

AZTURK HOLDING KHAZAR ISLANDS THEME PARK



DREAM & CREATE



LOFTUS OVERSEAS MANAGEMENT



SUMMARY

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1 – THE COMPANY

Loftus Overseas Management (LOM) is a leader on turnkey theme park projects. From a French company founded in 2004, LOM moved its headquarters to Hong Kong in 2011 to support theme parks and leisure activities around the world.

LOM is a project developer involved in the finance, construction and management of entertainment and cultural projects. From **market studies and master plans** to **financial engineering**, the company provides all feasibility **studies** ranging from pre-investment to full development.

LOM specializes in:

- **Master planning** and **technical engineering** of theme parks
- **Contracting authority** assistance and/or **prime contractor** for theme park construction
- **Creation and scenography** of attractions
- **Manufacturing and installation** of attractions
- Consulting and **management services** for leisure industry



2 – ENTERTAINMENT PROJECT DEVELOPER

LOM is a turnkey project developer.

Associated with attraction manufacturers and management partners in theme park operations, LOM coordinates European companies for each project from a broadly diverse knowledge base in the finance and construction of leisure infrastructures.



KOTRA Dec. 2011 signature for 250 Million USD investment in Korea's Hallyuworld Theme Park





3 – KHAZAR ISLANDS PROJECT



The **Khazar Islands** are artificial islands 25 km (16 mi) south of Baku, Azerbaijan consisting of 41 islands extending 3,000 hectares (about 11.6 sq mi) over the Caspian Sea.

AzTurk Holding , the company

responsible for the islands development, is constructing the city to house 1 million residents, contain 150 schools, 50 hospitals and daycare centers, numerous parks, shopping malls, cultural centers, university campuses, a Formula 1 quality racetrack, and the Azerbaijan Tower (expected to be the tallest in the world).

The \$2 billion tower is to be the centerpiece of the Khazar Islands, a \$100 billion city of 41 artificial islands that will spread 3,000 hectares over the Caspian Sea.

All of these facilities are planned to be able to withstand up to magnitude 9.0 earthquakes. The city will be equipped with 150 bridges and a large municipal airport to connect the islands to the mainland.



4 – THEME PARK PROJECT



The project is to develop a Theme park on Khazar Islands.

This Theme Park will support the attractivity of the location, generating millions of visitors coming from all over the world.

The Khazar Islands will provide full of distractions for the families and people will enjoy to come spending few hours for rest or to live there.

To bring quickly notoriety and fame, the Theme park is the best solution to promote an area. The first year, millions of people know the site and come to visit the attractions.

Because the place becomes famous, the value of the land is rising and helps to develop related activities as hotels, restaurants, malls, shops, houses. The marketing analysis will change totally with the park visitors frequency.

In parallel of this advertising promotion, the theme park provides financial resources and it is the start of a business for at least 20 years.





5 – THEME PARK CONCEPT

Baku is the best place in Caspian sea area for business and the capital needs projects to entertain the visitors and local population. Loftus Overseas Management offers to introduce in Khazar Islands, a theme park to fulfill the existing needs .

This theme park will be the first in sub-area. We want to provide in Azerbaijan the same quality attractions than European, American or Middle East visitors enjoy in a theme park.

We put together innovative, rare, classical and essential rides to bring the park under spotlights on a local, national and international scale.

Our Objectives are:

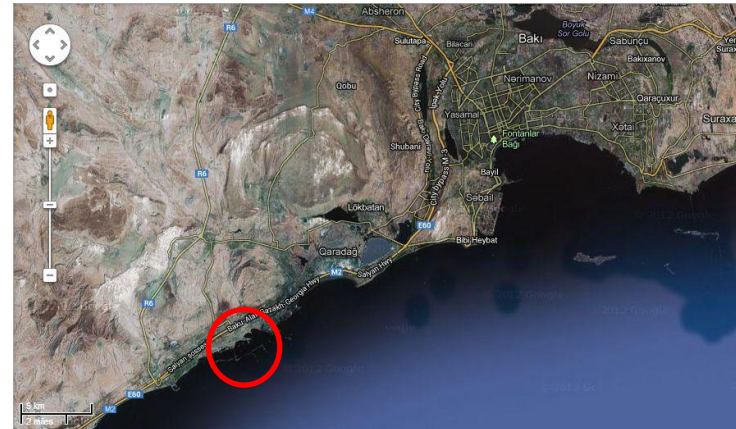
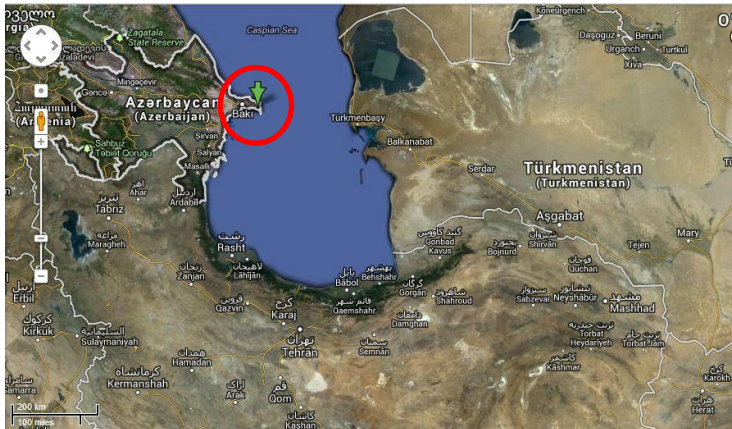
Attract visitors : It's a commercial goal. We're offering something new and exciting in Khazar Island. It would be the first theme park and a new experience for the visitors. Our rides will attract visitors in an easy way because a simple look on them is enough to create the show. New, impressive and close : three good reasons to enjoy the park.

Create the buzz and consumers loyalty: Thrilling rides, unforgettable shows and sceneries will make visitors speak about the park as the place where to go or to come back. It will also attract media, park fan, local businesses ... Unique rides in Khazar Islands will attract consumers from all over the country and from other places in the sub-region.

Bring Khazar Islands under spotlights : Pleasure and fun in Khazar Islands. The site will become the innovative place in Azerbaijan and neighbour countries. The country and the city have some very interesting touristic places and soon a modern theme park will promote the destination. That's two good reasons to come in Azerbaijān and visit Khazar Islands



6 – GEO LOCATION

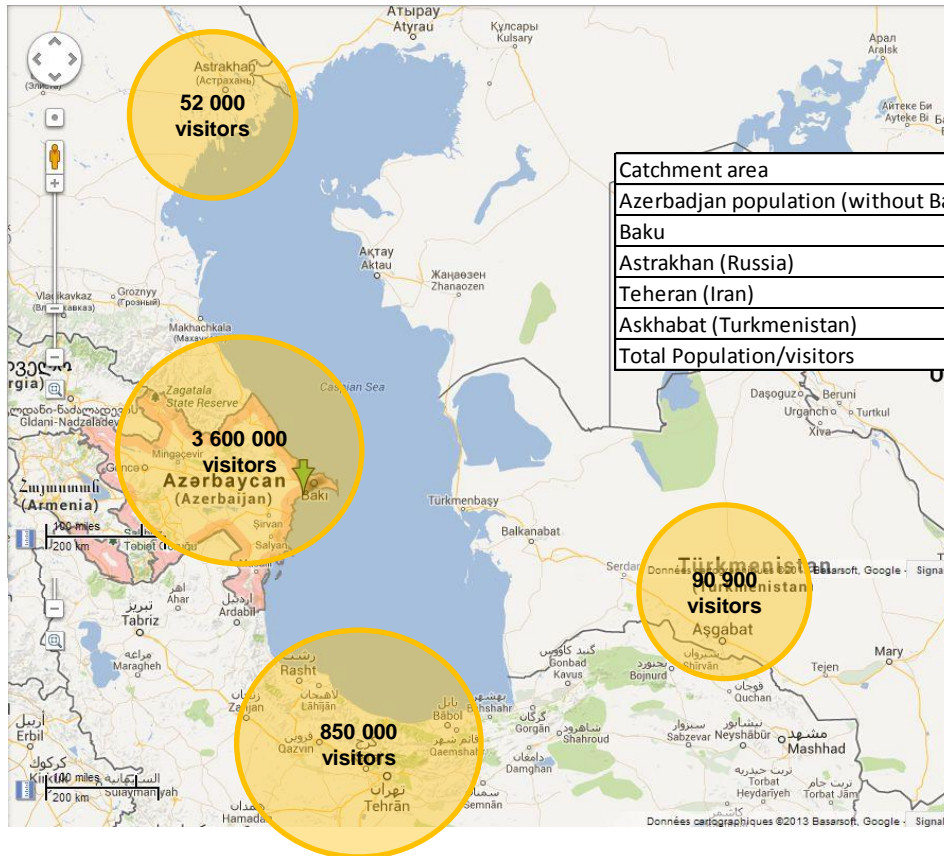


Khazar Island is located :
 27 Km South West of Baku
 530 km North of Teheran (Iran)

Geographic coordinates:
 +40° 14' 25.76", +49° 38' 4.77"



7 – CATCHMENT AREA



**Theme Park Khazar Island
Expected visitors**

| Catchment area | Population | Visitor rate | Potential visitors | Distance |
|--------------------------------------|-------------------|--------------|--------------------|----------|
| Azerbaijan population (without Baku) | 7 000 000 | 30% | 2 100 000 | 280 km |
| Baku | 3 000 000 | 50% | 1 500 000 | 27 km |
| Astrakhan (Russia) | 520 000 | 10% | 52 000 | 700 km |
| Teheran (Iran) | 8 500 000 | 10% | 850 000 | 530 km |
| Ashgabat (Turkmenistan) | 909 000 | 10% | 90 900 | 794 km |
| Total Population/visitors | 19 929 000 | | 4 592 900 | |



8 – MARKETING ANALYSIS

Following our analysis, an average entrance ticket fee of **10 USD** gives the opportunity to most of the families and tourists in the sub-area to come in the Theme Park.

Each visitor will spend **5 USD** more in food and souvenirs.

The average PAX (Entrance + food + souvenirs) by visitor is **15 USD** for a theme park of 15 attractions (1 USD/attraction)

The time spent in the park for a visit will be around 6 to 7 hours including the transportation between each attractions, the expecting time in queue, the attractions and lunch time. (25 mn/attraction)





9 – THEME PARK INCOMES

| | Catchment area | Visitor rate | Potential visitors |
|---------------------------|----------------|--------------|--------------------|
| Total Population/visitors | 19 929 000 | 23% | 4 592 900 |

| | USD/visitor | Potential Income in USD |
|--------------------------------------|-------------|-------------------------|
| Entrance fees in USD | 10 | 45 929 000 |
| Fast Food & souvenirs in USD | 5 | 22 964 500 |
| Total potential Income in USD | 15 | 68 893 500 |

| | Visitor Rate | Previsional Income USD | Visitors |
|-----------------------------|--------------|------------------------|------------------|
| 1° Year attendance visitors | 11,5% | 34 377 525 | 2 291 835 |
| 2° Year attendance visitors | 13% | 38 861 550 | 2 590 770 |
| 3° Year attendance visitors | 15% | 44 840 250 | 2 989 350 |

To keep the Theme Park attractivity in the catchment area new attractions have to be set up every 2 or 3 years

According with our experience, the first year, 11,5% of the catchment area could be reach easily in term of visitors if:

- the publicity is done in media.
- Access roads and transportations are operational.



10 – THEME PARK INVESTMENT BUDGET

| THEME PARK BUDGET | % | Total Budget USD |
|--|-------------|-------------------|
| Attractions + transport + installation | 58% | 16 245 029 |
| Construction (civil works + buildings) | 16% | 4 564 131 |
| Special Effects | 10% | 2 797 080 |
| Theming | 8% | 2 340 000 |
| Engineering | 8% | 2 113 471 |
| TOTAL THEME PARK BUDGET | 100% | 28 059 711 |

| | |
|----------------------|------------------|
| Theme park operation | To be negotiated |
|----------------------|------------------|

Prices

Our proposal as been done according with our sales conditions.

Our prices are not including any kind of taxes from customs, governments or companies .

Our prices are not including any kind of autorisation or building permit.

Our prices are not including parkings, roads and landscaping

Utilities (Electricity, water supply and sewage connections) must be provided on site. Connection to the utilities network are not included. Electric transformers or any kind of electric group are not included in our proposal.

.Delivery

Total delivery 12 to 18 months after down payment and building permit

Availability

The offer is 3 month available



11 – THEME PARK MASTERPLAN

The masterplan is the first step in the Theme Park Construction. This engineering includes:

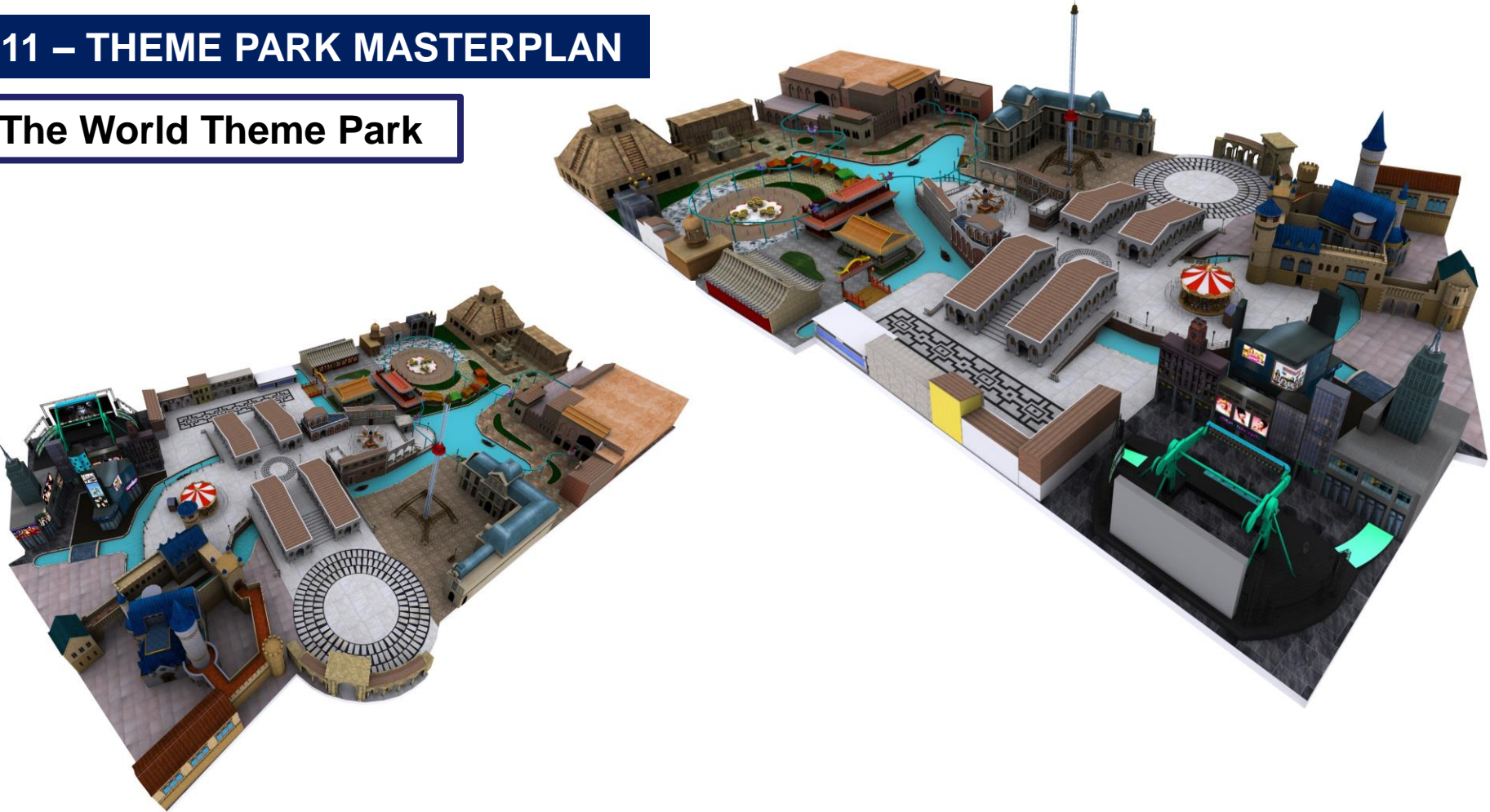
- The implementation of the buildings/ attractions / cafes / stores / toilets / entrance/exits on the premises of the Park;
- Esquiss of all constructions and decorations inside the Park;
- Definition of the attractions equipments for the Park;
- Preliminary drawing (APS);
- Realization of a scale model Park and a 3D computer model like movies.
- Detail drawing (APD);
- Architectural and indoor civil construction drawing;
- Electrical and mechanical construction drawing;
- Structural construction drawing and structure calculation report for the attractions implementation;
- Specifications, quantity production & unit price calculation, Itemized unit cost; check list ;
- Design of the flow of traffic persons on the premises of the Park;
- Implementation details design, arrangement, thematic and decoration of the theme areas, shops and restaurants;
- Design of the World Park's themes, symbolic, signs and characters;

The masterplan is part of the engineering works and is included in our financial proposal.



11 – THEME PARK MASTERPLAN

The World Theme Park





11 – THEME PARK MASTERPLAN

Hallyu Theme Park





11 – THEME PARK MASTERPLAN

Butterfly Theme Park





11 – THEME PARK MASTERPLAN

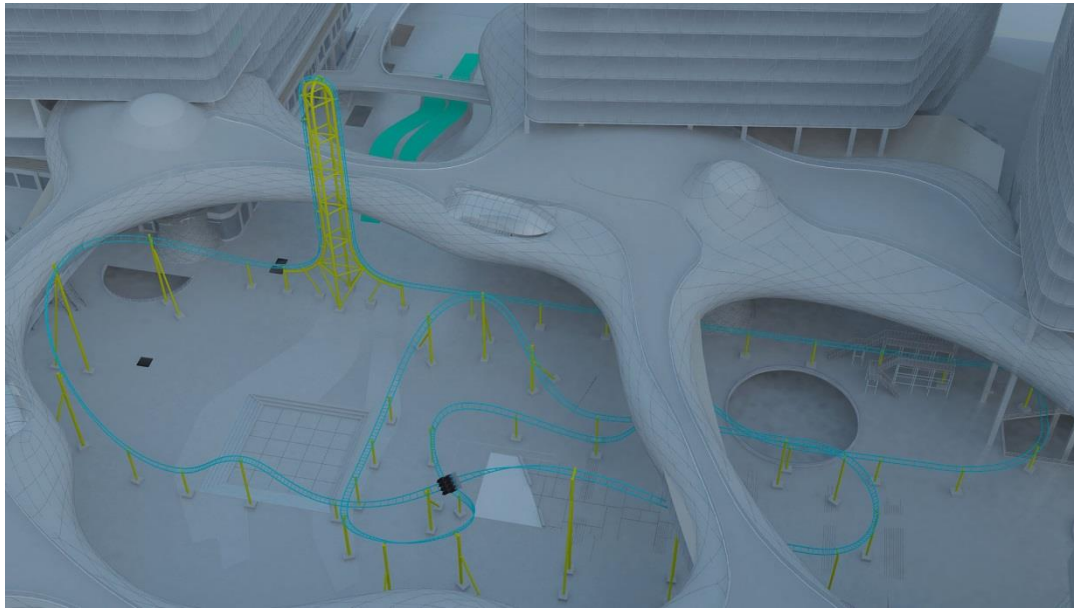
4 Seasons Theme Park





11 – THEME PARK MASTERPLAN

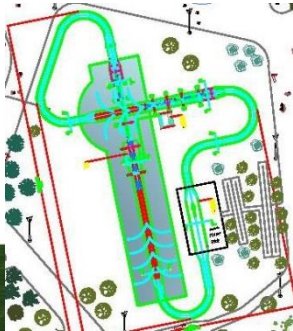
Songdo Park & Alphasdome





11 – THEME PARK MASTERPLAN

Gaziantep Park





12 – ATTRACTIONS



SPLASH BATTLE - F1 CAR -

This attraction is a fun interactive water ride designed to enjoy the whole family and to be appealing for teenagers too.

The ride consists of a series of themed vehicles moving around a lake on a predetermined path. The objective is to remain as dry as possible whilst wetting people in the other cars. On-board water cannons allow participants to shoot jets of water at other ride vehicles (the so called “Splash Battle zones”) whilst trying to stop the flow from a series of themed objects projecting water directly in their path. In addition, a number of shore-based water cannons allow spectators to join in the fun by firing jets of water at the participants.

The capacity of the Splash Battle ranges from 500 to over 1000 pph. The Splash Battle experience will be between 2 and 3 minutes excluding loading & unloading time.

Kazhar Islands Theme Park will be equipped with one (1) Splash battle themed as F1 race cars.





12 – ATTRACTIONS



ROBOT LAUNCHING TOWER – THE SENTINELS

It's a shoot and drop tower over 37m tall. Twelve riders are seated all around the column. This provides a great leg-dangling sensation for riders and a great spectacle for everyone else.

The gondola design is also great for rapid loading and unloading. Individual shoulder restraints help speed this process as well. Plus, they provide a safe and comfortable experience for guests and less hassle for operator.

The gondola is shot-up to the top of the tower , suddenly decelerated before reaching the top causing a series of exciting bounces.

The vehicle is then released to a free fall to the ground: the riders think they will plummet to the ground but are saved at the last second, only to be dropped again.

Kazhar Islands Theme Park will be equipped with one (1) Launching Tower themed as Robots taking off from the earth to the sky



12 – ATTRACTIONS



Kazhar Islands Theme Park will be equipped with one outdoor scenographic train themed as Jurassic Park

JURASSIC PARK RIDE

The ride consists of train vehicles moving along a path themed as the Jurassic Park.

On their way, visitors will hear sounds like birds or screams, they will smell trees and flowers but above all they will meet dinosaurs !!

During the layout, visitor will be surprised by impressive sceneries and animatronics. They will discover an unknown environment : a wild tropical forest with rocks, mystery trees, lakes and volcanos where dinosaurs are living and where they fight between them.

Special and sound effects are added on the track to make the experience as real, impressive and unforgettable as possible.





12 – ATTRACTIONS



Jurassic has 7 main sceneries:

- 1 The Volcano
- 2 The Lagoon
- 3 The Rain Forest
- 4 The Rocky Mountain
- 5 The Nest
- 6 The Fight
- 7 The T Rex



12 – ATTRACTIONS

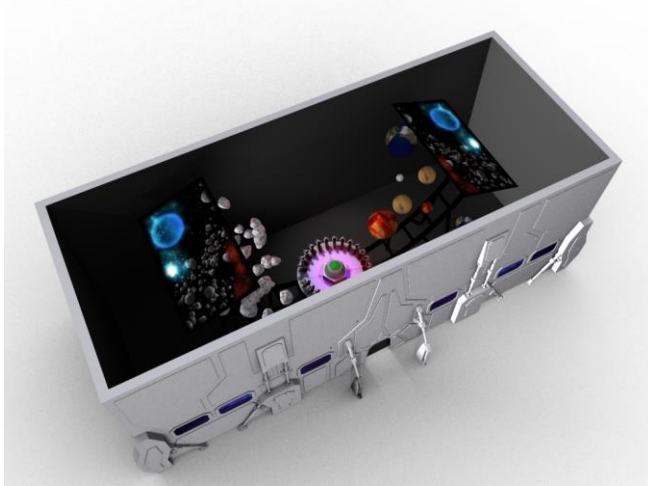
FLYING SAUCER IN THE SPACE

The Flying Saucer attraction is a circular ride with a turning 24 seats gondola riding on a layout with a « U » shape.

This attraction combines a breathtaking dual rocking/spinning motion with a new, patent pending seating style. The positions riders are on a motorcycle-like pedestal seat facing outward. This style seat will maximize the visual impact for the 24 riders as they experience the rush through the air.

This attraction is equipped with sound surround and theming effects. The ride goes through total darkness with lights spotting asteroids, planets, stars and galaxies.

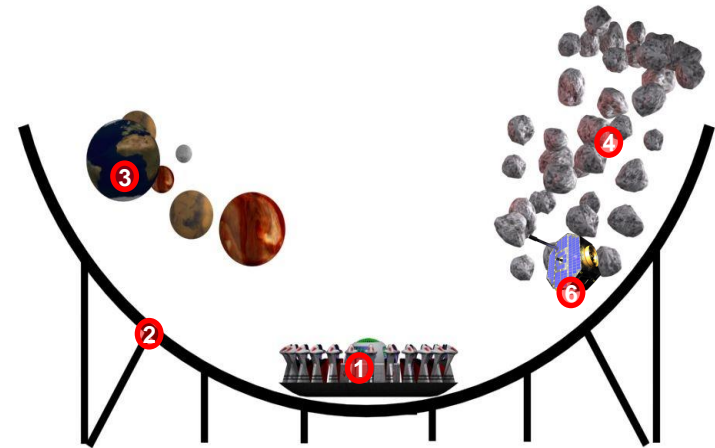
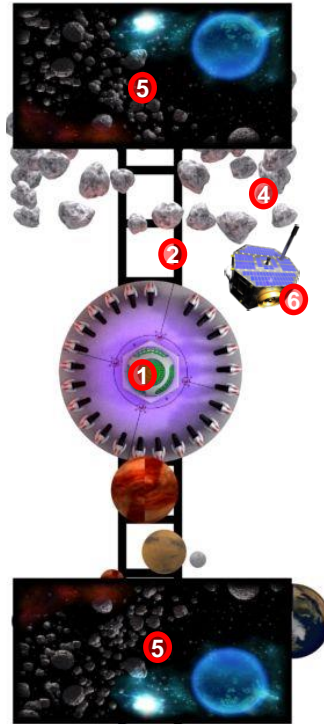
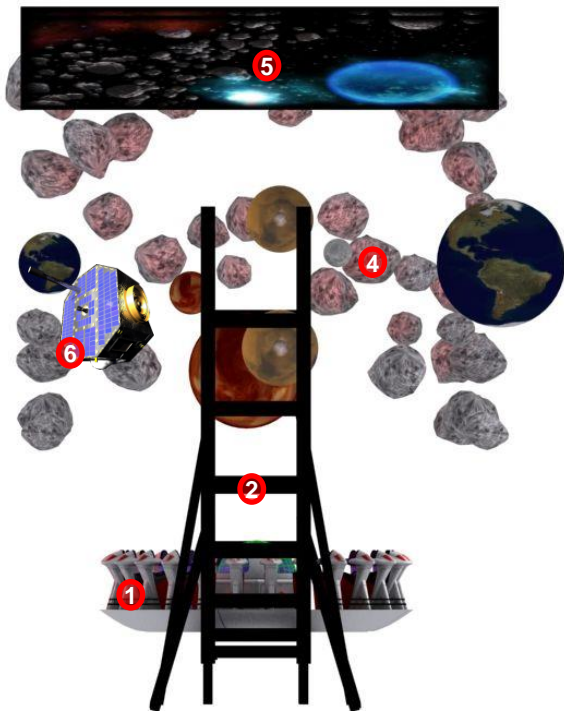
The queue is inside a spaceship. A removable path brings visitors from the station to the space ship.



Kazhar Islands Theme Park will be equipped with one (1) indoor scenographic coaster themed in flying saucer.



12 – ATTRACTIONS



- ① Gondole avec 24 sieges
- ② Rail
- ③ Planètes
- ④ Asteroides
- ⑤ Ecrans
- ⑥ Satellites



12 – ATTRACTIONS

PIRATE'S FATE DARK RIDE

During approximately 3 minute ride, passengers are taken on a XVI^o century world with pirates in Caribbean's sea. Pirate's Fate dark ride is a show with animatronics and special effects on pirate theme scenography.

In Pirate's Fate, the visitors ride through an immersing, larger-than-life pirate adventure featuring gunshots, cannon blasts, and theme islands and castle, all set to pirates carousing and pillaging.

The visitors are seated in vehicles. The speed of the individual cars vary throughout the ride.

Pirate 's Fate scenography is a pirate day life in 7 scenes:

- An attack on a spanish galion
- The looting of the gallion
- The island where pirates hide the treasure
- The arrival in an harbour/castle
- A party and a fight in a tavern
- The jail and torture chamber
- The escape from the jail

Kazhar Islands Theme Park will be equipped with one (1) indoor dark ride themed in Pirate's Fate.





12 – ATTRACTIONS



PIRATE'S FATE DARK RIDE

The attraction is a rail-guided train equipped with 8 /10 gondolas.

Each vehicle is run as single vehicles for 3 persons.

The vehicle are equipped with security lap bar closed during the ride operating time.

They are made in polyester reinforced fiber glass on a steel frame.

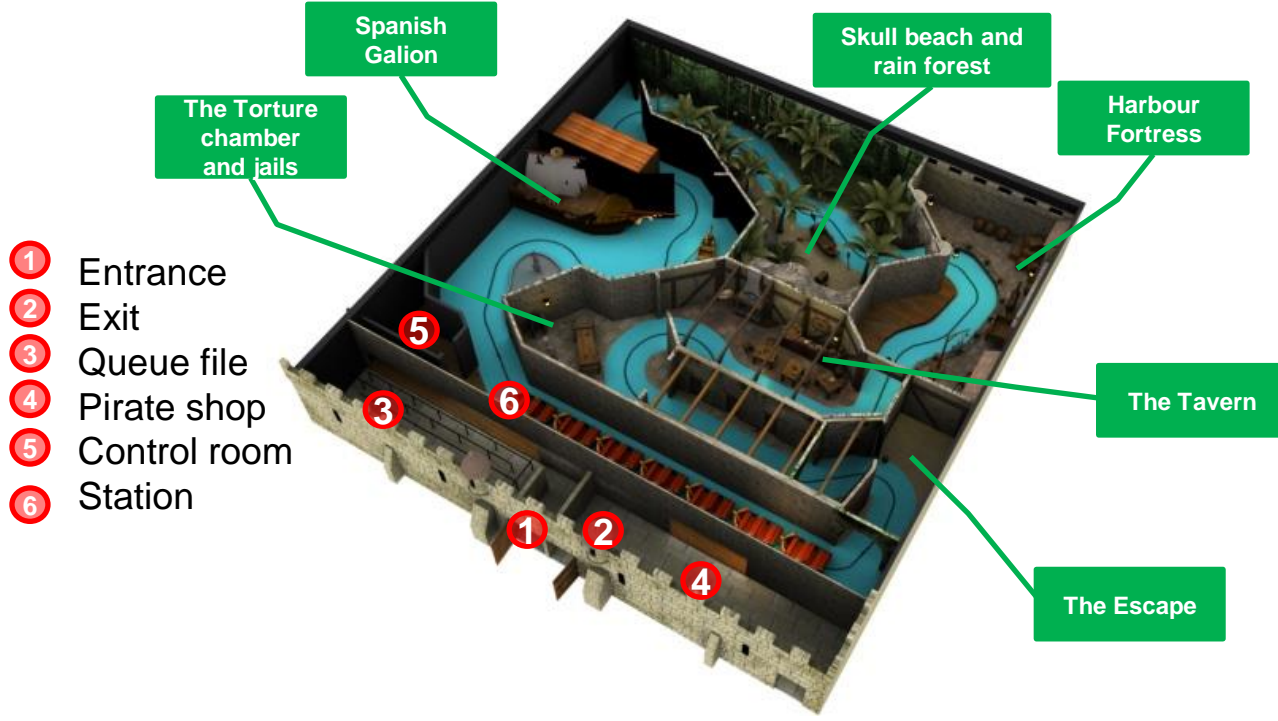
Each vehicle is equipped with bumpers and with an anti collision system inducted by infra red captors.

The weels front and rear are fixed on a synchron system. They are made in polyurethan Vulkollan.

Vehicles are powered by a 400 w motor.

The vehicles are Pirate boat themed.





PIRATE'S FATE DARK RIDE





12 – ATTRACTIONS



FAMILY ROLLER COASTER

The Family Roller Coaster is a ride for the entire family that will entertain and excite passengers of all ages. The ride is operated from a control panel located in the station area.

The ride cycle begins at the station where the train is loaded. As soon as all passengers have been seated in the cars and the safety bars locked into place, the train is transported by chain lift to a height of 17 to 22m. Now the thrill sets in!

Riders experience the full force of the coaster – especially when the train accelerates to a speed of 65 km/h within only a few seconds. The train descends from the lift in a steep right hand turn, racing at maximum velocity toward a clockwise helix.

Riders are pressed into their seats at a G-force rate that is 3.5 times their own body weight. Following a longer straight segment and an adjoining right hand curve, the coaster then runs through a counter-clockwise helix followed by another sharp right hand turn. Finally, the ride runs through two more right hand turns and over several Camel Backs, conveying to passengers a zero gravity-like experience, before it returns to the station. Magnetic brakes softly reduce the speed of the train until it comes to a gentle halt in the station. The lap bars open automatically allowing passengers to exit the ride.

Kazhar Islands Theme Park will be equipped with one (1) Family Roller Coaster



12 – ATTRACTIONS



FAMILY ROLLER COASTER





12 – ATTRACTIONS

KART CIRCUIT & F1 SIMULATOR

LOM is proud to propose a Kart circuit and a Training simulator center to Kazhar Islands Theme Park, including:

- The design and the track construction
- The electric karts (no noise and respectful of the environment)
- The Pit & paddock equipments
- The circuit equipments
- The simulators
- The suits and accessories for renting

LOM design the track and sets up all the equipments and can provide an international training.

In accordance with the land, the track could be 1500 m length.

This attraction could be use for the training of young champions in Azerbaijjan.

Professional F1 Simulator will be use in the same place to give an opportunies of training in virtual competitions on F1 tracks.

Kazhar Islands Theme Park will be equipped with one (1) Kart circuit and (1) F1 Simulator.





12 – ATTRACTIONS





12 – ATTRACTIONS



MAGIC HANG GLIDER – KIDDIE RIDES

The Magic Hang Glider is a mini jet interactive style ride.

Each car places riders on an elevated seat with bicycle pedals. Once the ride cycle begins, riders are in full control as they swoop and fly their way through the sky.

This unique interactive ride is sure to put smiles on kids of all ages and keep the re-ridership numbers sky-high.

This family flat ride features six colorful, hang glider themed vehicles for a total capacity of 12 to 16 per cycle.

Diameter; 9,4 m
 Height in operation: 5 m
 Theoretical hourly capacity: 240/400 pph

Kazhar Islands Theme Park will be equipped with one (1) Magic Hang Glider.





12 – ATTRACTIONS



JUMP AROUND – KIDDIE RIDES

The Jump Around is a first-of-its-kind, fully interactive family ride that is sure to be a hit amongst kids of all ages. The Jump

Around combines beautifully themed ride vehicles with a unique interactive bouncing motion. Up to four children or one adult and two children can be accommodated in each vehicle.

Diameter: 6.4m

Max speed: 6rpm

Hourly Capacity: 600pph

Kazhar Islands Theme Park will be equipped with one (1) Jump Around





12 – ATTRACTIONS



FLOWER TEA CUP

Flower Tea Cups is a ride rotating on 3 axes.

Passengers seat on a big cups. The cups are set up on a rotating platform.

This rotating platform is fixed on a main rotating platform which is rotating in the other direction.

Each cup is provided with a central bearing for the idle rotation by means of a steering wheel

This simultaneous rotations make the visitors disoriented.

The **Flower cup** is a 78.5 sqm area.

Each cup is made in Polyester reinforced by fiber glass.

Giant flowers are set up as center decoration.

The floor is covered with aluminium panels and painted

Kazhar Islands Theme Park will be equipped with one (1) Flower Tea Cup.



12 – ATTRACTIONS

DUCK RACE ROUNDABOUT

The Duck Racer combines the actions of a fast-paced family ride with a circular undulating track. The attractively themed race boats can each accommodate one adult and one child for a capacity of sixteen per cycle.

- Number of passengers : 16
- Hurly capacity: 400pph
- Power: 4 kw



Kazhar Islands Theme Park will be equipped with one (1) DUCK RACE ROUNDABOUT



12 – ATTRACTIONS



SPIN HOUSE

This new family ride is a first-of-its-kind attraction, designed to thrill kids theme-style. The Spin House features a 24-passeger gondola that gracefully spins, dips and tilts, providing all-ages excitement.

Colorful and beautifully themed, the ride combines universal visual interest with simple, classic action entertainment. And with a theoretical capacity of 480 passegers per hour, park officials are sure to think it's marvelous!

- Seats: 24
- Hourly Capacity: 480 p/h
- Maximum Height in Operation: 6,65m
- Minimum Height: 4m
- Power: 25 KW
- Power Lighting: 4,5 KW
- Maximum Rotating Speed: 0 to 10 r.p.m. / clockwise
- Base size: 10x12
- Total Weight: 11 tons.

Kazhar Islands Theme Park will be equipped with one (1) Spin House



12 – ATTRACTIONS



Kazhar Islands Theme Park will be equipped with one (1) Monotail

MONORAIL PEDAL CAR

The **Pedal Car** is an aerial ride where 2-seat vehicles themed run on a track situated approximately 4 meters above ground level.

The vehicles are powered by electric motor. In order to make the vehicle move quicker, the passengers will have to pedal. By this mean, they will discover the park from above.

The **Monorail Pedal Car** runs in the park crossing different areas.

The body of the vehicles is entirely made of glass-fibre reinforced polyester. It can be easily shaped and is highly resistant to weathering. The chassis consists of a strongly welded tubular steel frame. All working parts used such as bearings, rollers, freewheels as well as all accessories of the drive assembly have been selected carefully requiring hardly any maintenance. The vehicles are driven with electric motor that can be accelerate by pedaling.

The entire rail is mounted on steel supports (height approx.min. 2,50m and max. 4,50 m). The minimum radius of 5 meter allows giving the ride a highly varied course. The sectional steel used features such static strength that spans of 6.5 meter are possible.

The steel rails will be painted with a 2-component polyurethane coating. The complete rail is fitted with a power supply system

Station control unit (automatic) , the operator has to control the start and exit station. The vehicle between will move automatically. .



12 – ATTRACTIONS

MONORAIL PEDAL CAR





12 – ATTRACTIONS

MERRY GO ROUND

The Merry Go Round is a circular ride.

Passengers board on horses, troikas, rocking horses, spinners which are going up and down slowly.

The metal structures are hot-galvanized, and all motifs and decorations meticulously put on by hand.

The floor is in solid wood and the « barley-sugar » uprights are in either anodized aluminium or brass
Animated and fixed subjects are in polyester reinforced by fiber glass.

The Merry go Round is a 2 floors attractions

Kazhar Islands Theme Park will be equipped with one (1) Merry Go Round





12 – ATTRACTIONS

THEME RAFTING

The Atlantis Rafting Ride is a good size amusement water ride, that consists of water channels, lift, station, boats in a theme ambiance. The guests can experience the fun, thrill and excitement of riding down a river with white water rapids in Atlantis lost world.

The current and flow of the water activated by submersible pumps moves the boats forward. A upper and lower channel controls the direction of the boats. While travelling through the ride course, the boats will spin around by touching the channel walls.

After the boats leave the station, a channel drives the boats to a lift where they reach a upper channel. At this point, the boats start to slide, speeding on a thin water flow. The travel in the upper channel is half outdoor. The indoor part is equipped with dark light effects all around.

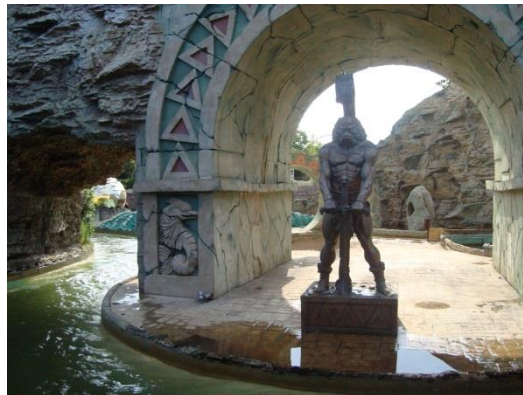
At the final of the upper channel, the boats arrive on the first « fall ». This part of the channel includes some geysers. The boats reach a second « fall » and they travel through a winding rapids river ride. At the end of the ride the boats are transferred to an under water lift, which take them back to the station level.

Kazhar Islands Theme Park will be equipped with one (1) Atlantis Rafting





12 – ATTRACTIONS





13 – REFERENCES





13 – REFERENCES



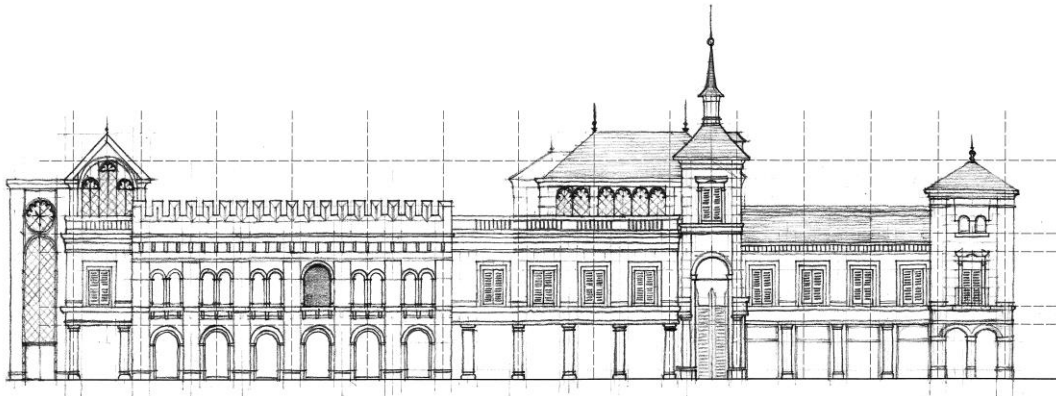


13 – REFERENCES

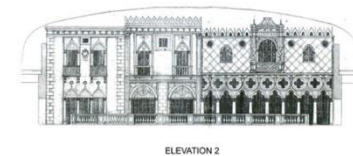
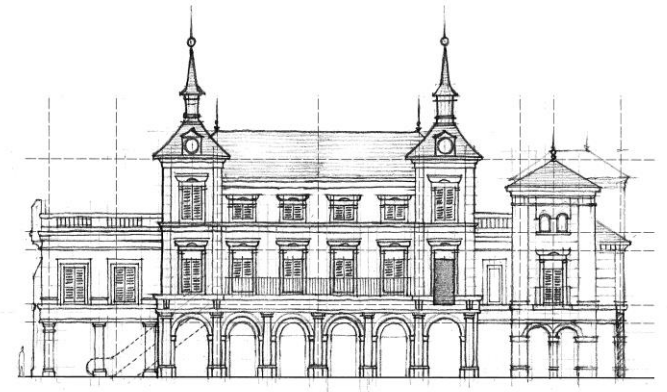




13 – REFERENCES



Spanish theme elevation



Cast decoration San Marco Piazza



13 – REFERENCES



Thank You
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