

clip'n Climb

INVEST IN THE CLIP 'N CLIMB CONCEPT

DELIVERING A Wow experience



clip 'n Climb

ABOUT US

Clip 'n Climb is the international market leader in active entertainment solutions and has built up a profile that is synonymous with fun, quality, and safety. Since the very first centre opened in New Zealand in 2005, Clip 'n Climb has revolutionised active play, establishing a network of centres in more than 50 countries around the world.

Its "theme park meets climbing wall" concept has been thrilling and challenging people of all ages for more than 17 years, creating a new sector in the leisure industry that has grown in popularity all over the world. Visitors return to Clip 'n Climb again and again to tackle our colourful and unique challenges with their friends and family.

There are now over 360 Clip 'n Climb facilities worldwide, some as stand-alone centres, some located in retail malls and leisure centres, and others associated directly with conventional climbing walls. All centre types have proven to be massively appealing, and therefore very profitable. With significant potential for further global expansion, Clip 'n Climb offers an exciting opportunity for investors to achieve strong returns and partner with a trusted international brand with big ambitions.

Clip 'n Climb is part of the ABEO Group, a forerunner in the sports and leisure equipment sector. Listed on the French stock exchange, the ABEO Group makes an average annual turnover of 1.5 million Euros.





A RANGE OF BUSINESS MODELS

Clip 'n Climb offers a choice of proven, successful business models including:

- Stand-alone facilities
- Shared space in traditional climbing centres
- Retail outlets
- Municipal leisure centres



Clip 'n Climb is an amazing opportunity for amusement and family entertainment centres to develop a multifaceted offer. A playful and active zone will differentiate your centre from others and bring back visitors over and over again. We can provide you with a full range of active entertainment products to complement your portfolio.



Clip 'n Climb is an exciting addition to any shopping mall, bringing an unoccupied space to life!



As a strong international brand, Clip 'n Climb can exist on its own as a branded centre. Provide your customers with the full Clip 'n Climb experience and give them a first class ticket to our universe.

CÉCILE MASSON LA DINGUERIE, FRANCE

Having been an operator of indoor amusement parks for 17 years, I am delighted with this fun sporting activity, which provides enjoyment for visitors of all ages! As varied as they are colourful, the challenges surprise and entertain not only our customers, but also our employees. The figures promise great financial and economic success, and the Clip 'n Climb team have demonstrated professionalism, attentiveness, and commitment throughout. I would highly recommend.

TOM HICKMAN CLIP 'N CLIMB THANET, UNITED KINGDOM

The support that Clip 'n Climb have given us before, during, and since opening has been absolutely fantastic! Any question we have had, there has been someone on the end of the phone ready to give an answer. The quality of the product is amazing and the team really went above and beyond. I would recommend this opportunity to anyone, it's amazing seeing the smiles on kids faces and families walking away having had a great day to bond and be together.



Image: Contract of the second seco

#clipnclimb

SCAN ME !





WWW.CLIPNCLIMB.COM



7 STEPS to opening a Clip 'n Climb centre





Building requirements

→ Clip 'n Climb engineers help you to meet safety standards and overcome building constraints, optimizing the layout and customer flow to maximise your revenue.

Project management

- → Site survey
- → Project and Order confirmed
- → Production and Shipping



3.)

CENTRE 4 OPENING!

Installation

→ Validation of construction planning and completion pack / maintenance manual.

Brand support

→ Benefit from international brand awareness. We can provide you with dedicated tools to help operate your centre, from a branded website and booking system, to an extranet with an e-shop, forum, and directory.



→ On-site and hands-on training prior to opening for you and your staff, empowering you and your team to run a thriving business. We'll provide operational support with manuals covering maintenance, incident management, technical information, and management advice.



Customer service and maintenance

→ We operate a certified Head Rush Technologies service centre for TRUBLUE auto belays and can provide yearly maintenance and upgrade operations.

WHY IS CLIP 'N CLIMB UNIQUE?

1. We put safety first 🔬

→ From the equipment we use and the processes we follow, to the training we provide and the standards we comply with.

We operate to EN 12572 - the world's highest safety standard

2. We're inclusive 😤

→ Our pioneering system opens up indoor climbing to people of all ages and abilities.

3. We're innovative 🖄

Always looking for ways to engage customers in different ways, such as 3 line challenges and speed challenges helping to boost income.

4. We're high quality 🧐

- → All products are manufactured in-house, ensuring a longlasting and hard-wearing topquality finish.
- 5. We look good 🏼 💩
- → With more than 50 unique challenges, the Clip 'n Climb environment is colourful and textured to stimulate multiple senses simultaneously.

SAFETY IS AT OUR CORE

TRUBLUE AUTO BELAY

Teaming up with New Zealand-based design engineers Holmes Consulting, in 2007 Clip 'n Climb developed the TRUBLUE auto belay, creating a device specifically for the climbing industry. Produced by Head Rush Technologies, the TRUBLUE iQ is the world's smartest auto belay, using patented magnetic braking technology.

Auto belays allow Clip 'n Climb visitors of all ages to climb securely without the need for a partner. Guests simply need to clip into the device and climb away, with the auto belay safely lowering the climber to the ground once finished.



BELAYMATE

Clip 'n Climb launched the BelayMate in 2017 to further increase climber safety and reduce the need for close staff supervision. The innovative safety mechanism is a connection device for clipping into an auto belay, enhancing the customer experience as climbers can attach themselves securely with ease.

ARTICULATED MATTING

At the foot of every Clip 'n Climb challenge is an articulated and cushioned mat. When a climber is ready to climb, they can only do so once the articulated mat has been lowered to the floor. This can only be done once the climber has attached themselves to the TRUBLUE auto belay using the BelayMate. The mat also allows other centre visitors to see whether or not a challenge is in use, so as not to walk below a climber.





Our sister company Fun Spot is a One Stop Shop Solution that offers a full active entertainment portfolio including trampolines, ninja courses, ropes courses, interactive games, and much more.

SOFT PLAY

Designed to develop and engage little brains and bodies. Built for durability and safety so you can create a magical experience for kids and bring your brand to

Add an indoor playground attraction to your park and give kids under 8 a memorable adventure experience.

WHY INVEST IN **CLIP 'N CLIMB?**

Clip 'n Climb is a proven, profitable and growing global brand, offering smart investors an exciting commercial opportunity.

- Achieve rapid return on investment and strong profitability
- Lucrative additional income streams (educational and corporate programmes, parties and café / restaurant facilities)
- Reduced start up risks as part of global family
- Benefit from the experience and insight of centres around the world
- High quality, everlasting products with universal • appeal

You Tube

Unblemished safety record





INTERACTIVE GAMES

VALOCLIMB

Thanks to our partners Valo Motion, we are able to offer you the most advanced augmented climbing wall: ValoClimb.

ValoClimb merges the idea of video game play with physical fitness. This technology makes the fun endless for your guests.

VALOJUMP

Turn your guests into superheroes with a fully automated interactive game. Your guests can select the level of difficulty and the game.

