



BRING THE WHOLE FAMILY TO THE FEC

WALLTOPIA



STATE OF THE MARKET

- The typical FEC attracts mainly the local community
- The average visit frequency is less than 3 per year
- The largest visitors group is families with kids aged 9-12

The Family Entertainment Centers market is **expected to reach \$36.4 billion in 2024**. In recent years **more major players** have populated the market and more “destination” FECs have been created. This has made it **hard for regular well-known attractions to captivate and retain visitors**, especially visitors who are not part of the local community.

**TO THRIVE FECS NEED TO BECOME DESTINATIONS BY
HAVING NOVEL AND MORE EXCITING ATTRACTIONS.**

In the midst of the global health and exercise obsession and the mounting evidence against “screen time”, **parents are more devoted than ever to get their kids to be active.** However, 52% of the parents state that some sort of digital entertainment gets in the way of active play. The **FEC is the perfect place to provide both Entertainment and Physical activity** while allowing families to spend time together.

**IF YOU WANT TO GET MORE FAMILY VISITS,
DESIGN FOR ADULTS**

With average visitor frequency at 3 per year, it is obvious that the demographic of **9-12 olds and their parents is not enough to sustain the FEC growth** anymore. With 24% of the **teens**, now feeling mostly negative towards social media entertainment, engaging them in **physical yet fun experience** is crucial for **getting this demographic on board**.

**ENGAGING MULTIPLE DEMOGRAPHICS
IS KEY FOR THE FEC'S GROWTH**

THE FEC OF THE FUTURE

APPEALING TO CHILDREN AND ADULTS ALIKE

ENGAGING FOR TEENAGERS

NOT JUST A FEC BUT A DESTINATION

WHY ACTIVE ENTERTAINMENT?

SOCIALLY ENGAGING

**APPEALS TO A WIDE
RANGE OF CUSTOMERS**

**COMBINES EXERCISE
AND ENTERTAINMENT**



WHY ACTIVE ENTERTAINMENT?

**APPEALS TO WIDE A
RANGE OF CUSTOMERS**

THRILL & ADRENALINE SEEKERS

KIDS AND YOUNG ADULTS

**FAMILIES LOOKING FOR
QUALITY TIME TOGETHER**



ROLLGLIDER



FUN WALLS



ROPES COURSE



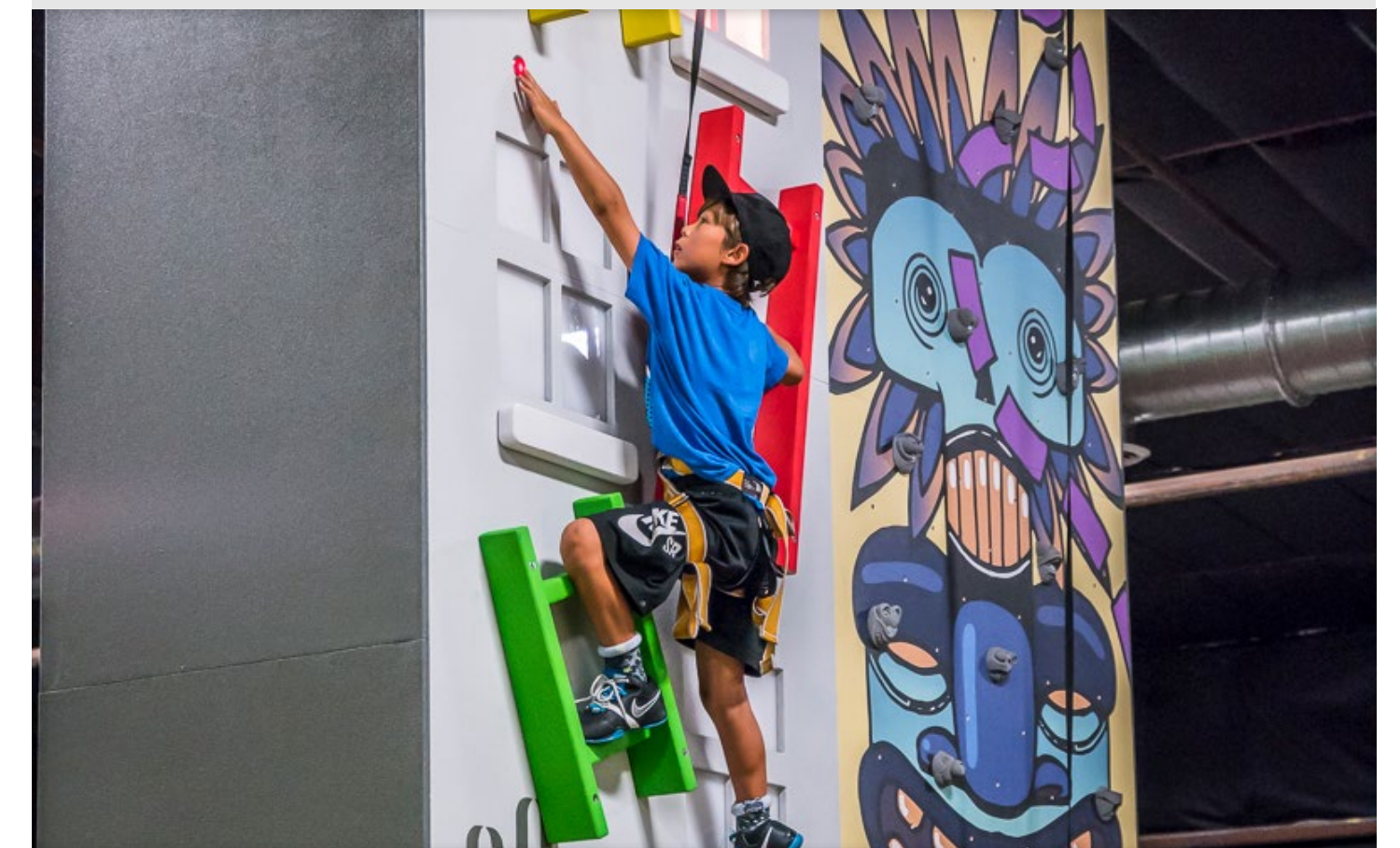
“KIDS ARENA”



NINJA COURSE



GAMIFIER



EXTREME ROLLGLIDER

The Extreme Rollglider is a gravity propelled roller-coaster attraction that delivers the feeling of flying with an excitingly high speed.

THRILLING EXPERIENCE

ANCHOR ATTRACTION

OPPORTUNITY TO UPCHARGE



EXTREME ROLLGLIDER

OPERATIONAL DETAILS

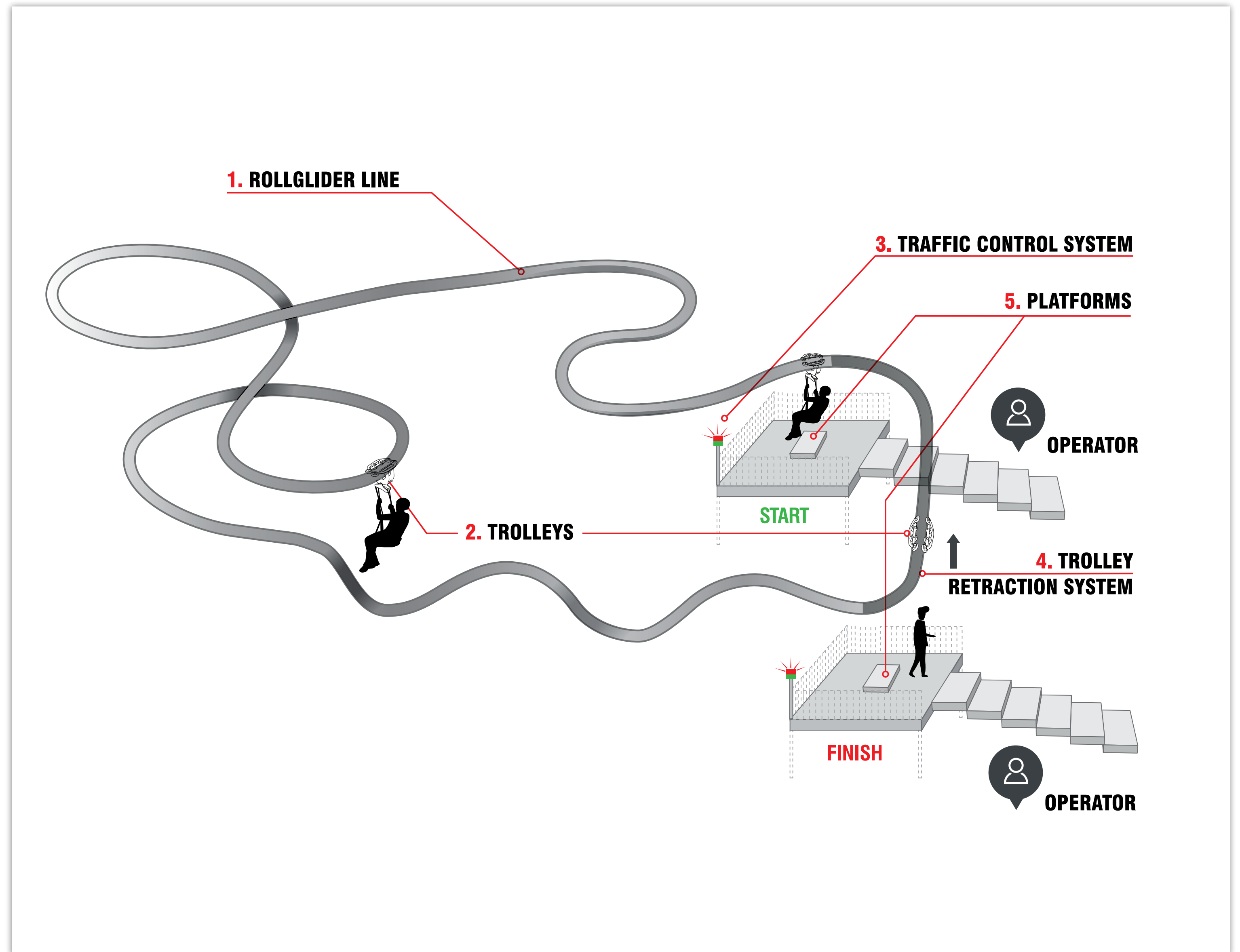
CAPACITY: 60 PPL/H

AUTOMATIC RETURN OF TROLLEYS

SUSPENDED OR SELF STANDING

2 OPERATORS REQUIRED

2 OPERATING PLATFORMS



ELECTRIC ROLLGLIDER

The Electrical Rollglider is a battery-powered aerial ride that allows the participants to control their own flight. The ride has a single point operation and runs in a closed loop which lowers the footprint and staff required.

SELF CONTROLLED SPEED

FAMILY FRIENDLY

ANCHOR ATTRACTION

OPPORTUNITY TO UPCHARGE

PERFECT FOR SPACE OPTIMIZATION



ELECTRIC ROLLGLIDER

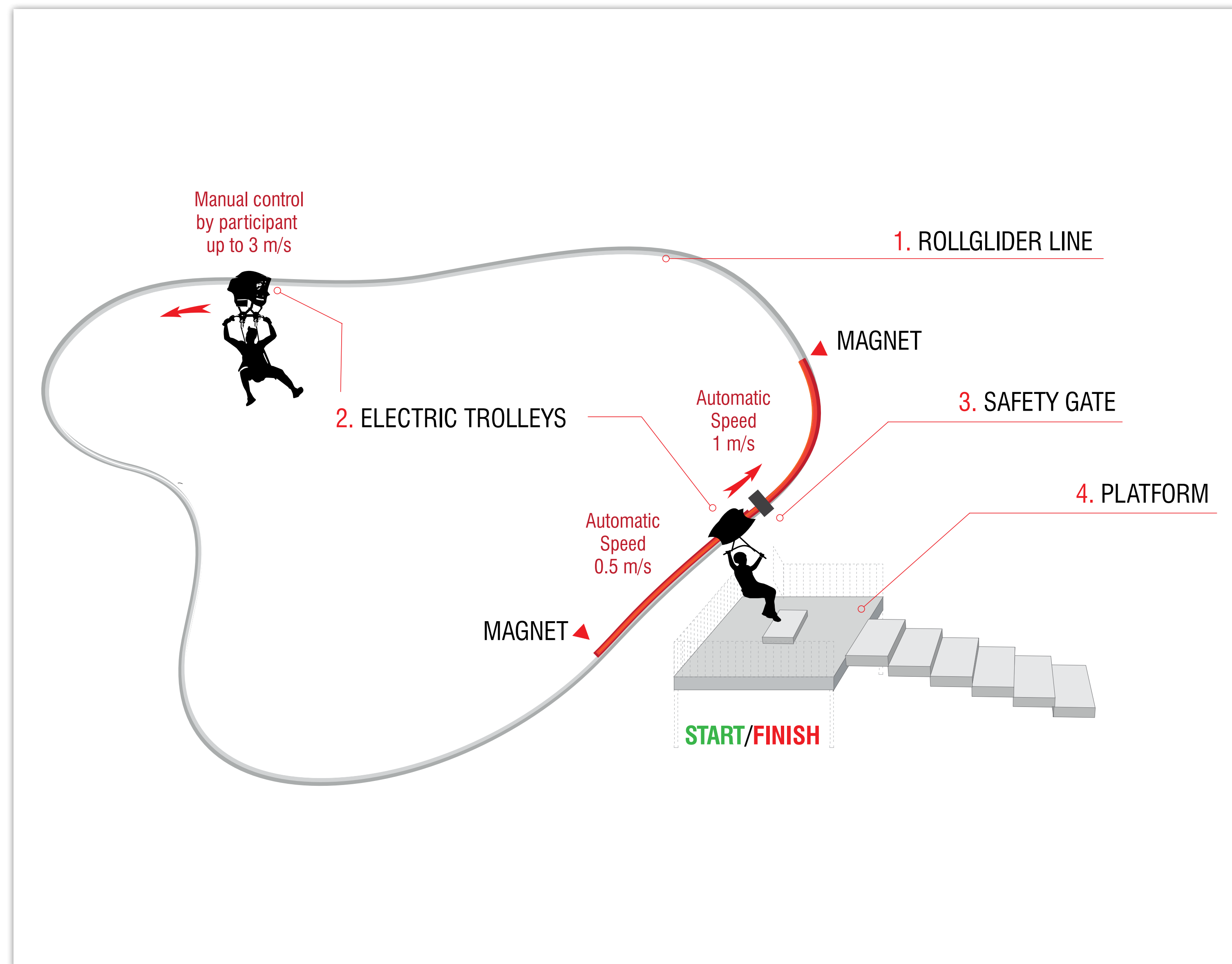
OPERATIONAL DETAILS

CAPACITY: 60 PPL/H

CLOSED LOOP OPERATION

1-2 OPERATORS REQUIRED

SUSPENDED OR SELF STANDING



SUSPENDED ROPES COURSE

The suspended Ropes Course combines the thrill of heights and features more than 100 obstacles differing in difficulties.

SUITABLE FOR YOUNG ADULTS

THRILLING ATTRACTION

SPACE OPTIMIZATION



ROPES COURSE

LINEAR LAYOUT FOR PAY-PER-VISIT MODEL



MULTI-DIRECTIONAL FOR HOURLY PAY MODEL



The multi-way splitter is not for sale in the US.

LOW ROPES COURSE

The low Ropes Course is a perfect opportunity for families to actively play together. The low structure of the attraction makes it easy for children as young as 4-year olds to enjoy the obstacles and share the challenge with their parents.

**DESIGNED SPECIFICALLY FOR
SMALLER CHILDREN**

**GIVES OPPORTUNITY FOR
PARENTS TO ENGAGE**

**CAN BE COMBINED WITH
OTHER KIDDIE ATTRACTIONS**



ROPES COURSE

OPERATIONAL DETAILS

CAPACITY: 26 PEOPLE PER LEVEL

MODULAR STRUCTURE

LOW FOOTPRINT

1 OPERATOR PER LEVEL



FUN WALLS

Fun Walls merge sports with interactive games to create an unforgettable experience for kids. They develop their social, cognitive and physical skills through climbing.

BOOST REPEATABLE VISITS

**COMBINE EXERCISE WITH
COGNITIVE DEVELOPMENT**

OVER 60 MODELS

**SUITABLE FOR KIDS
AS YOUNG AS 4 Y.O**



FUN WALLS

OPERATIONAL DETAILS

**CAPACITY: 2 PEOPLE
PER BELAY LINE**

**OPERATORS: DEPENDING ON
THE POSITION OF THE WALL**

**SELF BELAY ADD-ON: EASE
OPERATION AND LOWER STAFF**



SELF-BELAY

The Self Belay is a patent-awarded climbing connector that increases safety in climbing and adventure centers by lowering clipping errors, while reducing the staff required.

LOWERS STAFF REQUIRED BY HALF

LOWERS CLIPPING ERRORS

DESIGNED SPECIFICALLY FOR KIDS

**HOLDS CERTIFICATION
BY EN 362:2004T**

PATENT-AWARDED TECHNOLOGY



KIDS ARENA

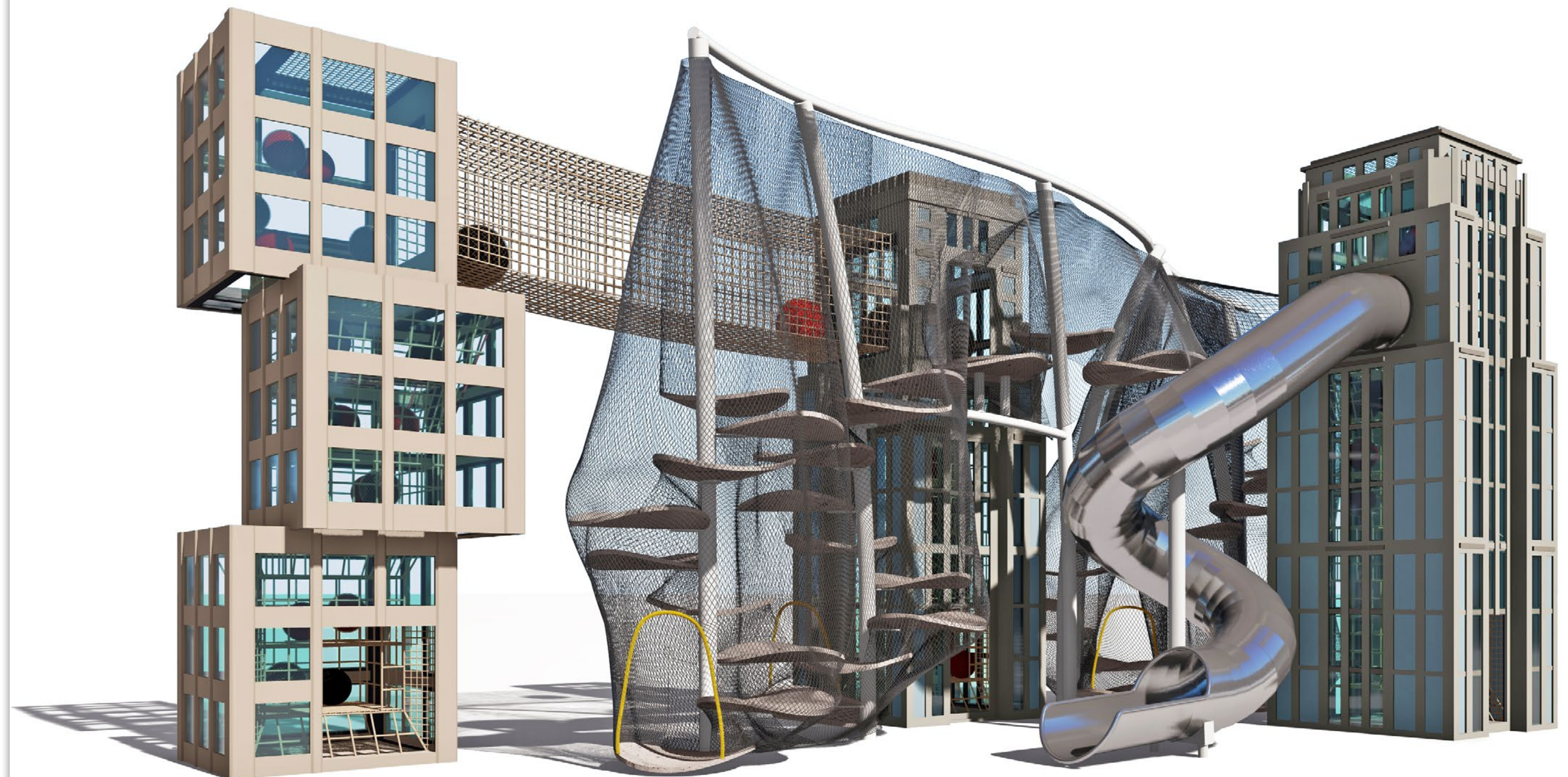
CLOUD CLIMB + ADVENTURE TRAIL

The Kids Arena is designed to appeal to the innate desire of climbing and exploration. It allows children to play and explore the different obstacles unharnessed but in a safe environment.

SUITABLE FOR KIDS OF ALL AGES

COMBINES DIFFERENT ACTIVITIES

EASILY THEMEABLE



CLOUD CLIMB

STUNNING DESIGN

UNHARNESSED ACTIVITY

NO OPERATORS REQUIRED



ADVENTURE TRAIL

MODULAR ELEMENTS

UNHARNESSED ACTIVITY

NO OPERATORS REQUIRED



NINJA COURSE

The Ninja Course is a challenging obstacle course that can be enjoyed solo or competitively. It provides not only a great work-out but also great engagement through gamification.

**PERFECT FOR TEENAGERS AND
YOUNG ADULTS**

UNHARNESSED ACTIVITY

NO SPECIAL EQUIPMENT REQUIRED

NO OPERATORS REQUIRED



GAMIFIER

The Gamifier is an interactive scoring platform which applies gamification principles to new or existing attractions in order to increase the number of repeatable visits.

**GAMIFY THE EXPERIENCE THROUGH
AN INTERACTIVE PLATFORM**

**VISITORS COLLECT POINTS AND
COMPETE TO GET REWARDS**

**COMPILES AND ANALYZES DATA
THAT EMPOWERS OPERATORS**

**CUSTOMIZABLE & RETROFITTABLE
TO YOUR FACILITY**



WALLTOPIA

22 YEARS OF EXPERIENCE

INTERNAL R&D DEPARTMENT END TO END SERVICE PROVIDER



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