

WALLTOPIA



RE-IMAGINING SHOPPING MALLS FOR THE EXPERIENCE ECONOMY

We live in an age of people spending more money shopping, while at the same time anchor stores are closing faster than ever. Nowadays, when people are not online (shopping, learning or engaging socially), they actually invest more money in experiences, rather than things. These shifts in human behavior mean that malls need to change and provide new value to customers in order

to keep them inside. By creating an arena to meet, spend time together and actively entertain themselves, malls can deliver the only thing people cannot get online – experience. Transforming from “places for shopping” to “community hubs” and becoming a part of the fabric of the society itself again, will mean not only more foot flow for malls, but will also make them indispensable.

ROLLGLIDER

EXTREME ROLLGLIDER



EXPERIENCING THE FEELING OF FLYING

The Gravity Rollglider delivers the feeling of flying with a speed up to 50km/h. The flight is not only enjoyed by thrill-seekers but also by people who crave an unknown emotion. The twists and turns provide an unmatched experience which makes the Rollglider a great asset in the context of the “experience economy”.



Capacity

60
PER HOUR



Operators

2

ELECTRICAL ROLLGLIDER**TAKE A GLIDE AROUND THE MALL**

The Electrical Rollglider is a battery-powered aerial ride that allows the participants to control their own flight. Enjoyed both by children and adults alike, the ride is a great opportunity for an anchor attraction that provides participants with a different experience every time and keeps them coming back for more.



Capacity

60**PER HOUR**

Operators

1-2

FUN WALLS**CLIMBING MADE FUN**

With digital content easily accessible, kids now, more than ever, need to be engaged mentally in order to be engaged in physical activity as well. We strive for each and every child to be able to find activities that speak to them. That is why Fun Walls incorporate design elements that vary from whimsical castles to animals or even school objects. The interactive games and challenges engage the young visitors and keep them and their parents coming back for more active entertainment.



Capacity

2**PER BELAY LINE**

Operators

2-6

ROPES COURSE (CEILING-SUSPENDED)



BRINGING ADRENALINE TO YOUR MALL

The Ropes Course is a well-known attraction that is loved by people of all ages. With more than 100 obstacle options and a huge range of difficulty, our ropes course offers a healthy adrenaline boost both for kids and adults in a completely safe environment. Suspended from the ceiling of the mall, this ropes course is space efficient and adds value to the interior design of the mall.



Capacity

26

PER LEVEL



Operators

1-2

ADVENTURE HUB**INTRODUCING THE CENTRAL OF FUN**

The Adventure hub is an anchor attraction that integrates many products in one installation with a main visual theme. With its captivating design and the activities it offers for children and adults alike, the Adventure Hub can become the focal point of your shopping center. It is set to attract people to spend longer time there repeatedly.



Capacity

110
PER HOUR

Operators

2-4

CLIMBING WALLS



EXPLORING THE GROWTH OF CLIMBING

In recent years the popularity of climbing has skyrocketed. The sport proves to be a perfect mix of accessibility, diversity and social interactions which trains not only the body but also the mind. Adding a climbing wall is a smart tactic to get more young visitors in the mall and keep them coming back. A climbing wall can become an exciting part of the exterior turning the building into an attraction itself.



Capacity

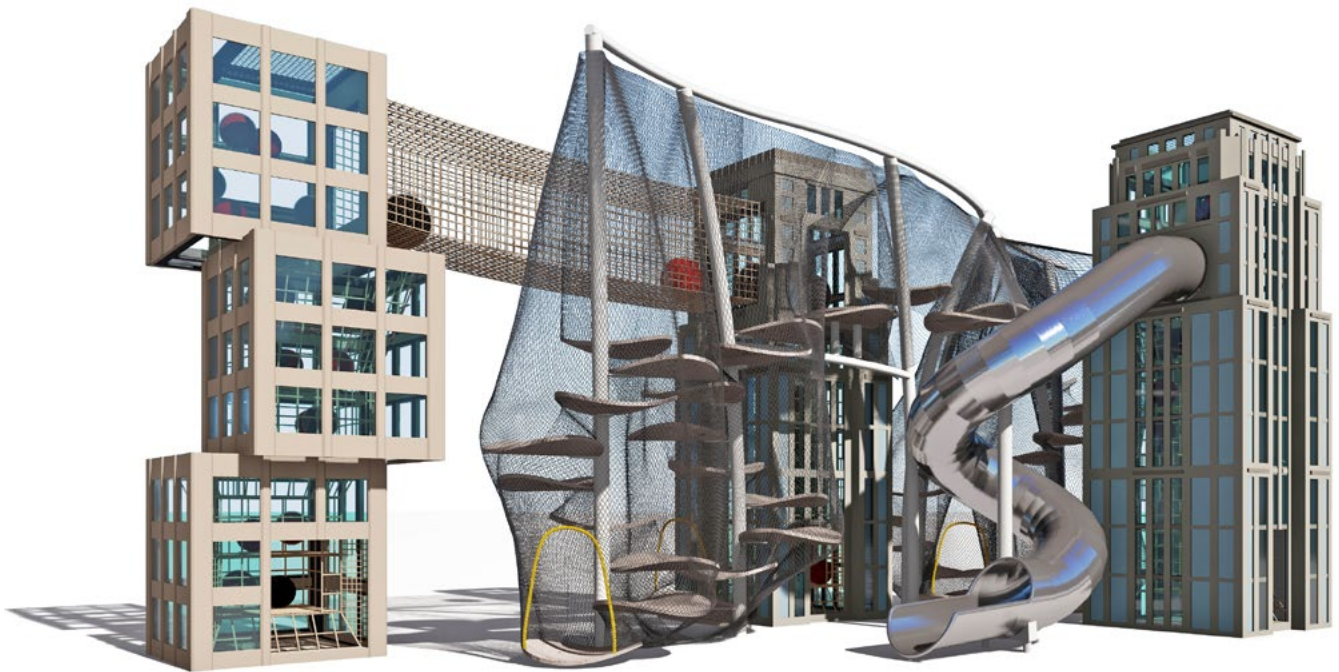
10

PER 6 LINEAR M



Operators

3

KIDS ARENA - CLOUD CLIMB & ADVENTURE TRAIL**A KIDS ARENA THAT FUELS THE IMAGINATION**

The Adventure trail and Cloud Climb are themed unharnessed attractions for kids. They cater to their innate desire to climb and explore, and create an exciting and memorable experience. Both attractions come in various colors and styles designed to appeal to children's senses.



Capacity

79

Operators

1-2

ENTERTAINMENT CENTER



A FAMILY DESTINATION WITHIN YOUR MALL

Entertainment centers combine sports with fun with challenges designed for visitors of all ages. They create an experience for both adults and children, providing them with an opportunity to spend time together being active, promoting both health and fun. An entertainment center is a sustainable investment in the diversification of the malls' revenue and in creating added value for customers.



CAPACITY AND STAFF DEPEND ON THE SIZE AND ATTRACTIONS FITTED IN THE CENTER


NOVEL FITNESS - BOULDERING WALLS & NINJA COURSE



EXERCISING IN A MORE ENTICING WAY

With fitness and wellness becoming a lifestyle habit for many, the demand for novel ways to workout is on the rise. Combining unharnessed climbing and an obstacle course, the Ninja Course and Boulder climbing gym is a fresh take on standard exercise, providing both a full body work-out and an activity that can be enjoyed solo or competitively. Such a gym can not only fill vacant spaces and provide revenue, but also draw more visitors to the mall.

 **90**
Capacity PER HOUR

 **1-3**
Operators

WHY WORK WITH WALLTOPIA?

During our 22 years of experience in the climbing and active entertainment industries we have completed over 1800 projects in 76 countries worldwide. Our production capabilities and our internal R&D department allow us to make products of the highest quality. A skilled team of engineers, designers, project managers and full-time technicians is ready to take on every new challenge.



OVER **1 800** PROJECTS
IN **76** COUNTRIES ON **6** CONTINENTS



LET'S TALK ABOUT YOUR PROJECT!

Contact us at adventure@walltopia.com
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WALLTOPIA

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