













Upgrade unpowered playground equipment through interactive tag system to create a perfect combination of sports and games.

The interactive tag system brings a stronger entertainment experience with NFC beacons driven game play.

Success in challenge will stimulate the achievement system and inspire users' willingness for more challenges.

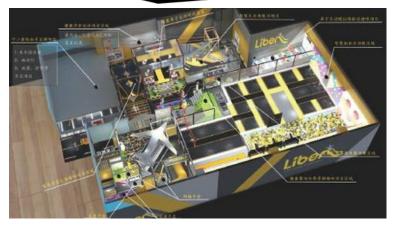
Increase the competitive atmosphere, drive passenger flow and improve performance significantly.



































## Six Interactive Sport Games

## Game 1: Interactive Baseball

Baseball Game Screen Interaction Automatic Shooting Batting Training Mode Competition Mode

### [ Product Highlights ]

Light sensing and camera capture the trajectory of the return ball

Professional baseball transmitter and return system

Indoor sports scene simulation system based on virtual reality

Size: W9600×D4500×H3100(mm) Ground Flatness: not more than 5mm/square Maximum Power: 1600W Capacity: 1 person

Scene simulation module Human motion collection modu

Action processing module

Sphere simulation Ball motion simulation



## Game 2: Interactive Tennis

Baseball Game Screen Interaction Automatic Shooting Racket Hitting Training Mode Competition Mode

### [ Product Highlights ]

Tennis scene simulation

Size: W9600×D4500×H3100(mm) Ground Flatness: no more than 5mm/square
Tennis trajectory calculation
Maximum Power: 1600W

Motion track detection Automatic ball shooter

Ball return system

Multiple play modes

skill training



## Game 3: Interactive trampoline

Screen Games Trampoline Induction Human Movement Calorie Consumption

## [ Product Highlights ]

High-precision trampoline sensor

Fun screen game content

Interactive game based on jump height and frequency

Size: W5600×D3500×H2800(mm)



## Game 4: Interactive pair play

Screen Game Touch Screen Induction Two Teams Pitching Interaction

## [ Product Highlights ]

Smart touch screen game design

Sparring game mode

Offense and defense interaction Pitching screen operation

PK record system

Size: W7200×D4200×H3400(mm) Ground Flatness: no more than 5mm/square Maximum Power: 1000W Capacity: 2-10 persons



## Game 5: Interactive Basketball

Shooting Game Pass Challenge Frame Moving

## [ Product Highlights ]

Physical target + projection screen target Kick the ball and shoot the target to get points

Multiplayer collaboration to challenge high scores

Size: W7200×D4200×H3400(mm) Floor Bearing Capacity: 350KG/square Ground Flatness: no more than 5mm/square Maximum Power: 1500W Capacity: 3-5 people



## Game 6: Interactive Football

🔩 Football game 🐧 Kick the Ball and Hit the Screen 🔩 Touch Screen Induction

## [ Product Highlights ]

Physical target + projection screen target

Kick the ball and shoot the target to get points Multiplayer collaboration to challenge high scores

Size: W7200×D4200×H3400(mm) Floor Bearing Capacity: 350KG/square Ground Flatness: no more than 5mm/square Maximum Power: 1500W Capacity: 1-3 persons













## Project Introduction:

By placing illuminated NFC beacons in each sub-area of the project, users can find the designated color to check-in during the game, so as to realize the "treasure hunt" effect.

## How to Play:

The user receives tasks at the entrance, and finds the illuminated NFC beacons of the specified color according to the requirements of the tasks to complete the check-in.

## **Operational Effect**

The traditional indoor playground has only visual stimuli, which easily makes users bored and affects the repurchase rate. Let users play with tasks instead of hanging out, which can increase the experience.













## Timing Function:

Speed is included in the achievement system, and users are encouraged to repeatedly

By using the timing function of the illuminated NFC beacons, various on-site competitions can be organized to increase the participation of members and the recharge rate.

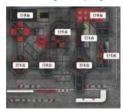
## Operational Effect:

The game experience of racing and running is very different. Based on the traditional sports park, users can get positive eedback through their results, and they have the urge to challenge again, thereby increasing the repurchase rate.



## ★ Time Racing

The player receives the task card at the service station, check-in at the starting point to start timing, and the player must check- in and end the timing after completing all designated halfway points, and calculate the total score.







Tasks Received











Check in the first NFC Beacons to start and the timing end after all beacons complete.

Tasks Complete&Scores on Scoreboard

## \*Limited Time Collection

Players receive their respective collection tasks at the service station, check-in the starting point to start the countdown, and after collecting the designated color NFC beacons of the task,















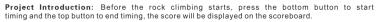


Points for Correct Color Check-in

Scores on Scoreboard







### Operational Effect:

In the traditional climbing wall, users play for the first time just to prove that they can climb up, and lack the motivation to play again next time. The timing function allows users to constantly surpass themselves, and they can also compete with others to increase the consumption experience of the climbing wall. The organizer can increase the number of repeated games for users through prize-winning competitions.

## **Climbing Wall Racing**

[Single challenge], [Check in at the starting point and end point], [Successfully enter the top 10 in the list to win], [Players can







Press to Start

The timer on the top of the climbing wall could highlight the urgency of time during climbing.































Set NFC beacons on various high-altitude ropes course projects to encourage players to break through themselves, complete various thrilling projects, and challenge the limits.

## Timing function:

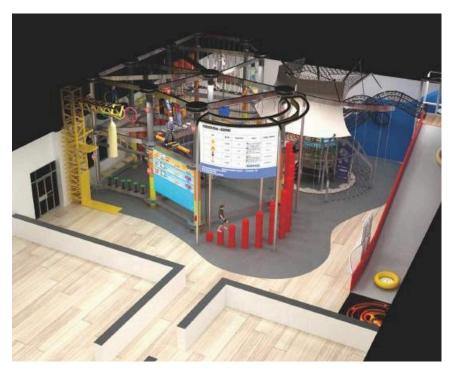
The speed of completing the challenge is counted into the achievement system, and users are encouraged to repeatedly break through their own achievements by means of operation.

### Race function

By using the timing function of the NFC beacons, various on-site competitions can be organized to increase the participation of members and the recharge rate.

## **Operational Effect:**

The high-altitude ropes course project itself is very challenging. While the NFC beacons increase the challenge, it also increases the users' sense of honor and self-realization when completing the project. Users get positive feedback through their achievements and have the urge to challenge again, thereby increasing the repurchase rate.

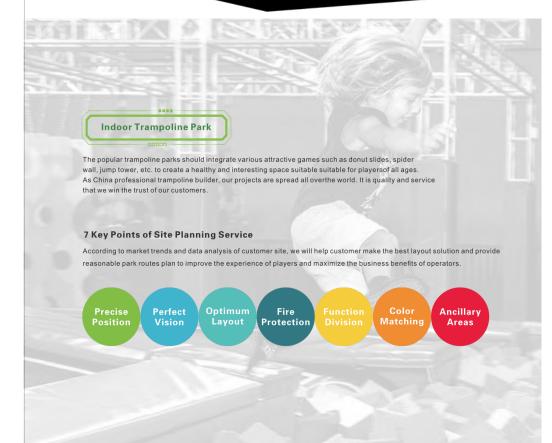


















## Slam Dunk MIN Size Request: 30m² MIN Height Request : 5m

Popularity : ★★ Novelty: ++

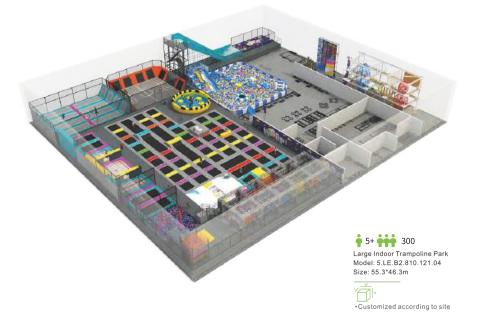
## Astroball Climbing J

MIN Size Request:30m² MIN Height Request : 6m Popularity : ★★★☆ Novelty: ♣+++

# Jump Tower MIN Size Request: MIN Height Request: 6m

MIN Height Request : 6m Popularity : ★★★★ Novelty: ★+++













Donut Slide
MIN Size Request:70m²
MIN Height Request:8m
Popularity: ★★★★
Novelty:+++++



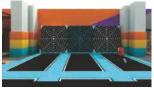
Million Balls Pool
MIN Size Request:25m²
MIN Height Request:3m
Popularity: \*\*\*\*
Novelty: \*\*\*\*



Sky Rider
MIN Size Request:200m²
MIN Height Request:7m
Popularity: ★★★★
Novelty: ++++



Interactive Tap Fun
MIN Size Request:15m²
MIN Height Request:5m
Popularity: \*\*\*\*
Novelty: ++++



Velcro Wall

MIN Size Request:36m²

MIN Height Request:5m

Popularity: ★★★★

Novelty: ++++

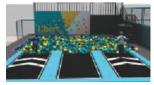








Customized according to site



Foam Pit
MIN Size Request:30m²
MIN Height Request:4m
Popularity: ★★★☆
Novelty: ++



Slackline

Novelty: ++

MIN Size Request:30m²

MIN Height Request:5m

Popularity: ★★★☆

Battle Beam
MIN Size Request:30m²
MIN Height Request:5m
Popularity:★★★★
Novelty: ++



Customized according to site

Trampoline Boxing
MIN Size Request:15m²
MIN Height Request:5m
Popularity: ★★★☆
Novelty:++++



Spider Drop Tower MIN Size Request:10m² MIN Height Request:5m Popularity:★★★☆ Novelty: ++++



DNA Climbing
MIN Size Request:30m²
MIN Height Request:6m
Popularity: ★★★☆
Novelty: ++++



Interactive Trampoline
MIN Size Request:25m²
MIN Height Request:5m
Popularity: ★★★
Novelty: ++++





5+ ••• 150

Large Indoor Trampoline Park Model:5.LE.B2.909.011.01 Size: 26\*49m



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5+ 200

Size: 49\*52\*8.5m

Large Indoor Trampoline Park

Model:5.LE.AA.A04.08.04



MIN Size Request:60m² MIN Height Request:5m Popularity:★★★☆ Novelty: ++



**Ropes Course** MIN Size Request:30m²

MIN Height Request:6m Popularity: ★★★★☆ Novelty: ++



Ninja Course

Standard Size: 2.6\*3.6m/function MIN Height Request:3.5m Popularity: ★★★★★ Novelty: ++









**Swing Bridge** MIN Size Request:m2 MIN Height Request:m Popularity: Novelty:



**Professional Trampoline** MIN Size Request:15m² MIN Height Request:6m Popularity: ★★★★★ Novelty: ++











## **Rock Climbing Wall**

MIN Size Request:20m² MIN Height Request:3m Popularity:★★★☆ Novelty: +++



## Ninja Parkour

Standard Size: 30m²
MIN Height Request:3.5m
Popularity: ★★★★
Novelty: ♣ ♣ ♣ ♣

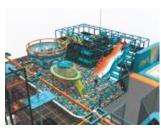


## Sky Stepper

Size:35\*27.5\*9m

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MIN Size Request:30m²
MIN Height Request:6m
Popularity:★★★☆
Novelty: ♣ ♣ ♣ ♣



## **Rainbow Nest**

MIN Size Request:25m²
MIN Height Request:6m
Popularity: ★★★★
Novelty: ♣♣



## Crazy Slide

Standard Size:7\*11\*5.6m MIN Height Request:6m Popularity:★★★★ Novelty:↓↓↓

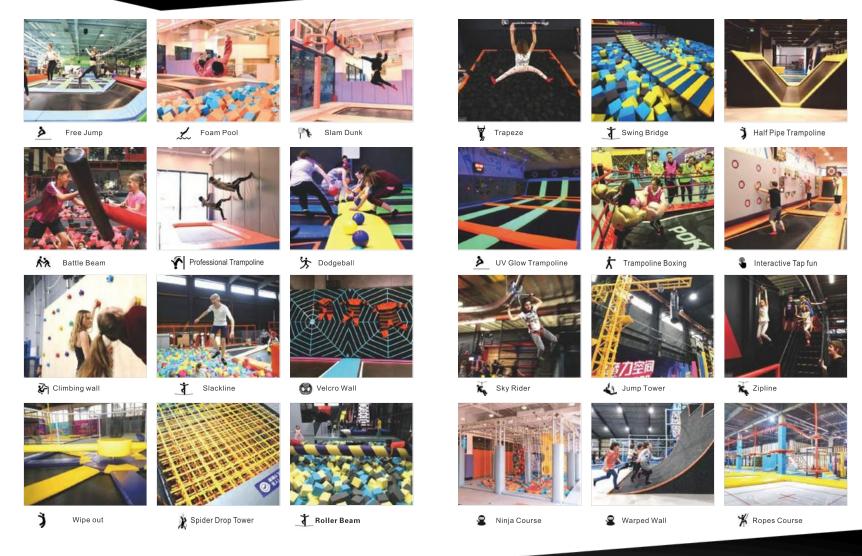


## **Trampoline Wipeout**

Standard Size: Diameter 9.2m MIN Height Request:5m Popularity: \*\*\*\*
Novelty: \*\*\*\*\*\*















































Rainbow nest, also known as "honeycomb net", is a three-dimensional crawling net designed according to children's physical and mental characteristics. Colorful "little honeycomb", intricate maze design + brilliant color matching, spliced into a comprehensive children's playground.





Rainbow Tree

Rainbow Maze





Rainbow Climbing

Rainhow Nest Park









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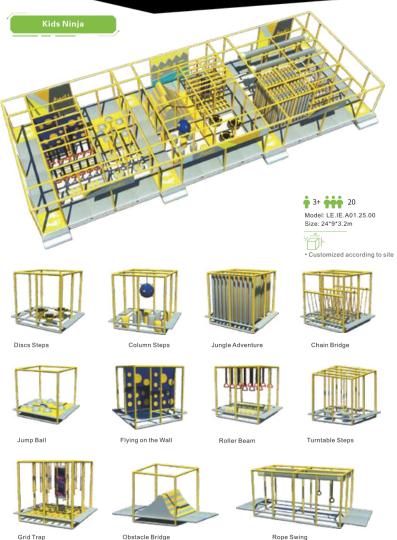












Kids Ninja is a competitive indoor amusement project specially designed for preschool children. Various challenges can exercise children's physical fitness, speed, coordination and flexibility. The moderate difficulty and the sponge pool allow kids to challenge themselves bravely with a sense of security, which will bring them confidence and joy of success.











Model: LE.IE.A01.02. 00 Size: 3.6\*7.7\*3m



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## Ninja Course

The concept of Ninja Course comes from the competitive reality show "American Ninja Warriors", which has been transformed into a new type of sports. Ninja Course is designed as a fun and challenging entertainment-type fitness program that integrates running, jumping, climbing and balance tests.



















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Foam Cargo Net Difficulty: ++ Popularity: \* \* \* \* For Coordination/Arm Strength



Climbing Wall Difficulty: ++ Popularity:★★★★ For Coordination/Arm Strength



Sky Ladder

Difficulty: ++ Popularity:★★★★ Upper Limb Strength /Arm Strength



**Uneven Bars** Difficulty: ++ Popularity:★★★★ Upper Limb Strength /Arm Strength



Difficulty: ++ Popularity:★★★☆ For Coordination/Arm Strength



Sea of Discs Difficulty: +++ Popularity:★★★★ For Coordination/Arm Strength



Net Tube Difficulty: ++ Popularity:★★★☆☆ For Coordination



**Barrier Wall** Difficulty: ++ Popularity:★★★★ For Coordination/Arm Strength



Difficulty: +++

Popularity:★★★★☆

Difficulty: +++

Popularity:★★★★

**Tilting Frame** A-shape Sky Ladder



Sea of Swings Difficulty: + Popularity:★★★★ Upper Limb Strength /Arm Strength Upper Limb Strength /Arm Strength For Coordination/Arm Strength



Sea of Rings (foot) Difficulty: ++ Popularity:★★★★ Lower limb strength



Floating Bridge (hand) Floating Bridge (foot) Difficulty: ++++ Difficulty: ++ Popularity:★★★☆ Popularity:★★★★ For Coordination/Arm Strength For Coordination/Arm Strength



Salmon Ladder Difficulty: +++++ Popularity:★★★☆ For Coordination/Arm Strength



Long Sky Ladder Difficulty: ++ Popularity:★★★☆ For Coordination/Arm Strength



Sea of Rings (hand)

Difficulty: +++

Popularity:★★★☆

Central Muscle Strength

Difficulty: +++

Popularity:★★★★☆



Monkey Bar

Difficulty: ++

Difficulty: +++

Popularity:★★★★

For Coordination/Arm Strength

Popularity:★★★★



**Crawl Cargo Net** Difficulty: + Popularity: \*\*\*\* Upper Limb Strength /Arm Strength /Central Muscle Strength



Warped Wall Spider Wall Difficulty: +++ Difficulty: +++ Popularity:★★★★ Popularity:★★★★ For Speed/ Coordination/Arm Strength For Speed/ Coordination/Arm Strength



**Crossing Wall** Difficulty: ++++ Popularity:★★★★ For Coordination/Arm Strength



Z-shape Climbing Difficulty: +++ Popularity:★★★★ For Coordination/Arm Strength



For Coordination/Arm Strength

Straight Cargo Net Difficulty: + Popularity:★★★★ Upper Limb Strength /Arm Strength /Central Muscle Strength



Swing Rope Difficulty: +++ Popularity:★★★★ For Coordination/Arm Strength



For Coordination/Arm Strength

Difficulty: +++ Popularity:★★★★ For Coordination/Arm Strength



Quintuple Steps Difficulty: +++ Difficulty: ++ Popularity:★★★★ Popularity:★★★★ Upper Limb Strength /Arm Strength For Coordination/Arm Strength



**Balance Beam** Difficulty: ++ Popularity:★★★★ For Coordination



**Tilting Logs** Difficulty: +++ Popularity:★★★★ For Coordination

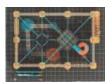


Rope Course



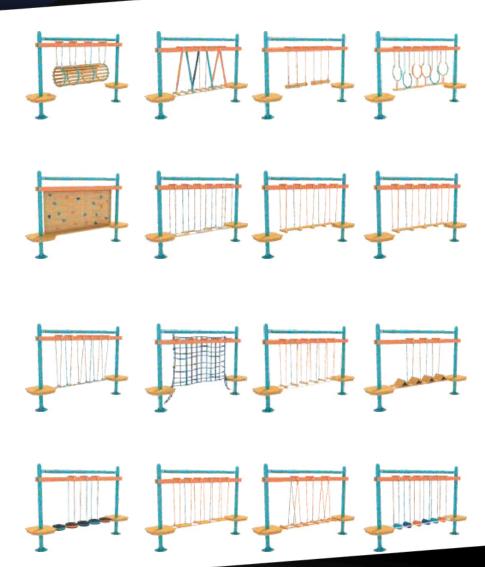
sports, exploration, entertainment, and psychological& behavioral training into leisure and fitness amusement projects. It can promote the overall development of physical fitness, intelligence and emotional intelligence, improve the ability to overcome for and authinto courses and firm confidence.



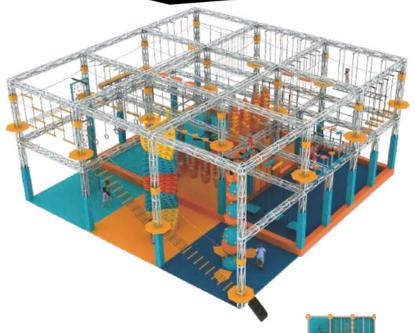


















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We offer climbing walls with different shapes, including astroball climbing, DNA climbing, arts climbing walls with rich graphics, sky steps, etc, whichbring different game play experience for players of all ages and add unlimited fun to such a traditional challenging project.







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Product Name: Bar stool Material: PP+ steel pipe Size: 44\*51\*79cm Color: Multicolor



Product Name: Trampoline sock Size: XS,S,M,L,XL,XXL Material: Polyester fiber Color: multicolor Logo can be customized





Product Name: Table and chairs Material: Wood Weight: 50kg Size:chair:52\*45\*77cm/table:75\*80cm



Product Name: Shoe Rock Size: 1200\*250\*680mm Material: Fireproof board Packing Volume: 0.2cbm

Size: Height 1m, Thickness 20cm, Length 1.4m

Material: 304 stainless steel+Plate thickness

The installation channel width is about 1m

Product Name: Turnstile

Product Name:Dodgeball Size: Dia 6cm Material: PU foam+PVC Color: Multicolor



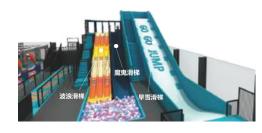
Product Name: Disposable Wristband Size:L25/19cm,W:2cm Material: Tyvek Color: multicolor Logo can be customized



Product Name: Bean Bag Material: EPP+Polyester Size:90\*110cm Package volume: 1cbm









## Slides Combination

The combination of vertical slide and wave-shaped slide is a fun attraction that both children and adults like. The charm of the crazy slide is that it is extremely exciting and addictive. The "chipping" suddenly reached the ground from a height-After sliding down, I was in shock, but I wanted to do it again!



The U-shaped donut slide is the most thrilling project in the park. It takes a lot of courage to dash down from a height of 8 meters, reach the lowest point and fly again, and experience the feeling of rushing to the bottom of the slide and flying. The player rides on the donut tube and lands on the inflatableairbag smoothly without danger amidst the screams.



## Jumping Tower

Climb up, stand up, the point is do you dare to jump out? Take up the courage, let yourself go, and experience the unspeakable excitement! Bang bang bang! Heartbeat warning ahead! Fly out, reach out and hug the boxing bag, just like jumping down from three-story building, making the player's adrenaline soar in minutes!



## Climbing Walls

The climbing area includes arts climbings, astroball climbing and stairway to heaven climbing. Different shapes bring different game play experience, suitable for players of all ages to challenge. While exercising the strength of your limbs, you can also get a glimpse of the "scenery" in the venue from a high place.





## Honeycomb Trampoline

The honeycomb trampoline has changed from the traditional square shape and formed a hon eycomb look with a grid of hexagons. It has a cute shape and rich colors. It is very popular with children and fairies, but it is an excellen choice for concave shape.

## Trampoline Boxing

Trampoline + boxing! Dare to challenge? Put on giant boxing gloves, burst into your small universe, attack your opponent, be careful of your fists, and be careful of the trampoline under your feet. Otherwise, if you are not care ful, you will not be knocked down by your opponent, but fall into the arms of the trampoline.





## Tap Tap Fun

1v1 battle or 2v2 fierce battle, fast and passionate game, coupled with a tense sound effect backgro und, what is required is eye problems and quick ha nds. You can move your muscles and bones and de velop your left and right brains, and be a baby with

## Spider Wall

Jumping and sticking to the soft magic wall, like spiderman in the American blockbuster, it's very exciting. As the saying goes, as long as the post ure is handsome, everyone in the circle of friends loves it, and the net celebrity trampoline sticks to the wall, which is a good project that makes people love it!



PLAY AND THE WISDOM **OF PLAY** 



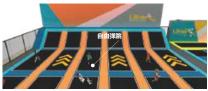
















It is generally designed at the entrance of the trampoline area. After warming

It is generally designed at the entance of the trampoine area. After warming up, you can sin adjump, and they you can go jumping with joy. If you feel that the free bounce zone is not challenging enough, you can add soft obstacles and jump here to increase the difficulty.

Since it is a holy place for team building and online celebrily trampoline halls.

Since it is a host place for team building and online celebrily trampoline halls of course, it must have a large background picture, eye-catching LOGO, and icon clerck-ine vidence, which not not you must be meeds of players to check-in and take pictures, but also invisibly makes free publicity for the venue.

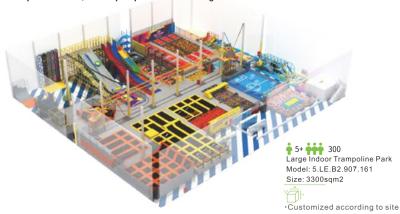
The dodge ball uses soft air volleyball. Two or more people are divided into two groups, and the ball in their hands attacks the opponent players in the court. As long as they are hit, they will be eliminated. So be careful and concentrate. If you are not in the game, you will be hit in the ace by the ball and you will not feel happy. Dodgeball is a sport that tests "fight and escape response".



Free Jump



Largest Indoor Trampoline Park in Hunan, China 6000 Square Meters, 20+ Top Popular Games Integrated



This is a project based on professional market analysis. Due to our client's sincere entrustment, we conducted a comprehensive evaluation and analysis including the local population base, consumption level, consumption habits, competition research and venue conditions analysis, etc.

We found that trampoline park would be a very promising project, one is the large population of young people, another is that the local indoor amusement projects were still stuck in mainly traditional video games.

During the whole project, we were not only an equipment supplier, but also provided construction site follow-up services for customers' fire protection renovation and decoration plans. From a professional perspective, we helped customers to supervise thind-party construction units to ensure that the supply of materials and construction details are in place to ensure the quality of construction.

It only took two months from the contract confirmation to the grand opening due to the all-round cooperation of all the staff, which was the critical factor for the successful opening in the prime time of November. A good start brought the great success of the project and triggered a wave of investment boom.



















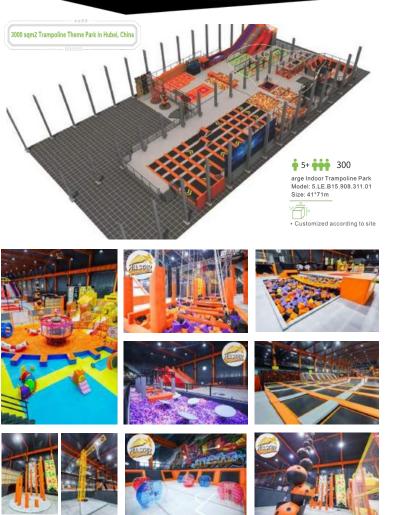
















2000sqm2 Trampoline Park in Norway

\$ 5+ \$\frac{1}{200}\$\$ Large Indoor Trampoline Park Model: 5.LE.B9.704.131.08\$\$ Size: 42.97\*36\*6.7m\$\$\$



















Large Indoor Trampoline Park Model: 5.LE.B8.709.291.02 Size: 42\*25m



Customized according to site

















































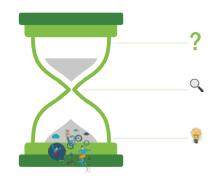








## Status of Theme Parks



## Problem:

After the freshness, operational difficulties became apparent

## Main reason:

Single projects lead to poor repurchase rate

Competitive achievement system to enhance player experience

## [Solution] The Achievement System



## **Competition Creates More Fun**

Set personalized reward mechanism based on the achievements of players

## Badge

Obtain different badges of honor according to different route challenges. The accumulation of badges up to the specified number can be exchanged for corresponding privileges.
(Such as free private lessons, souvenirs, etc.)

## **Competitive Battle**

Competitive gameplay attractsmore young players to join in.

### Social through Games

## Ranking Board

Project performance ranking, individual skill ranking, comprehensive skills ranking, competition promotion rankings

# Incorporate social attribute activities into the competition to improve the social needs of modern young people

### Return on Investment

Less than 5% of the investment, more than 2 times the rate of return



Provide high-quality content closely related to customers, frequent interaction with customers build user reputation and increase user viscosity.



Products and services are the core that drives users to stay.



## Activity driven Various online and offline activities combined with

activities combined with the characteristics of the park format help to deepen users' brand impressions and increase user loyalty Achievement system



## Layered operation

Design different rights and privileges for different types of users, and devote core esources to the operation of 20% of high-value users

Through the point system and achievement system, members are encouraged to visit the store many times, enhance the sense of value of membership levels, and promote user activity



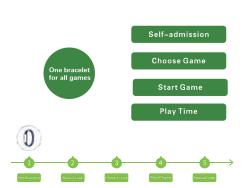




1. Get bracelets (the bracelet has access to all games in the park)

## 3. Use Interactive Tag instead of Free Play

3. Task check-in (Interactive tag system enhances the fund of gameplay prevent boredom)









## 4. Inspiring Excitement System

4. Performance display (Excitement system will be triggered to cheer the players who achieve specified goal)



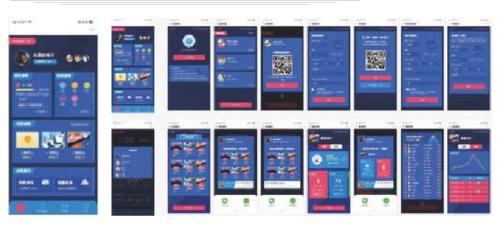
## 5. Achievement System Subverts Traditional Park

5. Personal Center (Personal achievement system records player's gameplay data)





## Wechat Website—Bracelet Binding, Score Check, Ranking, Physique Analysis, Score Sharing, etc.



## Achievement System-Reward Privileges

Players upgrade badges according to the accumulated points to get corresponding rewards.

Icon	Badge Name	Points Required	How to Get Points?	Rewards
	Bronze badge	1000	100 points for each challenge completed (3 opportunites per day; different challenges. No limit for park member)	100 Game Coins
Ø	Gold badge	2500	Top players on weekly or monthly ranking will get 200/500 points as bonus.      Points for badge will be cleared each quarter.	Garage Kit
· · · · · · · · · · · · · · · · · · ·	Platinum badge	4000	Hidden Rules:   200 points as bonus for player who break his own record.	1 "Lottery" Chance for 666 RMB
Ŏ	Diamond badge	6500	(only once a day)   200 points as bonus for player who renew the top 10 ranking (only once a day)	1 "Lottery" Chance for 888 RMB

- Classigy Player By Badge System
- Strengthen Competitive Atmosphere
- Personalized Rewards





**Global Distribution** 

# 90+ 90+ projects in 23 European countries **800+** +008 projects worldwide in 70+ countries 300+

300+ domestic projects in 29 provinces



Asia



South America





Europe



North America





Oceania

Africa

Hangzhou Project Case Study





The scale of Hangzhou Magic Park has reached 9,000 square meters and is located in the future science and technology city of The sale of training the planning of trampoline equipment to the overall plan of the venue environment, the Magic Park has a bright and cool style. The project with super rich and high configuration has been built as a production site for internet celebrith and a cool style. The project with super rich and high configuration has been built as a production site for internet celebrith and and a holy place for walking bables. The museum integrates sports, fitness, decompression, and entertainment. Tik-tok 1000W+ likes, it can be called a paradise for sports lovers!

## Site Analysis

The total area of the playground is 9,000 square meters. The main storey is 9 meters high. The front area and auxiliary space have a single floor area of 860 square meters

## Strength:

- Large venue, high-rise, independent building, good lighting, no structural restrictions inside, it is the perfect venue for sports playgrounds
- IThe geographical position is excellent, located on the west side of Hangzhou city center, adjacent to Hangzhou Xixi National Wetland Park and Zhejiang University, with superior location, beautiful environment, rich resources and vast space

## Challenge:

How to make good use of the above advantages to create an indoor sports hall with clear circulation, reasonable zoning, rich levels, unified themes, and an immersive sense of substitution.

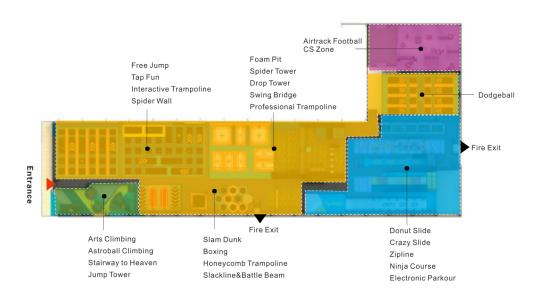


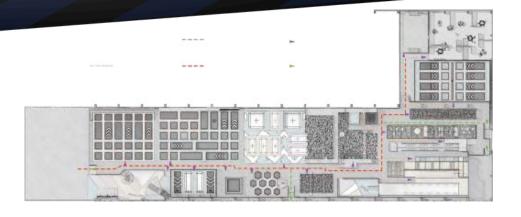






## **Layout Plan**









**Turnkey Service** 

Positioning

3. Design

4. Project

Schedule

Solution

6. Opening Plan 7. Profit Model

8.Development

2. Equipment

3. Decoration

Investment

4. Fire protectio

5 Lahor water

Promotion

and electricity

One stop service from market research to project operation

ensure the quality of the

Independent

Marketing

Marketing

Guidance

Marketing

Guidance

4. Pricing

Strategy

5. Guidance

3. Offline

Training

3. Coach

Training

5.Cleaning

Staff Training

Management

Management

Regulations

Activities

Planning

Activities

Planning

3. Courses

4. Regular

Events

Planning

2. Festival

training support from professional team

Market Research Layout Planning Project Management Confirm the site details Professional team conduct provides data an and provide the layout park personnel manageme alysis report for project feasibility nt and safety management training plan with perfect space Design Proposal Operation Support Project Approval Construction Professional production and installation team to Complete design pres Park operation manual future park and make entation, integrating i and operation related

magination and deepe

## Market Research

For investors who are new to the indoor park business, the biggest challenge lies in the feasibility analysis of the project in the target market. Market research is to provide a data-based analysis report for this pain point. Our research will be based on the

## **Population Base**

By analyzing the population data around the venues, investors can understand the potential customer groups more intuitively and help customers determine the target players



## **Consumption Level**

The data analysis of consumption level and consumption habits is conducive to the pricing of venues

## **Geographical Position**

By analyzing the potential and competition degree of the target market, we can help customers choose the best venue location and make the most appropriate investment planning.

## **Competition Analysis**

The analysis of local competitors is beneficial to the pricing of venu es and the formulation of strategi es for later venue operation



2. Holiday

3. Monthly

Revenue Data

Comparison I. Annual Reven

Data Summary 5. Proportion of Online Platforn

Offline Store Revenue

## 1. Demographic data

1.1 Community Population Data within 2km

-	PERMIT	NAME OF STREET	MEADURE	
	JAME	746	100	Action
	AMID	100	1867	
	2952	AID:	1000	- 60
- 10	91/99		.000	- 61
- 11	GAVES		4.60	
300	1000	300	400	
	0.000	400	1000	- 10
	4800	1,000		- 11
	1000	- 1	.00	
	4988	.50	100	
	80010	1500	468	#1
	1685	700	104	
	91000	181-	1.00	
	BRIDE	60	1860	
	Adres	100		
	****	100	440	
	#58E	807	289	- 11
	MARKET	jac.	10.	
	# British G	300	(90)	
	TAPE .	900	- 100	
	8890	847	.60	- 81
	TERROR	100	188	*
	8910	State	107	
_	REGUM	96	106	- 6

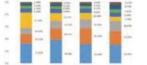
## 1.1.1 Age Structure of Population within 3 km



## 1.2 Urban Consumption Level Data

1.2.1 Proportion of consumption expenditure of age groups within 3 km around





1.2.2 Consumption Data by Age Group



ption Level

3.Location

Analysis

4.Competition Research

Analysis





## **Project Approval**

The preliminary market research provides decision-making basis for investors whether to invest in the target market. If the investment is confirmed, we will formally enter the project approval or project planning stage. Project approval is the process of accurately positioning the future venues and making corresponding promotion plans. Accurate market positioning, user positioning, venue positioning, clear the future development direction of the venue, and lay the foundation for the final project landing and successful operation. The project plan we provide to our customers will include the following contents:



## Project Schedule

NO.	Item	Duration	Start	Finish	Status	Remark
1	Confirm Design	3-7	2019.03.01	2019.03.07		Discussion on design, customer satisfaction
2	Sign Contract	2	2019.03.08	2019.03.09		Confirm all details and sign the contract
3	Pay Deposit	2	2019.03.10	2019.03.11		Arrange deposit
4	Start Production	60	2019.03.12	2019.05.10		Equipment production according to the actual production scheduling
5	Pay Balance	2	2019.05.11	2019.05.12		Arrange the balance in advance
6	Shipping	5	2019.05.13	2019.05.17		Arrange delivery after receiving payment
7	Installation	50	2019.05.18	2019.07.06		4-5 professional installers
8	Opening Preparation	5-7	2019.07.07	2019.07.13		Cleaning and decoration preparation before opening
9	Grand Opening	You can do trail opening first, and open a large-scale activity in the selected holidays				



## Investment Budget Sheet

Investment budget is a link that investors pay close attention to after determining the project. Investors need to know all the expected project investment, control the budget in the later stage of project implementation, and avoid unnecessary waste and too much unknown input to affe ct the progress of the project. Based on our previous investment experience, we will provide relatively reasonable investment budget analysis suggestions as follows:



## Project Schedule

Budget (RMB)	Details		
see attachment	For details see attachment		
t&Management System	n		
Amusement Equipment Amusement Equipment such as Trampoline Park, I Crazy Slide, quote according to final design.			
50-80K	4000 square meters, 4-5 professional installation engineer, 40 to 5 days (travel expenses, shipping cost not included yet)		
80K	System + membership card + gate		
uipment			
Decoration cost Park decoration (according to the actual situation of the park			
250-350K	Computer, audio equipment, television, air conditioning and other multimedia equipment (professional installation fee not included)		
	Advance Payment		
	Personnel wages, water and electricity, supplies		
	see attachment t&Management Systen 50-80K 80K uipment		





## **ROI** Analysis

The return on investment is based on market research to predict the project cycle and the rate of return on investment. In short, investors need to know the investment budget while also knowing the future returns of their investment projects. The return on investment is the driving force for investors to promote the entire project. We will provide empirical data to help investors conduct a reasonable investment return analysis.

- 1. Non-holiday Revenue
- 2. Holiday Revenue
- 3. Monthly Revenue Data Comparison
- 4. Annual Revenue Data Summary
- 5. Proportion of Online Platform Revenue and Offline Store Revenue
- 6. Consumption Proportion of Age Groups

No	Items	First Yesr	Second Year	Third Year	Total Revenue	Remark
1	Estimated Total Annual Revenue	\$2131289	\$2,131,288.97	\$2,131,288.97		
2	Expenses + Equipment Depreciation (3 years)	\$1071142.9	\$495,285.71	\$530,421.43		
3	Other (tax, etc.) Costs	1\$06565.45	\$106,564.45	\$106,564.45		
4	Operating Net Profit	\$953,581.67	\$1,529,438.81	\$1,494,303.09	\$3,977,323.57	
5	Operating Team Dividend	\$181,180.52	\$290,593.37	\$283,917.59	\$755,691.48	19%
6	Project Managers Dividend	\$143,037.25	\$229,415.82	\$224,145.46	\$596,598.54	15%
7	Compnay Net Profit	\$629,363.90	\$1,009,429.61	\$986,240.04	\$2,625,033.56	
3-year Return		245.07%				
	Average Annual Return	81.69%				





# Operational Comparison

Service Items	On Your Own	Third Party	Liben
Operation Training	Unclear direction, it takes a lot of time and cost to verify	There is no physical store support, and the actual application is not suitable	Operating experience of many physical stores, summarizing and improving the operation system suitable for indoor integrated park
Marketing Training	Unpredictable activity effect	High fees, charge by session	Marketing activities training support
Content Training	Do not understand the content of the event, or need to hire a park host with a high salary	Selling books, no practical training, need to explore by yourself	Practical content training and drills
Mentor Training	No	No	Provide professional training for trampoline, early education, and team building teachers
Events Support	Don't know how to plan an event	Provide fixed monthly plans without follow-up	Provide solutions and follow up throughout

