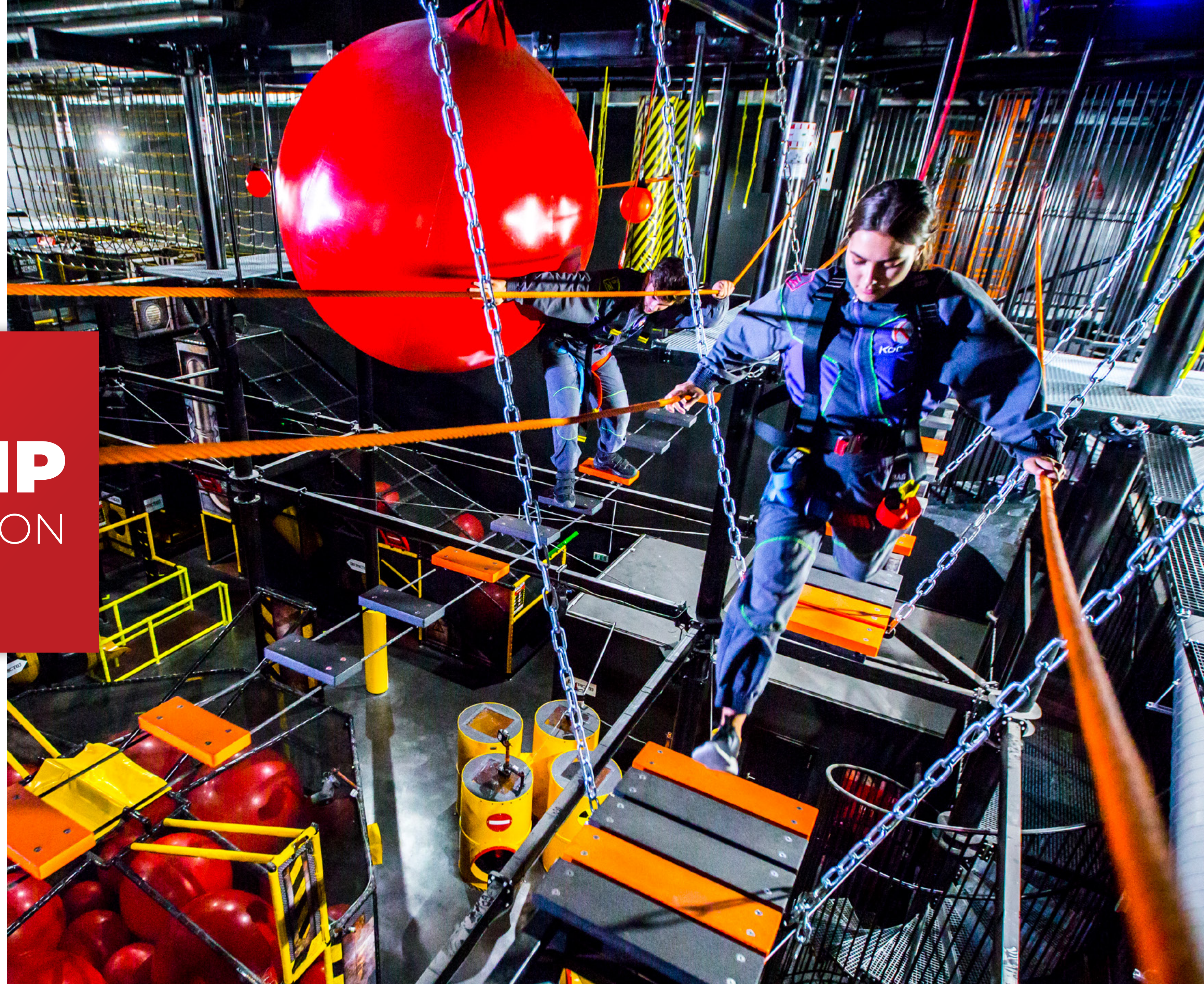


WALLTOPIA

GET A JUMP
ON THE COMPETITION



STATE OF THE MARKET

The trampoline parks industry has seen an explosive growth going from a dozen parks in the early 2000s, all of which in the USA, to 1000+ parks worldwide today.

And although the industry is still in its early development, there's one trend everyone agrees on. To stay in business, parks that have once started as trampoline-only facility are on their way to reposition as multi-attraction family entertainment centers. Because the future of trampoline parks is clear.

DIVERSIFY & ENGAGE.

POTENTIAL APPROACHES

01

ADD NEW ATTRACTIONS

To increase repeatability, you have to offer new attractions that will bring new experiences and may also appeal to a larger visitors base.

02

OPTIMIZE VERTICAL SPACE

One way to overcome space limitations is through capitalizing on vertical spaces with attractions that utilize ceiling heights and increase momentum capacity.



THIS IS WHERE WE
JUMP IN

Walltopia designs and develops vertical based attractions that mix the benefits of sport with the joy of play.

We offer standard, pre-engineered solutions with short lead time. We can also customize products to specific needs and wants.

Find below what we believe to be the best fit for a trampoline park looking for short lead time, low investment and easy operation.

ROLLGLIDER

The Electric Rollglider is a battery-powered aerial ride that allows the participants to control their own flight. It makes both for an exciting novelty for the trampoline park and a way to utilize unused ceiling space.

Required height	9 m 29.5 ft
Capacity	Up to 60 people/hour
Operators	1 - 2

GREAT SPACE UTILIZATION

EASY OPERATION

SHORT LEAD TIME



NINJA COURSE

A competitive obstacle course putting both children & adults' coordination, strength and dexterity to the test.

Required height	153 m ² 1646.8 ft ²
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Capacity	90 people/hour
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Operator	1
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QUICK SETUP, EASY MAINTENANCE

DYNAMIC EXPERIENCE

COMPETITIVE DIMENSION



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.

Standard heights	6/7/8 m 19/22/26 ft
Footprint	60 m ² 645.8 ft ²
Capacity	20 people/hour
Operator	1

BOOST REPEATABLE VISITS

OVER 60 MODELS

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



FUN WALLS SAMPLE PROJECT

Components

- 8 Fun Walls elements - 8m high (26ft)
- 11 auto belays
- 108 m² OML, 0,46m Safety Flooring
- Safety gates

Area

126 m² / 1356 ft²

Required height

9 m / 30 ft

Capacity

Up to 22 ppl / hour

Staff members

- Minimum 2
- Reduced to 1 if self belays are installed



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.

HALVES STAFF REQUIRED

LOWERS CLIPPING ERRORS

DESIGNED SPECIFICALLY FOR KIDS

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

PATENT-AWARDED TECHNOLOGY



ROPES COURSE

A suspended obstacle course challenging participants' balance while having them experience the thrill of heights.

Required height	9 m 29.5 ft
Footprint	90 m ²
Capacity	1 person per obstacle 1 person per platform
Operator	1 - 2

CUSTOMIZABLE EXPERIENCE

SPACE OPTIMIZATION

WIDE APPEAL



CLOUD CLIMB

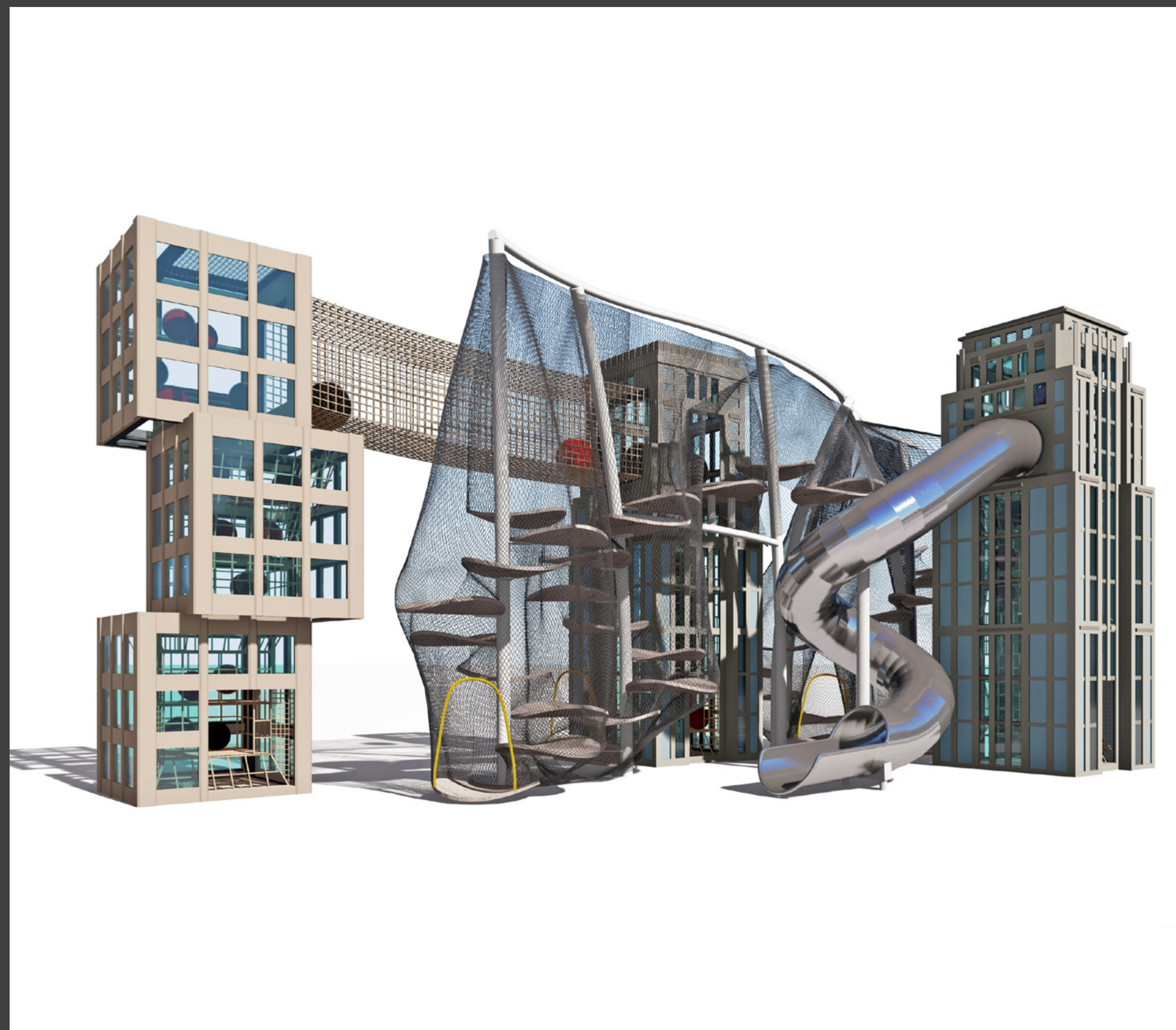
The Cloud Climb is an unharnessed climbing activity for kids, featuring stunning design and endless customization possibilities.

Footprint	Custom
Capacity	1 person per platform
Operator	1 - 2

NO STAFF REQUIRED

UNHARNESSED ACTIVITY

LOW MAINTENANCE



ADVENTURE TRAIL

The Adventure Trail is an unharnessed activity for kids that is a great alternative to the classic playground. Its whimsical designs are developed to spark up the imagination and attract kids of all ages.

Footprint	4,4 m ² (47 ft ²) per house
Capacity	3 people per house
Operator	Not required

NO STAFF REQUIRED

UNHARNESSED ACTIVITY

EASILY THEMED



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

INCREASES REPEATABILITY

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

**COMPILES AND ANALYZES DATA
THAT EMPOWERS OPERATORS**

CUSTOMIZABLE & RETROFITTABLE

LOW INITIAL INVESTMENT



ADVENTURES' ZONE

RIGA, LATVIA | 2020

Features: Ninja Course, Gamifier

WALLTOPIA



HOPLOP

HELSINKI, FINLAND | 2015

Features: Rollglider, Suspended Ropes Courses, Rocktopia, Zipline

WALLTOPIA



ADVENTURE HUB

MANAMA, BAHRAIN | 2018

Features: Low & suspended Ropes Courses,
Fun Walls, Walltopia caves



GO BANANAS

KITCHENER, CANADA | 2017

Features: Fun Walls



WALLTOPIA

22 YEARS OF EXPERIENCE

OVER 1800 PROJECTS

ACROSS 76 COUNTRIES & 6 CONTINENTS

INTERNAL R&D DEPARTMENT

END-TO-END SERVICE PROVIDER





TAKE THE LEAP

WALLTOPIA

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