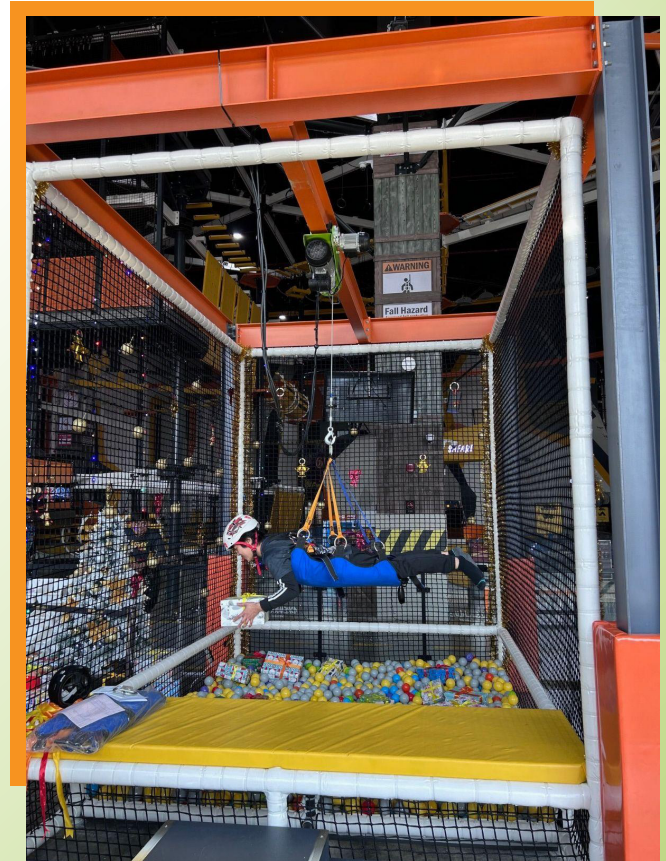




HPS WORKSHOP

Crab Grab is replacing the standard claw end effector with a human. The system is an oversized version of the traditional Claw machine game wherein upon pressing the start the player is first harnessed at a deck, lifted and brought to the centre. Using a lever, the position of the rider will be then adapted by a participating operator. Upon positioning the second click for Crab has to be pressed by the operating participant when the rider will be first dropped slowly to collect the customized gifts/eatables scattered on the floor which brings amazing winnings. The player is then lifted up and brought back to the decking for unloading and to gather the collection.

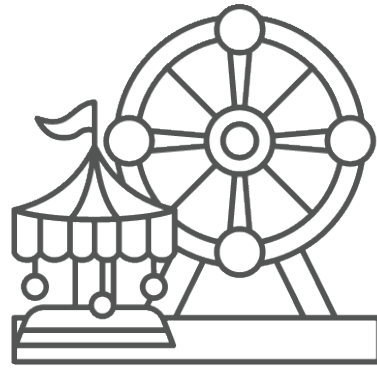


Size: play attraction of footprint 4.3m in Length and 3m in width

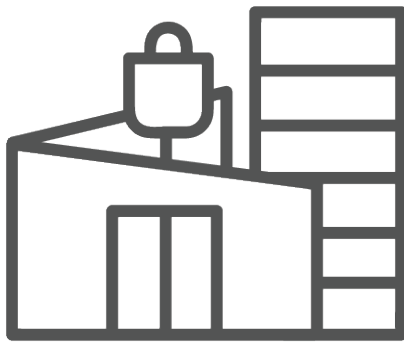




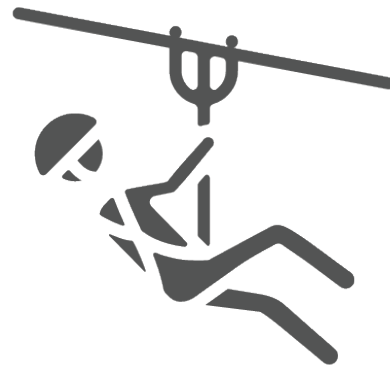
**FAMILY ENTERTAINMENT
CENTRE**



AMUSEMENT PARK



MALL / SHOPPING CENTRE



ADVENTURE PARK



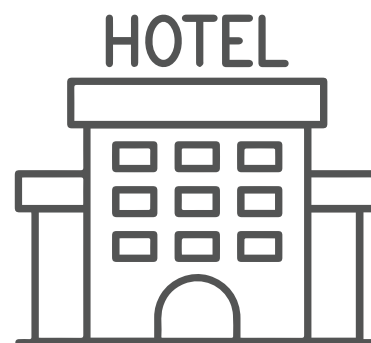
SCHOOL



RESORT



FITNESS CENTRE / GYM



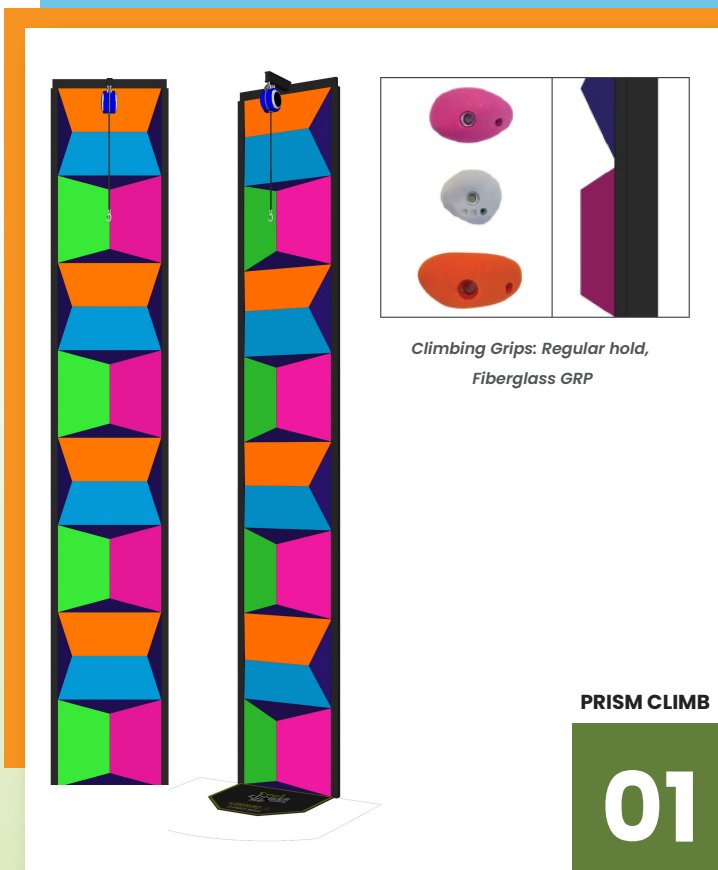
HOTEL

NOTE: Not all walls can be used for Outdoor locations. Certain walls are designed to be used for Outdoor areas. Price will vary if the climbing wall installation is Outdoor

COOL CLIMBERS PROJECT SAMPLE 01 – RENDER 03



COOL CLIMBERS PROJECT SAMPLE 01 – WALL ELEMENTS



Introduction:

This climbing wall is a vibrant, multi-colored structure designed featuring a series of geometric patterns creating visually stimulating obstacles. Each section alternates in color and shape, offering varied handholds and footholds that require both strategy and strength to navigate.

Routes to the Top:

Three routes indicated by the face color (Pink & Blue, Green & Orange, All Colors)

Skill Factor:

- Great sense of balance and body movement
- Hands and Feet coordination

Fun Factor:

- Vibrant multi-colored geometric patterns
- Alternate geometric slopes

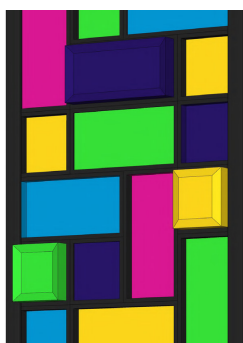
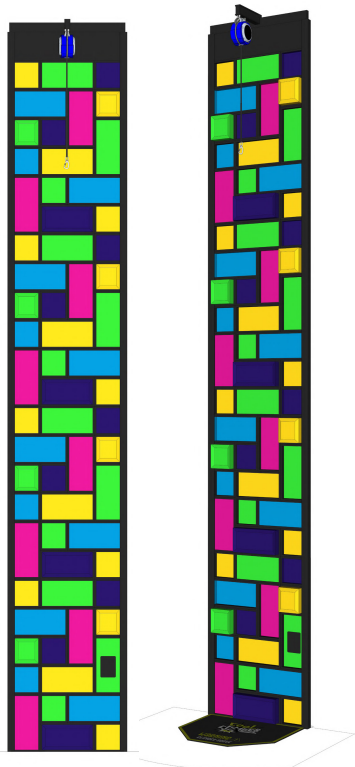
Number of Player/s: 1 guest at a time

Game Duration: 30 minutes

Difficulty Level: Medium

Wall Height: 10.0 meters

Belay System: TruBlue iQ



Climbing Grips: Embedded in the Design

Quad Core

02

Introduction:

This climbing wall features a vibrant, block-style design, providing an engaging and challenging experience for climbers. The wall is adorned with an array of colorful rectangular and square blocks in bright hues creating a visually stimulating and diverse climbing surface. The varied block sizes and placements offer multiple routes and levels of difficulty, catering to both novice and experienced climbers.

Routes to the Top:

All the grips are available

Skill Factor:

- Transfer of weight in anticipation of the next move
- Careful climbing and problem solving is required

Fun Factor:

- Stunning bright colored squares and rectangles
- Comfortable and easy grip hand and footholds

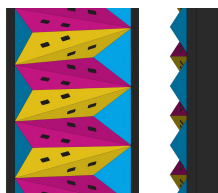
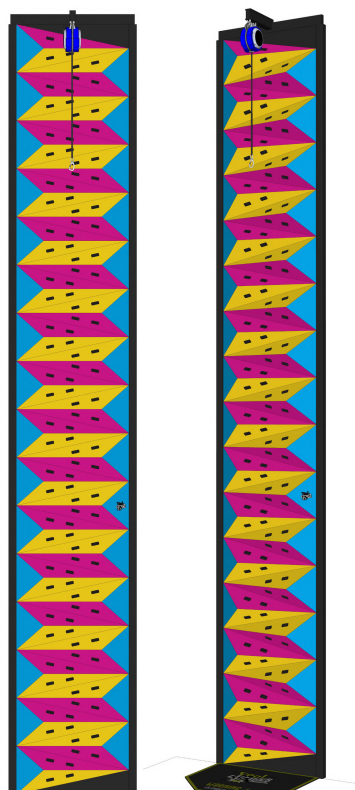
Number of Player/s: 1 guest at a time

Game Duration: 30 minutes

Difficulty Level: Difficult

Wall Height: 10.0 meters

Belay System: TruBlue iQ



Climbing Grips: Custom shape cut-out

Spring Cimb

03

Introduction:

This climbing wall showcases a vibrant, geometric design, featuring alternating triangles set against a background. The unique pattern adds visual appeal and creates a variety of challenging routes for climbers. Equipped with numerous strategically placed handholds and footholds, this wall is designed to test the climber's strength, balance, and agility.

Routes to the Top:

All the grips are available

Skill Factor:

- Core muscles are required to stay close to the wall
- Accurate use of grips orientation

Fun Factor:

- A unique climbing experience
- Just getting to the top of the bumpy Zigzag path

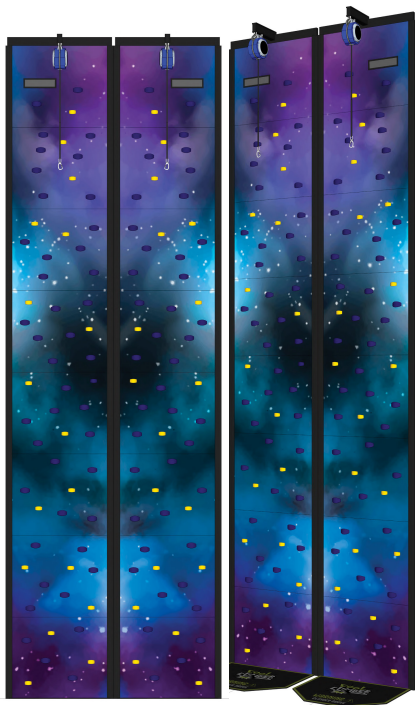
Number of Player/s: 1 guest at a time

Game Duration: 30 minutes

Difficulty Level: Easy

Wall Height: 10.0 meters

Belay System: TruBlue iQ



Climbing Grips: Regular hold, Fiberglass GRP

WHIZZ CLIMB
(SPEED CLIMB)

04

Introduction:

Test your speed while challenging another climber. Embedded with a timer, see how fast you can reach the top. This Whizz Climb can be themed according to the brand/space overall concept.

Routes to the Top:

All the holds are available, make sure you reach the fastest way to the top.

Skill Factor:

- Good solid hand-grips every climb
- Placing feet as fast as you can to drive the energy and reach the top faster

Fun Factor:

- Race your opponent to the top
- Beat your own best time

Number of Player/s: 2 guests at a time

Game Duration: 30 minutes

Difficulty Level: Medium

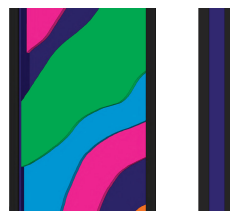
Wall Height: 10.0 meters

Belay System: TruBlue Speed

Feature: Timer, Start and Stop Button is placed on

Wall Graphics: Customized / Themed

COOL CLIMBERS PROJECT SAMPLE 01 – WALL ELEMENTS



Climbing Grips: Embedded in the Design

TERRAIN 01

05

Introduction:

This climbing wall boasts a colorful, wavy design that promises a dynamic and exciting climbing experience. The vibrant patterns, featuring an array of bright colors create a visually captivating journey as climbers make their way to the top. The undulating shapes add an extra layer of challenge, requiring climbers to navigate through varied routes that test their agility, strength, and problem-solving skills.

Routes to the Top:

Three routes indicated by the climbing grips color

Skill Factor:

- Patience to work through the terrains and curves
- Stamina is required while identifying the orientation of the holds

Fun Factor:

- Try to hang on to that surface
- Frequent changes of direction

Number of Player/s: 1 guest at a time

Game Duration: 30 minutes

Difficulty Level: Difficult

Wall Height: 10.0 meters

Belay System: TruBlue iQ



Introduction:

Great looking element with wavy woobly challenge. On the wall the climber must grapple their way to the top using the waves. Foot placement on each slots are critical, needs accuracy not to slipped all the way down.

Routes to the Top:

All the grips are available

Skill Factor:

- Strong arms and good footwork
- Good Balancing skills

Fun Factor:

- Wavy Woobly pattern
- Great satisfaction in beating these woobly challenges

Number of Player/s: 1 guest at a time

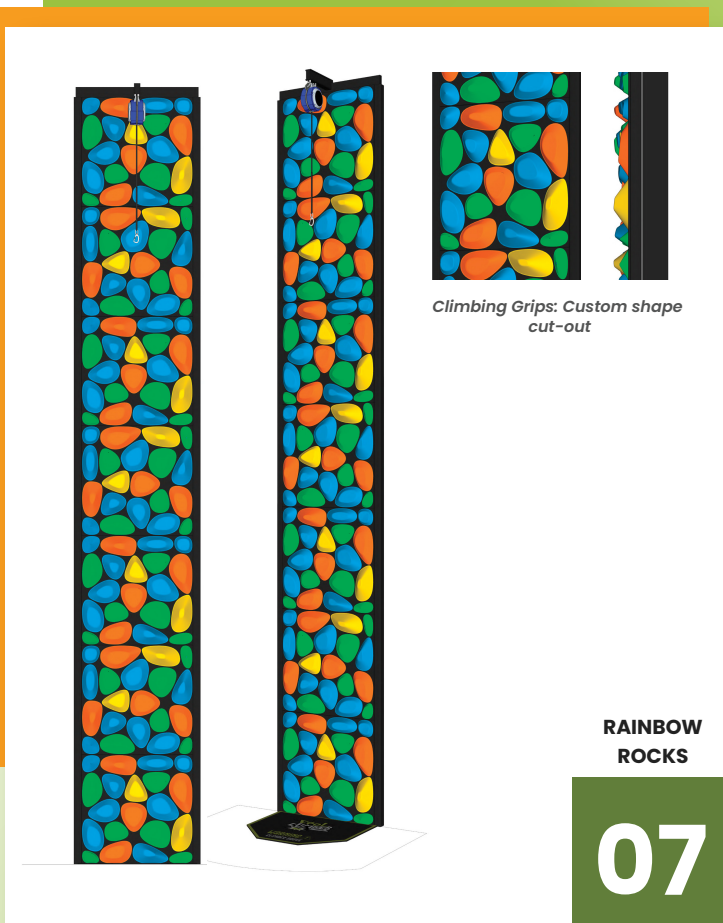
Game Duration: 30 minutes

Difficulty Level: Easy

Wall Height: 10.0 meters

Belay System: TruBlue iQ

COOL CLIMBERS PROJECT SAMPLE 01 – WALL ELEMENTS



Introduction:

Beautifully sculpted in fiberglass this element gives climbers an opportunity to climb a rock-like looking surface. The features provide additional challenges as the climber works up to the overhang at the top.

Routes to the Top:

Three routes indicated by the rocks color (All colors, Orange only, Green only)

Skill Factor:

- Accurate use of grips orientation
- Good body movement and flexibility

Fun Factor:

- Colorful Rock-like climbing holds
- Feels like a real challenge

Number of Player/s: 1 guest at a time

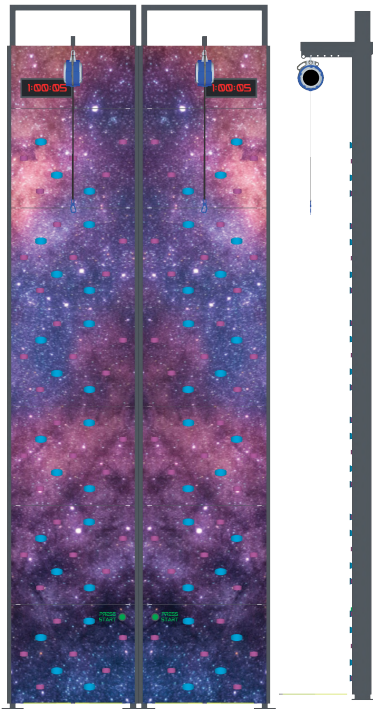
Game Duration: 30 minutes

Difficulty Level: Medium

Wall Height: 10.0 meters

Belay System: TruBlue iQ

COOL CLIMBERS PROJECT SAMPLE 02 – WALL ELEMENTS



Climbing Grips: Regular hold, Fiberglass GRP

WHIZZ CLIMB
(SPEED CLIMB)

01

Introduction:

Test your speed while challenging another climber. Embedded with a timer, see how fast you can reach the top. This Whizz Climb can be themed according to the brand/space overall concept

Routes to the Top:

All the holds are available, make sure you reach the fastest way to the top.

Skill Factor:

- Good solid hand-grips every climb
- Placing feet as fast as you can to drive the energy

Fun Factor:

- Race your opponent to the top
- Beat your own best time

Number of Player/s: 2 guest at a time

Game Duration: 30 minutes

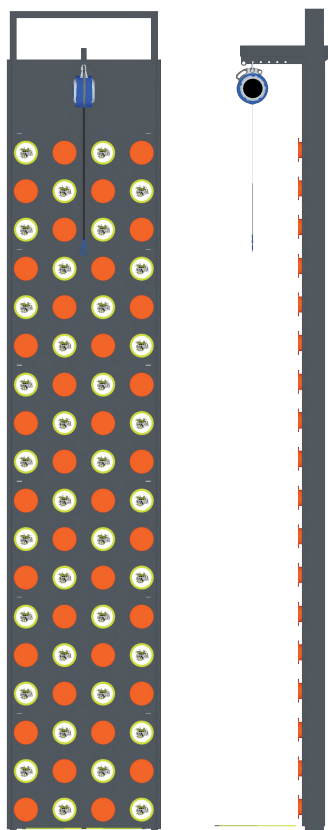
Difficulty Level: Medium

Wall Height: 8.0 meters

Belay System: TruBlue iQ

Feature: Timer, Start and Stop Button is placed on each Wall

Wall Graphics: Customized / Themed



Climbing Grips: Custom shape

BUBBLE
CLIMBER

02

Introduction:

Bubble Climber is a challenge consisting of a vertical frame with circles with logo arranged in rectangular pattern climbing panels and only one person can climb

Routes to the Top:

All the grips are available

Skill Factor:

- Accurate use of grips orientation
- Good body movement and flexibility

Fun Factor:

- Feel good factor of beating this awesome challenge
- The floating bubble experience

Number of Player/s: 1 guest at a time

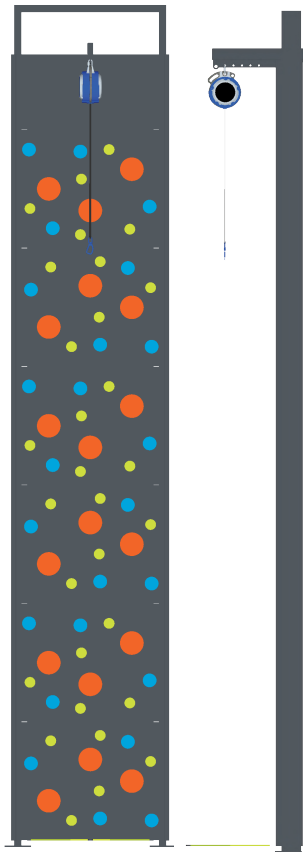
Game Duration: 30 minutes

Difficulty Level: Easy

Wall Height: 8.0 meters

Belay System: TruBlue iQ

COOL CLIMBERS PROJECT SAMPLE 02 – Wall Elements



Climbing Grips: Embedded in the Design

Quad Core

03

Introduction:

The Going Circles is a challenge consisting of a vertical frame with different sizes of circles with randomly arranged pattern climbing panels and only one person can climb.

Routes to the Top:

All the holds are available, make sure you reach the fastest way to the top.

Skill Factor:

- Transfer of weight in anticipation of the next move
- Swooping and matching of hands and feet

Fun Factor:

- Comfortable juggy handhold positions
- Heaps of options and lots of color

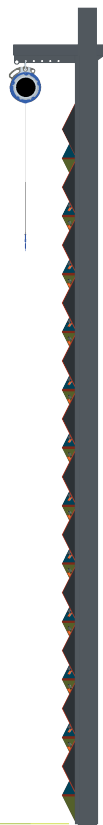
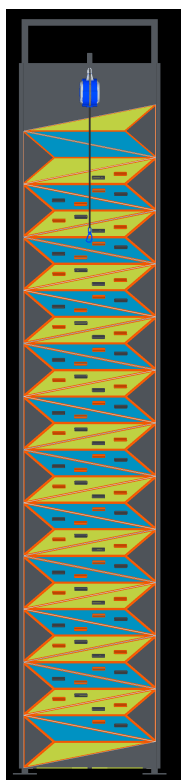
Number of Player/s: 1 guest at a time

Game Duration: 30 minutes

Difficulty Level:

Wall Height: 8.0 meters

Belay System: TruBlue iQ



Climbing Grips: Custom shape cut-out

Spring Cimb

04

Introduction:

This climbing wall showcases a vibrant, geometric design, featuring alternating triangles set against a background. The unique pattern adds visual appeal and creates a variety of challenging routes for climbers. Equipped with numerous strategically placed handholds and footholds, this wall is designed to test the climber's strength, balance, and agility.

Routes to the Top:

All the grips are available

Skill Factor:

- Core muscles are required to stay close to the wall
- Accurate use of grips orientation

Fun Factor:

- A unique climbing experience
- Just getting to the top of the bumpy Zigzag path

Number of Player/s: 1 guest at a time

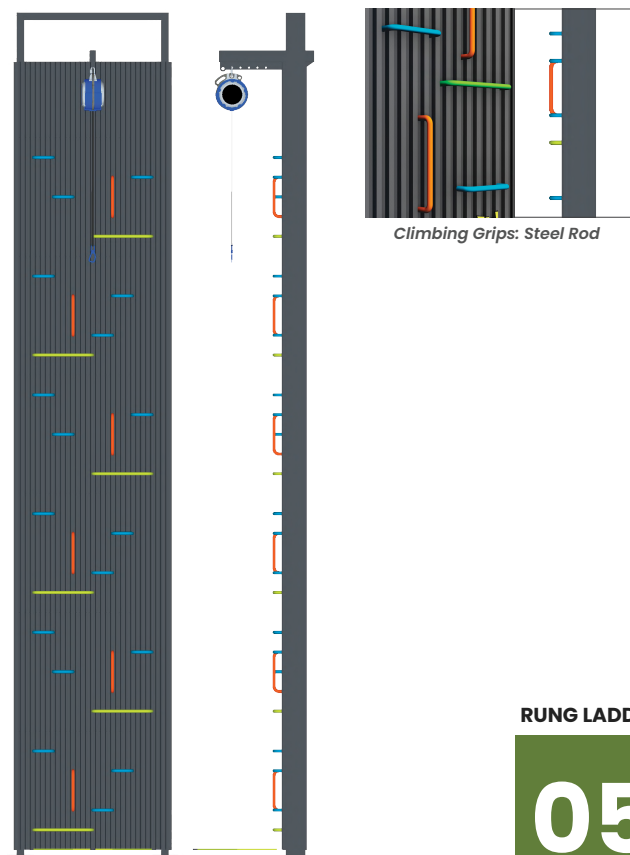
Game Duration: 30 minutes

Difficulty Level: Easy

Wall Height: 8.0 meters

Belay System: TruBlue iQ

COOL CLIMBERS PROJECT SAMPLE 02 – WALL ELEMENTS



RUNG LADDER

05

Introduction:

Swing to the bars till you reach the top. This climbing wall design is patterned to an industrial type of wall composed of rib-type metal backing and rung ladders.

Routes to the Top:

All the grips are available

Skill Factor:

- Strong arms and good footwork
- Using both hands and feet accurate placement

Fun Factor:

- Industrial looking 'got to climb it' challenge
- Trying to hang on to that surface

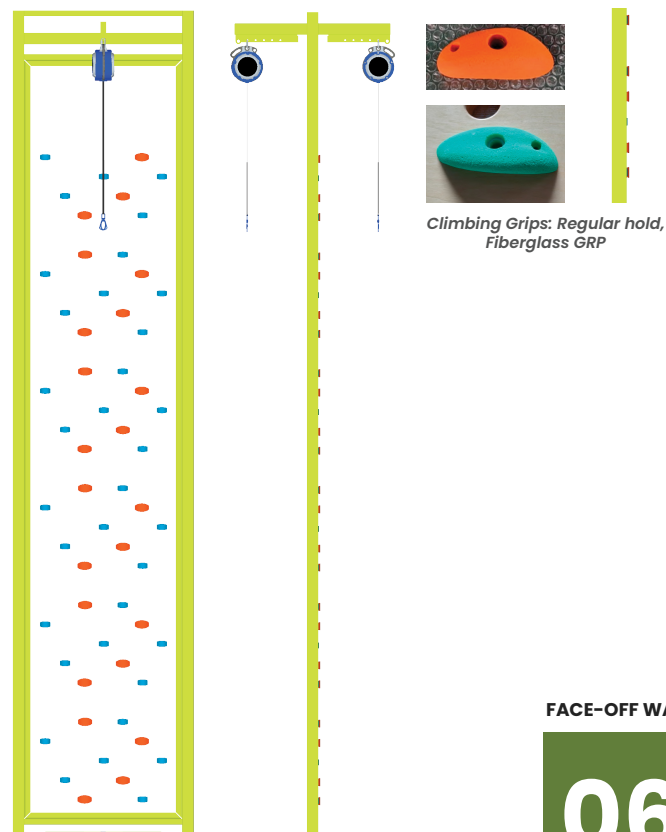
Number of Player/s: 1 guest at a time

Game Duration: 30 minutes

Difficulty Level: Medium

Wall Height: 8.0 meters

Belay System: TruBlue iQ



FACE-OFF WALL

06

Introduction:

A element utilizing commercial gauge clear acrylic to provide a stimulating and highly original climbing challenge. Heaps of options for interactive fun with climbers on both sides striving to be first to the top. This is a Double Element that is designed for 2 climbers.

Routes to the Top:

All the holds are available, make sure you reach the fastest way to the top.

Skill Factor:

- Climber needs to work out how to position their body to maintain balance
- Use the slopers, jugs, side pulls and under clings to good advantage

Fun Factor:

- Race your mate to the top
- Challenge your mate to 'mirror' your moves

Number of Player/s: 1 guest at a time

Game Duration: 30 minutes

Difficulty Level: Easy

Wall Height: 8.0 meters

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD WALL DESIGN SAMPLE – SET 1



*Climbing Grips: Embedded
in the Design*

ABSTRACT ISLAND 01

01

Introduction:

Hop from island to island and experience the challenge. Climbing over a wonderfully made abstract maze art.

Routes to the Top:

All the grips are available

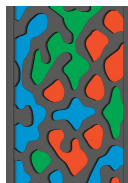
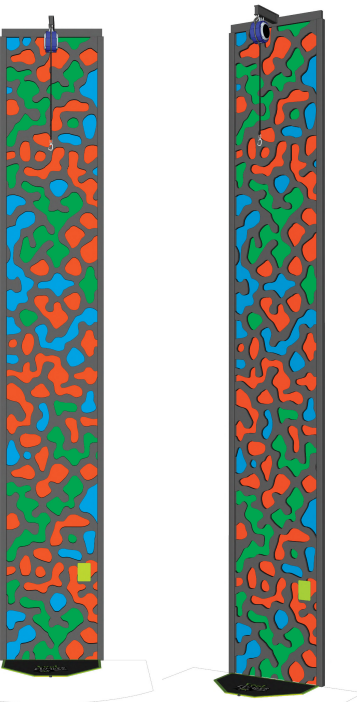
Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Easy

Belay System: TruBlue iQ



*Climbing Grips: Embedded
in the Design*

ABSTRACT ISLAND 02

02

Introduction:

Hop from island to island and experience the challenge. Climbing over a wonderfully made abstract maze art.

Routes to the Top:

Three routes indicated by the face color (Orange, Green, Blue)

Width: 1.50 meters (Customizable upon request)

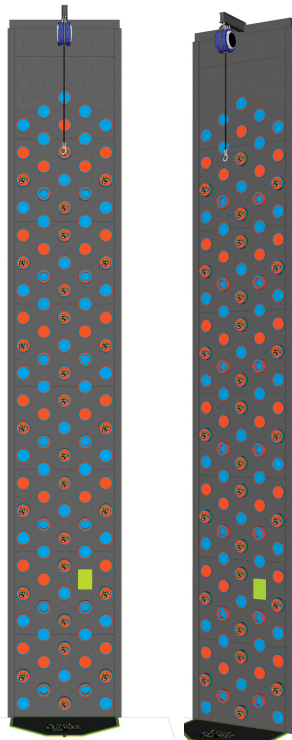
Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Medium

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD WALL DESIGN SAMPLE – SET 2



Climbing Grips: Customized Circles

BUBBLE CLIMBER STD

03

Introduction:

Bubble Climber is a challenge consisting of a vertical frame with circles with logo arranged in rectangular pattern climbing panels and only one person can climb.

Routes to the Top:

All the grips are available

Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Easy

Belay System: TruBlue iQ



Climbing Grips: Regular Hold, Fiberglass GRP

CIRCUITOR STD

04

Introduction:

Get Electrified by this stunning and glowing climbing wall. Climb and follow the circuit to reach the top.

Routes to the Top:

All the grips are available

Width: 1.50 meters (Customizable upon request)

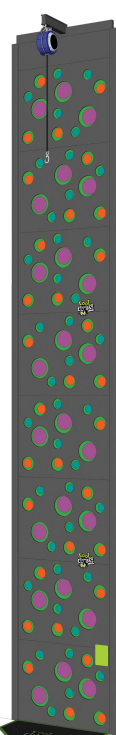
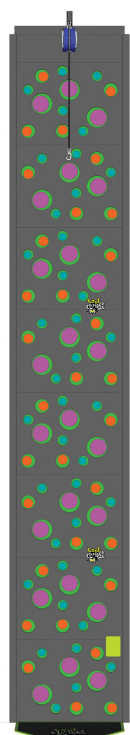
Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Easy

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD WALL DESIGN SAMPLE – SET 3



Climbing Grips: Embedded in the Design

GOING CIRCLES

05

Introduction:

The Cool Climber is a challenge consisting of a vertical frame with circles with logo arranged in rectangular pattern climbing panels and only one person can climb.

Routes to the Top:

Three routes indicated by the circle color (All Colors,

Purple Only, Orange Only)

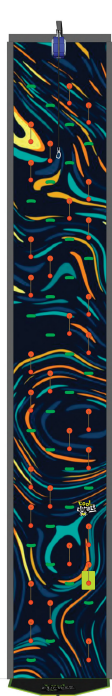
Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Medium

Belay System: TruBlue iQ



Climbing Grips: Customized

MEANDER

06

Introduction:

You might feel lost on this winding colorful lines on the way, but grips will lead you to reach the top.

Routes to the Top:

Three routes indicated by the climbing holds type (All Holds, Swing Holds Only, Fix Holds Only)

Width: 1.50 meters (Customizable upon request)

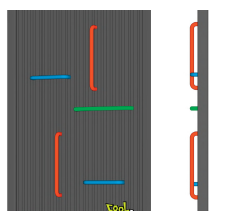
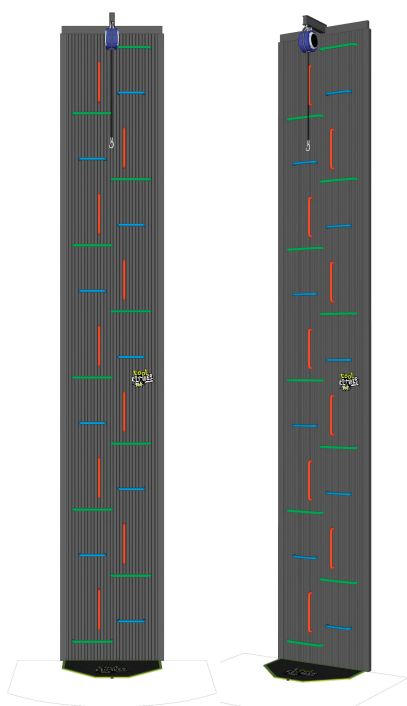
Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Medium

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD WALL DESIGN SAMPLE – SET 4



Climbing Grips: Steel Rod

RUNG LADDER

07

Introduction:

Swing to the bars till you reach the top. This climbing wall design is patterned to an industrial type of wall composed of rib-type metal backing and rung ladders.

Routes to the Top:

Three routes indicated by the rung color (All Colors, Green & Blue Only, Blue & Orange Only)

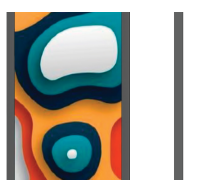
Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Medium

Belay System: TruBlue iQ



Climbing Grips: Embedded in the Design

TERRAIN 02

10

Introduction:

This climbing wall boasts a colorful, wavy design that promises a dynamic and exciting climbing experience. The vibrant patterns, featuring an array of bright colors create a visually captivating journey as climbers make their way to the top. The undulating shapes add an extra layer of challenge, requiring climbers to navigate through varied routes that test their agility, strength, and problem-solving skills.

Routes to the Top:

All the grips are available

Width: 1.50 meters (Customizable upon request)

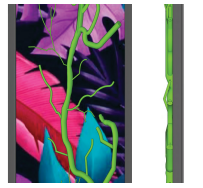
Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Easy

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD WALL DESIGN SAMPLE – SET 5



Climbing Grips: Customized Twigs

AUTUMN 01

09

Introduction:

This climbing wall features a stunning nature-inspired design, adorned with vibrant leaves and vines in rich hues of blue, purple, and pink. The organic and colorful artwork creates an immersive climbing experience, making climbers feel as if they are scaling a tropical autumn forest. Strategically placed twigs blend seamlessly into the design, offering a range of climbing challenges suitable for all skill levels.

Routes to the Top:

Climb with the twigs

Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Difficult

Belay System: TruBlue iQ



Climbing Grips: Regular hold,
Fiberglass GRP

AUTUMN 02

10

Introduction:

This climbing wall features a stunning nature-inspired design, adorned with vibrant leaves and vines in rich hues of blue, purple, and pink. The organic and colorful artwork creates an immersive climbing experience, making climbers feel as if they are scaling a tropical autumn forest. Strategically placed handholds and footholds blend seamlessly into the design, offering a range of climbing challenges suitable for all skill levels.

Routes to the Top:

Three routes indicated by the grips color (All Colors,

Yellow Only, Pink Only)

Width: 1.50 meters (Customizable upon request)

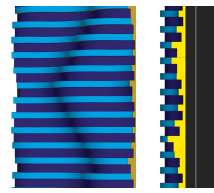
Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Medium

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD WALL DESIGN SAMPLE – SET 6



Climbing Grips: Embedded in the design

AQUA STRIPES

11

Introduction:

Great looking element with wavy woobly challenge. On the wall the climber must grapple their way to the top using the waves. Foot placement on each are critical, needs accuracy not to slipped all the way down.

Routes to the Top:

All the grips are available

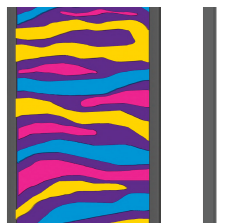
Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Easy

Belay System: TruBlue iQ



Climbing Grips: Customized Stripes

ZEBSTRIP

12

Introduction:

Great looking element with strips design. On the wall the climber must find their way to the top using the strips. Foot placement on each slots are critical, needs accuracy not to slipped all the way down.

Routes to the Top:

Three routes indicated by the grips color (All Colors, Yellow Only, Pink Only)

Width: 1.50 meters (Customizable upon request)

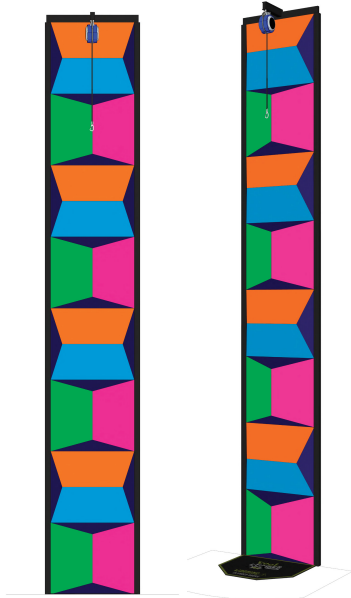
Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Medium

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD WALL DESIGN SAMPLE – SET 7



Climbing Grips: Regular hold, Fiberglass GRP

PRISM CLIMB

13

Introduction:

This climbing wall is a vibrant, multi-colored structure designed featuring a series of geometric patterns creating visually stimulating obstacles. Each section alternates in color and shape, offering varied handholds and footholds that require both strategy and strength to navigate.

Routes to the Top:

Three routes indicated by the face color (Pink & Blue, Green & Orange, All Colors)

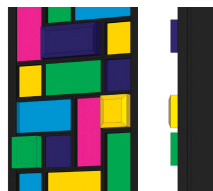
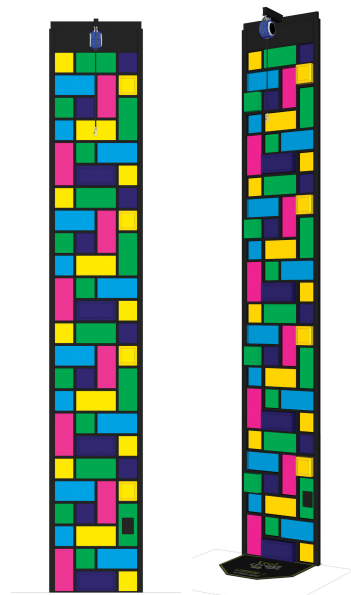
Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Medium

Belay System: TruBlue iQ



Climbing Grips: Customized Squares/Rectangles

QUAD CORE

14

Introduction:

This climbing wall features a vibrant, block-style design, providing an engaging and challenging experience for climbers. The wall is adorned with an array of colorful rectangular and square blocks in bright hues creating a visually stimulating and diverse climbing surface. The varied block sizes and placements offer multiple routes and levels of difficulty, catering to both novice and experienced climbers.

Routes to the Top:

All the grips are available

Width: 1.50 meters (Customizable upon request)

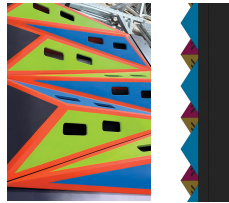
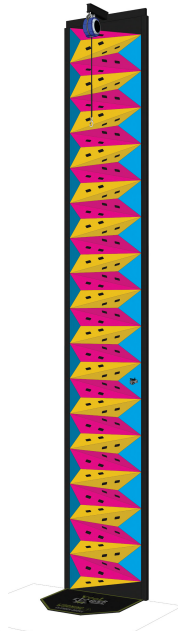
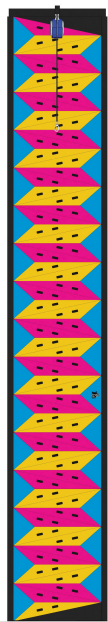
Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Difficult

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD WALL DESIGN SAMPLE – SET 8



Climbing Grips: Customized shape cut-out

SPRING CLIMB

15

Introduction:

This climbing wall showcases a vibrant, geometric design, featuring alternating triangles set against a background. The unique pattern adds visual appeal and creates a variety of challenging routes for climbers. Equipped with numerous strategically placed handholds and footholds, this wall is designed to test the climber's strength, balance, and agility.

Routes to the Top:

All the grips are available

Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Easy

Belay System: TruBlue iQ



Climbing Grips: Embedded in the Design

TERRAIN 01

16

Introduction:

This climbing wall boasts a colorful, wavy design that promises a dynamic and exciting climbing experience. The vibrant patterns, featuring an array of bright colors create a visually captivating journey as climbers make their way to the top. The undulating shapes add an extra layer of challenge, requiring climbers to navigate through varied routes that test their agility, strength, and problem-solving skills.

Routes to the Top:

Three routes indicated by the climbing grips color

Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Difficult

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD STANDALONE DESIGN SAMPLE – SET 1



FACE-OFF WALL

01

Introduction:

A element utilizing commercial gauge clear acrylic to provide a stimulating and highly original climbing challenge. Heaps of options for interactive fun with climbers on both sides striving to be first to the top.

Routes to the Top:

Three routes indicated by the grips color (All Colors,

Blue Only, Green Only)

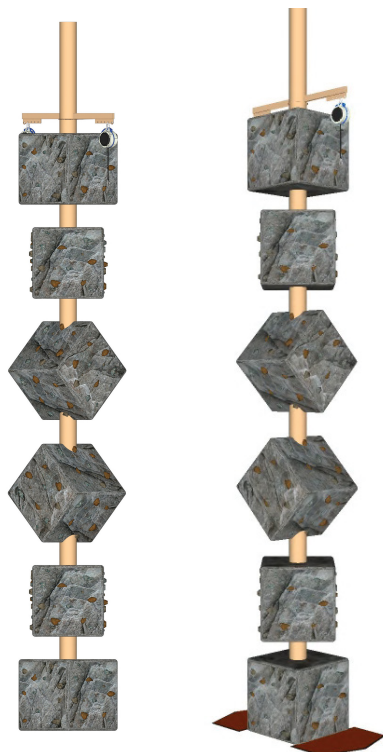
Width: 1.50 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 2 guests at a time

Difficulty Level: Easy

Belay System: TruBlue iQ



Climbing Grips: Regular Hold,
Fiberglass GRP

HANGING CUBES

02

Introduction:

The Hanging Cubes is a challenge consisting of a vertical central column with molded rock-like cubes elements secured and positioned in different angles. There can be 2 participants on this structure at any given time.

Routes to the Top:

All the grips are available

Width: 1.50 meters (Customizable upon request)

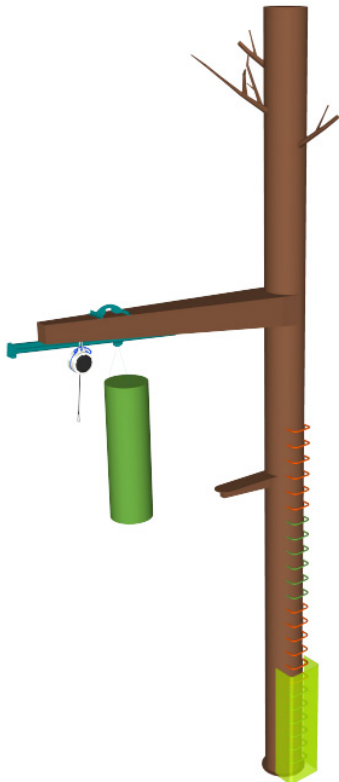
Height: 6m, 8m, 10m, 12m

Number of Player/s: 2 guests at a time

Difficulty Level: Easy

Belay System: TruBlue iQ

COOL CLIMBERS STANDARD STANDALONE DESIGN SAMPLE – SET 2



PAMPER POLE

03

Introduction:

The Pamper Pole is a challenge consisting of a central spiral-welded steel column and a single horizontal member anchored to the floor and restrained by chains at the top. There can only be one participant on this structure at any given time.

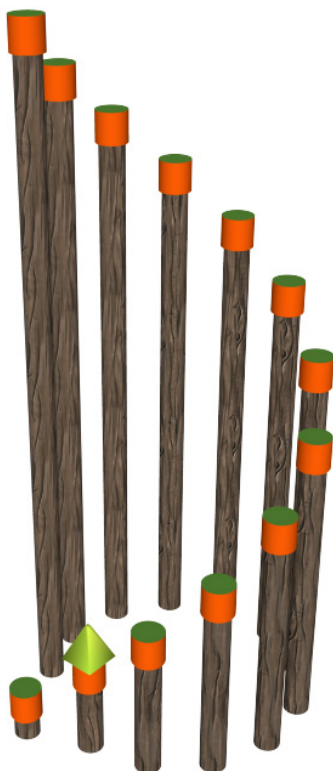
Width: Customizable upon request

Height: 6m, 8m, 10m, 12m

Number of Player/s: 1 guest at a time

Difficulty Level: Easy

Belay System: TruBlue iQ



SKY STEPS 01

04

Introduction:

The Sky Steps challenge is constructed of spiral welded columns restrained to the host building floor. The Auto Belay unit is fixed to the host building ceiling/support. There can only be one participant on this structure at any given time

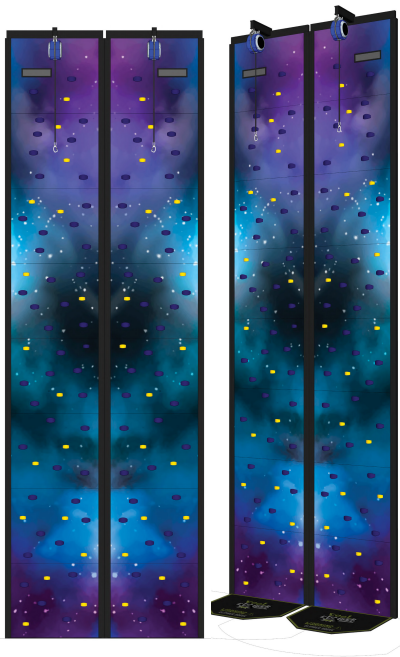
Width: Customizable upon request

Number of Player/s: 1 guest at a time

Difficulty Level: Easy

Belay System: TruBlue iQ

COOL CLIMBERS INTERACTIVE DESIGN SAMPLE – SET 1



Climbing Grips: Regular hold,
Fiberglass GRP



WHIZZ CLIMB

01

Introduction:

Test your speed while challenging another climber. Embedded with a timer, see how fast you can reach the top. This Whizz Climb can be themed according to the brand/space overall concept.

Routes to the Top:

All the holds are available, make sure you reach the fastest way to the top.

Width: 3.0 meters (Customizable upon request)

Height: 6m, 8m, 10m, 12m

Number of Player/s: 2 guests at a time

Difficulty Level: Medium

Belay System: TruBlue Speed

Wall Graphics: Customized / Themed



FOR MORE INQUIRIES, PLEASE CONTACT US AT

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