

G GAMIFIER

LEVEL UP VISITOR ENGAGEMENT

 Fun Walls
by **WALLTOPIA**



A brand of **Techtopia**

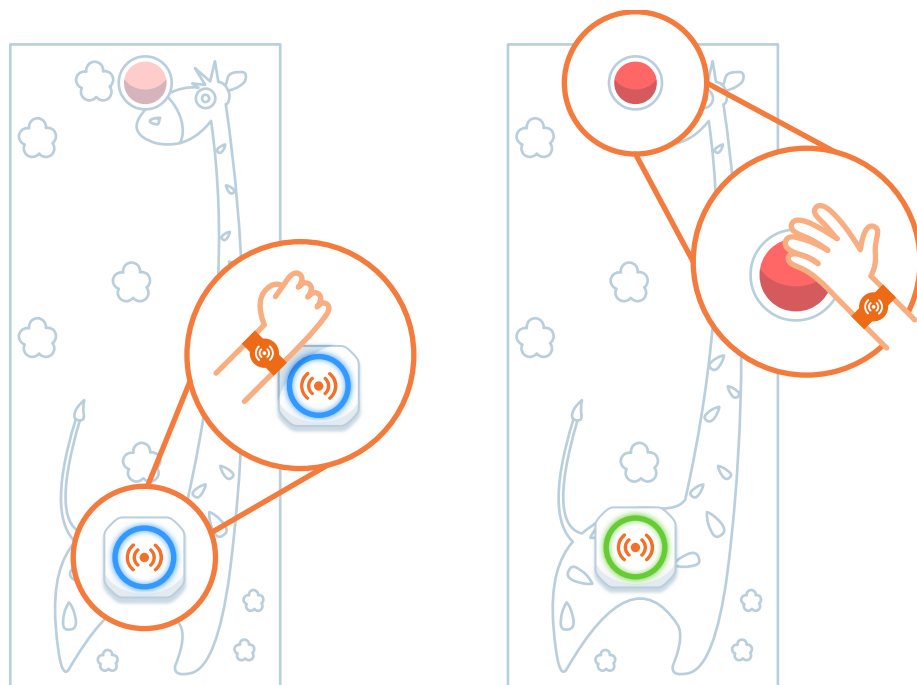
INTEGRATION TYPES – WHERE AND HOW



Funwall – simple start & finish

Player scans his wristband to start the game and has to press the finish button on top of the wall before the game times out.

Gamifier measures the time between the scanning on PlayTag and the button pressing and multiplies it by the difficulty factor of the climbing wall. The scores of the player and/or his time are displayed on the leaderboard TVs.



GIRAFFE FUNWALL – LEADERBOARD			
#	player	time	score
6	-----	---	---
7	Pai Mei	01:23	12 pts
8	-----	---	---



LEVEL UP VISITOR ENGAGEMENT

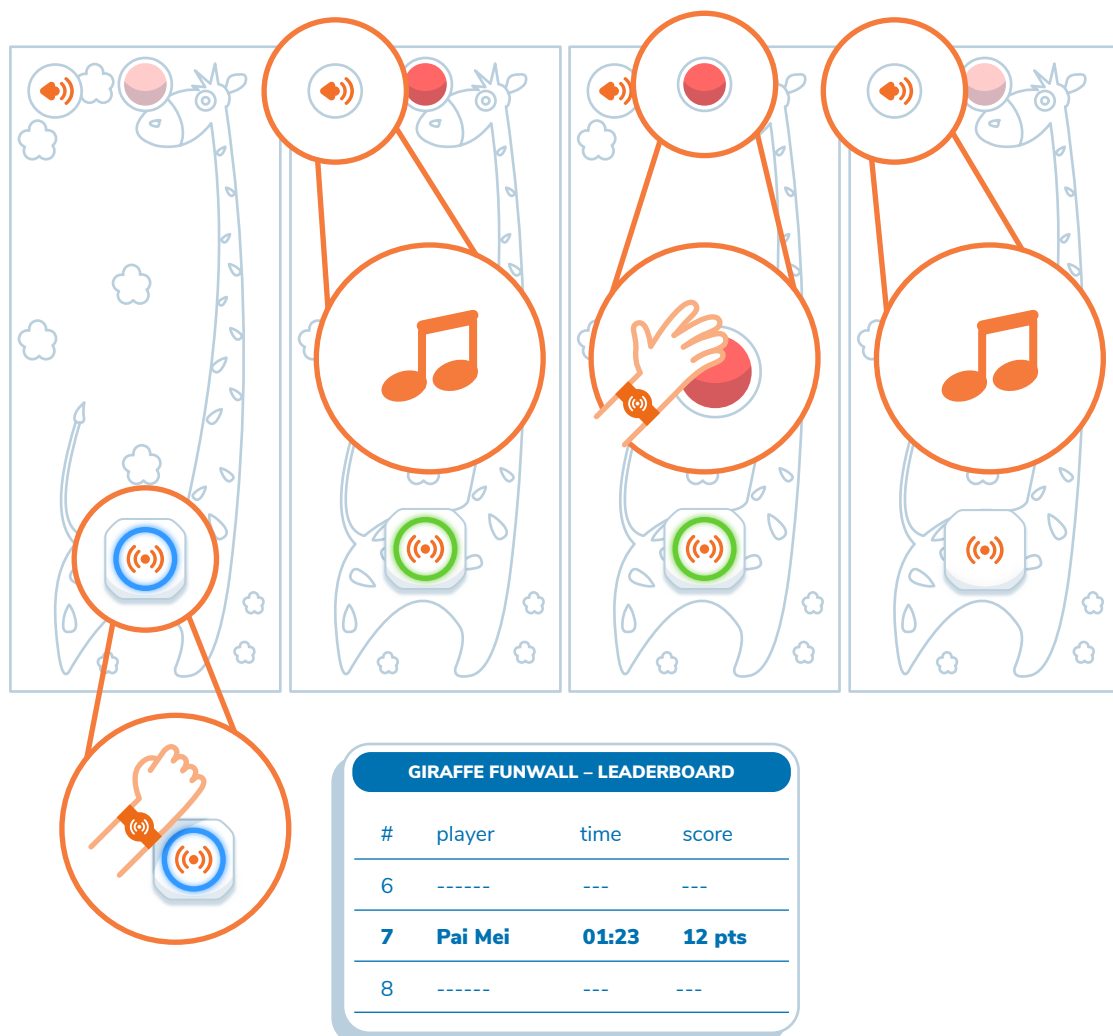
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INTEGRATION TYPES – WHERE AND HOW

Funwall – start & finish with sounds

The player scans his RFID wristband to start a game on PlayTag. A sound is played from the speakers to the feedback player for the start event. The Player has to press the finish button on top of the wall before the game times out.

A sound is played from the speakers at the finish or timeout event. Gamifier measures the time between the scanning on PlayTag and button pressing and multiplies it by the difficulty factor of the climbing wall. The scores of the player and/or his time are displayed on the leaderboard TVs.



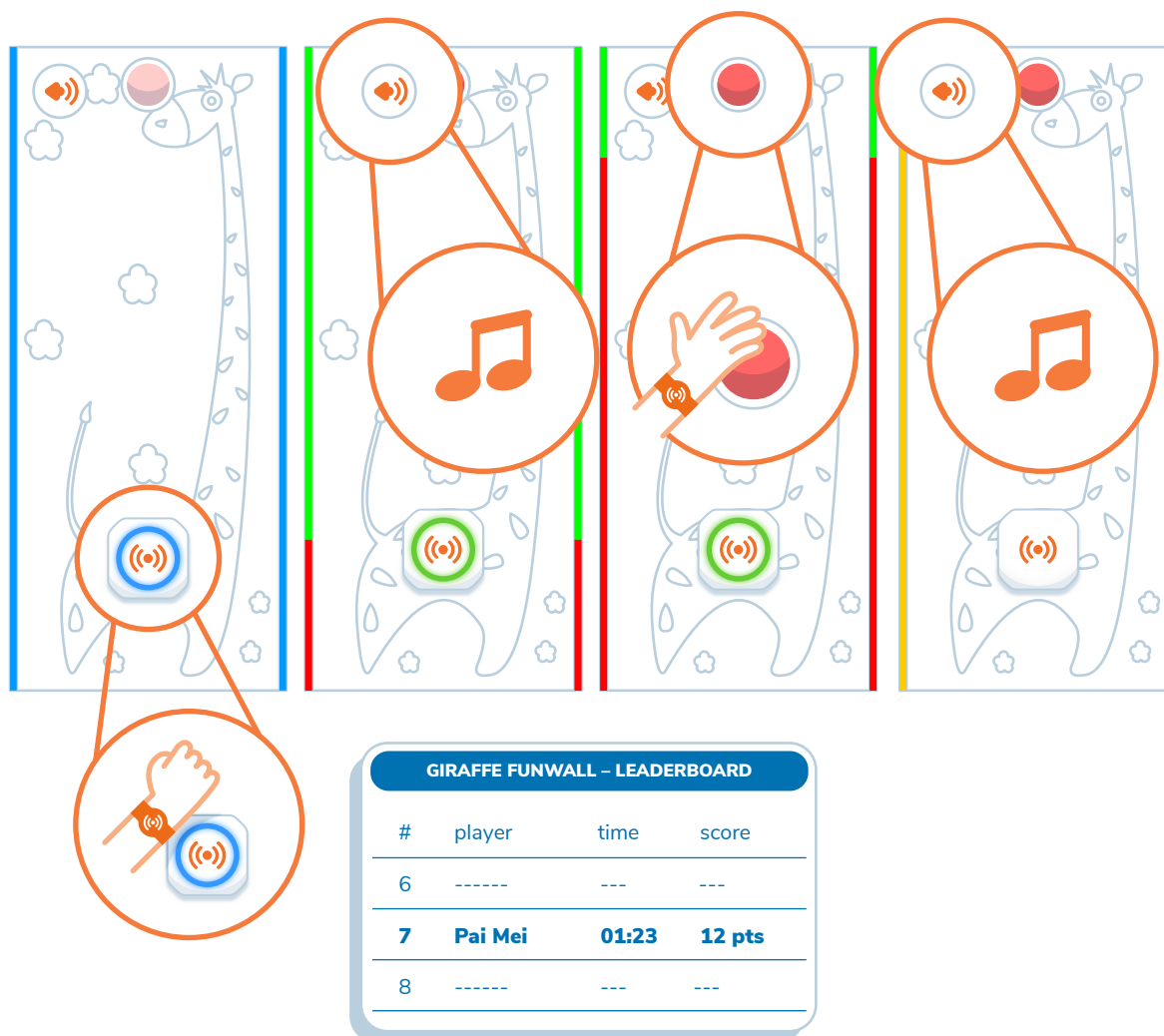
INTEGRATION TYPES – WHERE AND HOW



Funwall – start & finish with led strips

Led strips are composed of individually addressable LEDs. On-standby there can be random effects on the strips or just a single color, indicating the status of the wall. Player scans his RFID wristband on PlayTag to start the game. A sound is played from the speakers and led strips become green. A red color starts filling up the LED strips, as an indication of the player's previous best time or the best time for climbing the current wall in the active entertainment center.

The Player has to press the finish button on top of the wall before the red color reaches the top of the wall. A sound is played from the speakers at the finish or timeout event. Gamifier measures the time between the scanning on PlayTag and button pressing and multiplies it by the difficulty factor of the climbing wall. The scores of the player and/or his time are displayed on the leaderboard TVs.

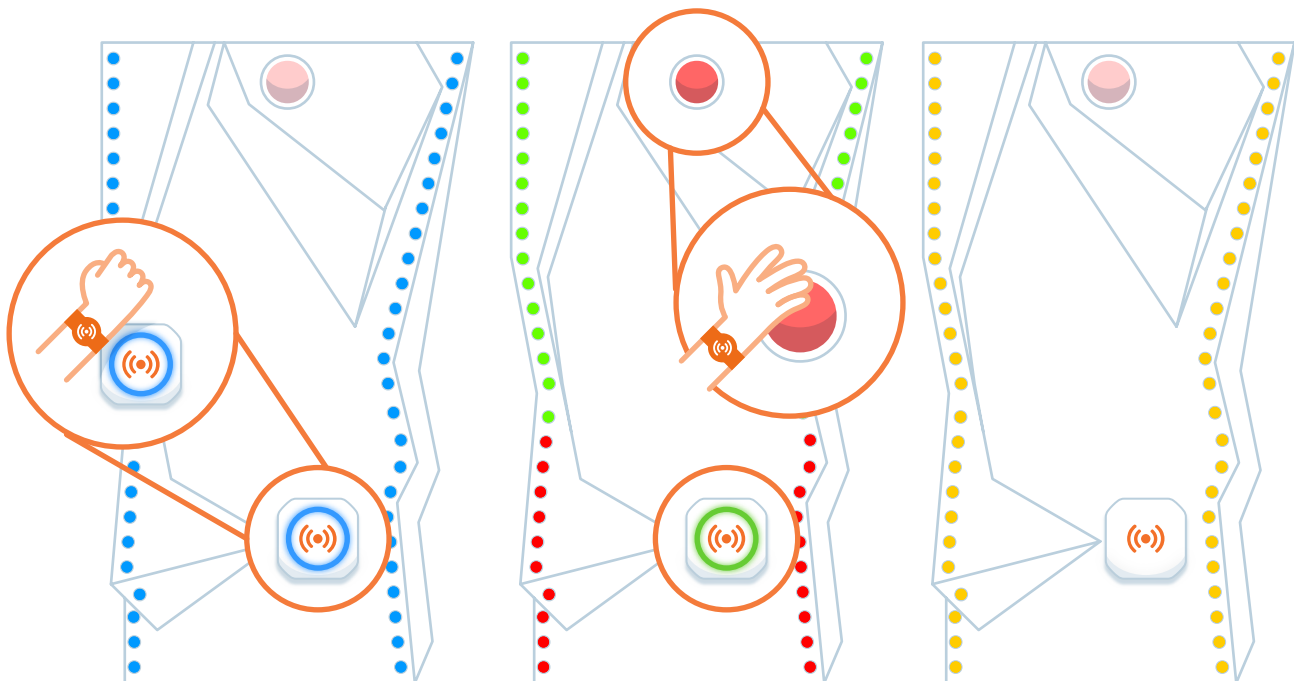


INTEGRATION TYPES – WHERE AND HOW



GRP wall – start & finish with led nodes

The user experience in GRP walls is the same as the conventional climbing walls with LED strips. You can feel free to combine Funwalls with GRP walls inside your active entertainment center, Gamifier has the hardware solutions that will assure consistency.



GEOMETRIX FUNWALL – LEADERBOARD

#	player	time	score
6	-----	---	---
7	Pai Mei	01:23	12 pts
8	-----	---	---



LEVEL UP VISITOR ENGAGEMENT

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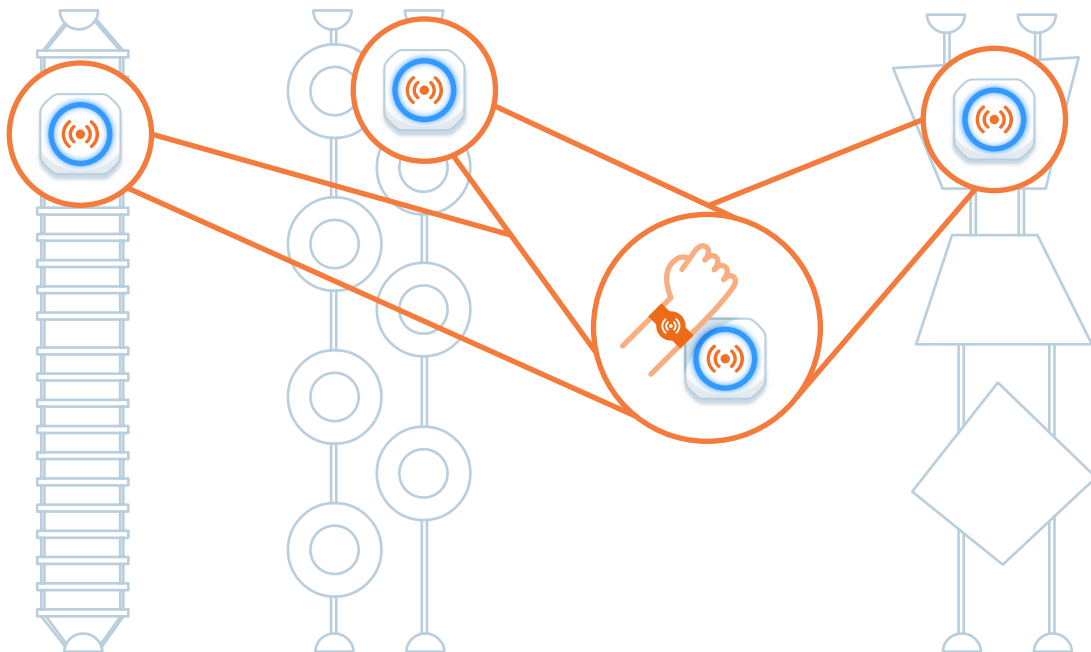
INTEGRATION TYPES – WHERE AND HOW



Hanging attractions

Sometimes it is physically impossible to place PlayTag on the bottom or anywhere around the attraction. Whenever that is the case, we can simply mount a single PlayTag on top of the attraction.

The player has to scan his RFID wristband once when he overcomes the climbing challenge. Gamifier will reward the player with a fixed amount of scores and will prevent cheaters from trying to scan several times.



SWINGING FUN WALL – LEADERBOARD		
#	player	score
6	-----	---
7	Pai Mei	12 pts
8	-----	---



LEVEL UP VISITOR ENGAGEMENT

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INTEGRATION TYPES – WHERE AND HOW

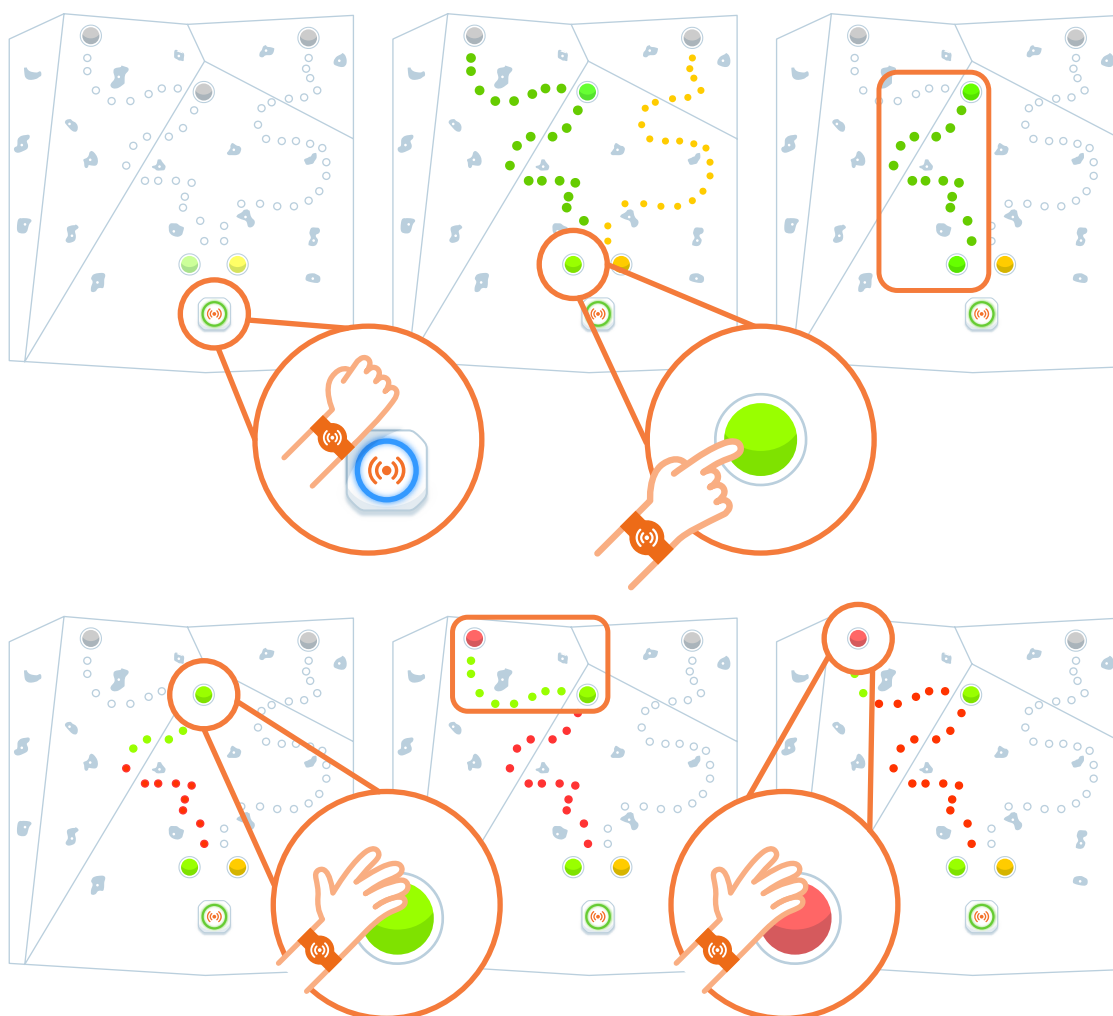


GAMIFIER
in FUNWALLS

Climbing wall with fixed routes

Gamifier makes it possible to mix all kinds of attractions and still maintain the consistency of the player experience. You can mix Funwalls with GRP and conventional climbing walls. When the player scans his RFID wristband on the PlayTag the predefined routes will light-up for him. The color of the route represents its difficulty.

The player can select a route by pressing a button with the corresponding route color. Climbing routes can be spiced up with route forks, checkpoint buttons, extra PlayTags for the difficult to reach places, sound effects, etc.



LEVEL UP VISITOR ENGAGEMENT

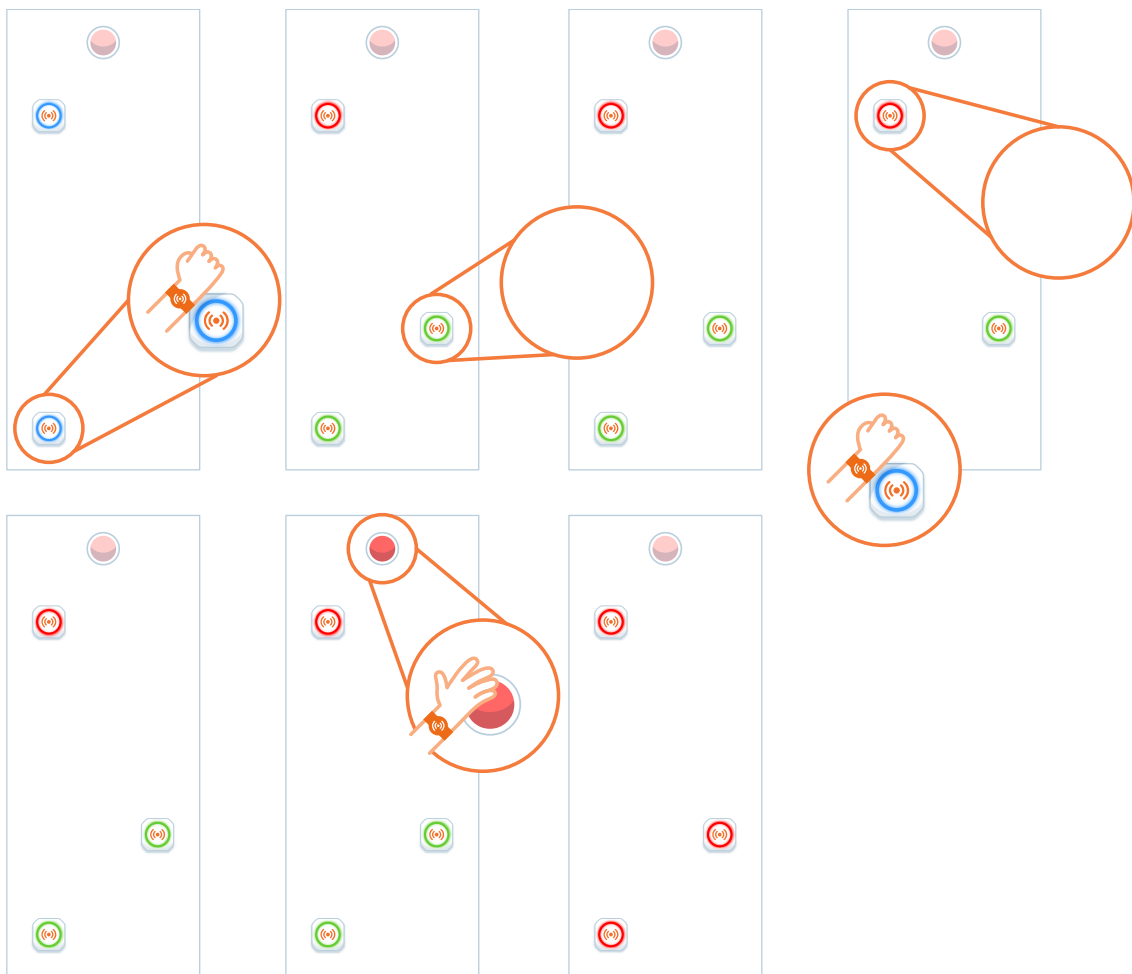
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INTEGRATION TYPES – WHERE AND HOW



Timing out PlayTags

This attraction can be played both in single player mode of the Gamifier or in cooperative multiplayer mode, when a Team Session is started.



GIRAFFE FUNWALL – LEADERBOARD

#	player	time	score
6	-----	---	---
7	Pai Mei	01:23	12 pts
8	-----	---	---





Single Player mode

The player scans his RFID wristband on the PlayTag to start the game. The goal is to reach the next PlayTag before the time runs out. This can be identified by the red circle filling the PlayTag. When the player scans his wristband, the next PlayTag is activated and this process is repeated as many PlayTag are installed on the climbing wall. The last PlayTag activates the finish button and lets the player finish the game successfully.

Multiplayer cooperative mode

When there is team building in the active entertainment center, Gamifier can introduce cooperative games too. Two players from the same team can cooperate on two climbing walls that have the game. One player unlocks the PlayTag on the wall of the other player. The goal is for the two players to unlock each other's PlayTags until they both reach the top and press the finish button. Scores are added individually to each player and after that summed up for the whole team.

Multiplayer versus mode

Two players from different teams have to race to the top of the climbing wall. Players from both teams need to unlock their own PlayTags and compete to be the first one that presses the finish button. Scores are added to each player for completing the challenge. Extra scores are added to the winner of the race.