. The objective of the game is to attempt to get the enemy as wet as possible. Participants are eliminated when enough water fills up a valve on their vests signalling an elimination for that player.

Game Modes

- **Team Deathmatch**
  In Team Deathmatch, teams will vye head to head against each other and attempt to eliminate as many opponent team members as possible. Teams will learn the importance of teamwork through working together as one unit.
- **Protect the VIP**
  Teams will have to nominate one team member as the VIP of their team. The objective of both teams is to eliminate the VIP member. Teams will have to strategize carefully to figure out the best way to eliminate the VIP. Once the VIP is eliminated, the team will be given a puzzle to solve while still having to defend their VIP against attackers. The winning team will be the team that is the first to complete the puzzle challenge.

Programme Outline

A usual session starts off with an introduction to Splash Tag with a safety briefing.

Subsequently, participants engage an exciting game of Splash Tag. The rules and gameplay will be briefed to the participants on the day itself.

Splash Tag Photos

Splash Tag

Participants are battling it out with high powered water guns in a thrilling game of Splash Tag. The objective of the game is to attempt to get the enemy as wet as possible. Participants are eliminated when enough water fills up a valve on their vests signalling an elimination for that player.

Game Modes

- **Team Deathmatch**
  In Team Deathmatch, teams will vye head to head against each other and attempt to eliminate as many opponent team members as possible. Teams will learn the importance of teamwork through working together as one unit.
- **Capture The Flag**
  Teams will have to compete against each other to capture the opponent's flag and bring it back to their homebase. For every flag that is captured, teams will be given clues which they will need to use to solve the final puzzle.
- **Protect the VIP**
  Teams will have to nominate one team member as the VIP of their team. The objective of both teams is to eliminate the VIP member. The VIP member will be given more lives that normal members and teams will have to strategize carefully to figure out the best way to eliminate the VIP. Once the VIP is eliminated, the team will be given a puzzle to solve while still having to defend their VIP against attackers. The winning team will be the team that is the first to complete the puzzle challenge.

Programme Outline

A usual session starts off with an introduction to Sword Tag with a safety briefing.

Subsequently, participants engage an exciting game of Sword Tag. There will be 3 game modes being played,

1. Team Deathmatch – Team with the least number of deaths win.
2. Capture The Flag – Teams will have to capture the flag without being eliminated
3. Attack the VIP – Safely escort your VIP to occupy your opponent's base.

The rules and gameplay will be briefed to the participants on the day itself.

Sword Tag Photos

Bumball

Enjoy the action of Bumball in Singapore and bond with others by playing a unique adaptation of Captain's Ball. To play Bumball, players wear vests with velco on their chest and bum. Players can only use the velco areas to collect the ball. After which they can use their hands to touch the ball. They will have to try to move the ball to their team's captain to score.

How to Play

Player can only use the velcro areas of their vest located on their chest and bum to pick up the game ball. Once picked up, the game ball will be their possession and opponents cannot snatch the ball away from them.

Once the ball is attained via the velcro vest, players can pick up the ball with their hands to throw the ball. Players with the ball cannot move from their spot once they have possession of the ball.

Opponents are allowed to use their hands to intercept the ball, but they are not allowed to pick up the ball with their hands. To score, players will have to pass the ball at least 3 times before finally passing it to their captain.

Programme Outline

A usual session starts off with safety briefing. After the briefing, participants will be briefed on the game rules and have a warmup session.

Subsequently, participants compete against each other in a tournament format of Bumball. The rules and gameplay will be briefed to the participants on the day itself.

Bumball Photos

Telematch

Complete challenges to ‘win’ materials to build a car, and ultimately participate in a car race. Team whose car travels the furthest distance wins the Telematch!

Games

- **Spot the difference!**
  Entire team attempts to spot the difference between 2 pictures.
- **Ping Pong Run**
  Entire team forms a line and passes the ping pong ball with a spoon in hand.
- **Cross the River**
  Entire team needs to get from Point A to Point B with 2 sheets of newspaper.
- **Race the Balloon**
  Entire team pairs up to bring a balloon from Point A to Point B without using their hands.
- **Photo Challenge**
  Entire team to take the funniest photo.
- **Watermelon Eating Contest**
  Entire team to finish a whole watermelon.
- **Bottoms Up**
  Entire team to finish 3 litres of Isotonic drink.

Programme Outline

For our Telematch sessions, we will start off with a safety briefing before we split the group into teams to play a competitive format with the various telematch games selected.