



AMAZING RACE

A N G K O R W A T



Are you holding your **meeting**, conference, team outing or offsite in **Siem Reap** and are you in search of a fun, interactive and meaningful **team building event**?



Are you looking for a fun day of exploring the culture of ancient Angkor and compete in small teams for riddles and clues?

Do you intend to foster teamwork skills, collaboration, motivation, decision making skills and all the same discover the awe-inspiring beauty of this ancient kingdom?



Then Angkor Wat Amazing Race with tuk-tuks is the perfect team event for groups between 6 to 200 participants.



Participants gather in the meeting room and are split into small teams. Each team receives bandanas in their team color, a market barter budget and instruction booklets.





Teams depart by tuk-tuks and dive into a world of ancient kings and empires, decipher century old murals along the way and barter with locals about artefacts, and promote some of Angkor Wat's most stunning souvenirs.

The first team to complete all challenges and collect the most points shall be the winning team and receive an award.



Decision Making Skills

Because there are more tasks and challenge locations that can be accomplished in the given time, teams must make important **strategic decisions** before starting the race.

- **Which tasks are we going to accomplish as a team?**
- **What are our priorities?**

These are important points that will be discussed during the debriefing.



Angkor Wat Amazing Race

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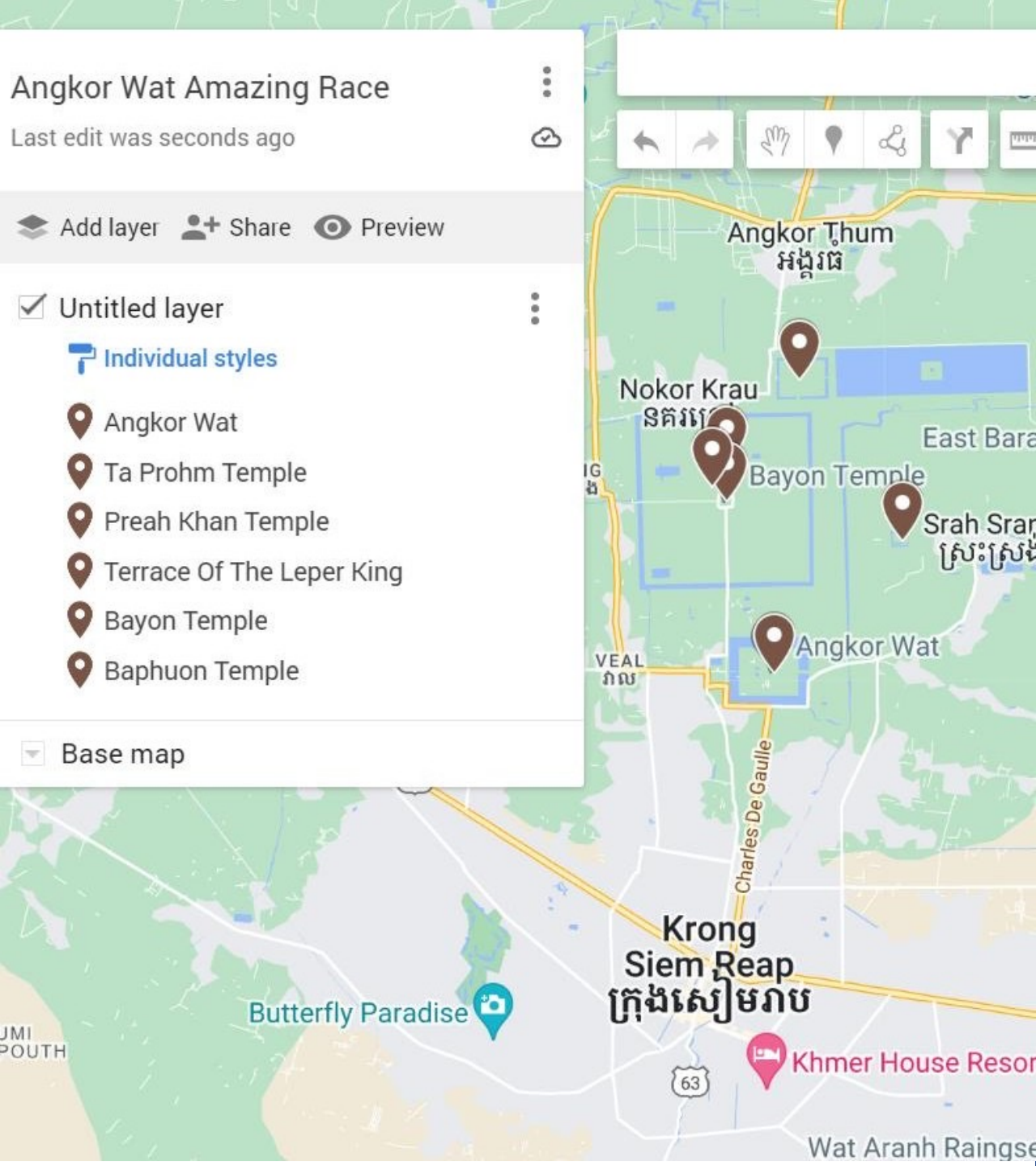
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Individual styles

- Angkor Wat
- Ta Prohm Temple
- Preah Khan Temple
- Terrace Of The Leper King
- Bayon Temple
- Baphuon Temple

Base map



Along the journey, participants visit 6 temples and must complete 20+ cryptic clues.

Cryptic clues are
poetically crafted
riddles and teams
receive points solving the
clues.

*Dedicated to a Hindu god,
facing the West and this was odd,
since most of temples facing East,
to welcome sunrise with monks and priest.*

*This temple is the largest of them all,
with bas-reliefs of beauty on the wall.*

*112 was Angkor's birth,
then the largest city on the earth.*

*Completed in 1150 by Angkor's great king,
peace and beauty to its people it shall bring.*



At Angkor Wat's bustling markets, teams collect points by purchasing famous artifacts, delicious treats or funny souvenirs.

The team who scores the most points and crosses the finishing line first is the winning team and shall receive an award.





Clients may choose
between two game play
options:

Option A)

With mobile phones

Option B)

Without phones.

In Option A, the client assigns one person per participating team to use his or her own phone to play the game.

If participants travel to Cambodia from overseas, international roaming must be switched on.





In game play Option A, teams receive challenge instruction through the phone, can communicate and ask questions during the event and send picture and video tasks to the organizer. This option requires a meeting room for pre-event briefing and post-event debriefing.



Beside picture and video tasks, game play option A includes two bonus challenges, “Fake tour guide” and “Helping Hand”.

Pictures, videos and clue answers that are submitted through the phone by participants are projected on large screen upon return to the meeting room for the amusement of the participants.



Game play Option B (without phones) is shorter in duration and all instructions are given via a hand-out booklet. This option is limited to cryptic clues and market barter activities.





Option A is perfect for mid-sized to large groups with more time and a higher budget. Meeting room is required for briefing and debriefing.

Option B is perfect for small groups with limited budget and time. Briefing and Debriefing can be done in the hotel's lobby.



AMAZING RACE
ANGKOR WAT

FULL-DAY AGENDA

Option A (Phones)		Option B (No phones)	
08:00	Participants gather in meeting room. PP briefing.	09:00	Participants gather in hotel lobby. Briefing.
08:45	Participants depart by Tuk-tuks. Competition begins.	09:20	Race begins.
12:00	Arrive at lunch venue. Lunch	12:00	Arrive at lunch venue. Lunch
13:00	Competition continues.	13:00	Race continues.
16.00	Return to meeting venue.	15:00	Return to the hotel. Facilitator collects hand-out sheet. Break.
16.30	Slide show Debriefing. Award Ceremony	18:00	Meet at dinner location. Debriefing. Award Ceremony.
17.00	End of event.	18:15	End of event.

HALF-DAY AGENDA

Option A (Phones)		Option B (No phones)	
08:00	Participants gather in meeting room. PP briefing.	08:30	Participants gather in hotel lobby. Briefing.
08:00	Race begins.	08:45	Race begins.
11:30	Participants return to the meeting room. Power Point slide show debriefing.	12:00	Participants return to the hotel. Facilitator collects hand out sheets. Lunch time.
12:00	Award Ceremony.	13:00	Debriefing / Award Ceremony.
12:15	End of event.	12:15	End of event.

PRICING PER PERSON IN USD

Group size	Participants per teams	Pricing Option A		Pricing Option B	
		Half-day	Full-day	Half-day	Full-day
6-9	5			122	162
10-15	5			92	132
16-24	5			68	108
20-25	5	95	135		
26-30	5	83	123	60	100
41-50	5	75	115		
51-70	5	65	105		
71-100	8	60	100	55	75

GAME PLAY OPTION A (phones)

Inclusions

- ✓ Game duration up to 9 hours.
- ✓ One phone per participating team (own phone).
- ✓ Game instructions and clues in book form.
- ✓ Bandanas to separate the teams.
- ✓ Briefing / debriefing in meeting room.
- ✓ Video slide show debriefing.
- ✓ Gala night debriefing.
- ✓ Teams are accompanied by a tour guide.
- ✓ Prizes for the top 3 winning teams.
- ✓ Picture and video challenges.
- ✓ Bonus challenges.
- ✓ Travel by tuk-tuk.
- ✓ Cash budget for market barter challenge.

GAME PLAY OPTION A (phones)

Inclusions and Exclusions

- ✓ First aid kit for each team.
- ✓ Immediate or delayed team score announcement.
- ✓ Drinking water
- ✓ Carry on backpack in the team's color.
- ✓ Ice breaker activity (optional).
- X Meeting room rental.
- X Limited customization.
- X Angkor Wat Entry fees (37 USD / person).

GAME PLAY OPTION B (no phones)

Inclusions

- ✓ Game duration up to 7 hours.
- ✓ Game instructions and clues in book form.
- ✓ Bandanas to separate the teams.
- ✓ Briefing in hotel lobby (for small groups).
- ✓ Gala night debriefing.
- ✓ Teams are accompanied by a tour guide.
- ✓ Prizes for the winning team.
- ✓ Travel by tuk-tuk.
- ✓ Cash budget for market barter challenge.

GAME PLAY OPTION B (no phones)

Inclusions and Exclusions

- ✓ First aid kit for each team.
- ✓ Delayed team score announcement.
- ✓ Drinking water
- ✓ Carry on backpack in the team's color.
- ✓ Ice breaker activity (optional).
- X Picture and video challenges.
- X Meeting room rental.
- X Limited customization.
- X Angkor Wat Entry fees (36 USD / person)
- X Immediate score announcement.
- X Video slide debriefing.
- X Bonus challenges.



For the full-day option a
suptuous Cambodian
lunch at a local
restaurant is included.

OPTIONAL EXTRAS



Candle-light dinner
with classical dance
can be organized with the
backdrop of awe-inspiring
ancient temples.





For customization or more information, please contact info@Beunite.com
or call +66 84 629 05 07 (WhatsApp).

ALL TEAM BUILDING EVENT THEMES



Fun & Competition



Adventure



Team work skills and personal development



Ice breakers



Party & Theme Dinner



Art and Culture



Corporate Social Responsibility



Amazing Race



Virtual Team Building



Building and Design



Overnight packages

MORE TEAM BUILDING PROGRAMS



CASINO ROYALE



TOOLS FOR SCHOOLS



CHARITY FOR PARITY

it's meaningful



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