

WALLTOPIA

ARTIFICIAL CAVES



THE CONCEPT

Introducing kids to the wonders of speleology

Walltopia designs and manufactures artificial caves that give visitors a realistic caving experience and turn any space into an adventurous and diverse amusement area.

The Walltopia Caves are appropriate for both indoor and outdoor locations and our proprietary system offers infinite variations to offer visitors a chance to both test their limits and explore the prehistoric world and the wonders of speleology.



CAVES PRODUCT LINE



THE EDUTAINMENT CAVE

These caves are rich in stories - they transfer us in time and allow us to get a grasp of what life looked like 500 million years ago.

In an Edutainment cave, one can touch the fossils of some of the first creatures to inhabit the planet - ancient animals such as the trilobites, who lived around here long before even the first dinosaurs hatched; walk in the footsteps of ancient people, see traces of their lives and the earliest existing works of art.

An exciting experience that is fun and educational at the same time.

THE SPELEO-THRILL CAVE

The realistic rock surfaces of Walltopia's caves are replicas of authentic cave formations: stalactites and stalagmites, fossils, lava.

Visiting a Walltopia cave, from the very first step till the end, is an adventure. Taking it one step forward, Walltopia also developed the Speleo-thrill cave - a cave where visitors will discover the wonders of speleology and search for hidden treasures as they dig through tunnels, dive into cave siphons and push their limits.

A combination of exploration and sports - entertainment mixed with a healthy dose of adrenaline.

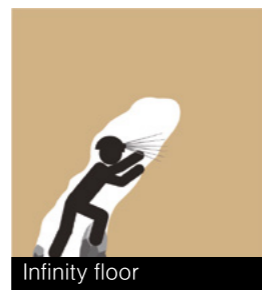
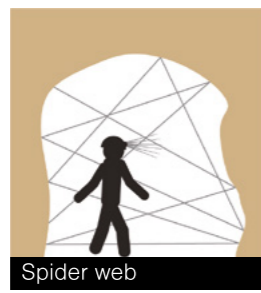
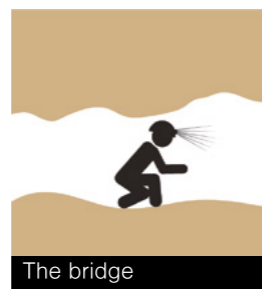
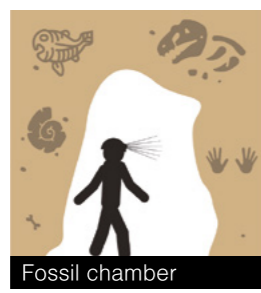
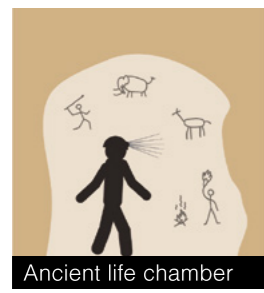
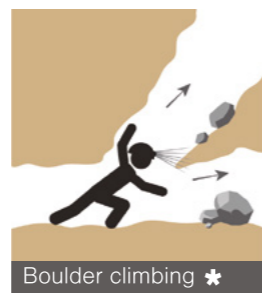
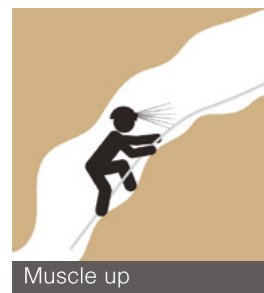
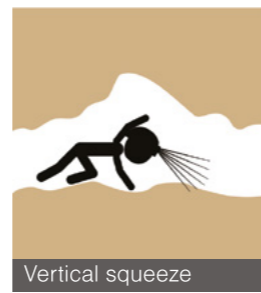
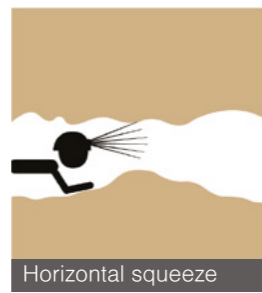
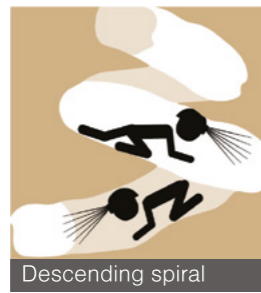
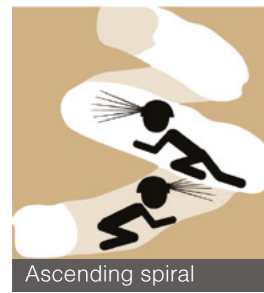
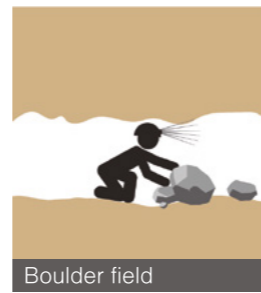
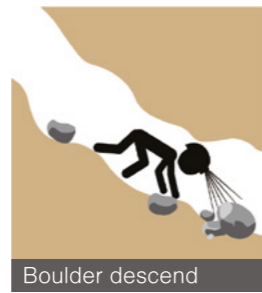
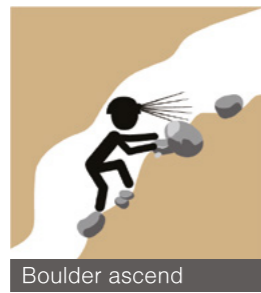
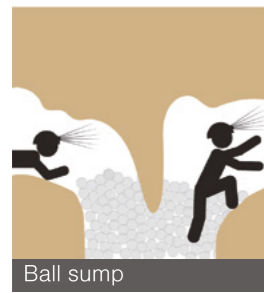


CAVES OBSTACLES

Applicable for both types of cave

All caves are made from narrow tunnels with a variety of routes. The participants have to crawl and squeeze to pass different obstacles. The caves also integrate chambers and tall tunnels which resemble a real cavern.

- Tunnel obstacles
- Chamber obstacles



* These obstacles aren't in compliance with EN 1176.

SAFETY FEATURES

CCTV



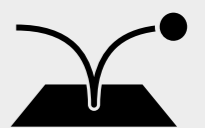
Sound system & intercom



LED lighting



Rubber floor



Fire retardant fiber glass panels



Significantly reduces the risk of fire spreading through the tunnels & caverns.

EN 13501-1:2018
Reaction to fire classification: B - s1, d0

Exhaust ventilation system



GAMIFICATION



The concept

All Walltopia Caves can be equipped with the Gamifier - an interactive platform which adds an extra dimension to active entertainment facilities through engaging game mechanics.

The system simultaneously collects and analyzes data to empower operators to better meet guests' needs. It is designed to be retrofitted and to be seamlessly integrated with existing facility management systems & websites.

In practice



1. Each player creates an account & receives a RFID bracelet which they need to scan at the kiosk near the cave's entrance to start.

2. To collect points, players have to complete quests & mini games marked with the RFID symbol. These are spread throughout the cave.

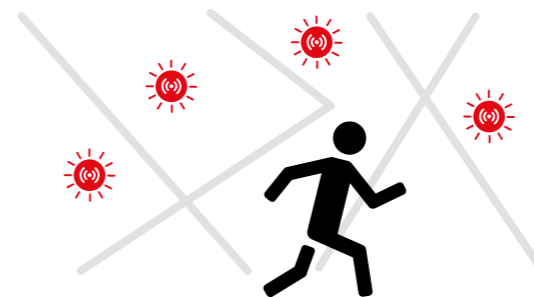
3. Players can see how many points they won and how they rank against others on a leaderboard displayed on a TV screen at the end.

GAMES & ACTIVITIES

The Gamifier amplifies the caving experience by adding elements of competition such as quests and challenges. All games are interactive featuring instant feedback such as sound and light effects at every stage.

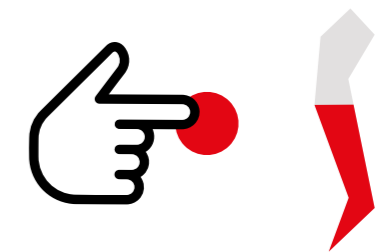
Plenty of additional custom games and functionalities can be developed to fit the needs of specific projects.

Repeat the pattern



Different lights start shining in particular order. Participants have to remember the pattern and light them up in the same order.

Fill the volcano with lava



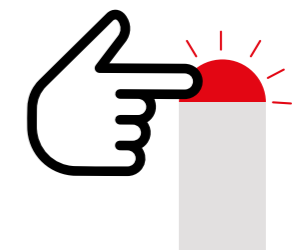
A RFID reader starts the game. The participants have to hit a button as fast as they can to fill the underground passage with lava.

Find the fossil



Participants search for hidden fossils. Each fossil is connected to a RFID reader. The participants collect points when they find the right fossil.

Speed reaction test



Different pictures are rotating on a screen. The participants have to recognize a picture and touch it before it disappears.

Paleo quiz

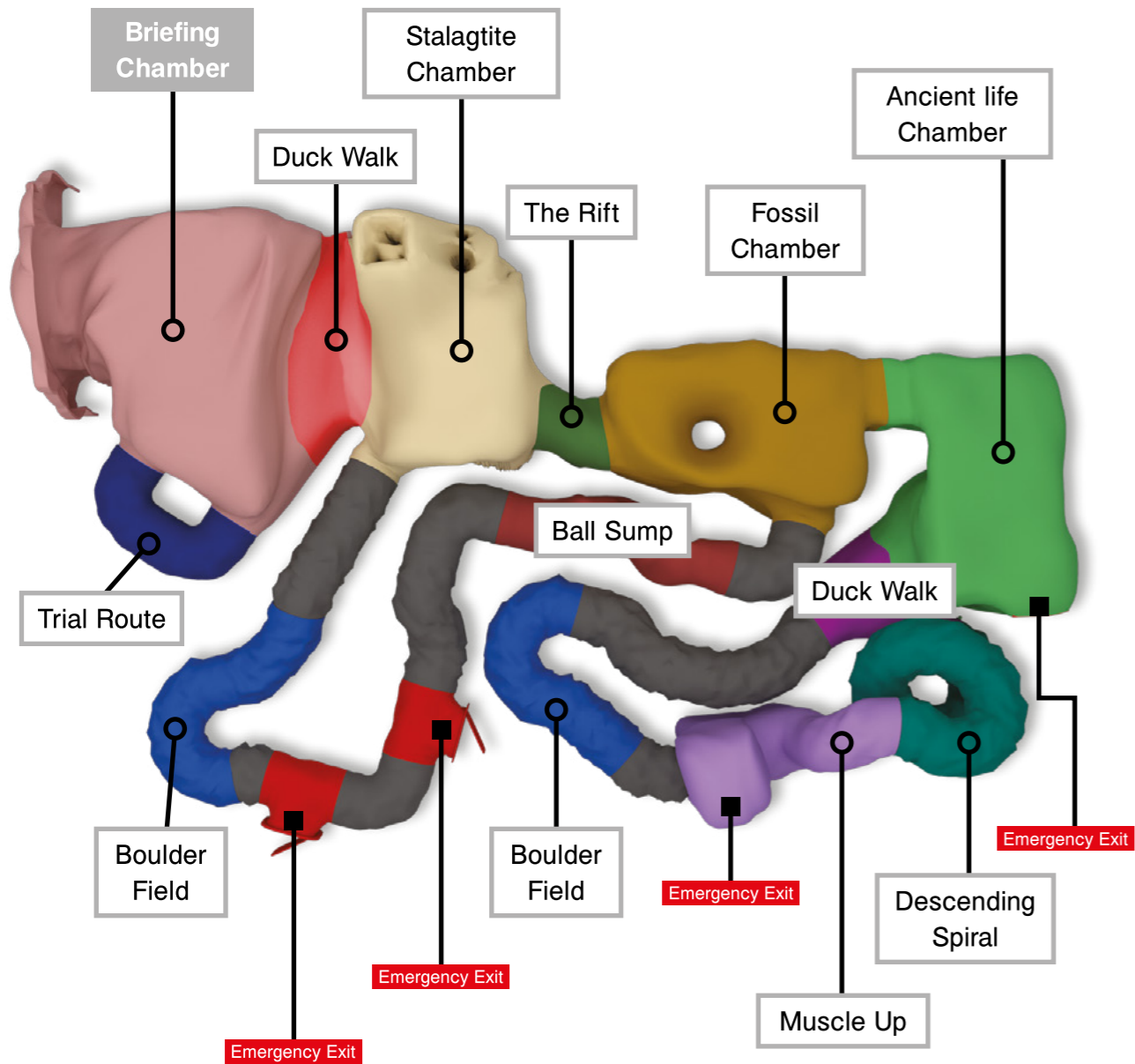


Pictures of fossils of animals and plants are displayed. Participants must guess if they belong to a living or extinct species.

SAMPLE PROJECT

EDUTAINMENT CAVE

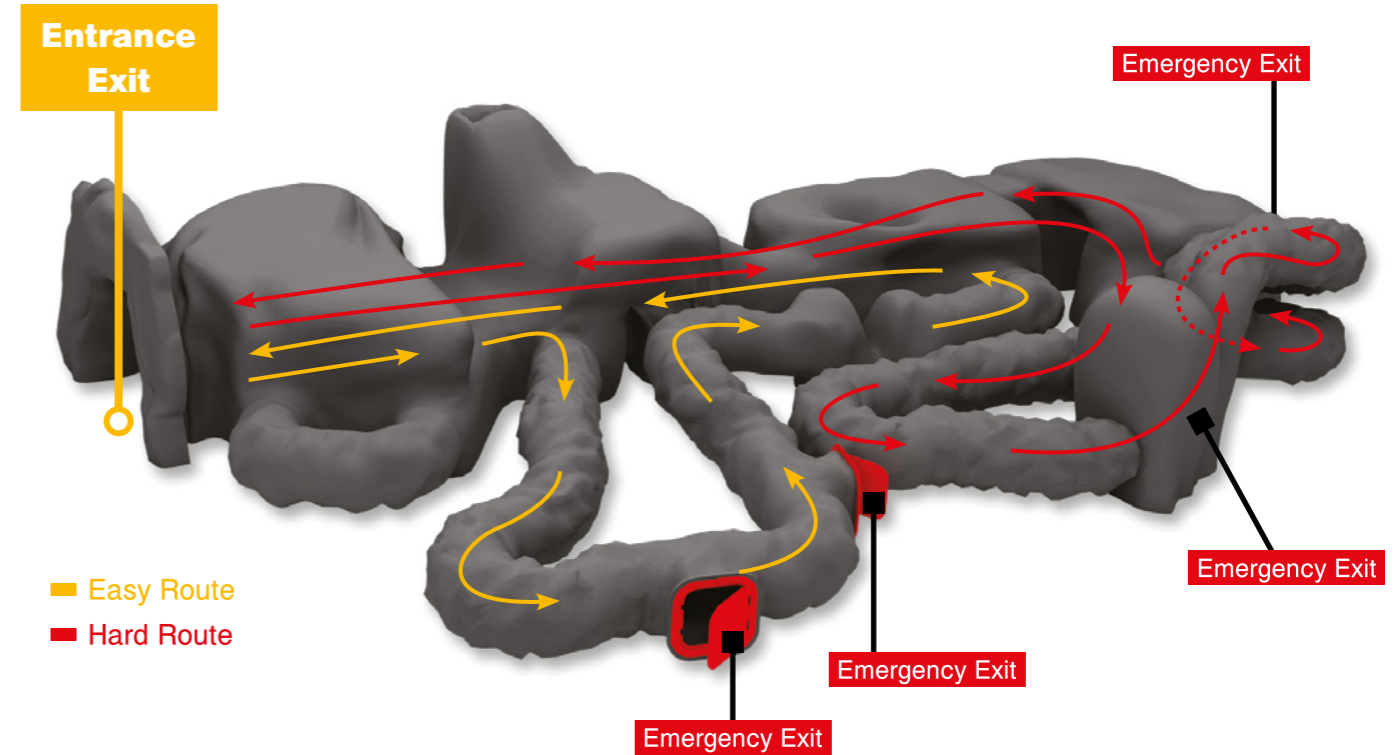
- Custom design that utilizes the unused space (irregularly shaped spaces with low ceilings, min. 3m height)
- Suitable for both indoors & outdoors locations



One cave, two experiences

The cave offers two different routes. The first, short and approachable is ideal to ease the young and less confident visitors into the world of speleology.

The second route is the more thorough one. It takes participants through the whole cave, providing them with a fully immersive caving experience.



Components	<ul style="list-style-type: none"> • Ventilation system • LED lightning • CCTV • Sound system • Physical games • Educational games • Theming with authentic cave features: stalactites, stalagmites, fossils, lava 		
Structure	<ul style="list-style-type: none"> • Rock realistic surface casted from real formations • Fire Retardant fiberglass panels with reaction to fire classification B - s1, d0, EN 13501-1:2018 standard • Rubber floor 		
Footprint	165 m ² (1776 ft ²)		
Operational Length	86 m (282 ft)		
Capacity	35 ppl at a time		
Staff	<table border="0"> <tr> <td>Unguided caving min. 2</td> <td>Guided caving 2 staff members per visitor group</td> </tr> </table>	Unguided caving min. 2	Guided caving 2 staff members per visitor group
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Additional Requirements	Personal Protective Equipment for all participants & staff (helmets, knee pads, torches)		

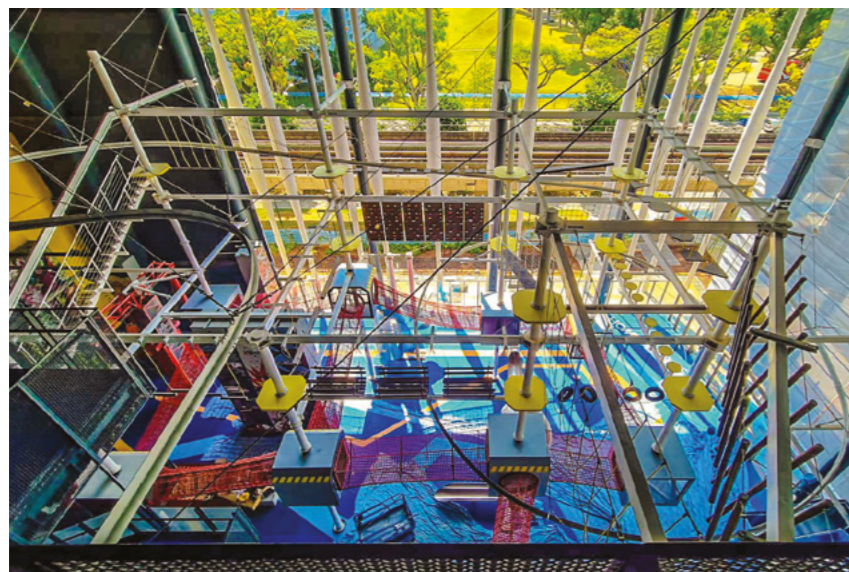
REFERENCE PROJECTS



TRAMPO EXTREME
Dubai, UAE
Facility Trampoline park
Completed 2020



SUNSHINE COAST RECREATION CENTRE
Currimundi, Queensland, Australia
Facility Family entmt. center
Completed 2016



HOMETEAMNS
Singapore
Facility Family entmt. center
Completed 2020
Additional Products Cloud Climb
Adventure Trail
Ninja Course
Ropes Course
Fun Walls
Rollglider



FUNTOPIA GLENVIEW
Glenview, IL, USA
Facility Family entmt. center
Completed 2016
Additional Products Ropes Course
Fun Walls



EXPLORIUM NATIONAL SPORT AND SCIENCE CENTER
Dublin, Ireland
Facility Family entmt. center
Completed 2018
Additional Products Fun Walls



DUNMORE EAST ADVENTURE CENTRE
Dunmore East, Ireland
Facility Family entmt. center
Completed 2014

REFERENCE PROJECTS



HARROWALL
Harrow, United Kingdom
Facility Sport center
Completed 2018



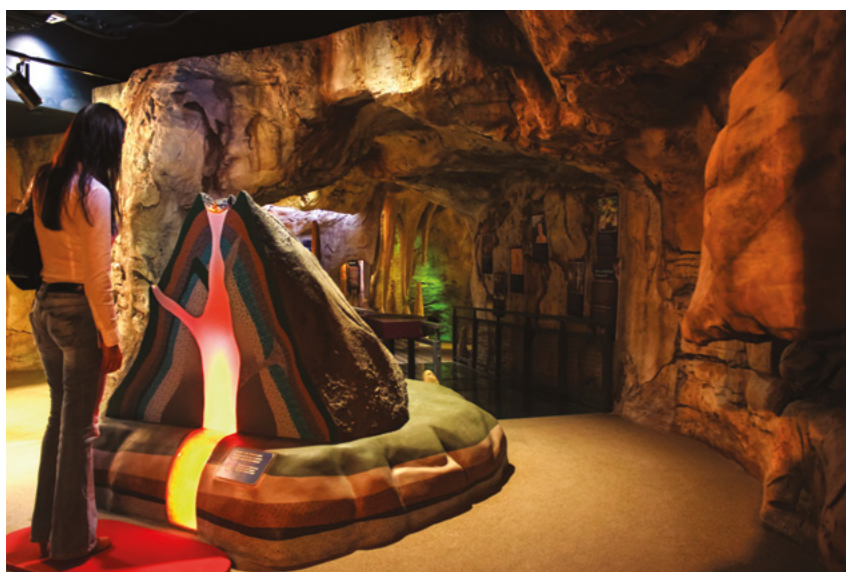
CHENGDU KIMCHEON SPORT PARK
Chengdu, China
Facility Amusement park
Completed 2020
Additional Products Ninja Course
Ropes Course
Fun Walls



ADVENTURE HUB
Galleria Mall, Manama, Bahrain
Facility Shopping mall
Completed 2018
Additional Products Ropes Course
Fun Walls



ADVENTURE HQ
Abu Dhabi, UAE
Facility Shopping mall
Completed 2015



MUZEIKO CHILDREN'S MUSEUM
Sofia, Bulgaria
Facility Public space
Completed 2015



GREEN BOX
Beijing, China
Facility Family entmt. center
Completed 2019

WALLTOPIA



OVER 1800 PROJECTS
IN 78 COUNTRIES ON 6 CONTINENTS

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, Canada, China, UAE, Asia Pacific, a Head office in Sofia, Bulgaria and four production plants employing more than 600 people, to this day, we have produced over 1800 projects in 78 countries and on 6 continents.

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

LET'S TALK ABOUT YOUR PROJECT

Contact us at adventure@walltopia.com
or visit www.adventure.walltopia.com