

WALLTOPIA

CAVES



WHAT IS IT?

Walltopia Caves recreate real rock formations and bring the mystic world of the underground into your facility. Squeezing through tiny holes, walking through stalactites and stalagmites, diving into sumps and hunting treasures are just a part of the experience.

The Caves are gamified to enhance the adventure, feeding the natural curiosity for exploration beneath the surface.



Glenview, Chicago, USA

CAVE ESSENTIALS	CAVE SAFETY INSTALLATIONS	CAVE FEATURES	CAVE APPLICATIONS
<ul style="list-style-type: none"> • Rock realistic surface casted from real formations • Theming with authentic cave features: stalactites and stalagmites, fossils, lava, sumps • Custom design that utilizes the unused space (irregularly shaped spaces with low ceilings, min. 3m height) • Fire Retardant fiberglass panels with reaction to fire classification B - s1, d0, EN 13501-1:2018 standard 	<ul style="list-style-type: none"> • Ventilation system • LED lightening • CCTV • Sound system 	<ul style="list-style-type: none"> • Viewing windows • Slides • Ball Sumps • Educational Games 	<ul style="list-style-type: none"> • Indoor • Outdoor



FECs



Amusement Parks



Adventure Zones



Hotels



Shopping Centers



Recreational Centers



Resorts

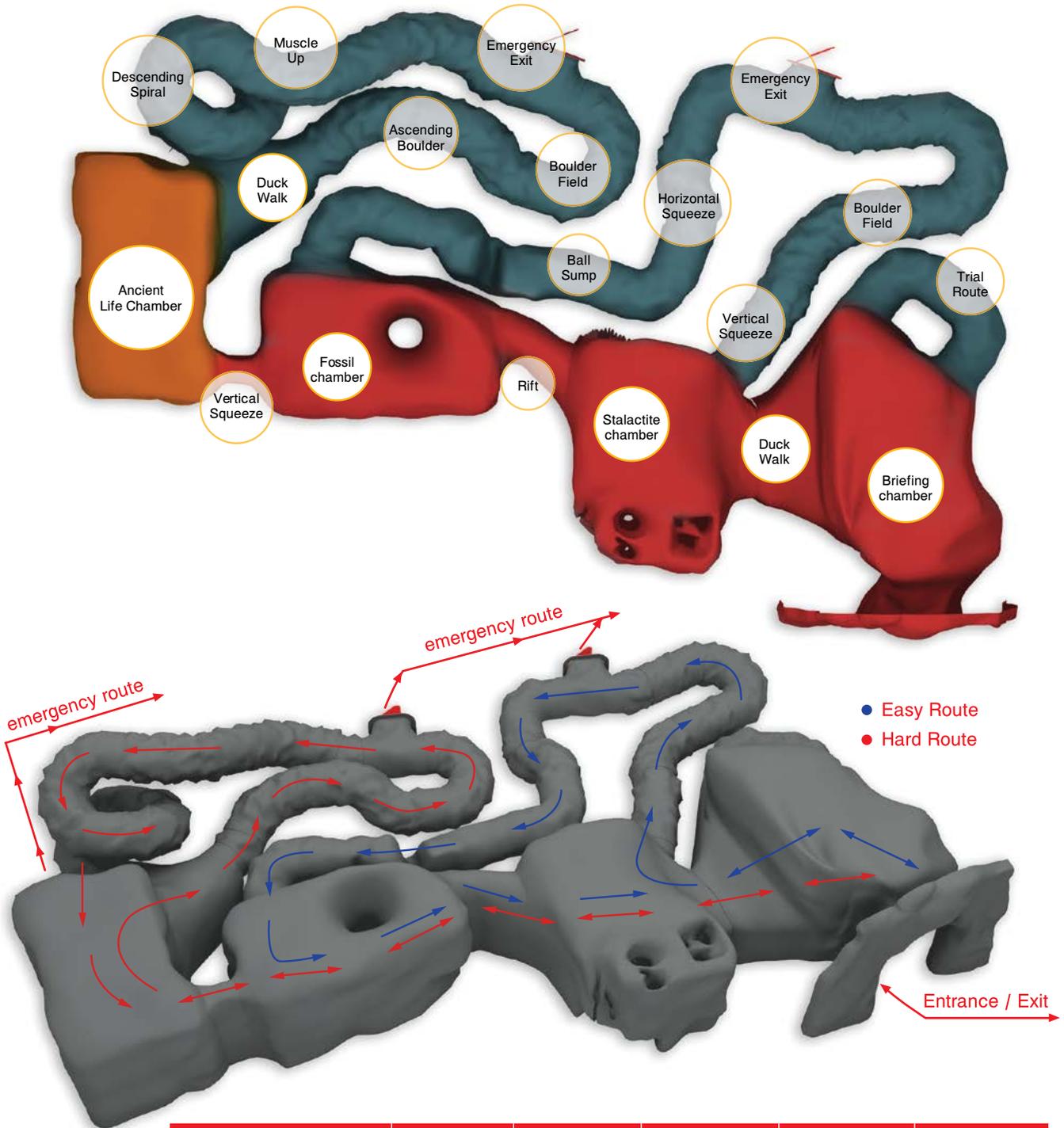


Water Parks



Sport Centers

SAMPLE PROJECT

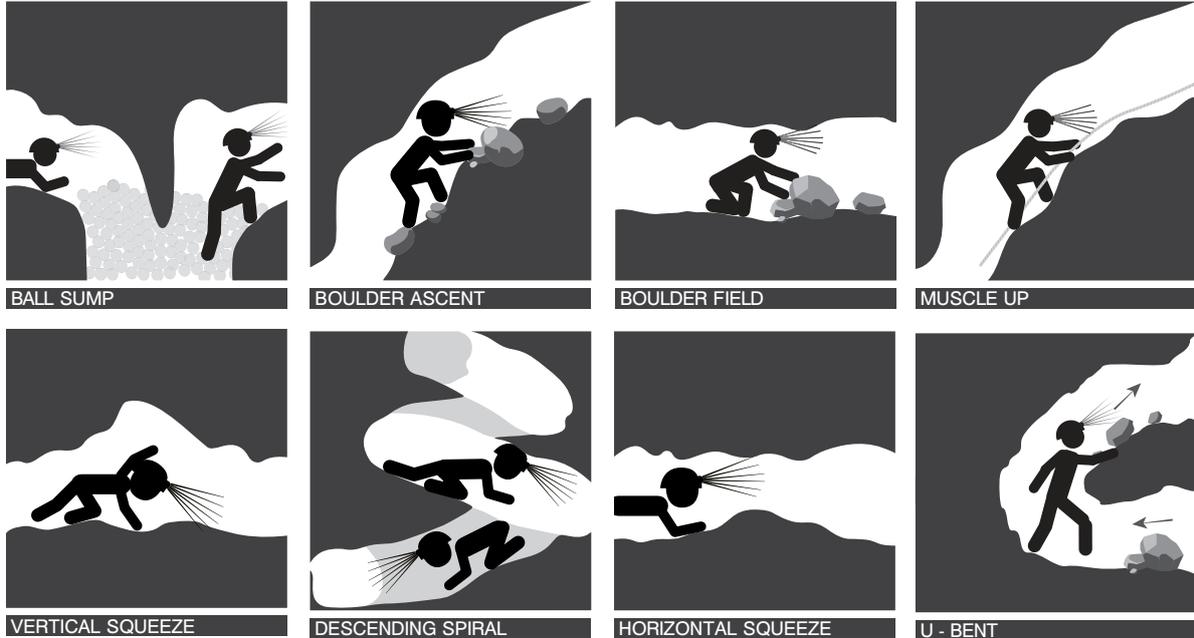


COMPONENTS	FOOTPRINT	MOMENTUM CAPACITY	OPERATIONAL LENGTH	OPERATORS REQUIRED	GRP
<ul style="list-style-type: none"> • Ventilation system • LED lightening • CCTV • Sound system • Emergency exits • Gear (helmets, knee pads, torches) • Ball sump 	140m ²	28ppl	74m ²	min 2 for unguided caving min 6 for guided caving	397m ²

CAVE EXPERIENCE

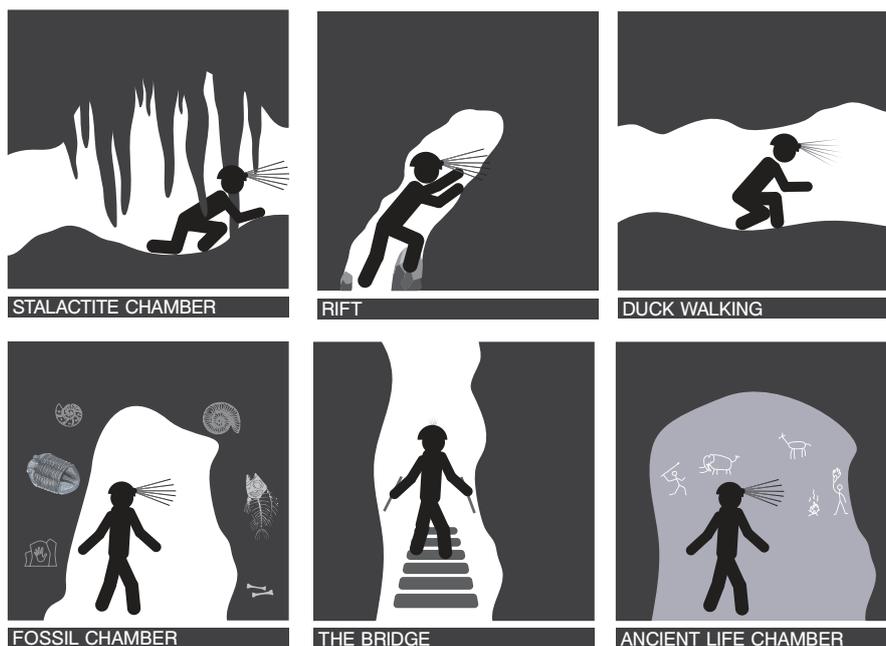
CRAWLING EXPLORATION

A cave made from narrow tunnels with a variety of routes. The participants have to crawl and squeeze to pass different obstacles which turn the experience into physical and challenging adventure.

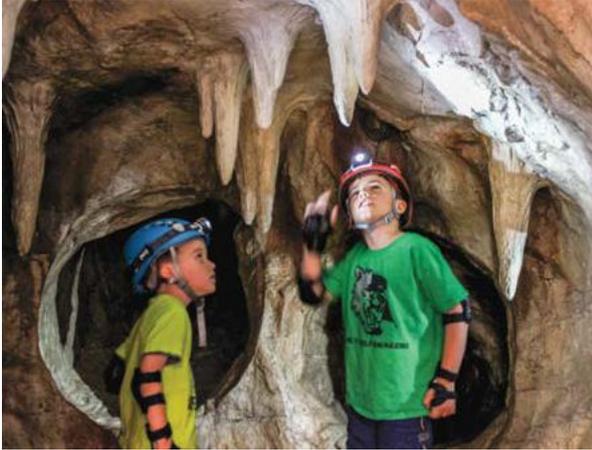


WALKING EXPLORATION

A cave made from chambers and tall tunnels which resemble a real cavern. The experience is explorational and educational – the participants walk through various rock formations and learn about the underground world formed by nature.



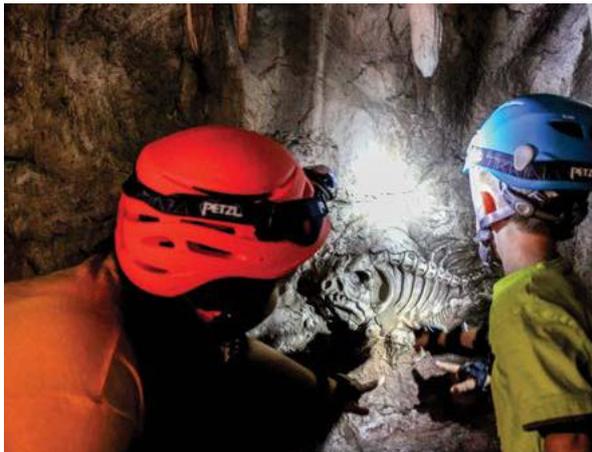
CAVE EXPERIENCE



STALACTITE CHAMBER



ANCIENT LIFE CHAMBER



FOSSILS CHAMBER



BALL SUMP



RIFT



DUCK WALK

GAMIFICATION

EDUCATIONAL GAMES



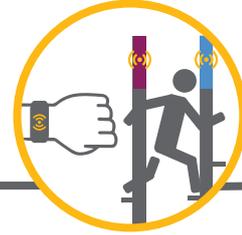
Find the fossil

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



Fill the volcano with lava

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



Illuminated pylons

The participants pass through illuminated pylons which light up in a specific order. The goal is to remember and light them up in the same order.



Speed reaction test

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



Animal or plant

Pictures of fossils of animals and plants are displayed. The participants choose the fossils of animals. Information about every fossil will be displayed.

GAMIFIER BASE SET

The participant receives RFID bracelet and scans it at the scoring system kiosk which is close to the cave's entrance.

To collect points, the player creates a personal account or logs into an existing one.

The score is displayed on a TV screen.



REFERENCE PROJECTS

FUNTOPIA GLENVIEW
GLENVIEW, CHICAGO, IL, USA



MUZEIKO CHILDREN'S MUSEUM
SOFIA, BULGARIA



DUNMORE EAST ADVENTURE CENTRE
DUNMORE EAST, IRELAND



SUNSHINE COAST RECREATION CENTRE
CURRIMUNDI, QUEENSLAND, AUSTRALIA



GREEN BOX
BEIJING, CHINA



ADVENTURE HUB FEC, GALLERIA MALL
MANAMA, BAHRAIN



COMPANY OVERVIEW

Walltopia is a leading climbing wall manufacturer globally. Stepping on our vast experience with climbing walls, we decided to develop a variety of active entertainment products that combine sports with fun and a healthy dose of adrenaline.

Our portfolio includes Walltopia Caves, Rollglider, Fun Walls, Ninja Course, Ropes Courses, Adventure Trails, Cloud Climb and Zip Line.



OVER **1 800**
PROJECTS

IN **76** COUNTRIES
ON **6** CONTINENTS