

# SKYWALL

THE WORLD'S FIRST INTERACTIVE CLIMBING WALL



reclimb.com

REI  
CLIMB

## PIONEERING SOLUTION

Climbing is more than a sport. It's a passion that teaches you to push beyond limits and stay resilient in pursuit of goals. Discover an innovative solution that combines sport, entertainment, and modern technology.

## EARN WITH SKYWALL

Enhance your entertainment space and increase traffic in your venue. Earn more from returning customers and attract new visitors to your:



- climbing gym
- shopping mall



- amusement park
- indoor playground



- hotel
- airport



- sports center
- fitness club

## PLAY AND CLIMB

SkyWall – where movement becomes an adventure! Players can enjoy dynamic skill-based games, logic challenges, and team tournaments where speed and endurance matter.

SPEEDWALL ■■■ FIREMAN ■■■ STRIKE ■■■ MINESWEEPER ■■■ MOLE ■■■ CHASE ■■■ MEMORY ■■■ HOPSCOTCH  
RAIN ■■■ CONSTRUCTOR ■■■ COSMOS ■■■ BUBBLES ■■■ TAKEOFF ■■■ ABACUS ■■■ PIPEJET ■■■ SNAKE

## HOW TO START?

- 1** SELECT A GAME ON THE SCREEN
- 2** CHOOSE THE DIFFICULTY LEVEL
- 3** CLIP INTO THE BELAY SYSTEM
- 4** START THE GAME BY CLIMBING



## RECLIMB MISSION

We are a technology company that has combined elements of a traditional climbing wall with the latest advancements in mechatronics, robotics, and digital technologies. Our founders are active climbers and athletes whose mission is to support the health and fitness of young generations.

We created SkyWall to engage children and teenagers in physical activity, and to support both beginner and advanced climbers.

” At Reclimb, we believe that climbing is more than a sport – it's a passion that teaches us to push our limits and stay determined in pursuit of our goals. ”

Marcin Pery CEO



## OUR INNOVATIVE HOLDS ARE MOVABLE AND INTERACTIVE



### EVERY HOLD IS MOVABLE

It moves in and out on demand and according to the rules of the selected game.



### EVERY HOLD IS INTERACTIVE

It is equipped with an 8x8 pixels LED display and a touch-sensitive frame, enabling full interaction with the user.

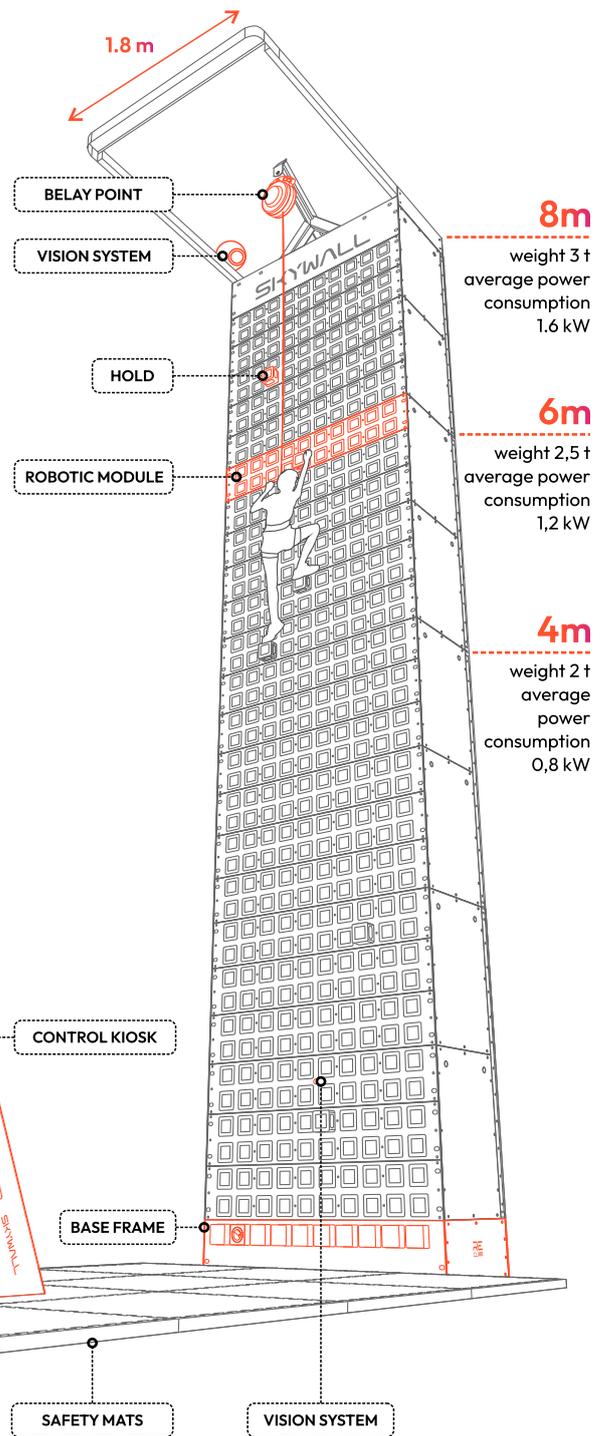
## CONSTRUCTION & SPECIFICATIONS

The main structural elements are load-bearing frames and modules. Each module consists of twenty interactive holds equipped with 8x8 pixels LED displays and a touch-sensitive frame enabling full user interaction.

The holds are movable and they move in and out according to the rules of the selected game. The system is controlled via a dedicated application running on a kiosk screen. The kiosk is equipped with a main computer, touchscreen, joystick, thermal printer, and code scanner.

The wall includes a base frame for anchoring the structure to the floor, and for installing power and network communication with all the elements of the wall. A main belay point is mounted at the top of the structure, allowing installation of an automatic belay system such as TruBlue or Perfect Descent. SkyWall features a vision system that prevents users from climbing before clipping into the belay system.

Additional equipment such as a sound system enhances the climbing experience, while installed cameras allow video recording of gameplay. Users can download a recorded video and share their SkyWall adventure with friends and family.



**Power supply:**  
standard 230 V AC  
(single phase)

## INSTALLATION

**Stage 01:** Anchoring the base frame, assembling and mechanically connecting the load-bearing frames and the main belay point.

**Stage 02:** Sliding climbing modules into the frames and connecting power and LAN.

**Stage 03:** System startup and testing of all components and the belay point.

Both installation and dismantling require a lift and an installation team consisting of three trained personnel. SkyWall is delivered on pallets.