



★★★★★ #1 RATED · GOOGLE & TRIPADVISOR

FOR CORPORATE TRAINERS & L&D CONSULTANTS · HONG KONG

SEE HOW YOUR TEAMS REALLY WORK

Hong Kong's #1 rated escape room, run as a live behavioural lab for your leadership, communication and problem solving programmes. You observe. We run the pressure.

THE EXPERIENTIAL CORE OF
YOUR NEXT PROGRAMME

8
ROOMS

64
PLAYERS AT
ONCE

500+
COMPANIES

5/5
GOOGLE
RATING

● Game Masters brief, hint and observe in **English, Cantonese & Mandarin**

全程英語及粵語／普通話服務

WHY TRAINERS USE US

A 60 MINUTE BEHAVIOURAL LAB

Role plays are scripted. Personality tests are self reported. An escape room is neither. Lock a team in a room with a countdown and within minutes you see **who takes charge, who goes quiet, who hoards information** and who keeps the group moving when the plan falls apart. Forming, storming, norming and performing happen in one hour, in front of you, with no way for anyone to opt out.

09:30

30 MIN

TRAINER BRIEFING

- Objectives & who to watch
- Room choice by objective
- Team splits agreed

10:00

60 MIN

PLAY & OBSERVE

- Teams enter the rooms
- You watch live from the control room
- Game Master beside you

11:00

15 MIN

OBSERVATION LOG

- Timestamped notes per room
- Who led, who was missed
- Hint calls & breakdowns

11:15

YOUR TIME

YOUR DEBRIEF

- 9F lobby or 11F hall
- Projector, PA, mics
- Catering available

HALF DAY SHOWN · FULL DAY & MULTI ROUND FORMATS FOR LARGE COHORTS

LEADERSHIP PROGRAMMES

Emerging leaders, first time managers, high potential cohorts

TEAM EFFECTIVENESS

Intact teams with a communication or trust problem to surface

ONBOARDING & GRADUATES

New cohorts who need to work together fast, observed from day one

ASSESSMENT & OFFSITES

Senior teams who want a real stress test, not a warm up

THREE SKILLS. ZERO QUESTIONNAIRES.

LEADERSHIP

- Who makes the first decision at 0:00, and whether anyone agreed to it
- Whether leadership transfers when the puzzle changes domain
- Who decides to ask for a hint, and how long is wasted first
- How the leader reacts when a confident call is wrong
- Whether quiet members are pulled in or left holding clues

COMMUNICATION

- Information hoarding: a clue found but never announced
- Parallel monologues: three talking, nobody listening
- Closed loops: is "we tried that" ever said out loud
- Volume up, clarity down as the clock runs out
- Cross language teams: who translates, who is left out

PROBLEM SOLVING

- Tunnel vision: five people on one padlock, two clues unread
- Sunk cost: a theory kept long after the evidence moved on
- Divide and converge: split tasks, then bring findings together
- Hypothesis testing versus random guessing
- Recovery speed after a dead end

OBSERVATION EXAMPLES

FROM WHAT WE SEE TO WHAT YOU COACH

MINUTE 08

ONE PERSON HOLDS THE CLUE AND DOES NOT SAY SO

Seen: A folded note is read and pocketed "for later". The team spends nine minutes searching for that exact information.

Signals: Information treated as personal, not shared.

"What would have happened if you had read it out loud?"

MINUTE 15

FIVE PEOPLE, ONE PADLOCK

Seen: The whole team crowds one four digit lock. Two puzzles on the far wall are untouched.

Signals: No task allocation, bias to the visible problem.

"Who decided that lock was the priority? Did anyone say it?"

MINUTE 30

THE CONFIDENT THEORY IS WRONG AND NOBODY WILL DROP IT

Seen: The most senior person states a theory early. Three clues now contradict it. The team keeps trying to make it fit.

Signals: Hierarchy overriding evidence.

"When did you first suspect it was wrong? What stopped you saying so?"

MINUTE 52

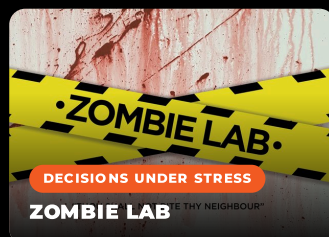
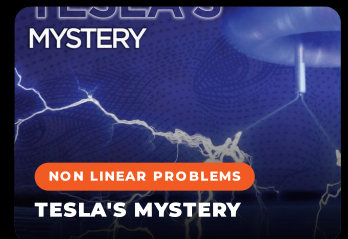
THE QUIET PERSON HAD THE ANSWER AT MINUTE 20

Seen: In the final rush a near silent member says "it's the painting" and is right. Our log shows they pointed at it at minute 20. Nobody responded.

Signals: Ideas filtered by who says them, not what is said.

"What would it have taken to hear that idea at minute 20?"

MATCH THE ROOM TO THE OBJECTIVE



TWO FLOORS, ONE TRAINING VENUE

11F TRAINING HALL + 9F ESCAPE ROOMS

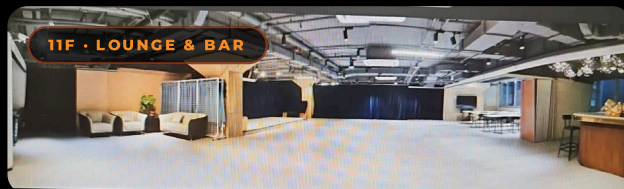
Fox in a Box occupies **5,500 sq ft** on the **9th floor** of **Eastcore, Kwun Tong**: eight rooms, one control room, an open lobby. For full cohorts we can also arrange the **large training hall on the 11th floor** of the same building, so your group moves between game and workshop in one lift ride. Availability confirmed on request.



11F • STAGE & PROJECTOR



11F • CLASSROOM SETUP



11F • LOUNGE & BAR

STAGE, PA & MICS

Raised stage, drop down screen, handheld microphones

CLASSROOM OR THEATRE

Long dressed tables for note taking, or rows for a keynote

LOUNGE & BAR AREA

Breakout seating and a bar counter for coffee breaks

CATERING

Party and canapé menus available on both floors

THE TRAINER TOOLKIT

■ LIVE OBSERVATION

A seat in our control room with a Game Master beside you. Every room on screen. Nothing scripted, and teams do not know which moments you are watching.

■ WRITTEN OBSERVATION LOG

Timestamped behaviours per room: first decision, information handling, hint requests, breakdowns and recoveries. Factual, not evaluative. The interpretation is yours.

■ PRE & POST MEASUREMENT

Bring the same team back for a second room after your programme. Compare the two logs and show change in behaviour, not just survey scores.

■ ROOM BY OBJECTIVE

We match rooms to what you are coaching. Large groups can be assigned different rooms by team, all running at once.

HOW WE WORK WITH TRAINERS • TERMS AGREED ONE TO ONE

YOU LEAD, WE HOST

You sell and run the programme under your brand. We provide rooms, Game Masters, control room access, the log and the venue.

CO DELIVERED

We design the game day together. Our Game Masters contribute what they saw to your debrief. You own the learning content.

REFERRAL

You recommend us to clients who want a team day rather than a full programme. We handle the booking and keep you in the loop.

LET'S BUILD A PROGRAMME TOGETHER

Book a site visit. See the control room, walk the 11F hall and watch a live game before you commit.

EMAIL US



WHATSAPP US