

FOX IN A BOX

# TEAM BUILDING



# 01 | CONCEPT

## THE ESCAPE GAME

Do you want to give your employees an **original experience**? **Create bonds and build team spirit**? Bring them out of their comfort zone?

Mixing work and relaxation, Escape Games are an innovative concept to **unite a team** around a fun activity: ideal for a successful team building event.

Because of their **short format**, our games fit perfectly into your corporate events (strategic meetings, seminars, cohesion sessions, trainings, etc.).

## CONCEPT

During the game, **the hierarchy no longer exists**, only **collaboration** counts.

It is a context where the issues will push everyone to reveal themselves, express innovative ideas, solve problems and leave the room motivated and stimulated.

To succeed in their mission, the team will have to demonstrate excellent **communication**, an acute **sense of observation**, a good **reflectivity**, and a **management of stress** without flaw.

# 02 | SKILLS THAT YOU MUST USE DURING AN ESCAPE GAME



## CREATIVITY

Observe details and adopt a new point of view. Step out of your comfort zone.



## CRITICAL THINKING

Know how to grasp a problem in a critical way: question and question again. Avoid preexistent solutions by analysing the situation.



## COOPERATION

You need to pool your skills to make progress. Playing as a team is the key to success.



## COMMUNICATION

Share information and reflect together to reach the common goal.

# 03 | BENEFITS



# 04 | FOX IN A BOX TEAMBUILDING PACKAGES!

Take your team to the next level with Fox in a Box's special teambuilding games! Our expert Game Masters observe your group during the game, making notes on communication, teamwork and group dynamics. After the game, they'll review these insights with your team, offering valuable feedback on how you collaborate. It's a fun and interactive way to gain amazing insights into your team's strengths and dynamics!

Book your teambuilding experience with us today!  
*Only available by arrangement and at specific times.*

# 05 | OUR GAMES



## TESLA'S MYSTERY

It's 1942 and you receive a letter from the late Nikola Tesla, inviting you to Room 3327 of the New Yorker Hotel. Find his secret invention before the FBI does!



## PRISON BREAK

When a riot breaks out, an opportunity presents itself. Your friend on the outside will help you slip away while the guards are busy!



## ZOMBIE LAB

Scientists on the brink of creating a cure to the virus have perished. Guards will hold off the zombies while you attempt to finish their work before it's too late!



## BUNKER

You are secret agents during the Cold War. Can you halt the launch of nuclear missiles and save the world?



## ZODIAC KILLER

You awaken to find yourself kidnapped at the hands of a serial killer. Is he the real deal or a copycat? More importantly, can you escape with your life?

# 06 | CONTACT



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