



# WALLTOPIA

Walltopia Active Entertainment product line evolved from our experience in the climbing wall industry and the natural human craving for play. We were driven by the desire to transform physical activity into amusing and purposeful play, suitable and entertaining for everyone, with no need of specific sport preparation and minimum equipment required for the participants. Providing versatile experience, in their core, our products share one and the same goal. They help us get active and encourage us to spend more time with our family and friends in a meaningful, present way.

***That's what we call active entertainment.***

The company has offices in:  
USA  
and China.  
The HQ is in Sofia, Bulgaria.  
**[www.walltopia.com](http://www.walltopia.com)**

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Fun Walls are climbing attractions for children and young adults that enhance cognitive, social and emotional development through interactive challenges and team games. With more than 70 design variations these climbing activities combine sport and entertainment to deliver a healthy dose of adrenalin and much fun.

## The Product

Fun Walls are climbing attractions that introduce children and young adults to the sport in a fun and challenging way.

Fun Walls are a great fit for:



FECs



Climbing Gyms



Shopping Centers



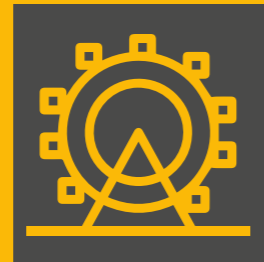
Schools



Hotels



Resorts



Amusement Parks

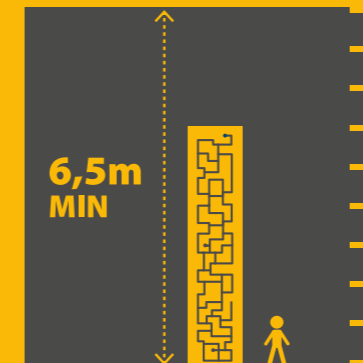


Adventure Zones

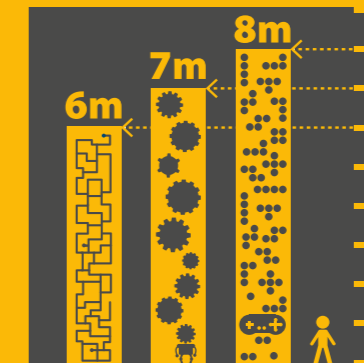
## Fun Walls:

- encourage self development
- enhance balance, flexibility and coordination
- foster competitive skills
- help overcome fear of heights
- develop social skills

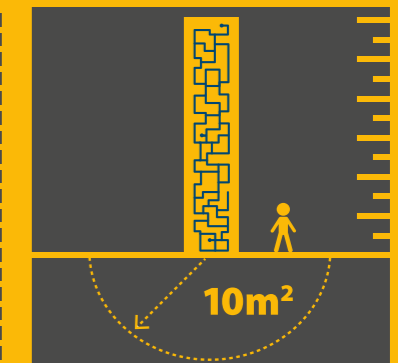
## Specifications



**Min. ceiling height:**  
6.5 m / 21ft



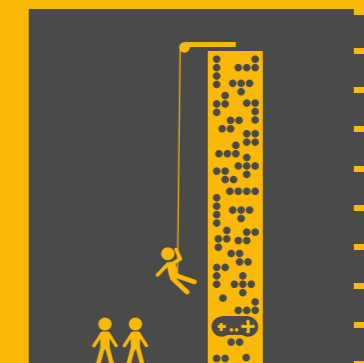
**Standard heights:**  
6/7/8 m  
19.5/23/26 ft



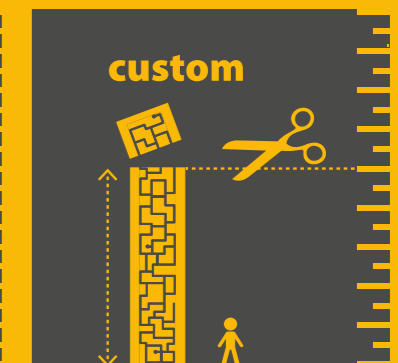
**Approx. area per element:**  
10 m<sup>2</sup>/107 sq.ft  
per element



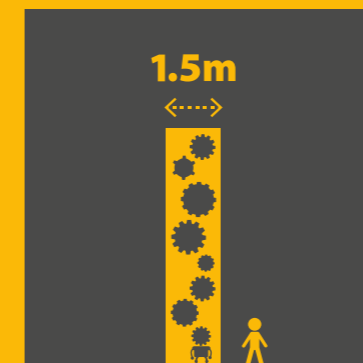
**Weight Restrictions:**  
Min. 15 kg /33 lbs  
Max. 150 kg /330 lbs



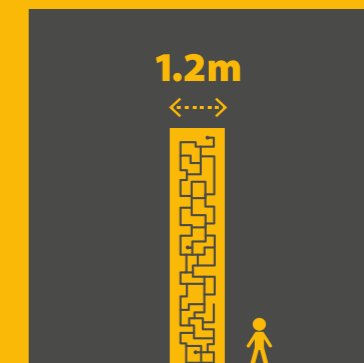
**Belaying Device:**  
TruBlue/PerfectDescent  
Autobelay Devices



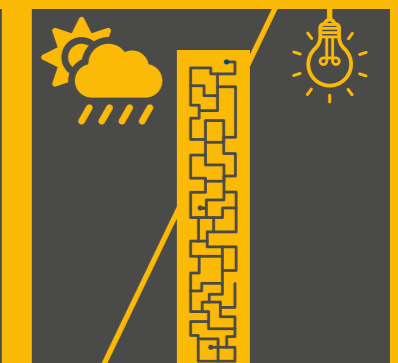
**Custom:**  
Custom Fun Wall sizes  
are available upon request



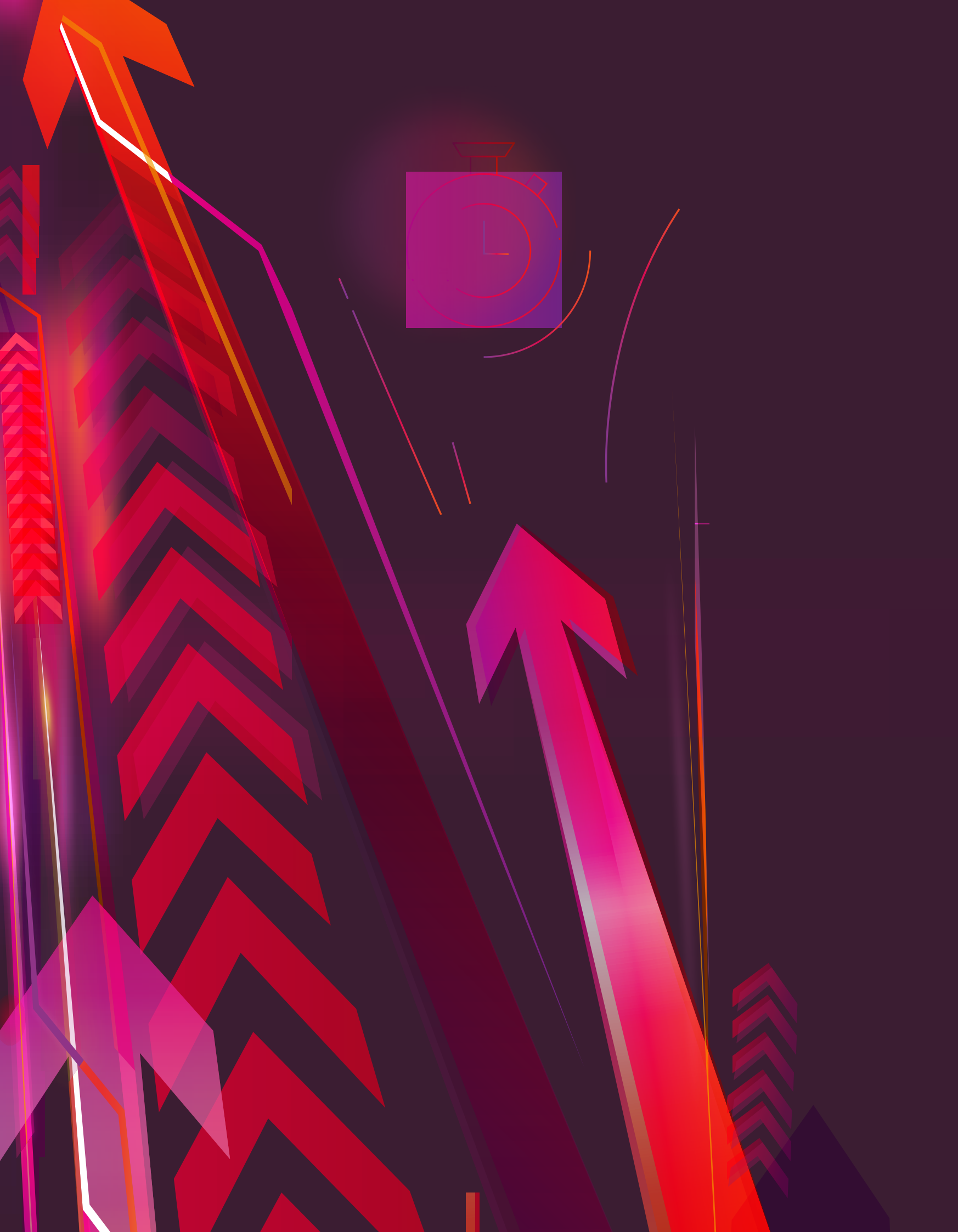
**Standart Width:**  
The standart width of all Fun  
Walls (excl. Fit-in Fun Walls) is 1.5  
m.



**Fit-in Fun Walls:**  
Designed with space saving in  
mind with a width of 1.2 m, they  
increase the capacity per sq. m in  
a facility.



**Indoor & outdoor use**  
All Fun Walls are designed,  
engineered and built to endure  
the weather conditions and can  
be placed indoors or outdoors.



Each Fun Wall proposes a variety of games that make the experience playful and bring more visitors to your facility. The diversity of challenges makes the interactive Fun Walls the best for group visits and team buildings.

## Interactive **Walls**

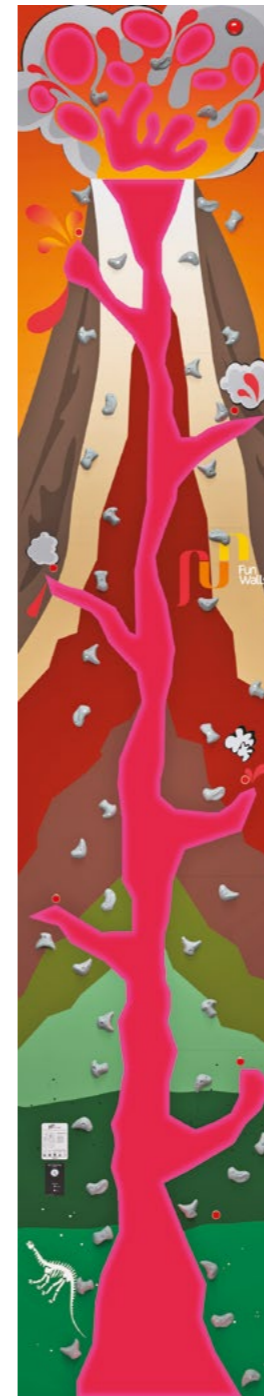
Speed Competition



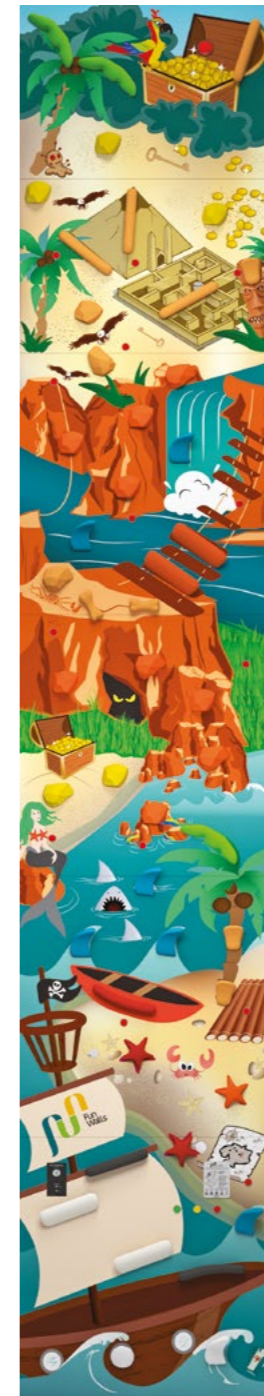
Light the Way



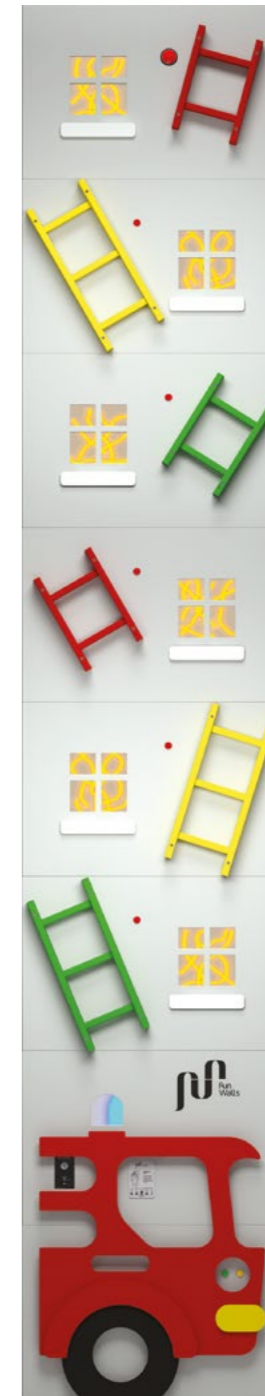
Volcano



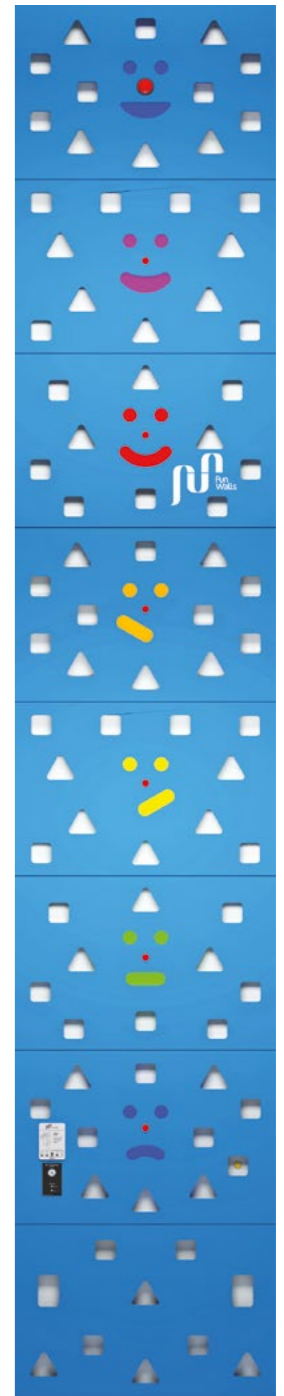
Treasure Island



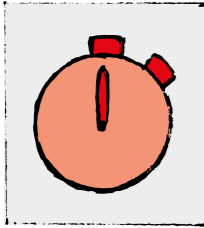
Fireman's Wall



Smiley Faces



## Speed Competition



This element allows you to race against your opponent, and find out who is faster.



Players



Game



Difficulty

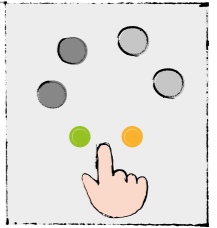
**ALL LEVELS**

*\*The outdoor version doesn't feature electronic components*

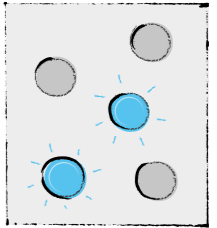
## Light the Way



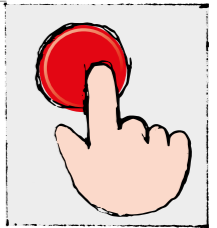
1. Choose a game and click the start button



2. Remember the lights and follow the same route to the top



3. Press the button to light up the route



Players



Game



Difficulty



*\*The outdoor version doesn't feature electronic components*

## Smiley Faces



1. As you climb, you will approach dark smileys.



2. Press the button on the nose and make the smiley glow.



3. Keep going until you have lit all of the smiley faces.

Players



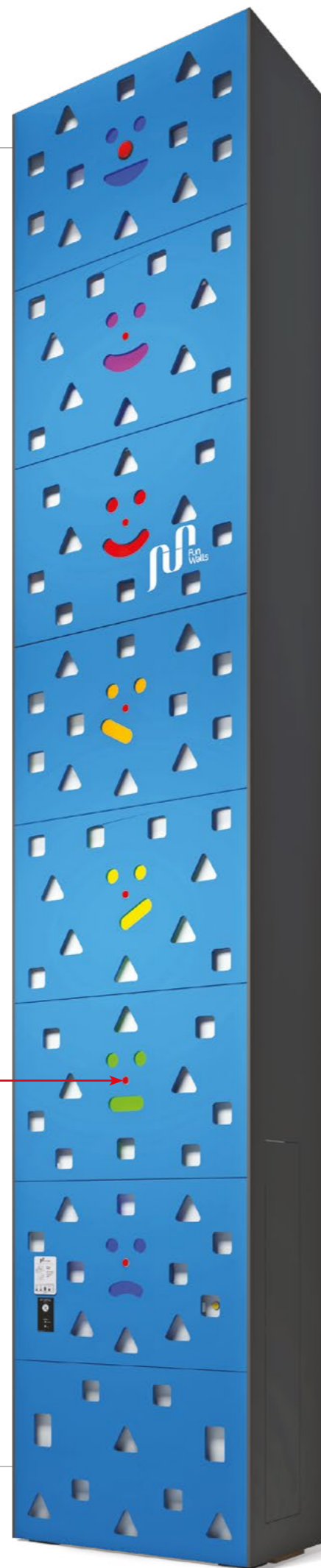
Game

- 1.
- 2.
- 3.

Difficulty

- 1.
- 2.
- 3.

*\*The outdoor version doesn't feature electronic components*



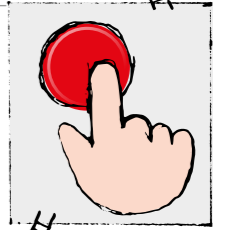
## Volcano



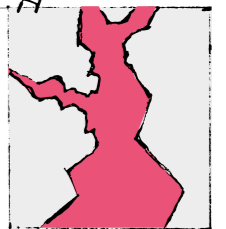
1. Climb up the volcano until you reach a button.



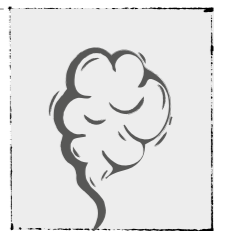
2. Press each button to unlock a part of the way up for the lava.



3. Guide the lava all the way to the top of the volcano.



For ultimate experience you can add-on a smoke machine.



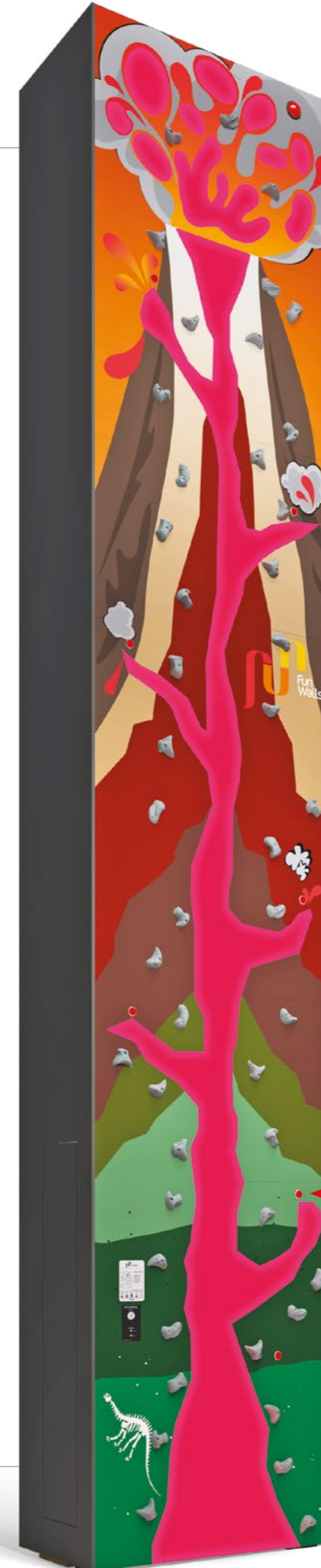
Players



Difficulty

- 

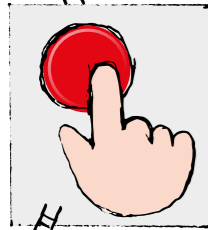
*\*The outdoor version doesn't feature electronic components*



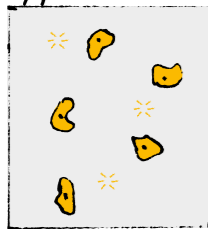
## Treasure Island



1. Study the map and choose one of the different routes to the top.



2. Press the button to light up the selected route and start climbing.

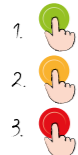


3. Follow the LED lights that mark the correct route to the treasure, but try to avoid the sharks, hidden monsters and enchanted totems along the way.

Players



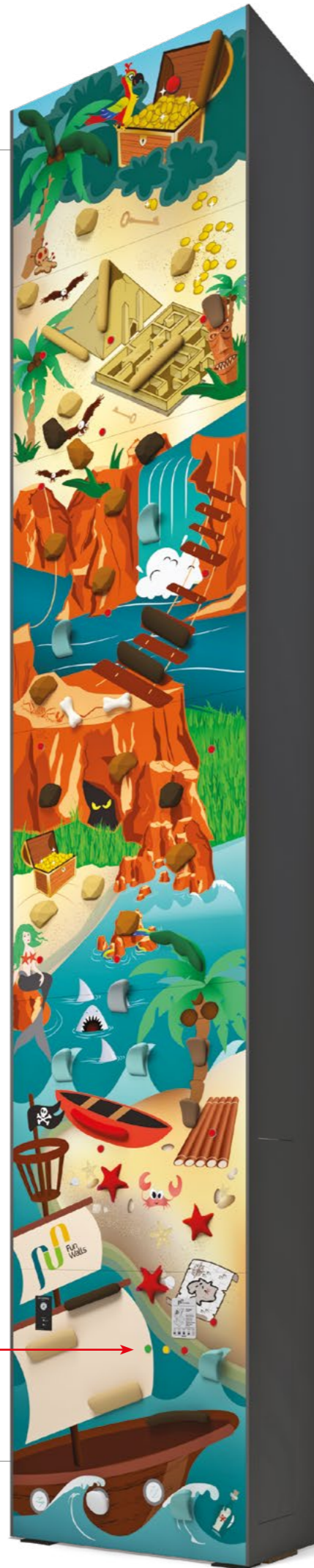
Game



Difficulty



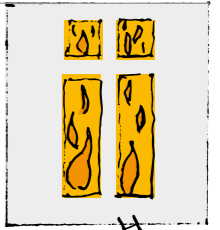
*\*The outdoor version doesn't feature electronic components*



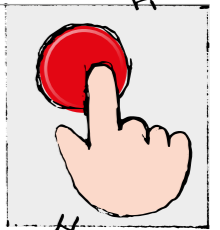
## Fireman's Wall



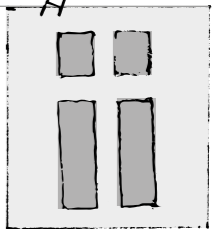
1. As you climb you will see fire burning through the windows of the building.



2. Press the big red button to put out the fire and save each floor.



3. Reach the top after you have saved the building.



Players



Game

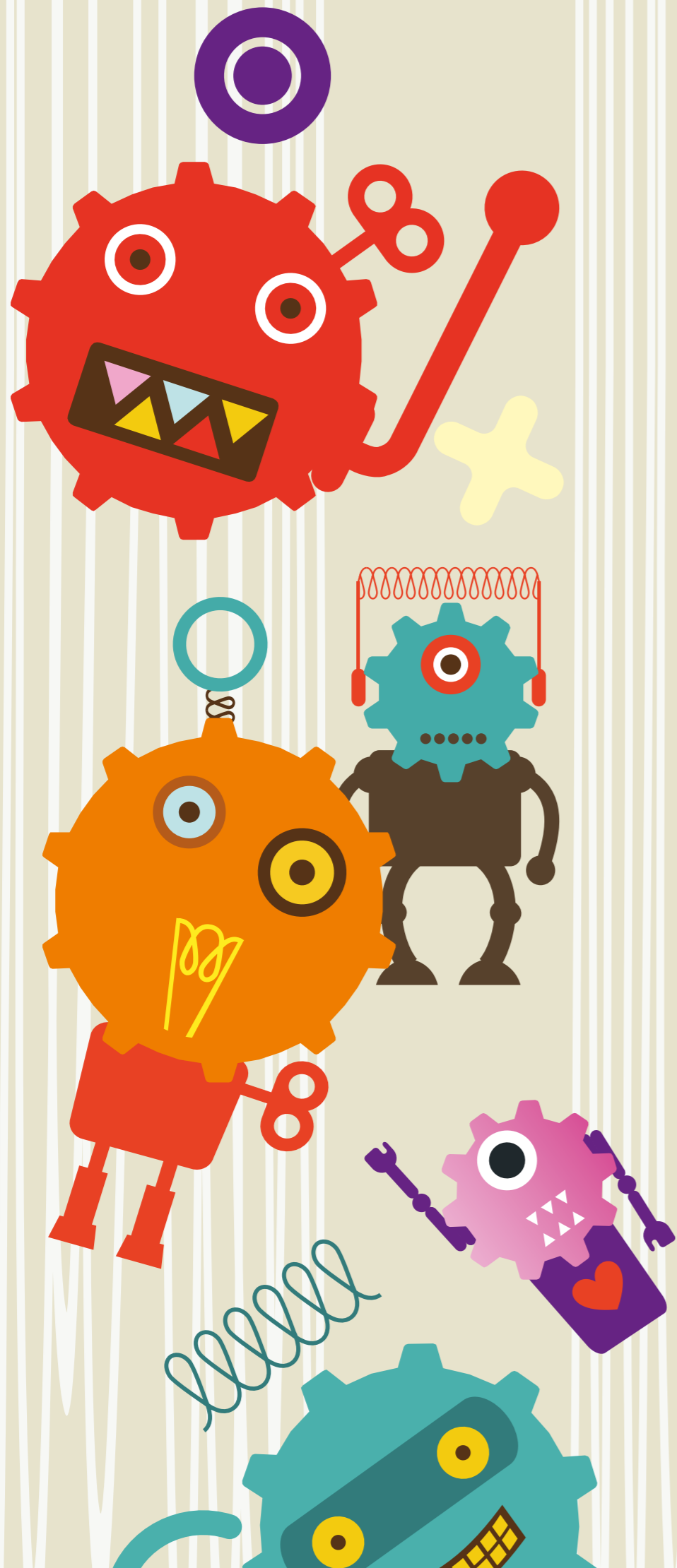


Difficulty



*\*The outdoor version doesn't feature electronic components*





This series includes a great variety of designs. Each of them offers a different climbing style to improve one's physical and cognitive skills and to enrich the experience.

## Varied Climbing **Walls**

The Labyrinth



The Gearhead



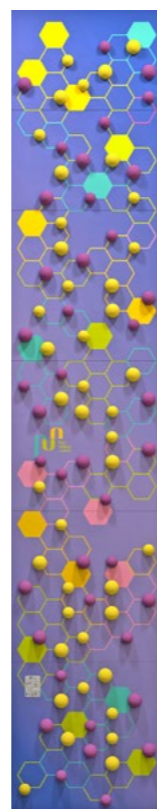
Blobs of doom



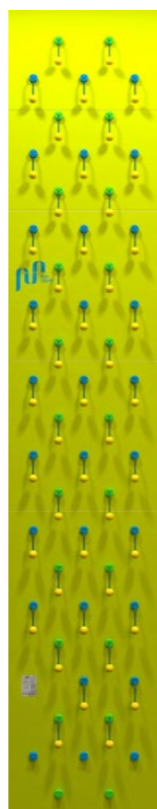
Steering Wheels



Molecules



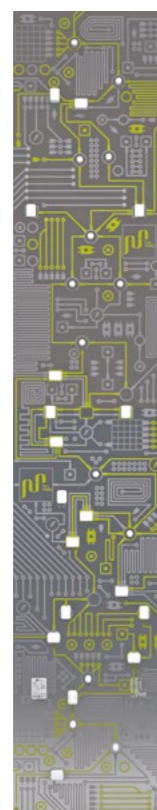
Cannon Balls



Aliens



Circuit Board



Zebra



Puzzle



Arete



Blocs



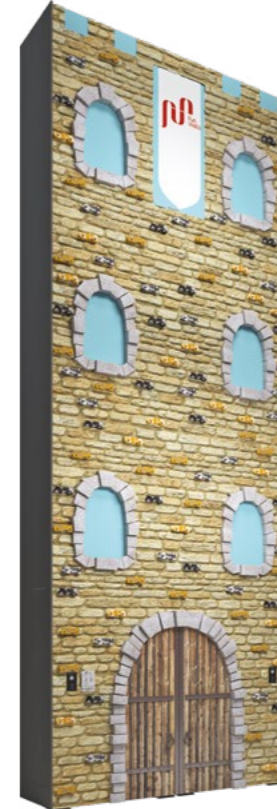
Zig-Zag



Climb the Facade



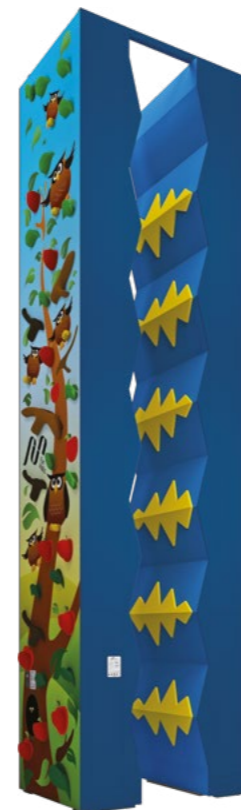
The Castle



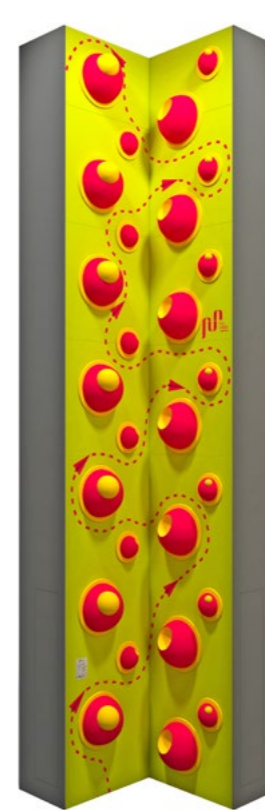
Soccer Balls



Reflective Chimney



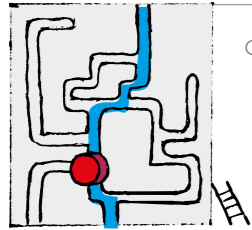
Ball and Socket




Chimney




## The Labyrinth








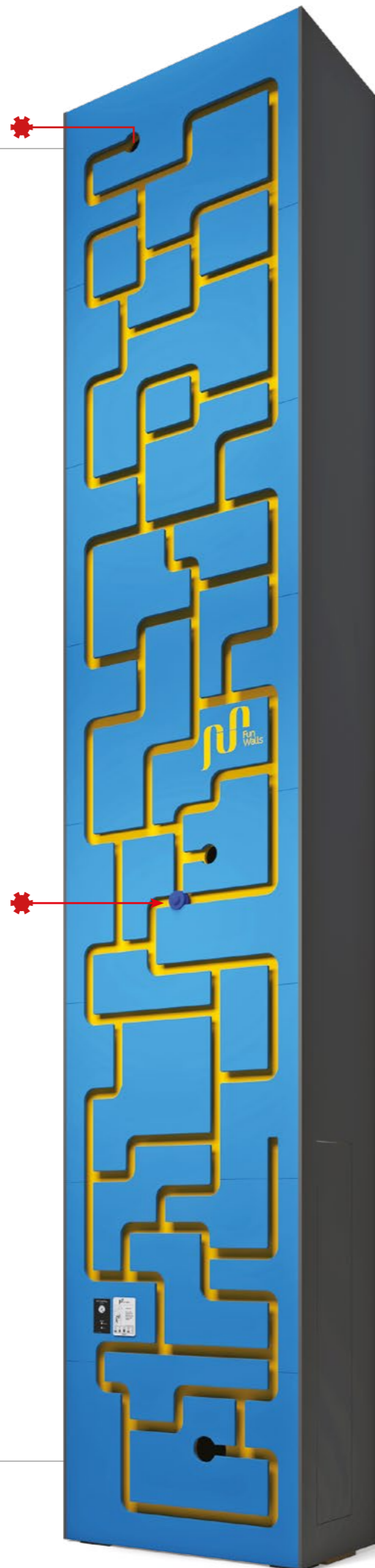
Guide the pin-hole through the maze all the way to the top.

- 

Guide the pin-hole to the first hole in the middle of the Fun Wall for the easy route.
- 

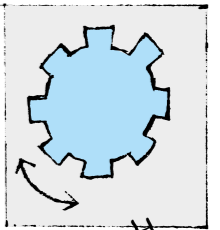
Guide the pin-hole all the way to the top of the wall for the hard route. Push it into the designated hole and it will travel to the bottom for the next climber.

<b>Players</b>	
<b>Game</b>	<ol style="list-style-type: none"> <li></li> <li></li> </ol>
<b>Difficulty</b>	<ol style="list-style-type: none"> <li></li> <li></li> </ol>

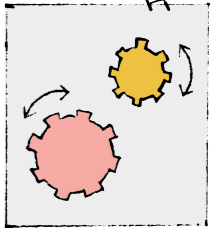


## The Gearhead

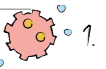
Challenge your balance and agility climbing the rotating gearheads all the way to the top.



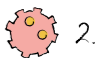
The Gearheads have variable difficulties.



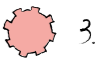
Climb the rotating gearheads and use all the holds on them and on the static part of the Fun Wall for the easy route.










Use only the rotating gearheads and the holds on them for the medium route.



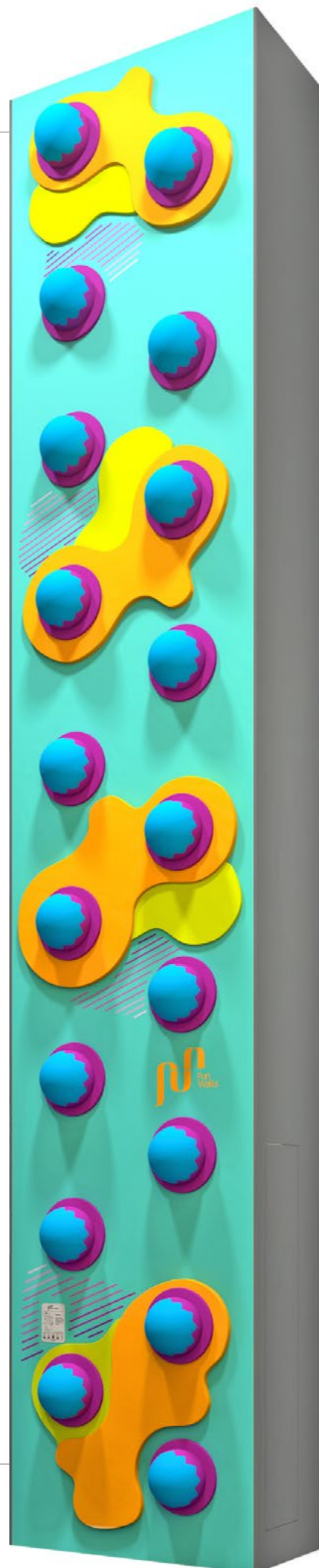
Climb to the top only using the rotating gearheads. Do not use any of the holds for the hard route.



<b>Players</b>	
<b>Game</b>	<ol style="list-style-type: none"> <li></li> <li></li> <li></li> </ol>
<b>Difficulty</b>	<ol style="list-style-type: none"> <li></li> <li></li> <li></li> </ol>



## Blobs of Doom



Players



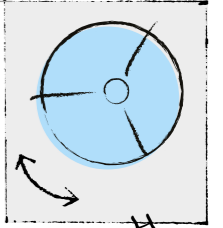
Difficulty



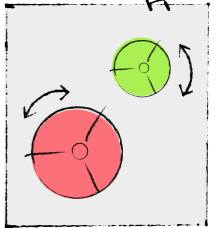
## Steering wheels



Challenge your balance and agility climbing the rotating steering wheels all the way to the top.



The Steering wheels have variable difficulties.



Climb on all the steering wheels for the easy route.



Climb only on the big steering wheels for the medium route.



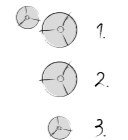
Climb only on the small steering wheels for the hard route.



Players



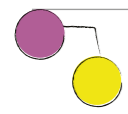

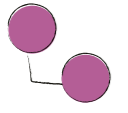
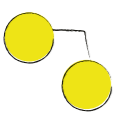
Game



Difficulty






## Molecules

1.   Climb on both the purple and yellow holds for the easy route.
2.  Climb only on the purple holds for the medium route.
3.  Climb only on the yellow holds for the hard route.

### Players

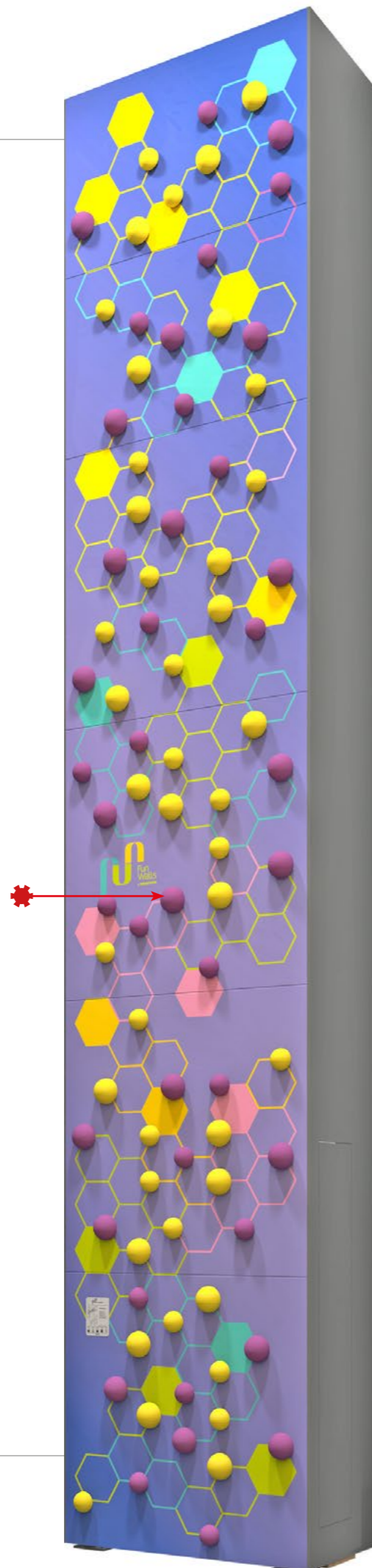


### Game

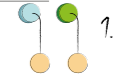



1. 
2. 
3. 

### Difficulty

1. 
2. 
3. 






## Cannon Balls

1.   Follow all the cannon balls for the easy route.
2.  Follow either the blue and yellow or the green and yellow cannon balls for the medium route.
3.  Follow only the blue and green cannon balls for the hard route.

### Players

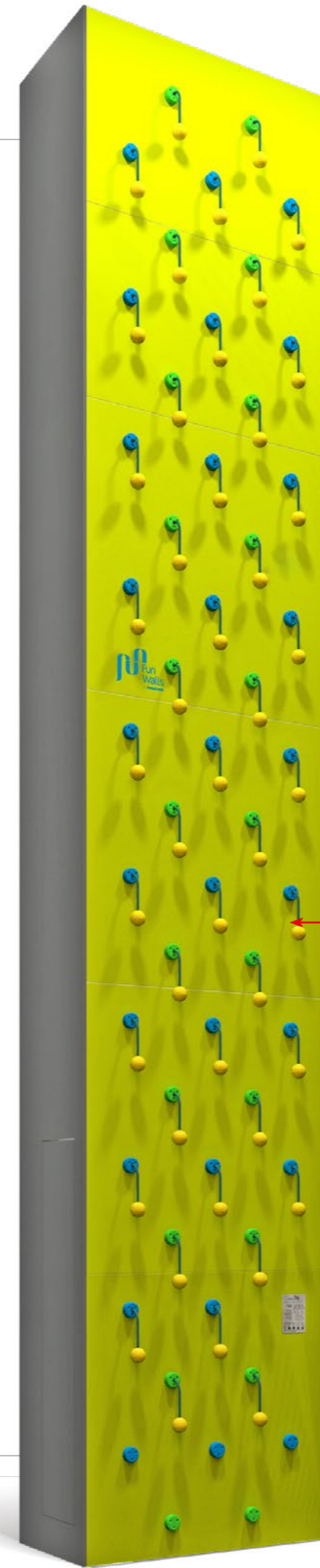


### Game

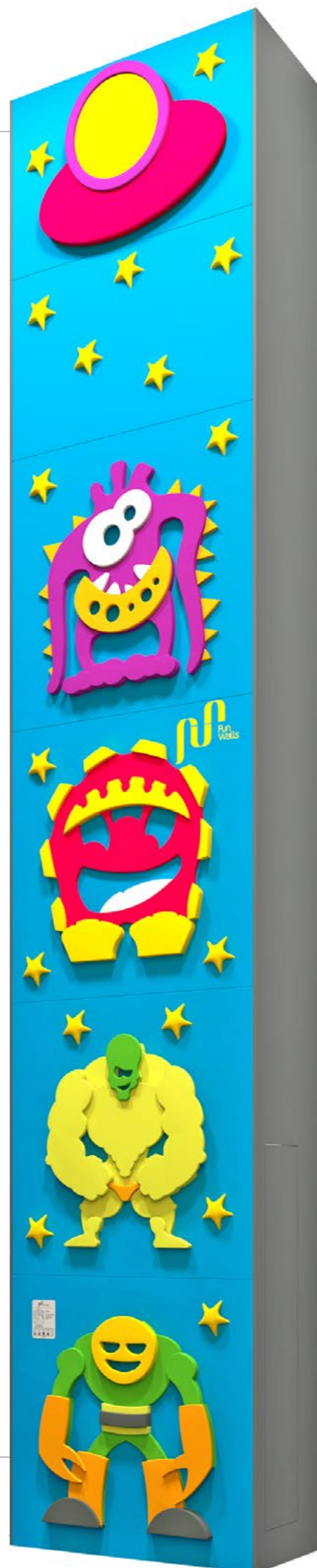
1. 
2. 
3. 

### Difficulty

1. 
2. 
3. 



## Aliens



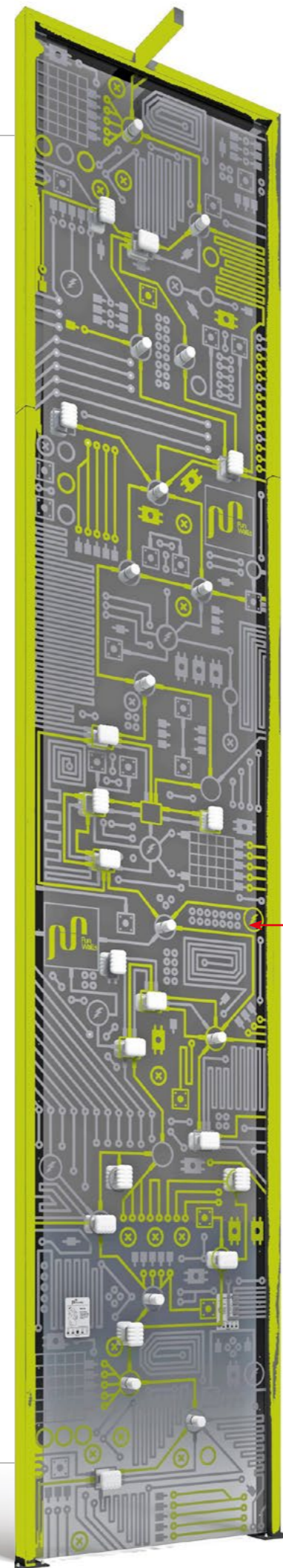
Players



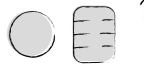
Difficulty



## Circuit Board



Climb on all the holds for the easy route.



1.

Climb on all the rectangulars for the medium route.



2.

Climb on all the circle holds for the hard route.

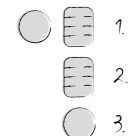


3.

Players



Game



1.

2.

3.

Difficulty



1.



2.



3.

# Zebra



Players



Difficulty



# Tiger



Players



Difficulty



# Zig Zag

**NEW**



Players



Difficulty



# Puzzle



Players

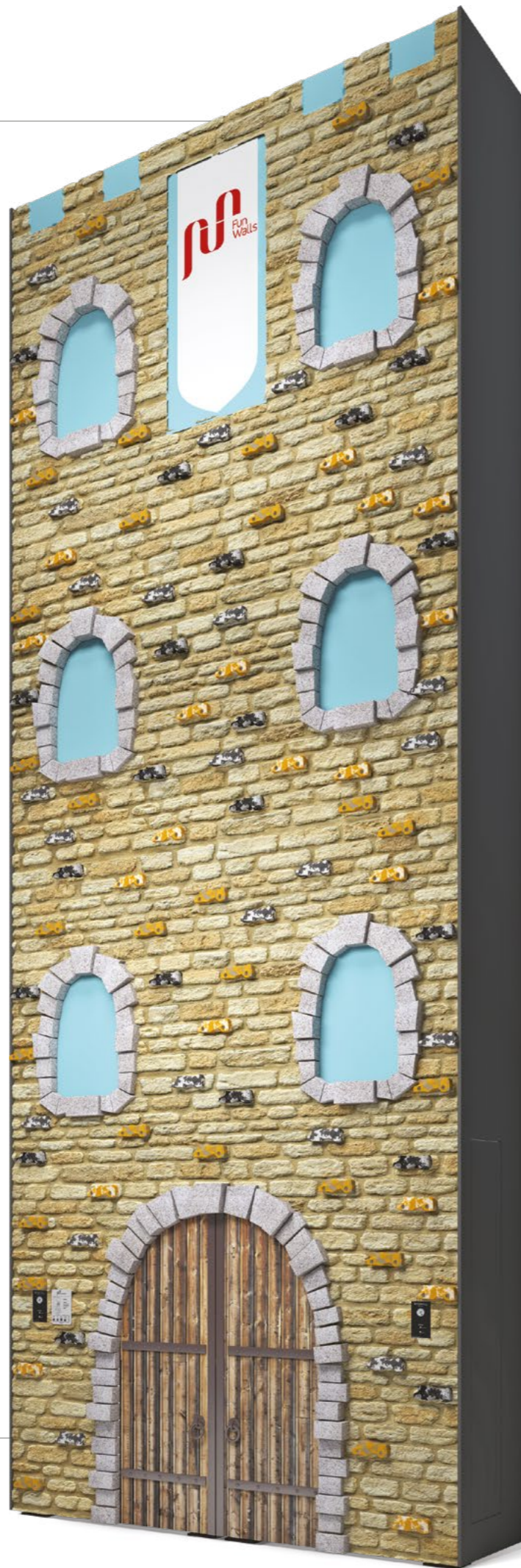


Difficulty





# The Castle



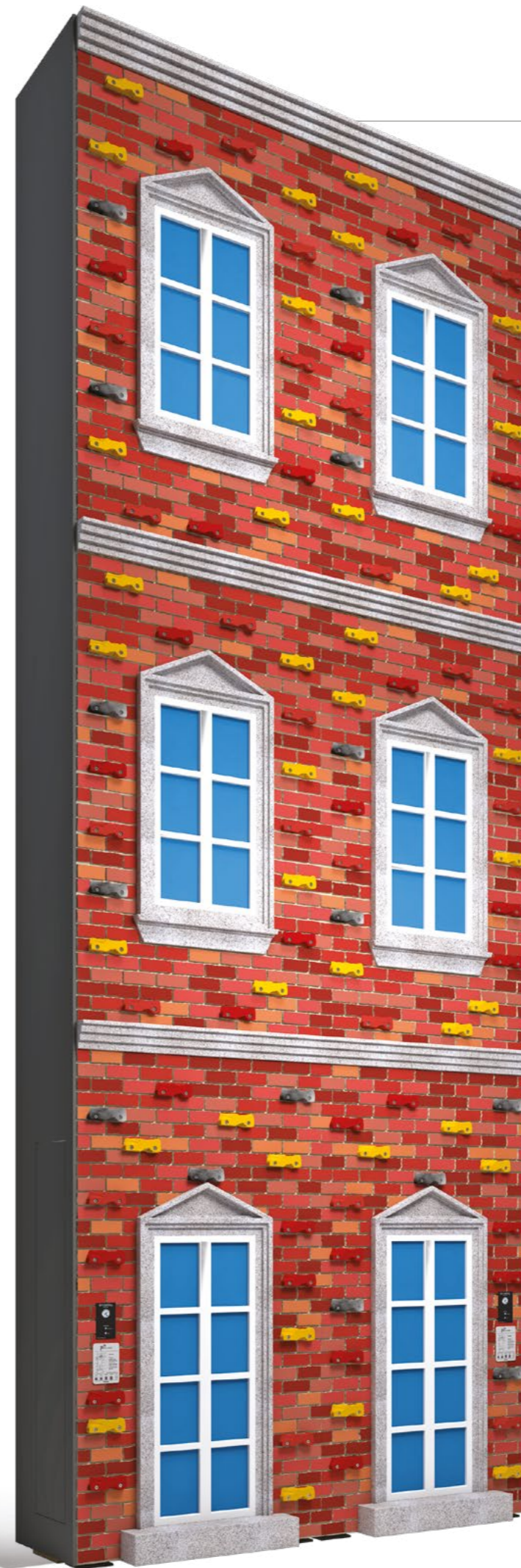
Players



Difficulty



# Climb the Facade



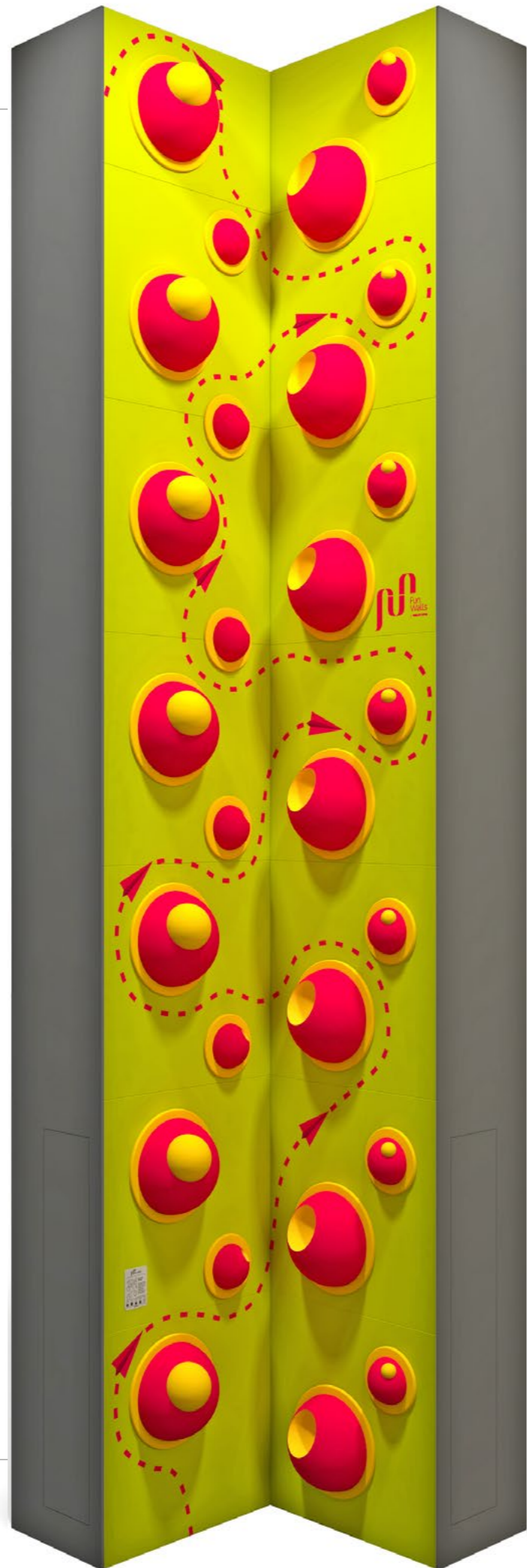
Players






Difficulty



## Ball & Socket



1.  Climb on all the holds for the easy route.
2.  Climb on only these holds for the medium route.
3.  Climb on only these holds for the hard route.

### Players



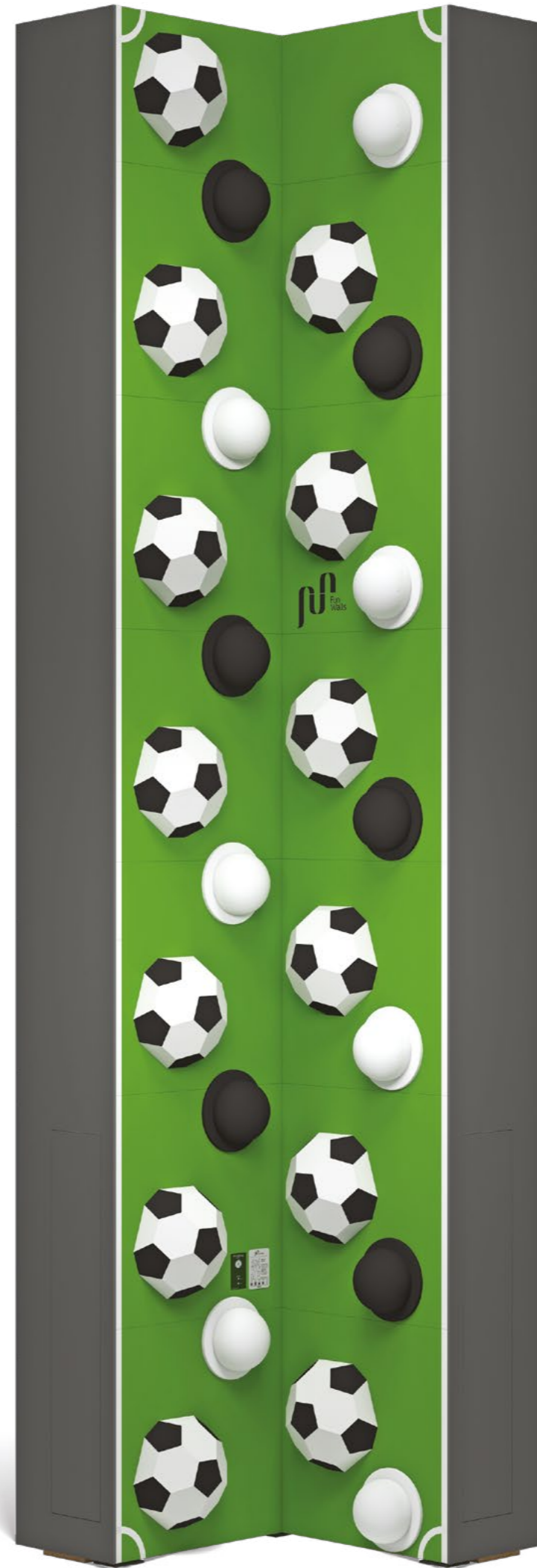
### Game




1. 
2. 
3. 

### Difficulty

1. 
2. 
3. 

## Soccer Wall






1.  Climb on all the holds for the easy route.
2.  Climb on these holds for the medium route.
3.  Climb on these holds for the hard route.

### Players



### Game

1. 
2. 
3. 

### Difficulty

1. 
2. 
3. 

## Blocs



Players



Difficulty



## Arete



NEW




Players



Difficulty



## Chimney

1.  Follow these holds for the easy route.
2.  Follow these holds for the medium route.
3.  Follow these holds for the hard route.

### Players



### Game

1. 
2. 
3. 

### Difficulty

1. 
2. 
3. 



## Reflective Chimney

Follow the Chimney route by climbing between the two Fun Walls.



### Players



### Game



### Difficulty





The graphic features the text "FIT-IN" in a light blue, bold, sans-serif font. It is centered between two large, orange, outlined arrows pointing towards each other. The background is a dark purple with several overlapping, lighter purple circles and various small, colorful geometric shapes like stars, squares, and lines.

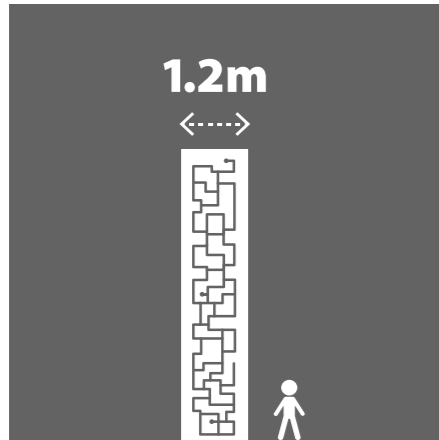
**FIT-IN**

Adding new attractions or replacing old ones can be complicated and the investment is not the only issue – it quickly pays off. What's difficult is finding enough space to fit something new and exciting, and using it optimally to gain more profits.

This is what inspired us to create the Fit-in Fun Walls series. With the width of only 1.2 m (versus 1.5 m for the regular Fun Walls), the models' small footprint allows you to fit more of them in limited space, and consequentially, have a bigger capacity.

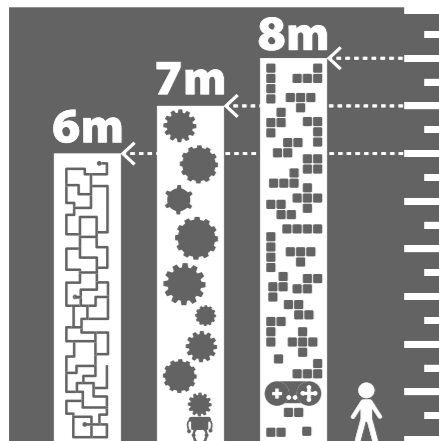
## Fit-in **Walls**

The Fit-in Fun Walls are designed with space saving in mind. They increase the capacity per sq. m in a facility and provide quality fun challenges which Fit-in each place and budget.



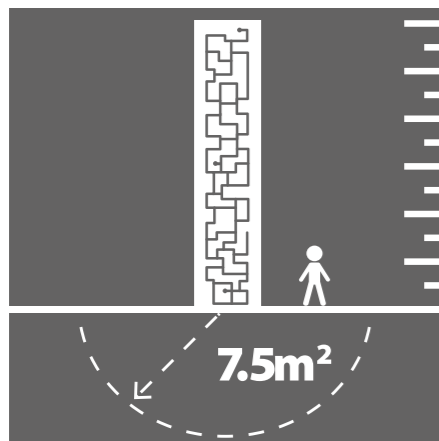
**Reduced width:**

1.2 m / 3.9 ft



**Standard height:**

6/7/8 m  
(19.5/23/26 ft)



**Safety zone:**

7.5 m<sup>2</sup>/80 sq.ft  
per element

Cactus



Kite Sky



### Equalizer



### Jaws



### Stars



### Bubbles



With their fairytale-like design, the 3D Fun Walls bring magic into your facility and amaze both the youngest kids and the experienced climbers. They're the first walls people notice when they walk into a facility, and the ones they hype about to their friends.

## 3D Climbing **Walls**



Unique Triangles



Rocktopia Limestone

Beanstalk



Octopus

Rocktopia Volcano



Woodstack



# Beanstalk



Players



Difficulty

\*The routes could be changed to easier or more difficult levels

## Rocktopia Volcano



For ultimate experience you can add a smoke machine.



Players



Difficulty



\*The routes could be changed to easier or more difficult levels

## Unique Triangles



Players

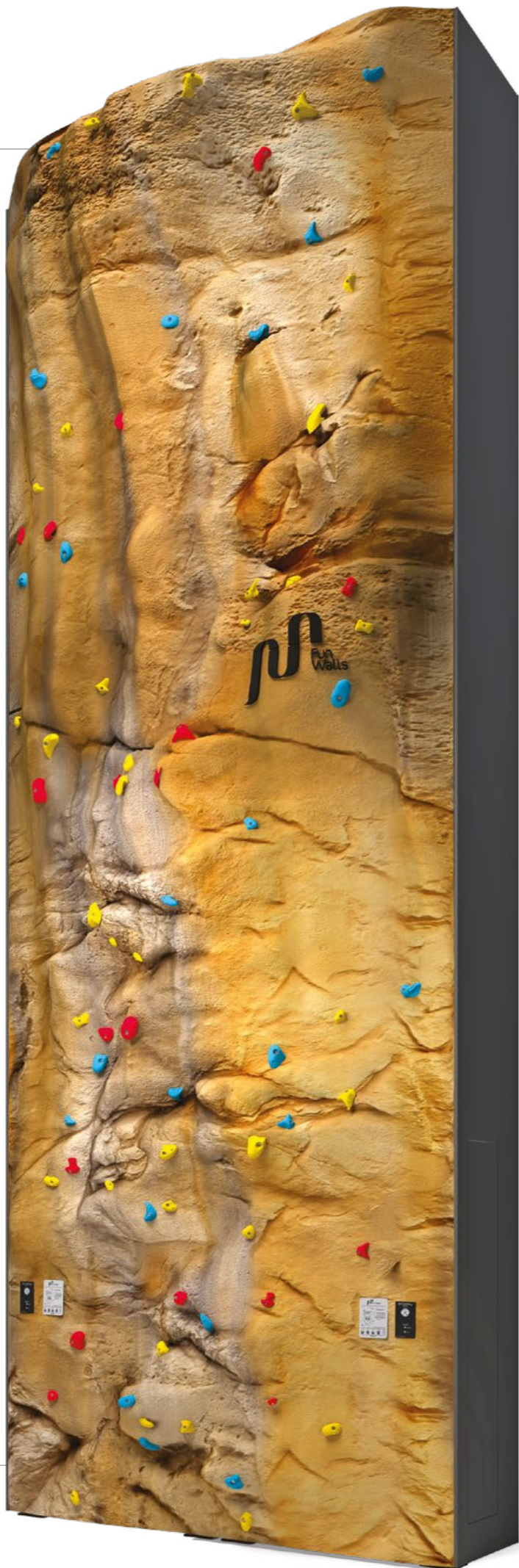


Difficulty



\*The routes could be changed to easier or more difficult levels

## Rocktopia Limestone



Players

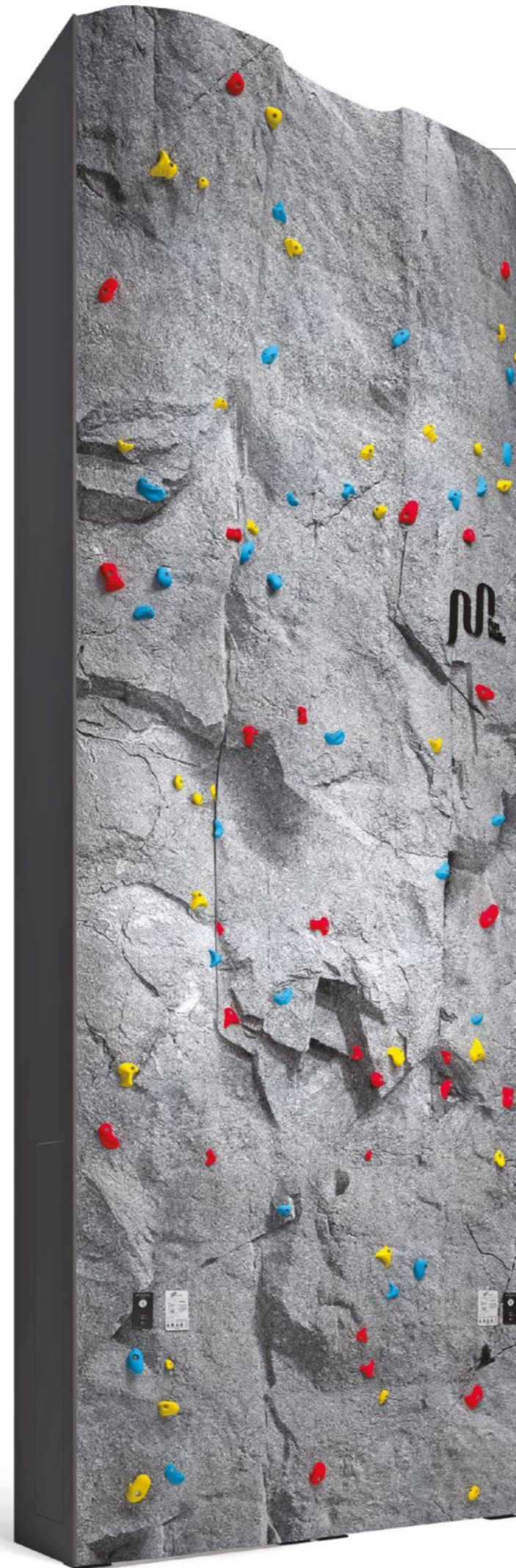


Difficulty



\*The routes could be changed to easier or more difficult levels

## Rocktopia Granite



Players



Difficulty



\*The routes could be changed to easier or more difficult levels

# Woodstack

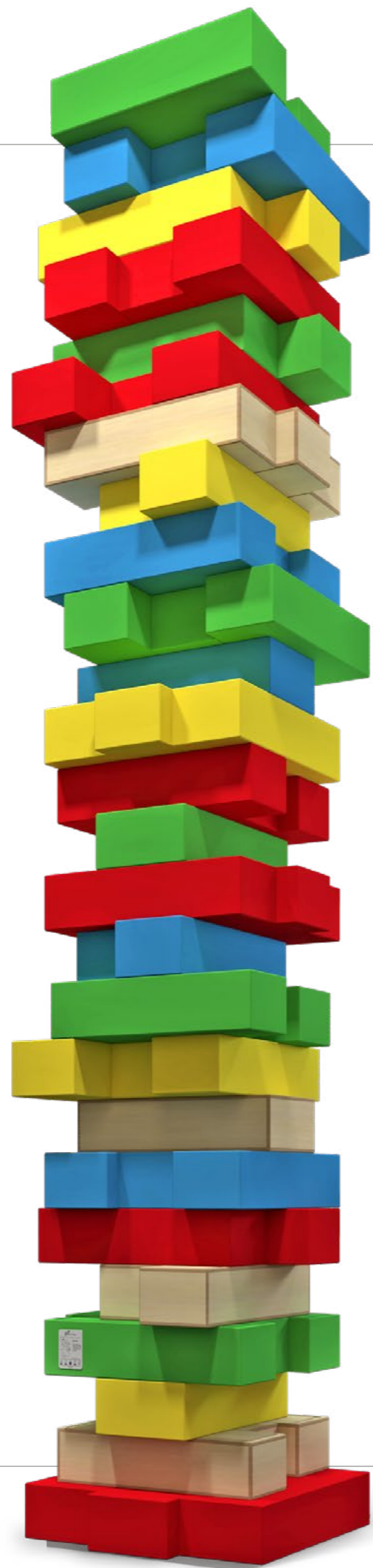


\*Also available in natural wood color

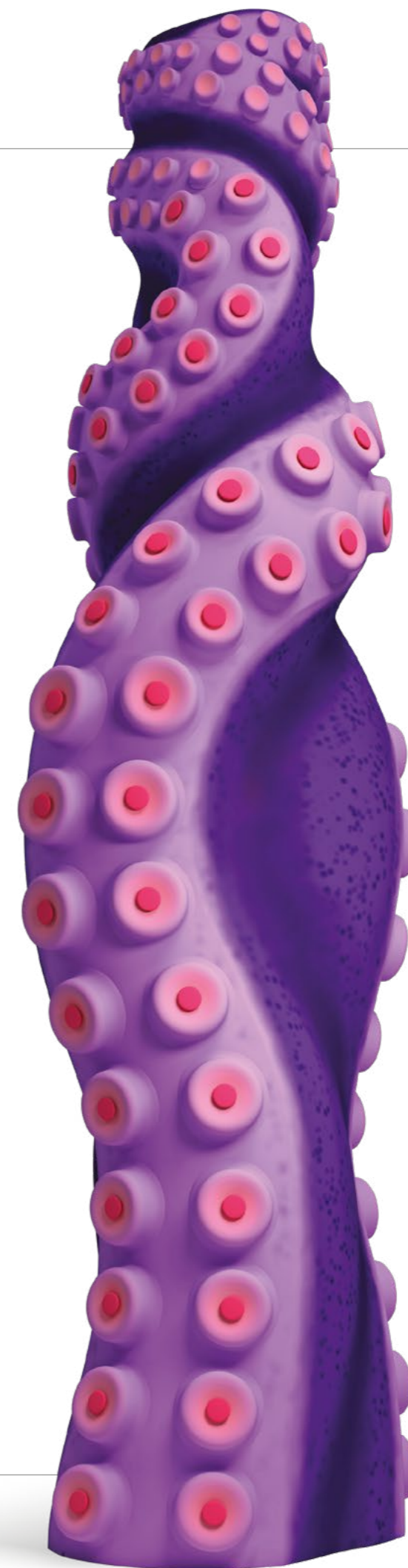
Players



Difficulty



# Octopus



Players



Difficulty





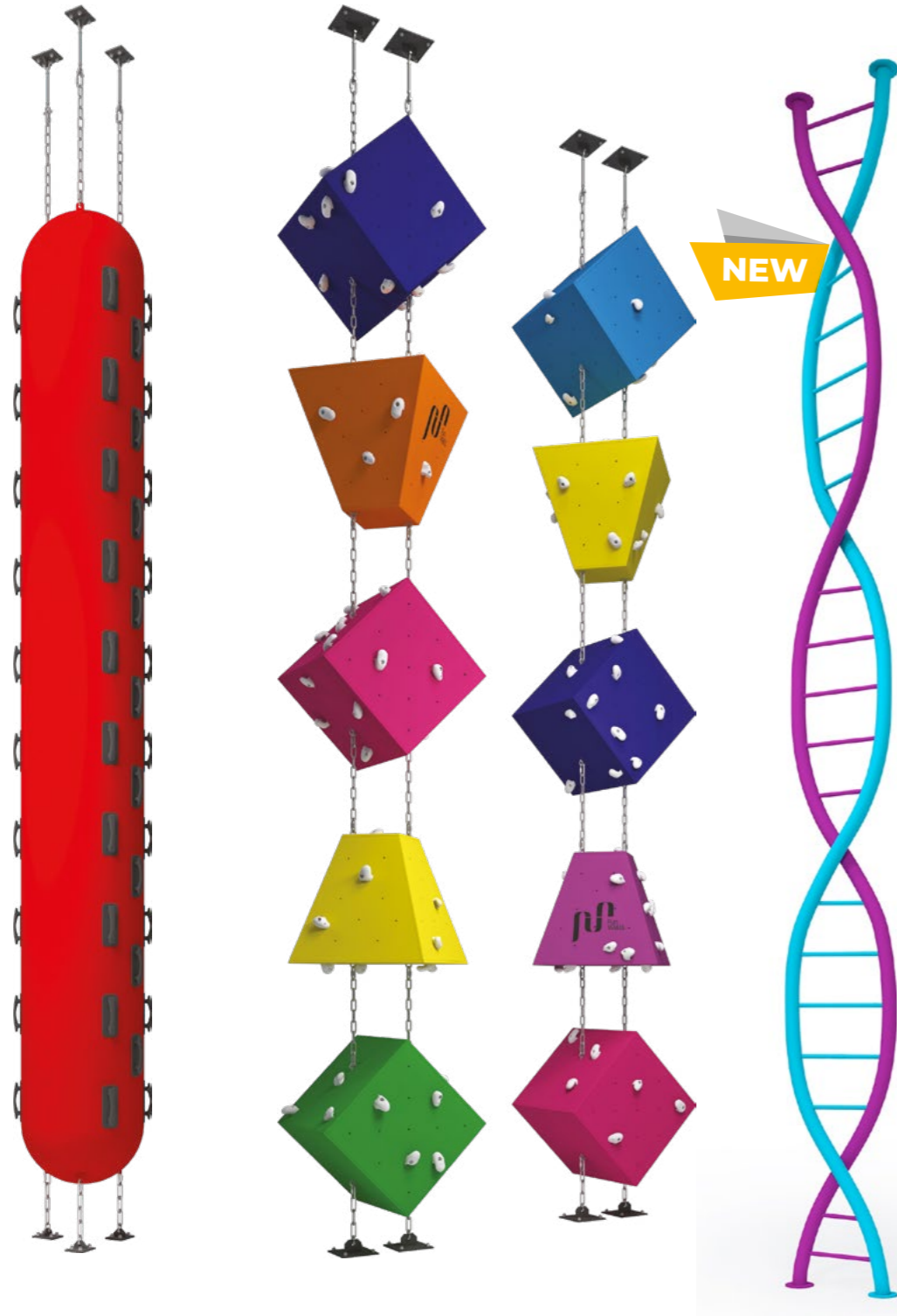
The Swinging Challenges diversify the climbing experience and bring the atmosphere of an action scene with best-loved superheroes. The challenges optimize the use of space and fit well around other attractions.

# Swinging Challenges

Double Trouble

Geometrix

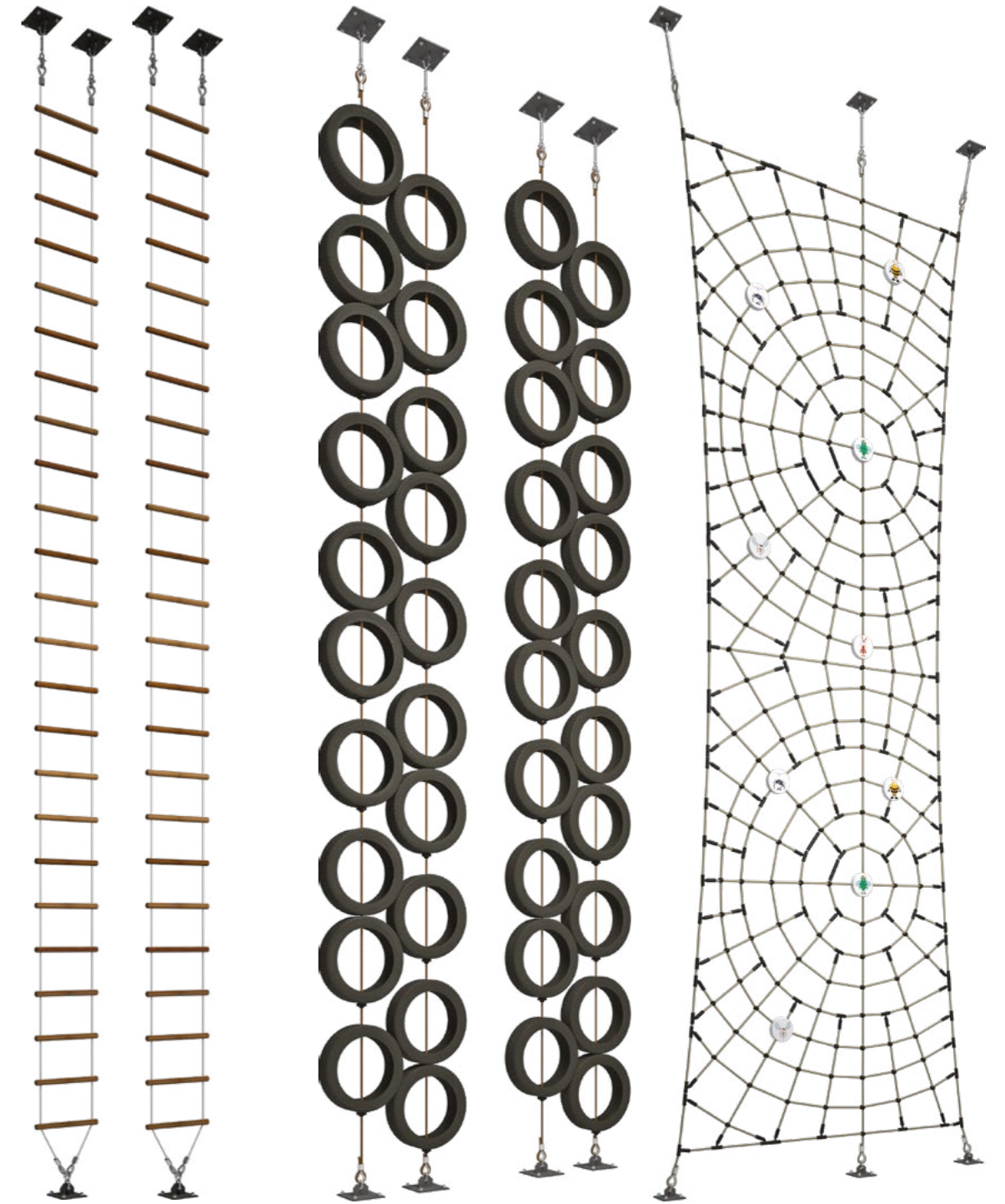
DNA



Commando Ladder

Tyres

Spider's Web



## Double Trouble



Colors available



Players



Difficulty



## Geometrix

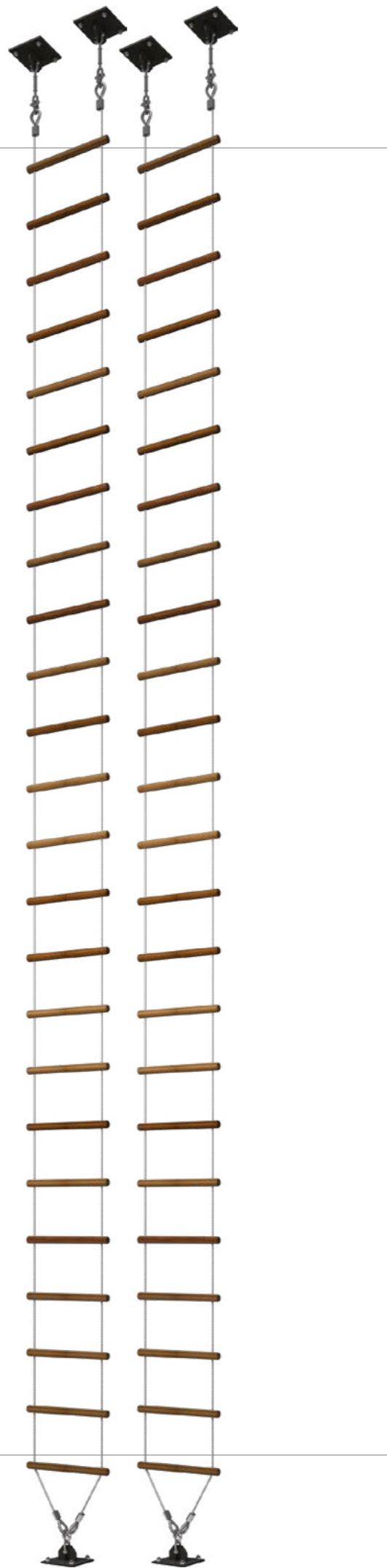



Players




Difficulty

# Commando Ladder





Players 

Difficulty 

# Tyres



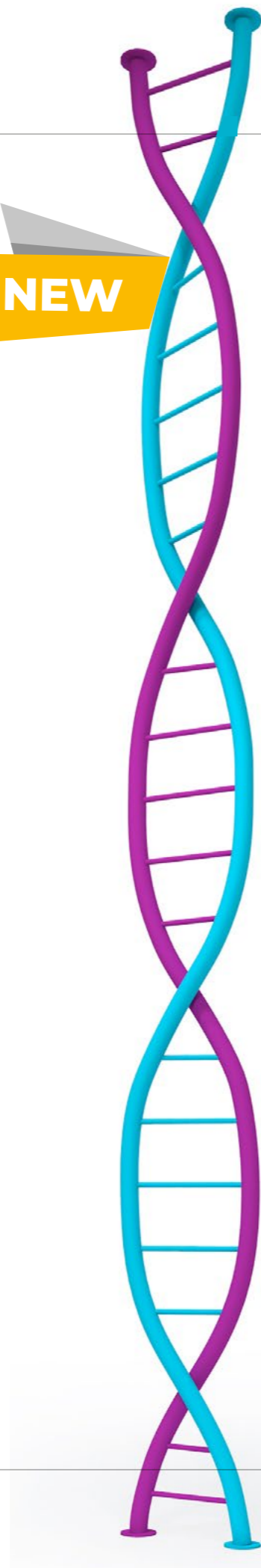
Players 


Difficulty 




# DNA

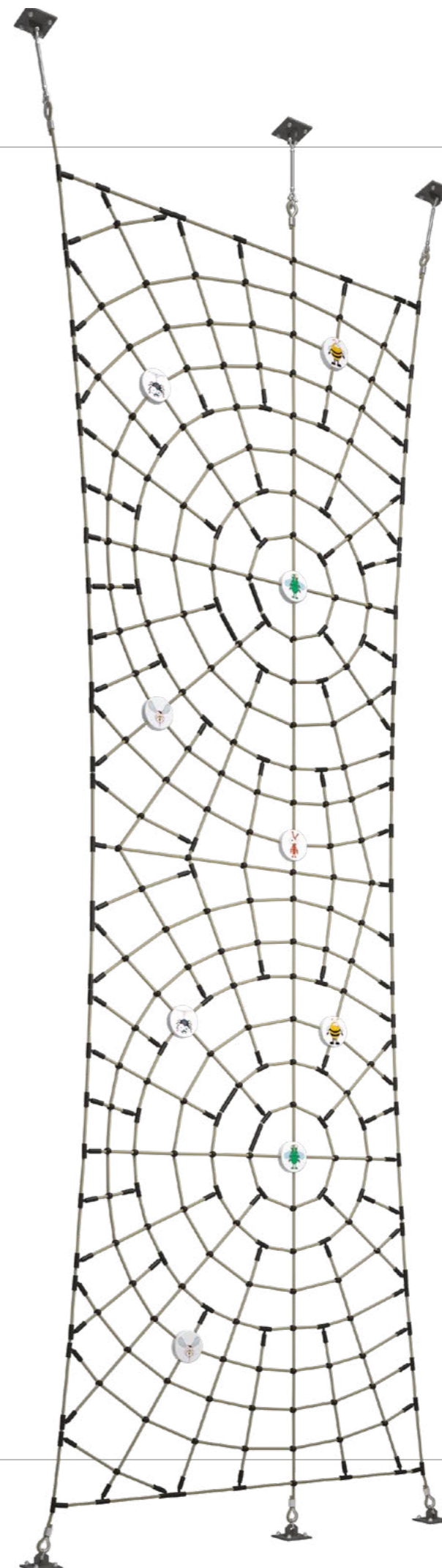
**NEW**





Players 

Difficulty 

# Spider's Web



Players 

Difficulty 



The Special challenges give an adrenaline rush even to the bravest of adventurers. They bring a free fall feeling that sparks emotion and makes people come back for more.

## Special **Challenges**

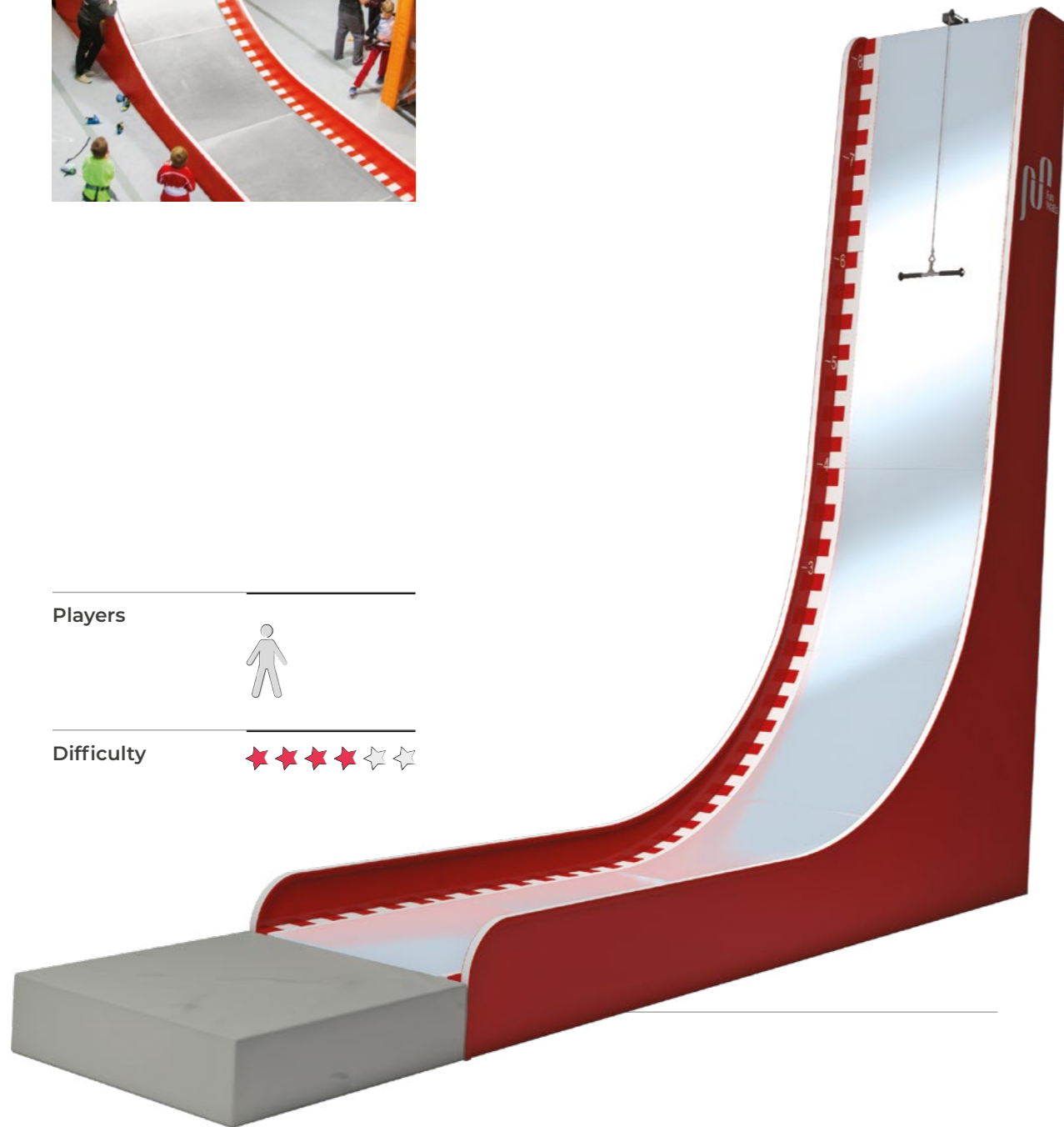
### Parabolic Slide



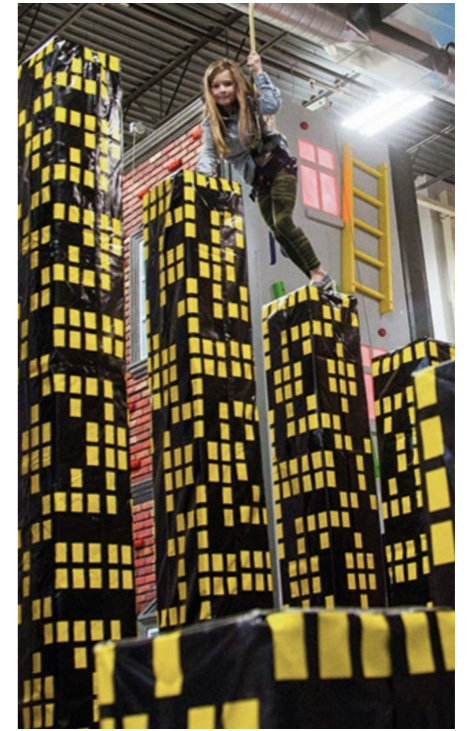
Players



Difficulty



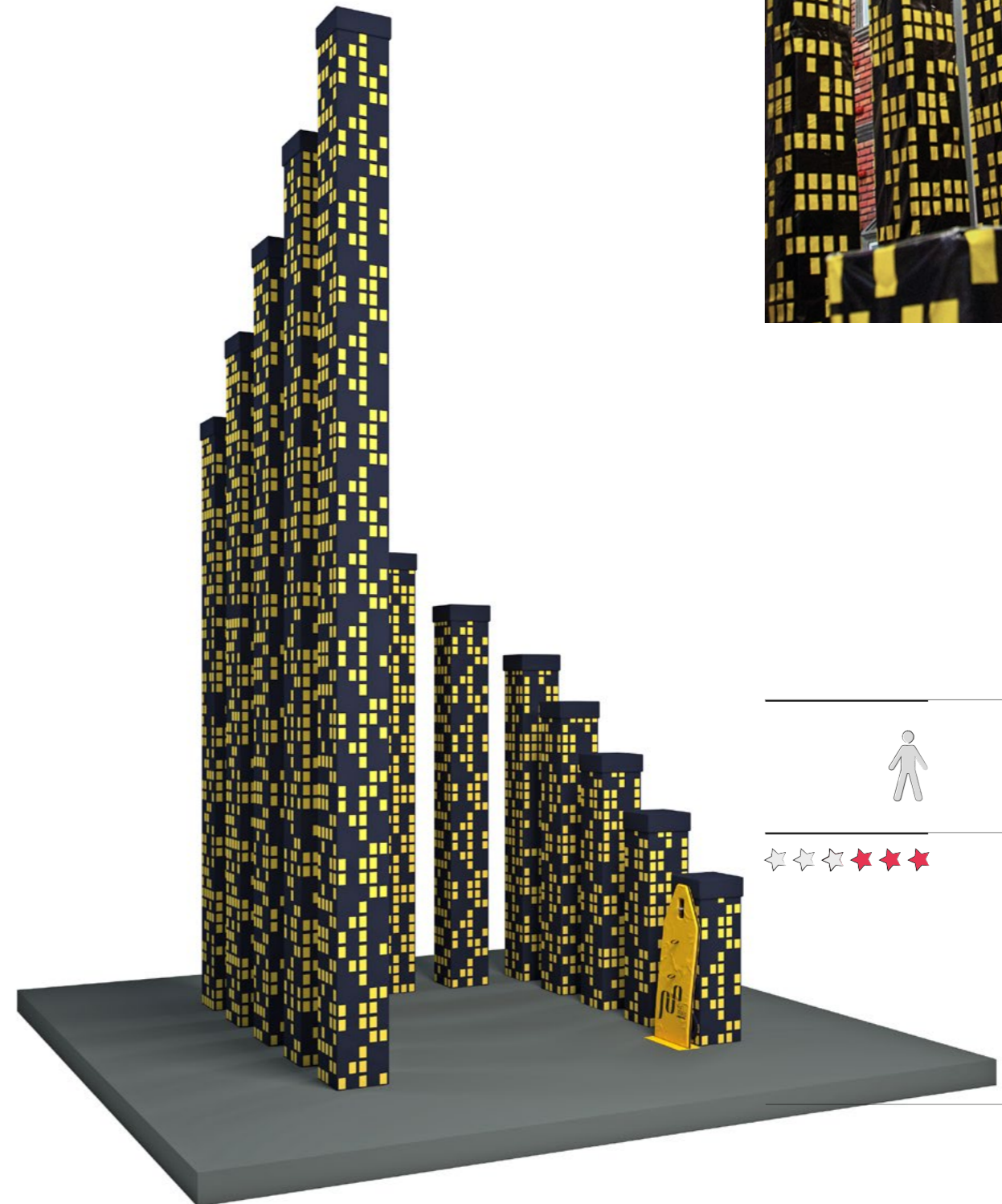
### Skyscraper Walk



Players



Difficulty



## Crate Challenge



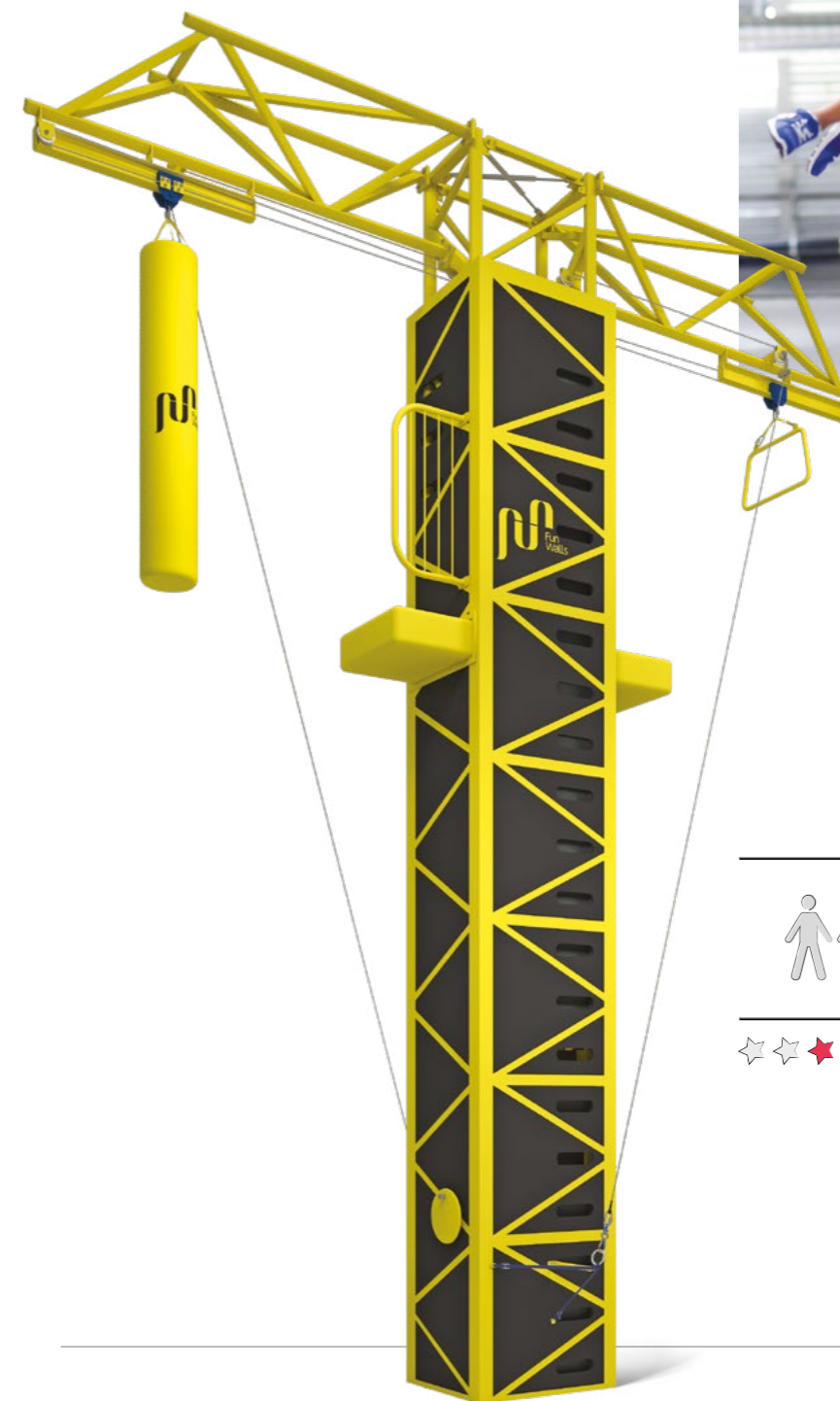
Players



Difficulty



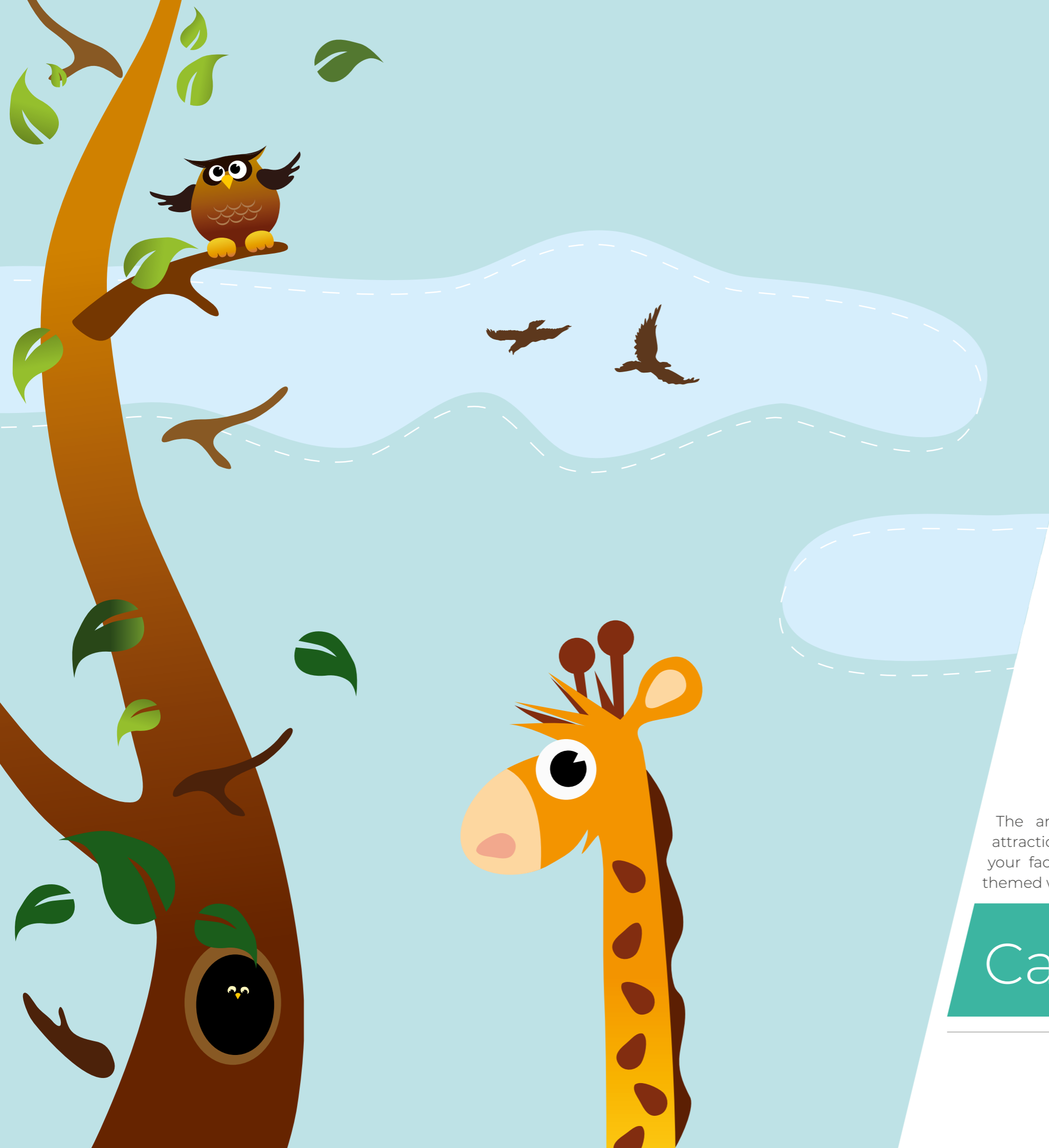
## Jump in the Air



Players



Difficulty



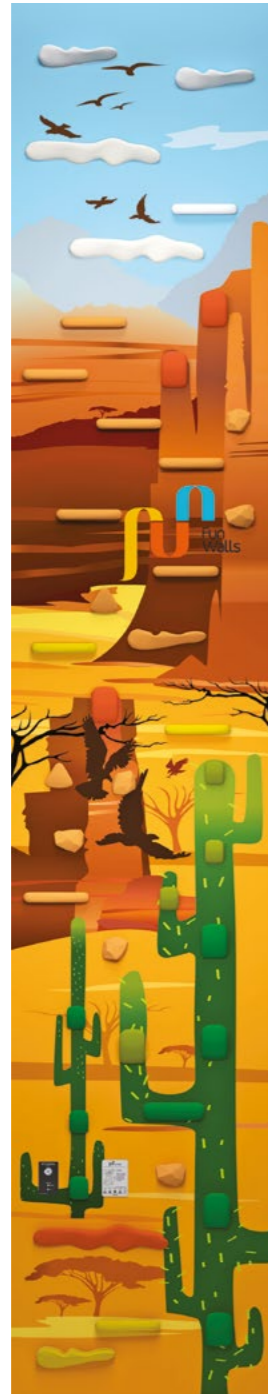
The animated Fun Walls are great attractions for the youngest visitors of your facility. The Fun Walls panels are themed with animated prints and holds.

## Cartoon kids' **Walls**

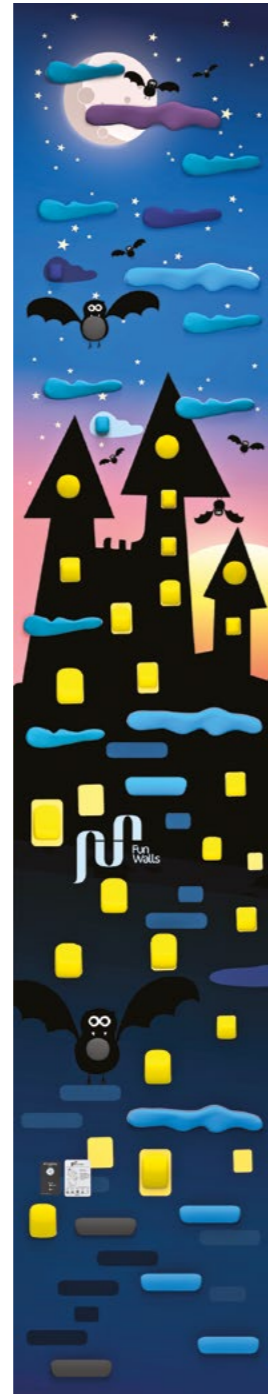
Tetris



Canyon



Bat City



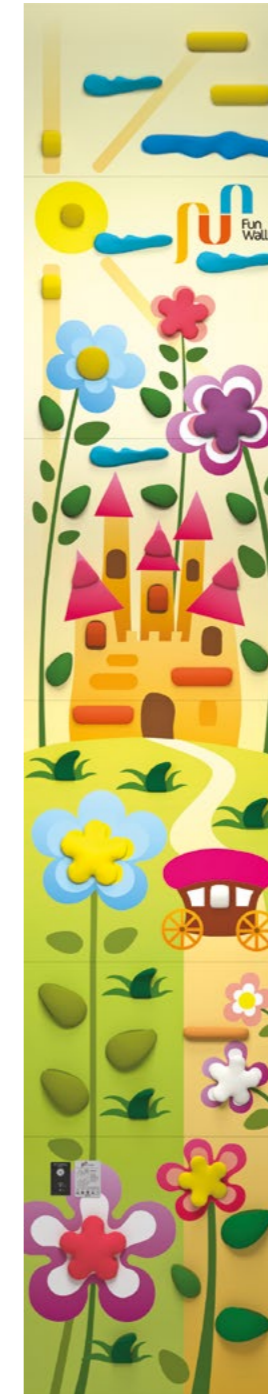
Fun Wall



Owls



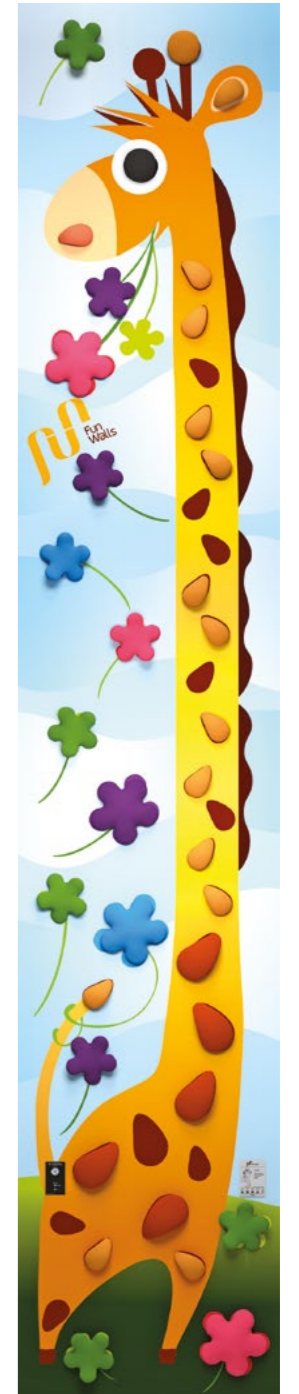
Princess



Dino



Giraffe

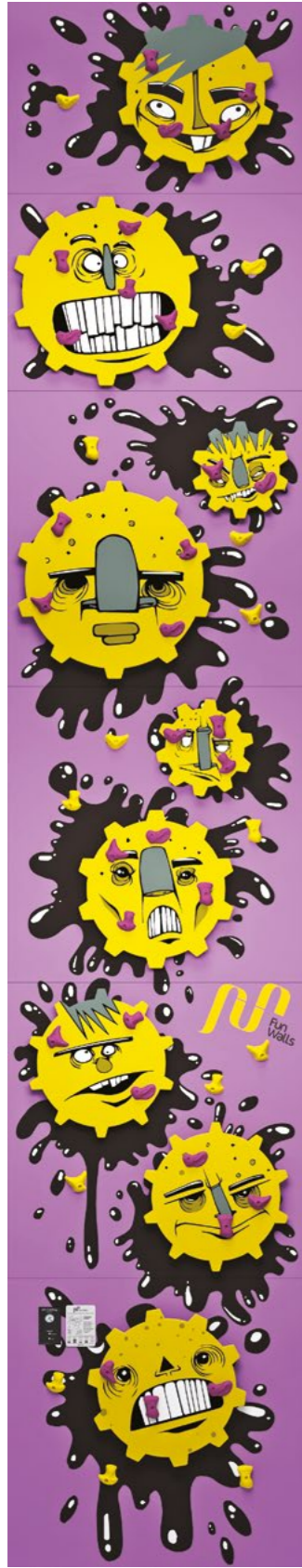




The Graffiti Fun Walls are inspired from the street culture. They are great challenge for teenagers and young adults who want to be active and spend more time with their friends.

## Graffiti Fun **Walls**

The Gearhead Graffiti



Graffiti Crown



Graffiti Ascend



Graffiti Molecules



Graffiti Fun Walls



Graffiti Go High



Graffiti Hand



Blobs of Doom Graffiti



Graffiti ctopus



Graffiti Monkey



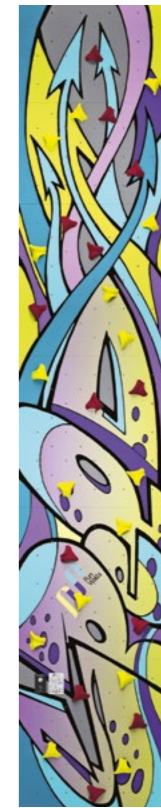
Graffiti Up, Up, Up



Graffiti SkyHigh



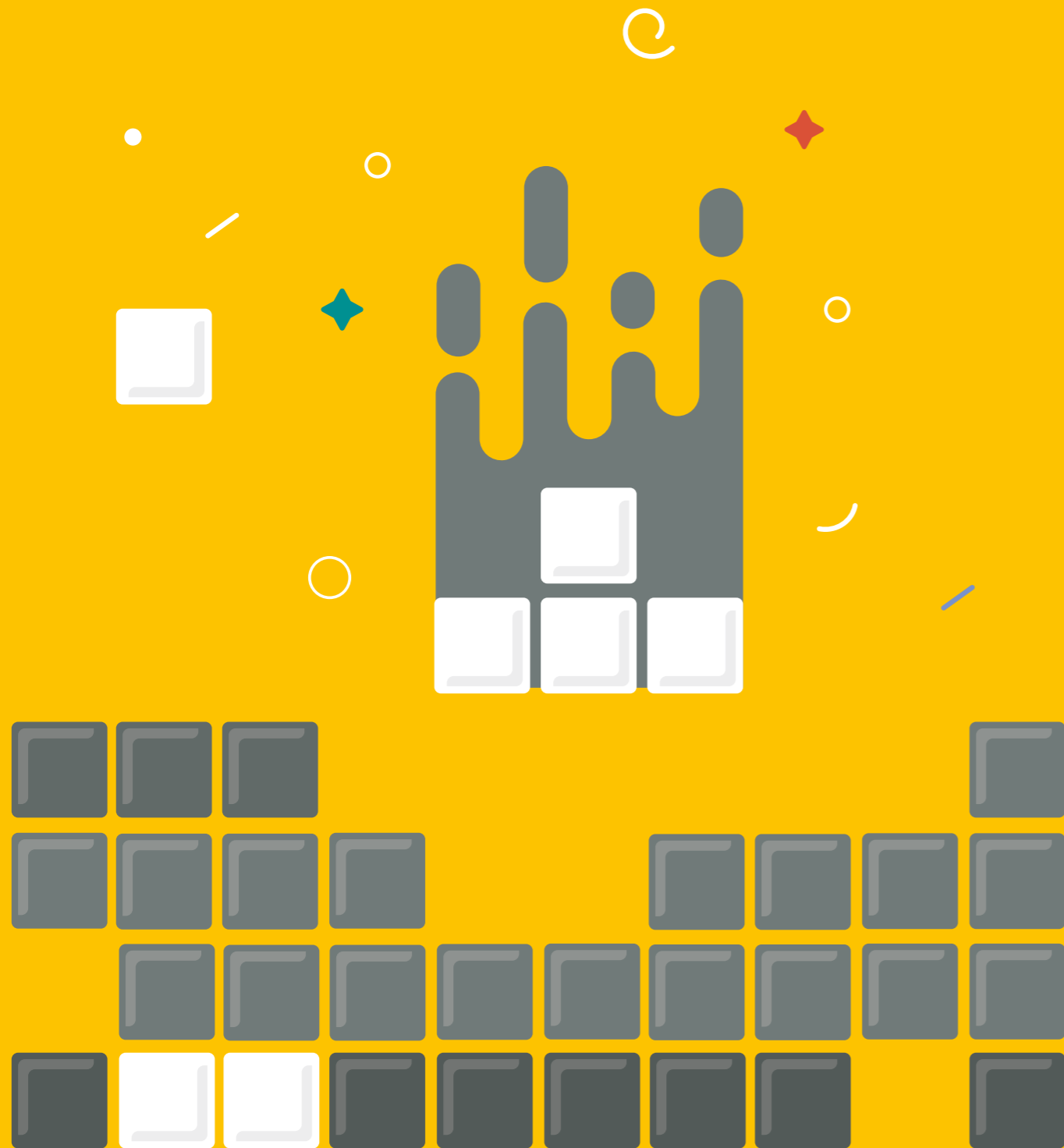
Graffiti Speed



Graffiti Totem







Traverse Walls are a compact version of some of our standard elements. They offer unharnessed climbing at heights of up to 2.5 m (8.2 ft) and are perfect for utilizing low ceiling space within a facility. While no ropes or harnesses are required, the climber's safety is ensured via shock absorbing flooring that provides soft landing in case of a fall or jump.

## Traverse **Walls**

Traverse walls

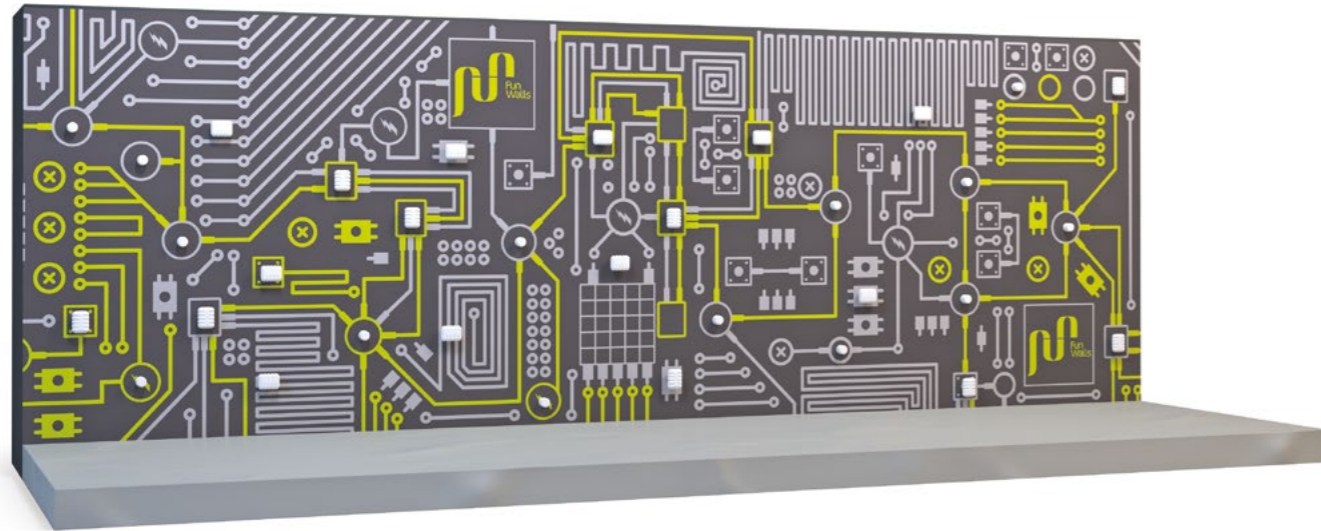


The Gearhead  
Traverse

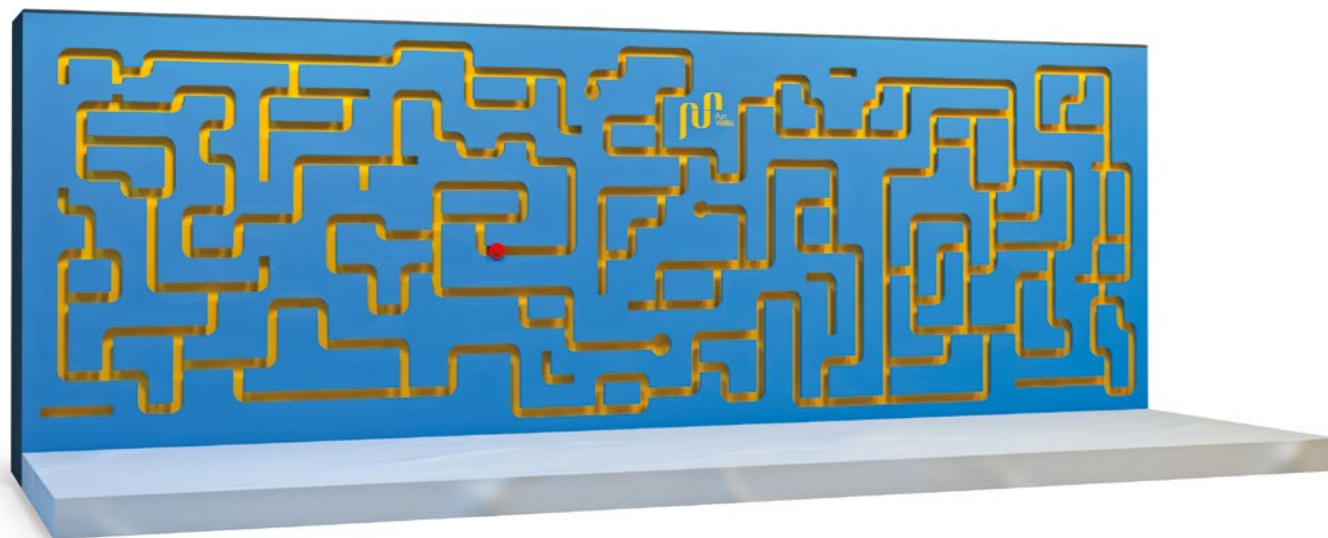


Tetris  
Traverse

Traverse walls

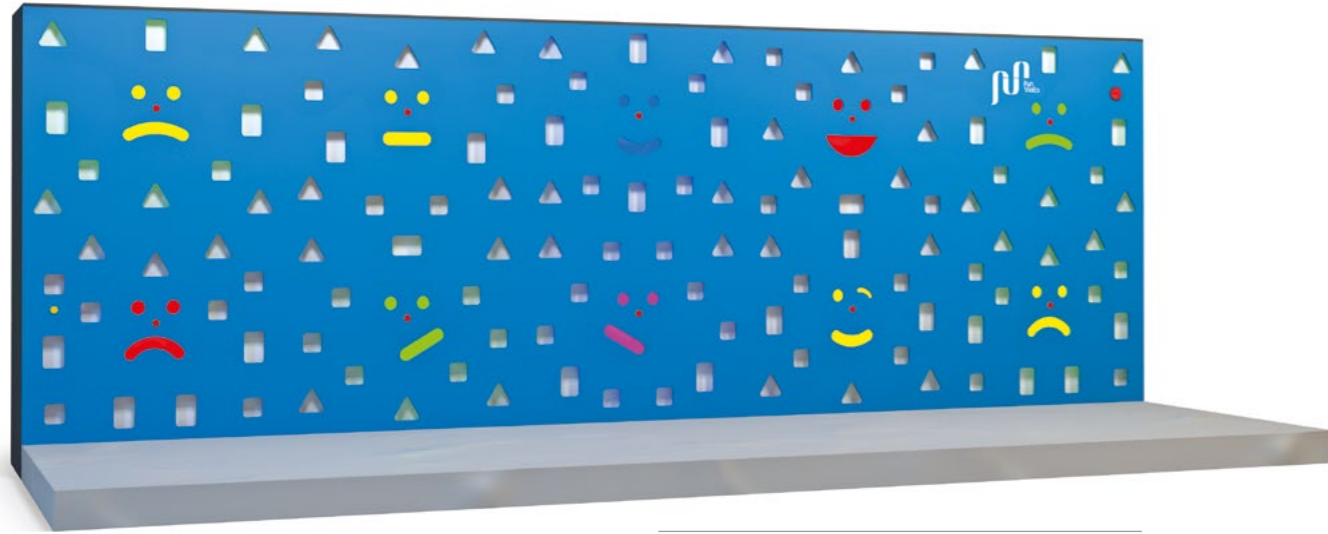


Circuit Board  
Traverse



The Labyrinth  
Traverse

### Traverse walls

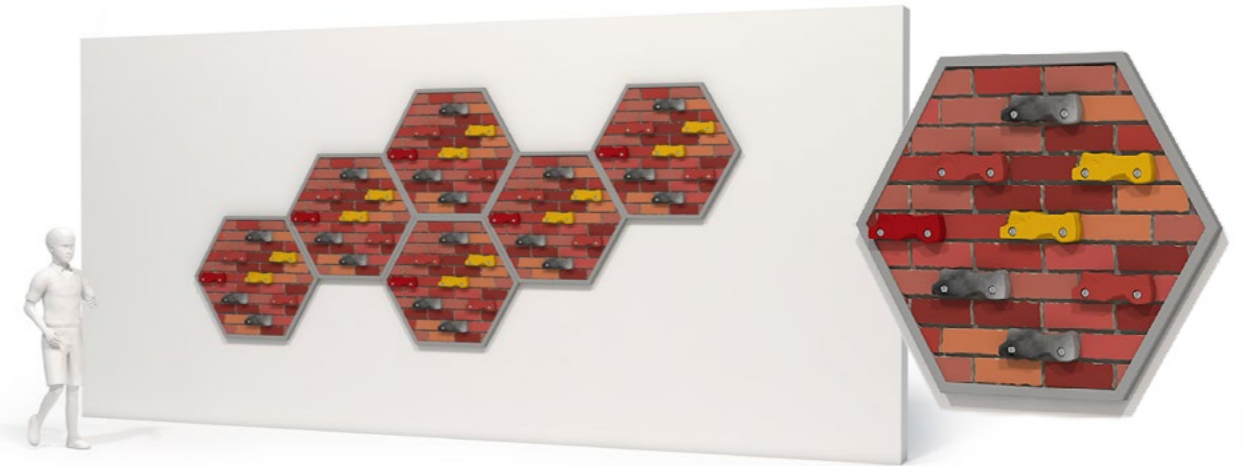


Smiley Faces Traverse

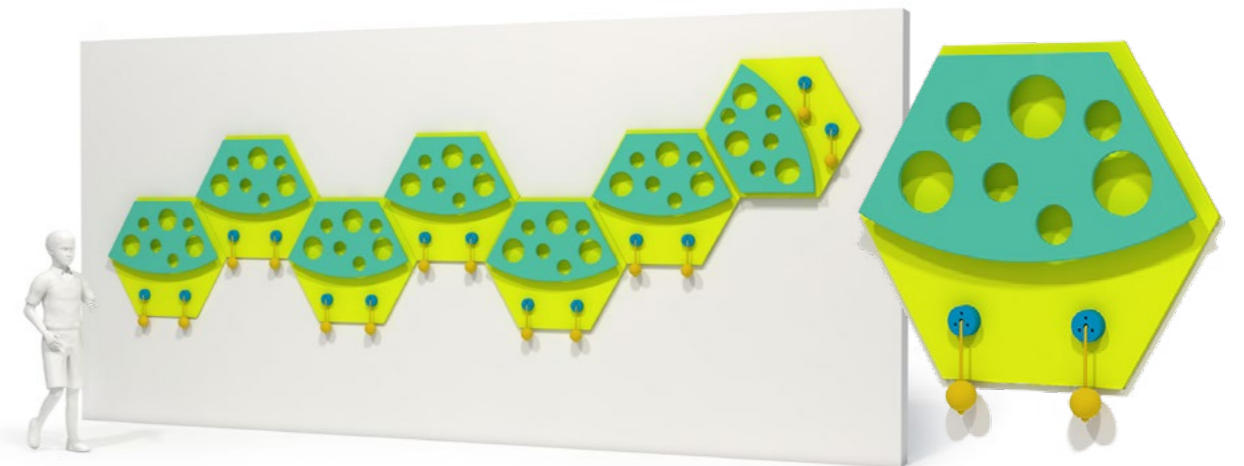


Crazy Traverse

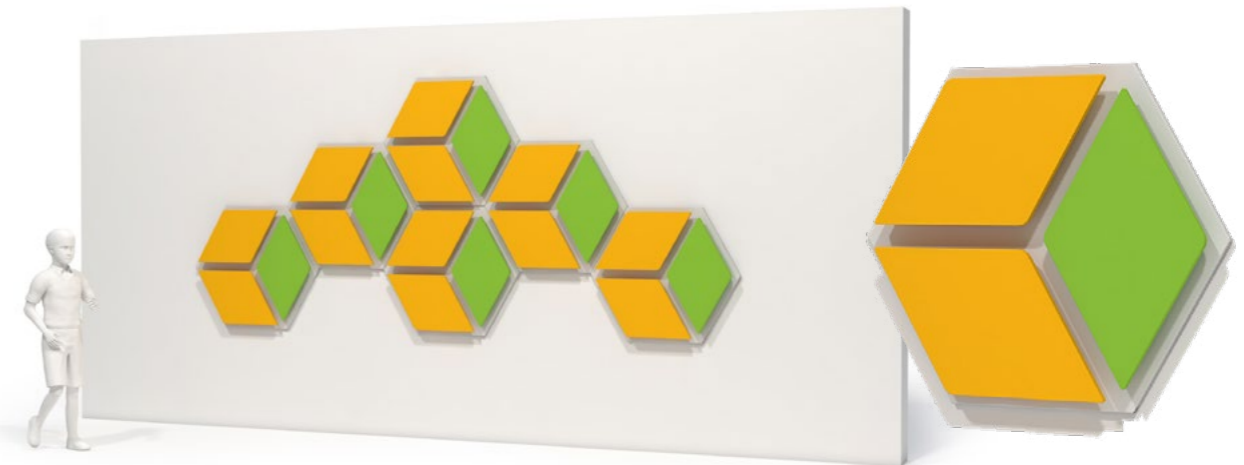
### HEX Traverse walls




Bricks



Caterpillar



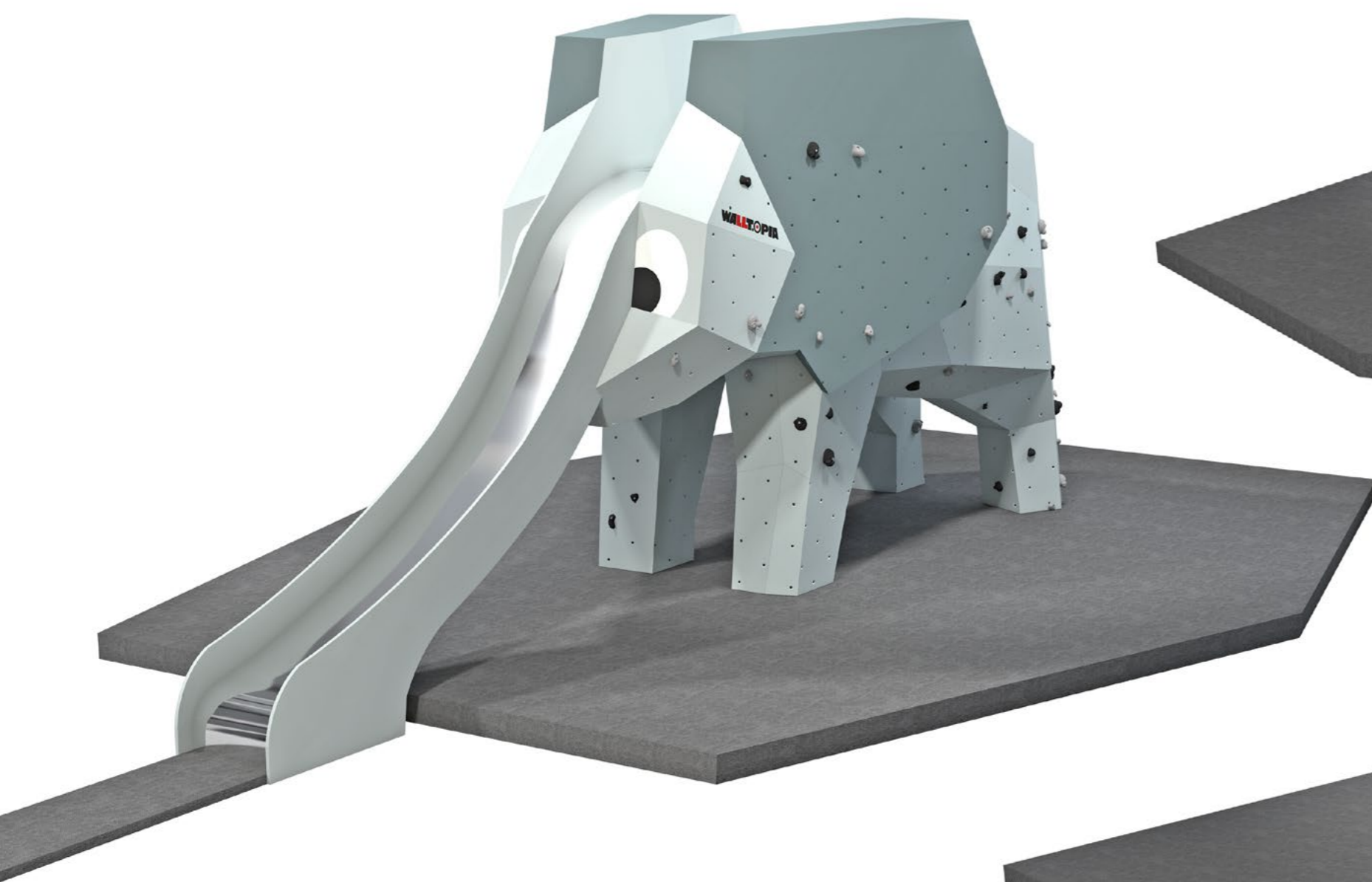
Cubes



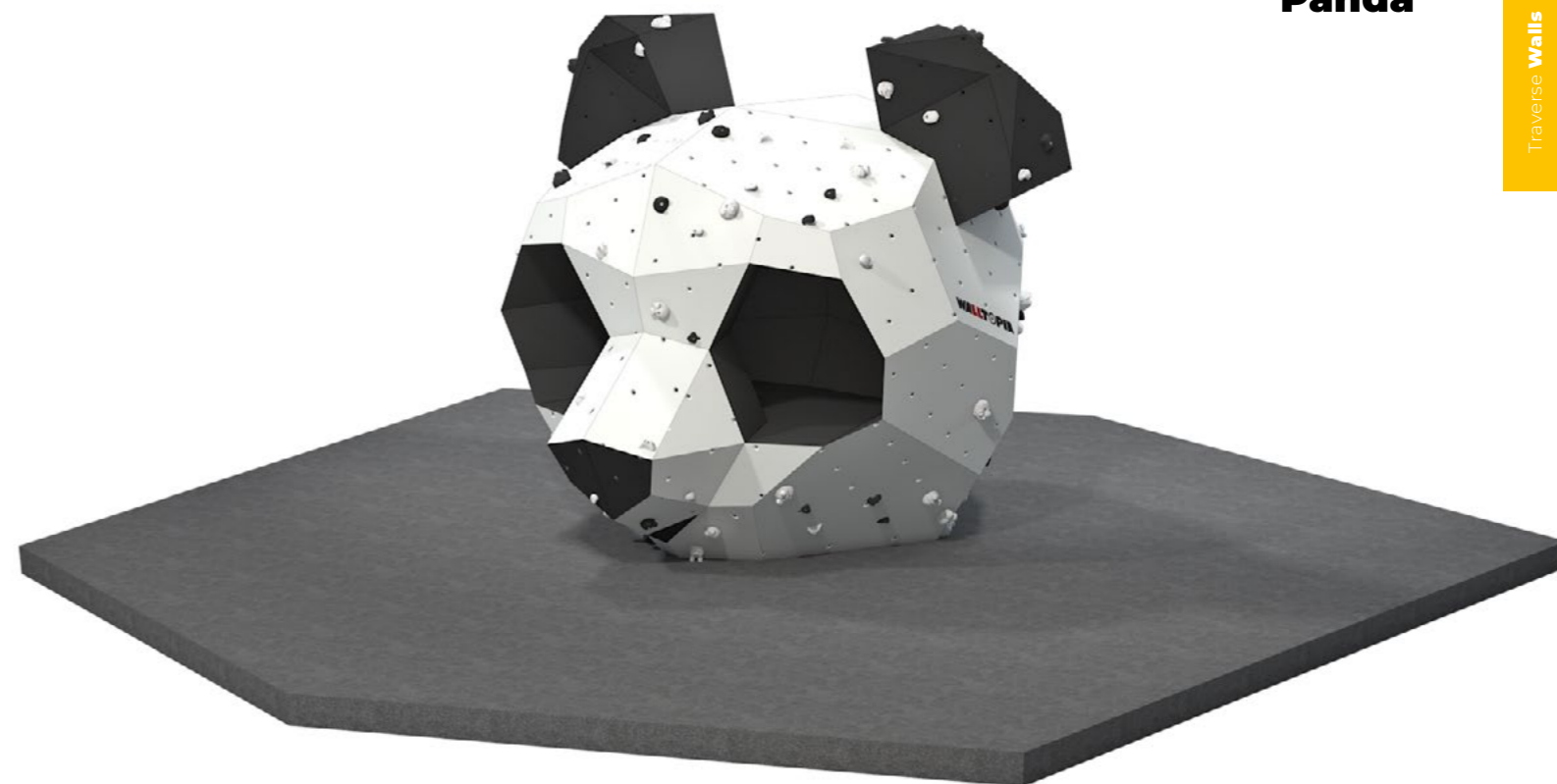
The kids boulders are designed to add an extra dimension to the unharnessed climbing experience at a low height. Fall protection is ensured by high-quality safety flooring 360 degrees around the attraction. Slides link the climbing experience to the playground that the children are already familiar with, and, let's be honest, there isn't a single kid that doesn't enjoy slides!

## Kids **Boulders**

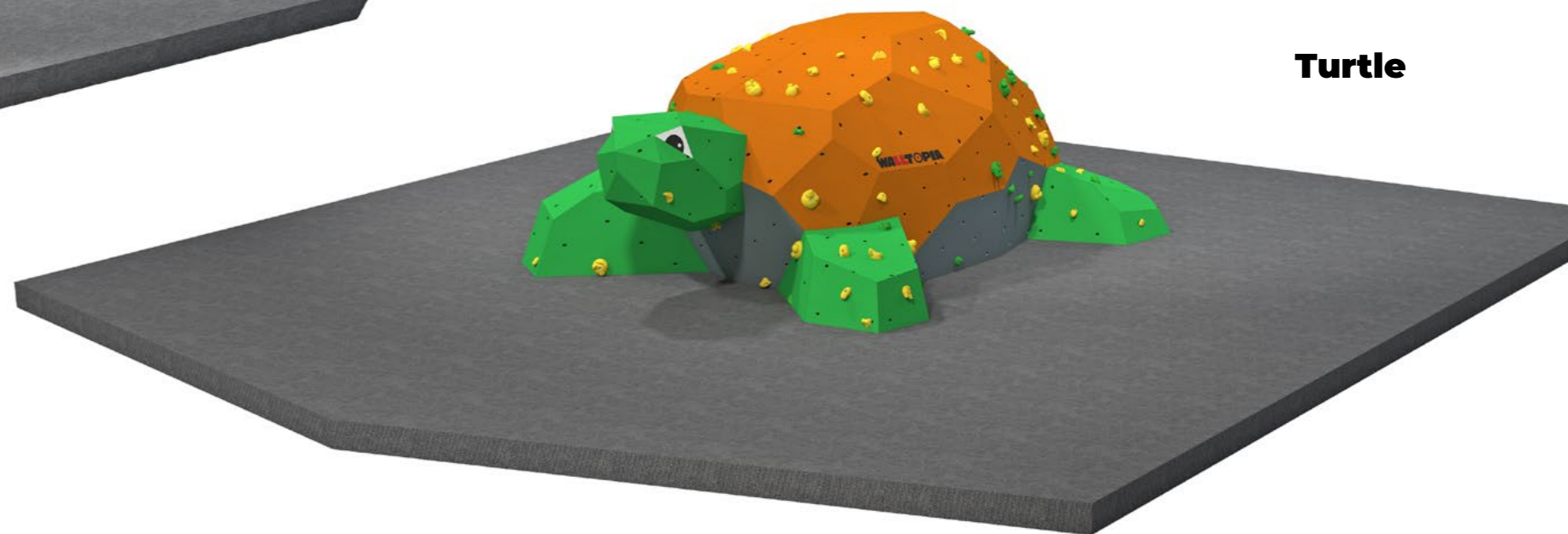
## Elephant



## Panda



## Turtle





Safety **First**



## Self Belay by Safety Engineering

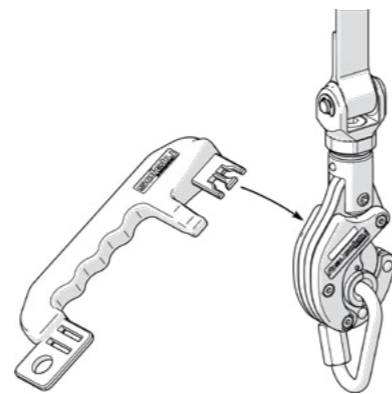
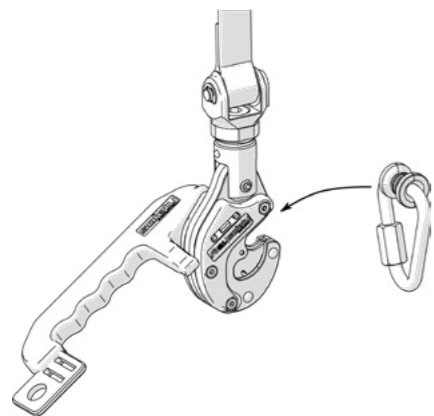
The Self Belay is a fall protection device that is designed to be used by any person without the need of special training or constant supervision.

- Serves as a connection between the climber and the auto-belay.
- Maximizes safety on site - each climber is 100% correctly connected.
- Drastically reduces the number of staff

The Self Belay is locked to the bottom of the wall with "the key" mounted to the wall or the safety gate. In order to get attached to the device you need to clip in your harness. You can only release "the key" and start climbing after you are safely attached. Once you start climbing there is no way to unclip from the device. Unclipping happens after you have been safely lowered to the ground and you insert "the key" back in.



**safety**  
ENGINEERING



[www.safetyeng.eu](http://www.safetyeng.eu)



## Safety Gates

The safety gates Fun Walls offer are vinyl ones. They serve as an attachment station for the auto-belay device when not in use and also to prevent the climbers from approaching the wall unattached.



**climbmat**



## Flooring by Climbmat

Fun Walls are recommended to be combined with "One More Life" safety flooring - an innovative flooring solution that could prevent severe injuries in the event of a fall from heights between 7m and 17m. It is the first type of flooring that has undergone tests for safer falling from heights using precise human analog.

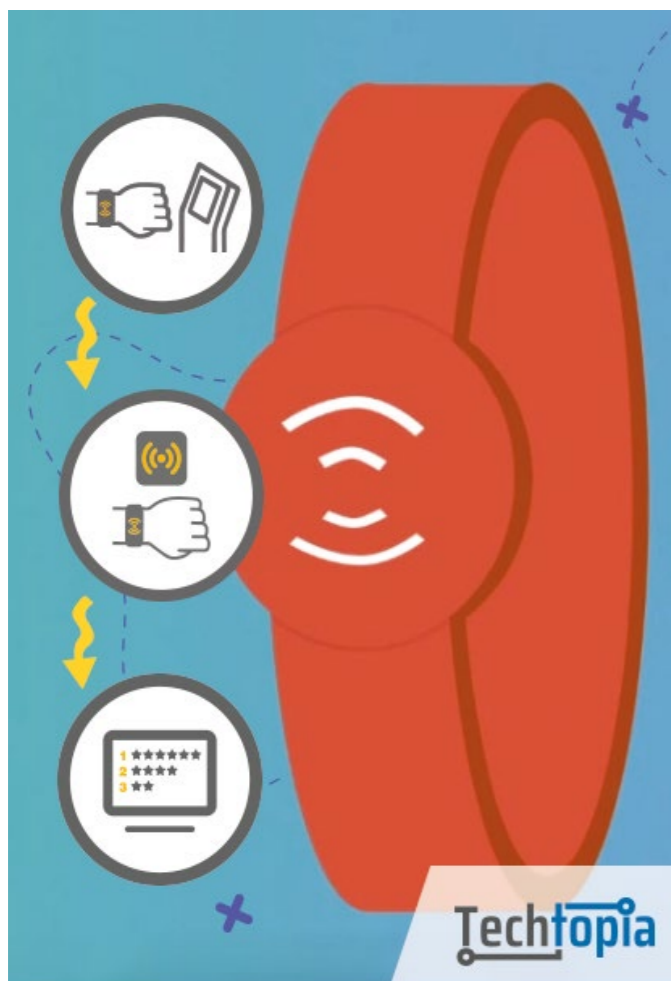
- Layer 1: Walk friendly surface layer.
- Layer 2: Low impact energy absorbing layer. It absorbs the energy of multiple falls from low height (up to 3 m).
- Layer 3: High impact energy absorbing layer that safely absorbs the energy of single falls from heights greater than 3 m, and up to 12 m. After a fall, the impacted module needs to be replaced.

[www.climbmat.com](http://www.climbmat.com)



# Upgrades





## Gamifier by Techtopia

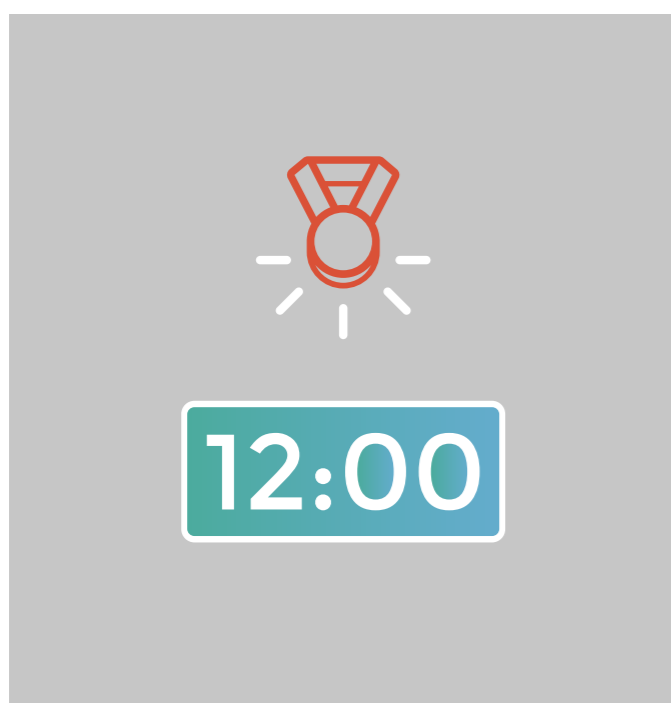
The Fun Walls work with Gamifier which is a scoring system that allows visitors to create personal profiles and track their progress or compete with friends. It turns the Fun Walls experience in a social act, getting kids together in a collective game. The Gamifier can:

- increase recurring visits
- encourage group visits
- provide data that helps the operator
- enhance the customer's experience

1. The participant receives a RFID bracelet. He scans it at the scoring system kiosk, and creates a new profile if he does not already have one.
2. The participant scans his bracelet at the RFID checkpoint to activate a game.
3. The participant selects a game/route.
4. The participant enjoys the game trying out the interactive elements.
5. Once the participant presses the finish button the achievement is locked at to the system. The achievement then appears on the climbing centers' scoreboards, and other visitors can try to improve it.

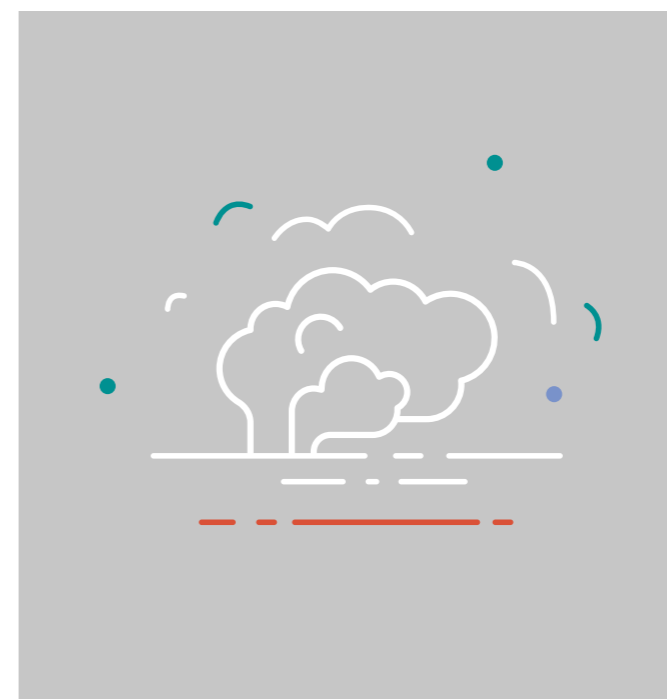
## Timers

The timer could be added to each of the Fun Walls so that the climbers could follow their personal time record and to compete for a better one.



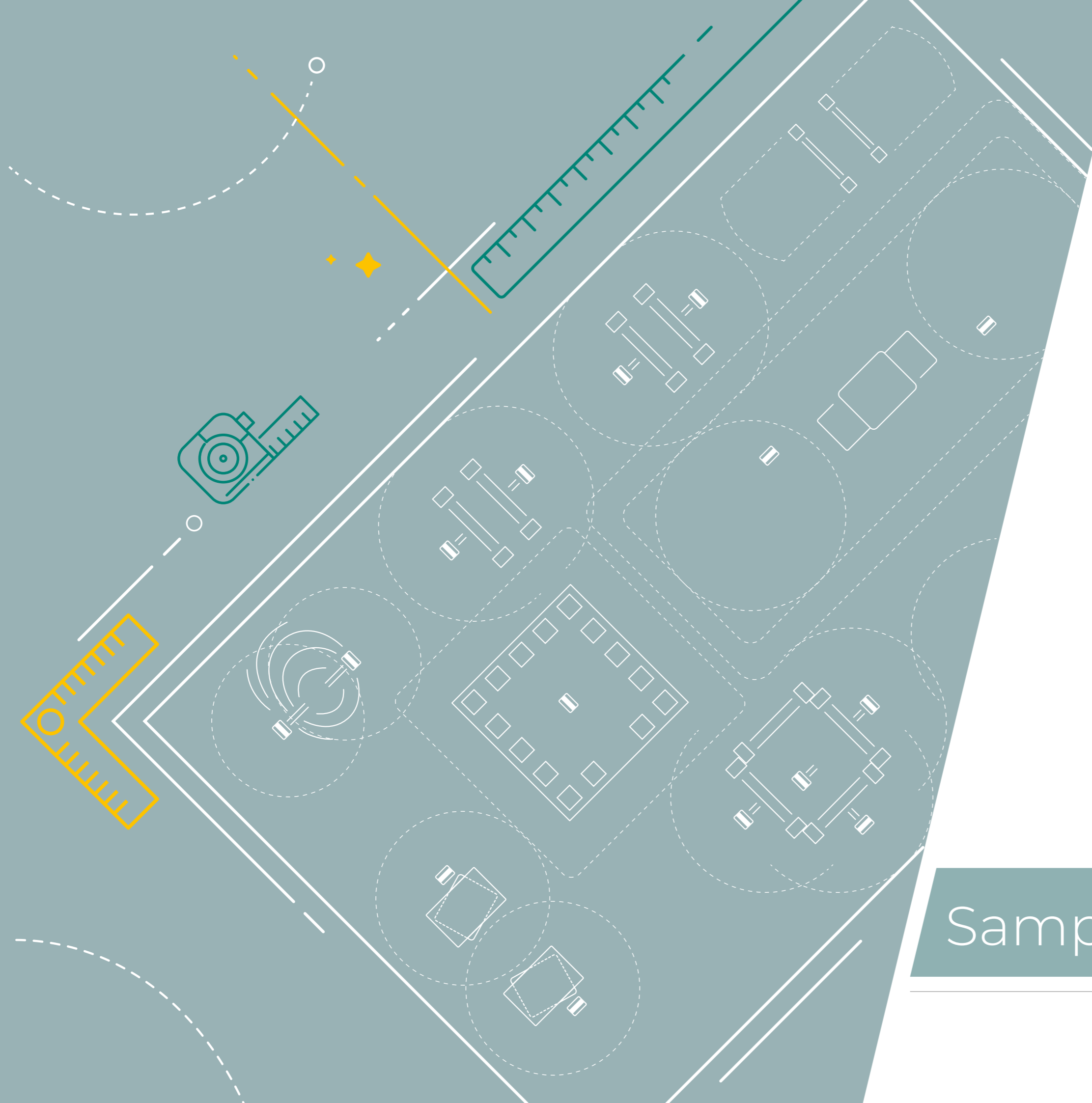
## Sound System

Different sounds relevant to each challenge could be implemented in the Fun Walls zone to recreate a natural atmosphere and enrich the experience.



## Smoke Machine

It a great addition to the Volcano themed walls and makes them close to real ones.



# Sample **Projects**

## Sample Project SPACE SAVER

### COMPONENTS

- 8 Fun Walls elements – 8m high (26ft)
- 11 auto belays
- 108m<sup>2</sup> OML 0,47m Safety flooring
- Safety gates

### AREA

126m<sup>2</sup>/ (1356ft<sup>2</sup>)

### REQUIRED HEIGHT

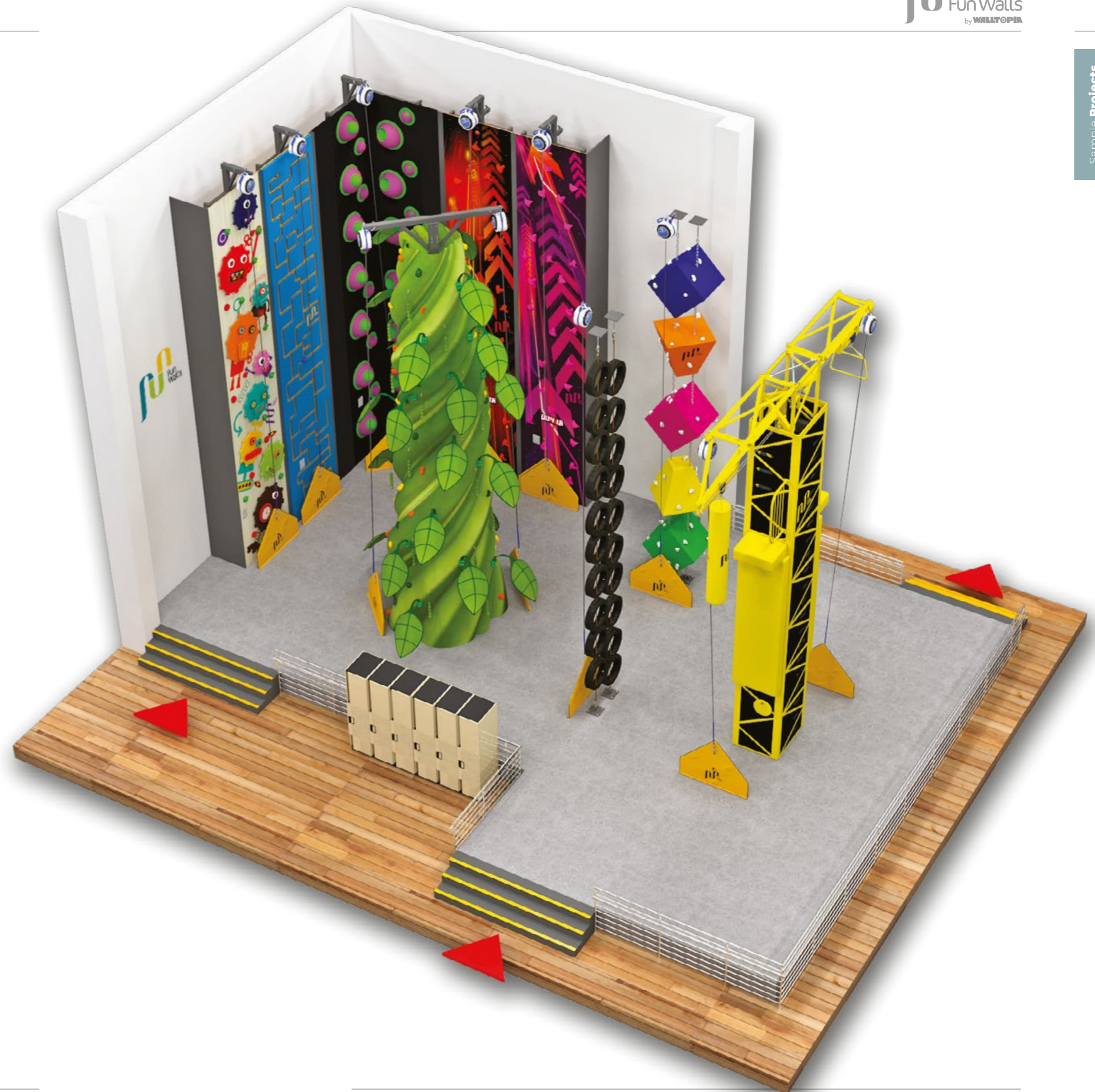
8.8m (30ft)

### CAPACITY

Up to 22ppl/hr

### STAFF MEMBERS

Min 2 (or 1 if self-belays are installed)



## Sample Project MEDIUM

### COMPONENTS

- 13 Fun Walls elements – 8m high (6ft)
- 16 auto belays plus Parabolic slide
- 130m<sup>2</sup> OML 0,47m Safety flooring
- Safety gates

### AREA

164m<sup>2</sup>/ (1765ft<sup>2</sup>)

### REQUIRED HEIGHT

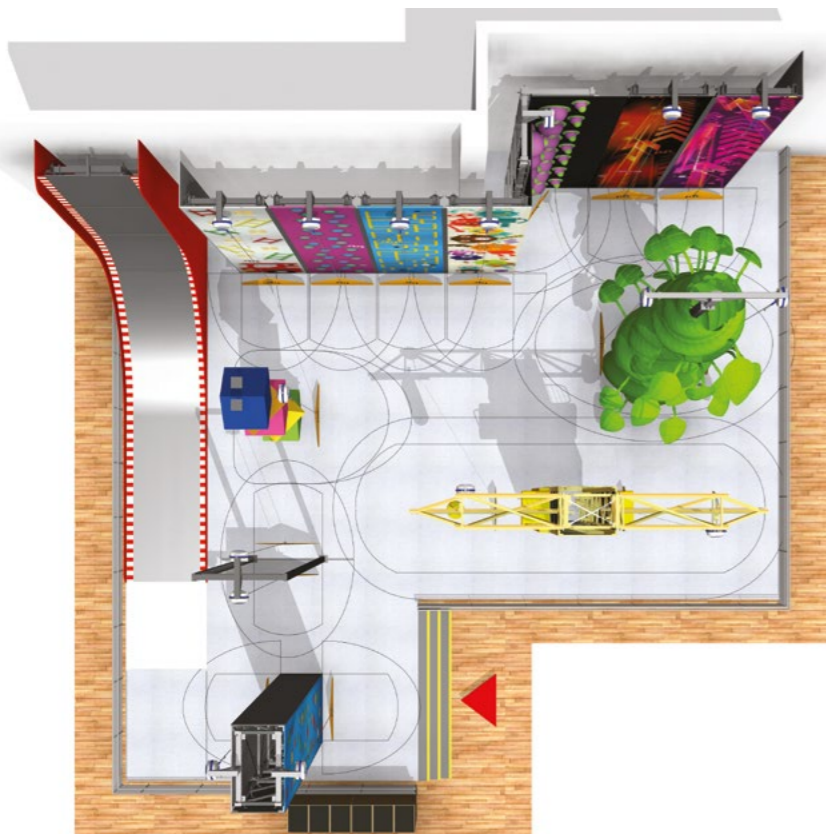
8.8m (30ft)

### CAPACITY

Up to 34 ppl/hr

### STAFF MEMBERS

Min 2 (or 1 if self-belays are installed)



## Sample Project LARGE

### COMPONENTS

- 28 Fun Walls elements – 8m high (26ft)
- 32 auto belays plus Parabolic slide and Traverse
- 241m<sup>2</sup> OML 0,47m Safety flooring
- Safety gates

### AREA

300m<sup>2</sup>/ (3229ft<sup>2</sup>)

### REQUIRED HEIGHT

8.8m (30ft)

### CAPACITY

Up to 62ppl/hr

### STAFF MEMBERS

Min 3 (or 2 if self-belays are installed)



## Sample Project FIT-IN 1

### COMPONENTS

- 6 Fun Walls
- 6 self-belays (optional)
- OML Safety flooring (optional)
- 6 safety gates (incl. in price)

### AREA

300m<sup>2</sup>/ (3229ft<sup>2</sup>)

### REQUIRED HEIGHT

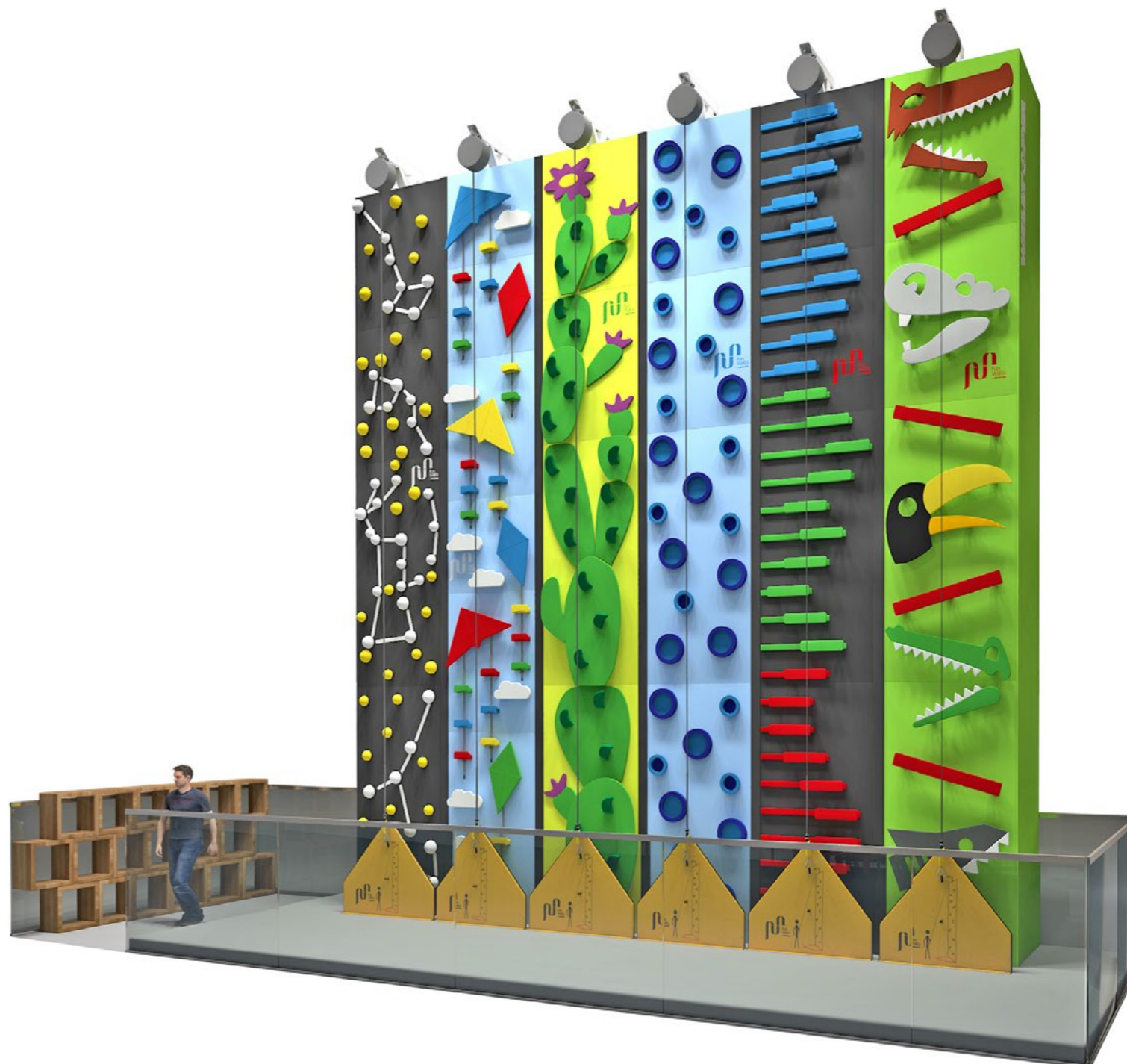
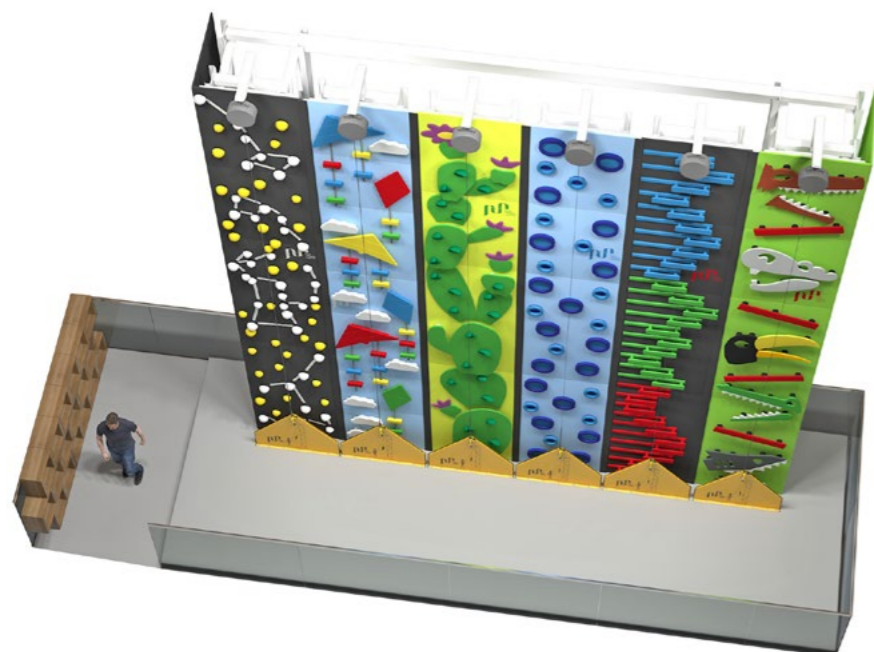
6.75m (22.1ft)

### CAPACITY

Up to 18ppl/hr

### STAFF MEMBERS

1 (with self-belay)



## Sample Project FIT-IN 2

### COMPONENTS

- 10 Fun Walls elements
- 11 self-belays (optionals)
- OML Safety flooring (optional)
- 11 safety gates (incl. in price)

### AREA

300m<sup>2</sup>/ (3229ft<sup>2</sup>)

### REQUIRED HEIGHT

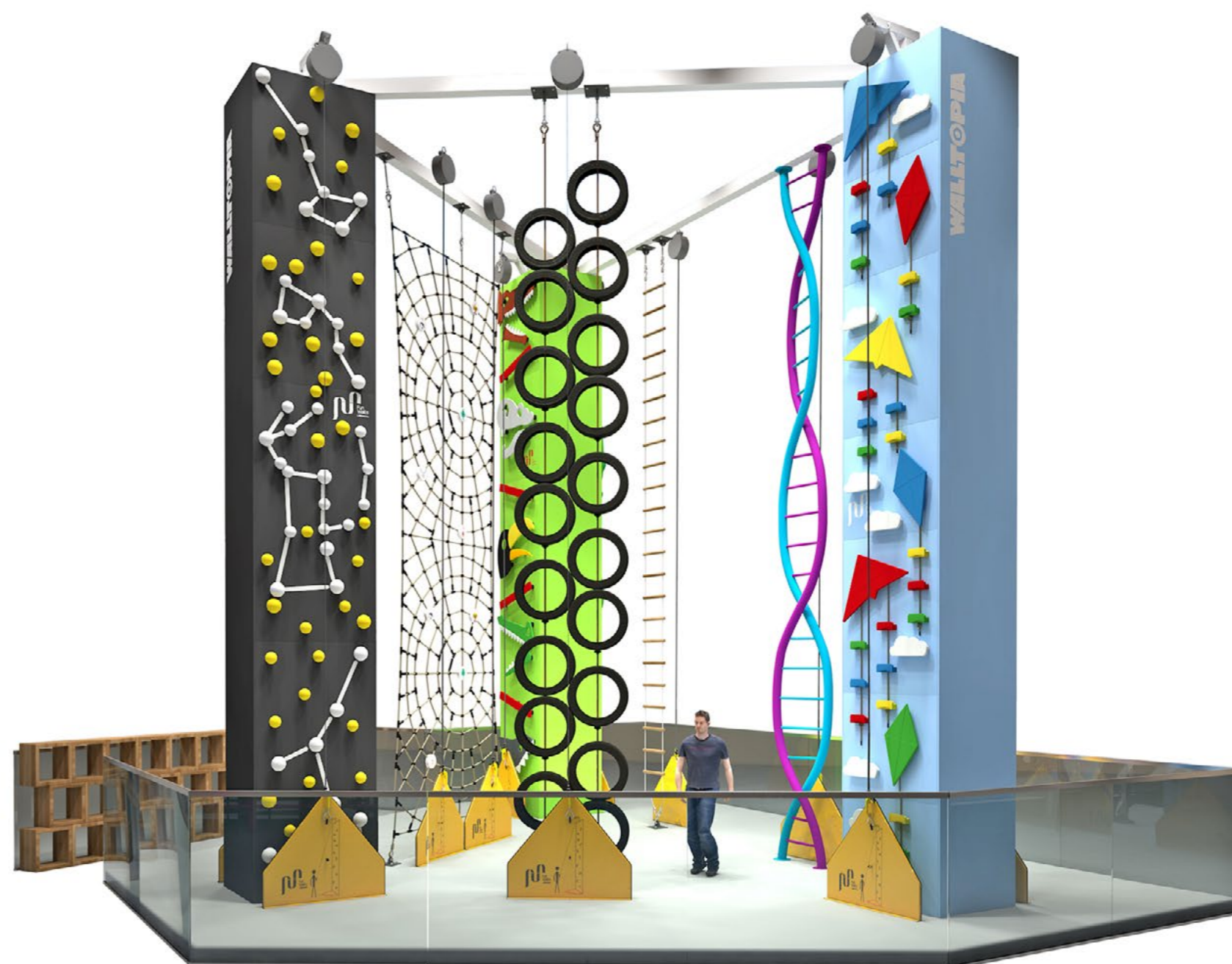
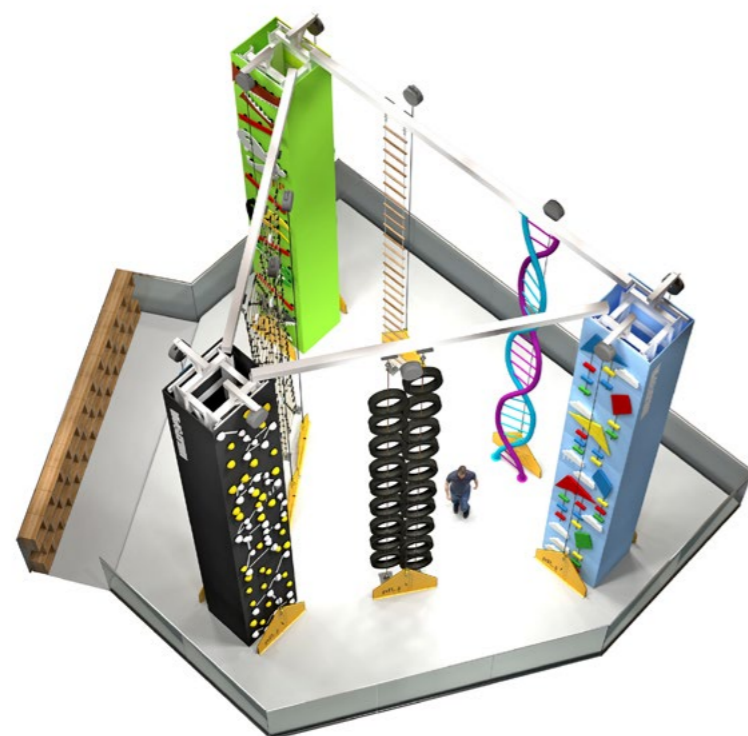
6.75m (22.1ft)

### CAPACITY

Up to 34pp/hr

### STAFF MEMBERS

2 (1 with self-belay)





- **Flashpoint Swansea**  
Swansea, UK
- **Positive Jump Warrior Park**  
Pau, France
- **Wildlands Ireland**  
Galway, Ireland
- **High Point Huntsville**  
Huntsville, Alabama, USA
- **Sport Monster Beijing**  
Beijing, China
- **Playtopia Pachuca**  
Pachuca, Mexico
- **Climb So ILL**  
Missouri, St. Charles, USA
- **Altea Active Club**  
Manitoba, Winnipeg, Canada
- **Funtopia Carrum Downs**  
Carrum Downs, Australia
- **High Point Cleveland**  
Tennessee, Cleveland, USA
- **Sprett Aktivitetspark**  
Rygge, Norway
- **Explorium Museum**  
Dublin, Ireland
- **Gravity Pard dec Defis**  
Saint-Pierre-les-Elbeuf, France
- **Playtopia**  
Puebla, Mexico
- **Florentia Village Guanzhou**  
Guangzhou, China
- **Noltopia**  
Wanju, South Korea
- **Funtopia Naperville**  
Chicago, IL, USA
- **Adventure Hub**  
Manama, Bahrain
- **Go Bananas FEC**  
Kitchener, Canada
- **Galaxy Park**  
Kiev, Ukraine
- **Big Walls Kids 2**  
Moscow, Russia
- **Sky Zone Orlando Park**  
Chicago, IL, USA
- **Funtopia Courtyard**  
Courtyard, Malaysia
- **iClimb**  
Tel Aviv, Israel
- **Tunzafun**  
Knox, Australia
- **Serfaus Fiss Ladis**  
Serfaus, Austria
- **Funtopia Glenview**  
Glenview, Chicago, IL, USA
- **East Point**  
Tbilisi, Georgia
- **Funtopia Kfar Saba**  
Kfar Saba, Israel
- **High Point Climbing & Fitness**  
Chattanooga, TN, USA
- **Ferrari World**  
Abu Dhabi, UAE
- **Funtopia Surrey**  
Vancouver, Canada

# Reference **Projects**



## Flashpoint Swansea

Swansea, UK - 2022



## Positive Jump & Trampoline Park

Pau, France - 2020



## Wildlands Ireland

Galway, Ireland - 2022



## High Point Huntsville

Huntsville, Alabama, USA - 2018



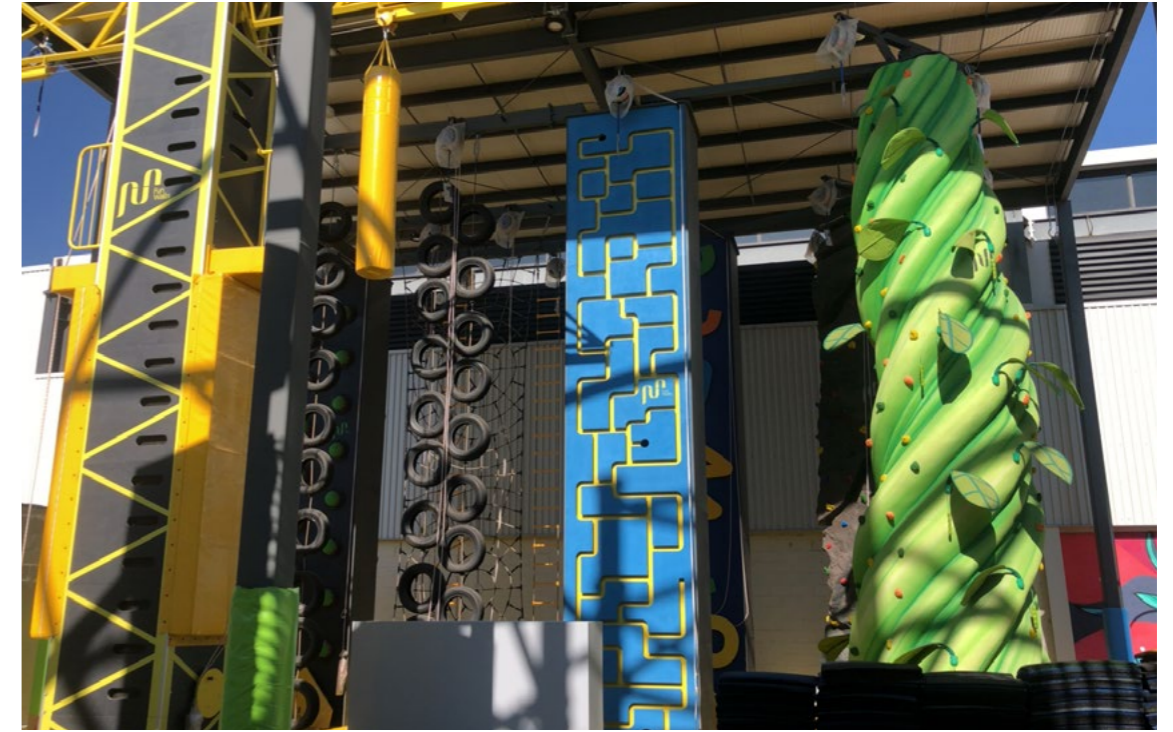
# Sport Monster Beijing

Beijing, China - 2019



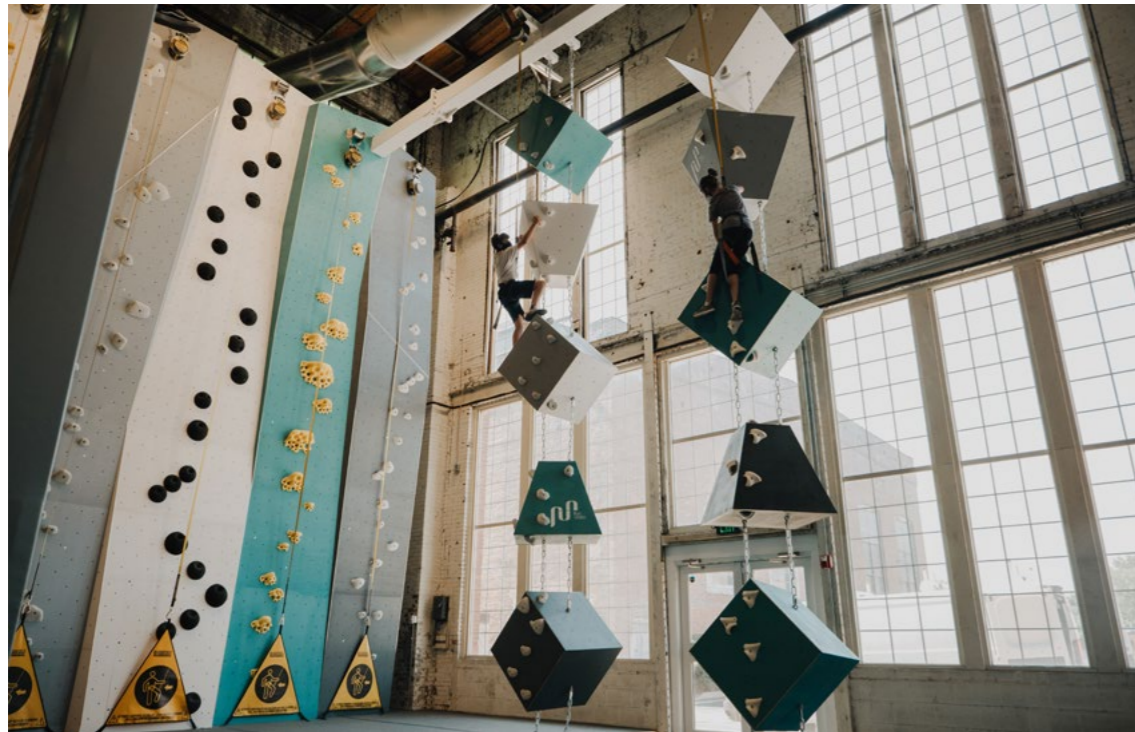
# Playtopia Pachuca

Pachuca, Mexico - 2020



# Climb So ILL

Missouri, St. Charles, USA - 2020



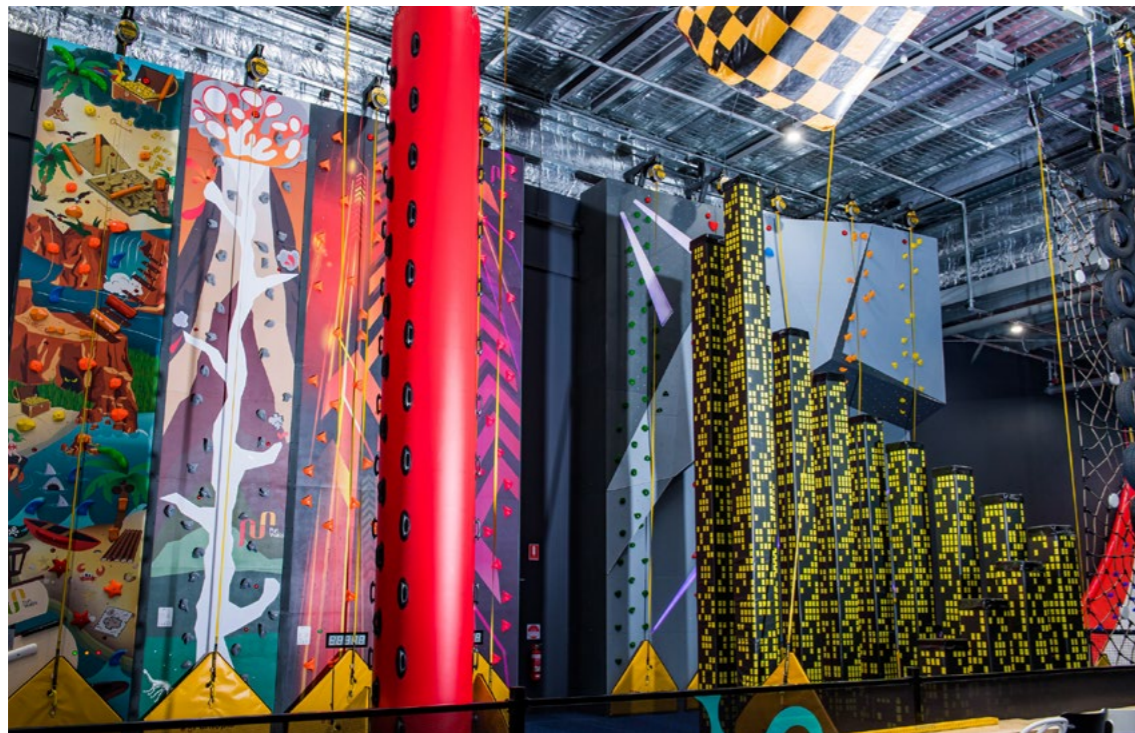
# Altea Active Club

Manitoba, Winnipeg, Canada - 2019



## Funtopia Carrum Downs

Carrum Downs, Australia - 2019



## High Point Cleveland

Tennessee, Cleveland, USA - 2019



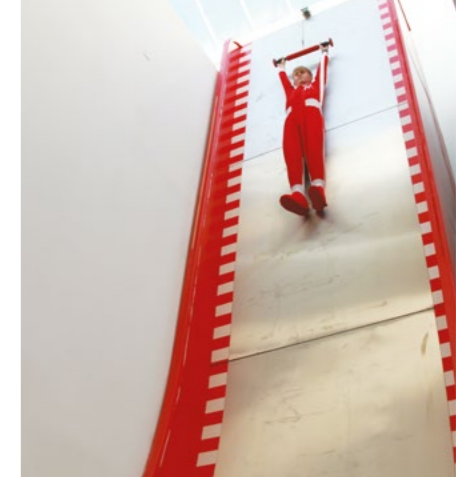
## Sprett Aktivitetspark Rygge

Rygge, Norway - 2019



## Explorium Museum

Dublin, Ireland - 2019



## Gravity Parc des Defis

Saint-Pierre-lès-Elbeuf, France - 2019



## Playtopia

Puebla, Mexico - 2019



# Florentia Village Guanzhou

Guangzhou, China - 2018



# Noltopia

Wanju, South Korea - 2019





# Funtopia Naperville

Chicago, IL, USA - 2018



# Adventure Hub

Manama, Bahrain - 2018



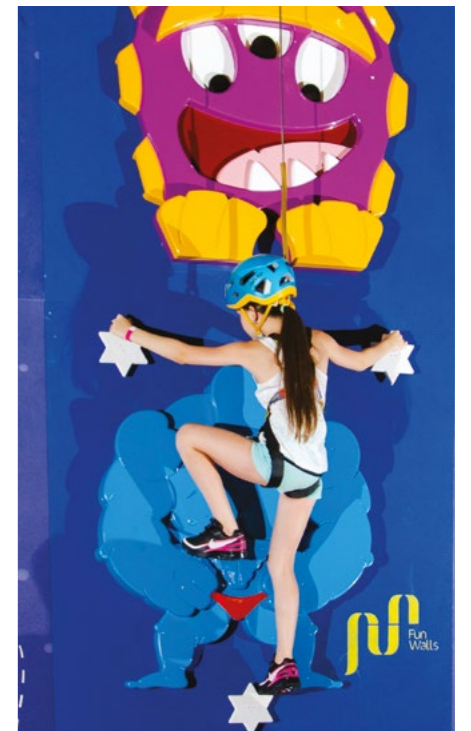
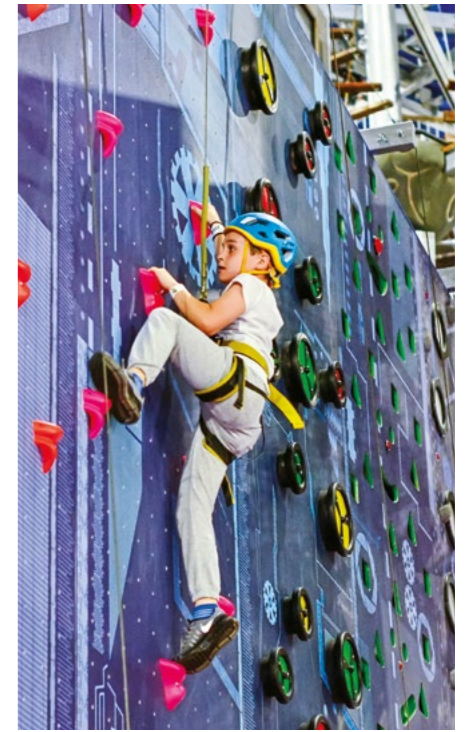
# Go Bananas FEC

Kitchener, Canada - 2017



# Galaxy Park

Kiev, Ukraine - 2017



## Big Wall Kids 2

Moscow, Russia - 2016



## Sky Zone Orland Park

Chicago, IL, USA - 2017



## Funtopia Courtyard

Courtyard, Malaysia - 2016



## iClimb

Tel Aviv, Israel - 2016



# Tunzafun

Knox, Australia - 2016



# Serfaus Fiss Ladis

Serfaus, Austria - 2016



# East Point

Tbilisi, Georgia - 2016



# Funtopia Glenview

Glenview, Chicago, IL, USA - 2016



# Funtopia Kfar Saba

Kfar Saba, Israel - 2015



# High Point Climbing And Fitness

Chattanooga, TN, USA - 2015



# Ferrari World

Abu Dhabi, UAE - 2015



# Funtopia Surrey

Vancouver, Canada - 2015





# WALLTOPIA



OVER 2000 PROJECTS  
IN 80+ COUNTRIES ON 6 CONTINENTS

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Founded in Bulgaria in 1998, Walltopia is a world leader in the Climbing and Adventure & Leisure industries. The company started out with the purpose of designing and manufacturing the most advanced climbing facilities in the world.

Our passion for science, technology and our obsession with excellence and safety, made us a leader and top expert in the Climbing and Active Entertainment industries.

We pride ourselves with our highly complex projects that always deliver expected results – starting with the design, moving on to the installation and finally – the certification.

Today we have the largest portfolio of classic and novel attractions that combine fun and entertainment with healthy doses of adrenaline for people of all ages. With sales offices in the USA, China and head office in Sofia, Bulgaria, and four production plants employing more than 500 people, to this day, we have produced over 2000 projects in 80+ countries and on 6 continents.

Our products are installed across adventure parks, amusement parks, shopping malls, gyms, recreational areas, ski resorts, schools and universities, hotels, and more.

## LET'S TALK ABOUT YOUR PROJECT

Contact us at [adventure@walltopia.com](mailto:adventure@walltopia.com)  
or visit [walltopia.com](http://walltopia.com)