Theme Park Resorts: Business Planning for New and Expansion Projects - Hand-Out Version

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Content

- 1. Introductions
- 2. Planning of New Projects
- 3. Europa-Park Resort Development
- 4. Conclusions

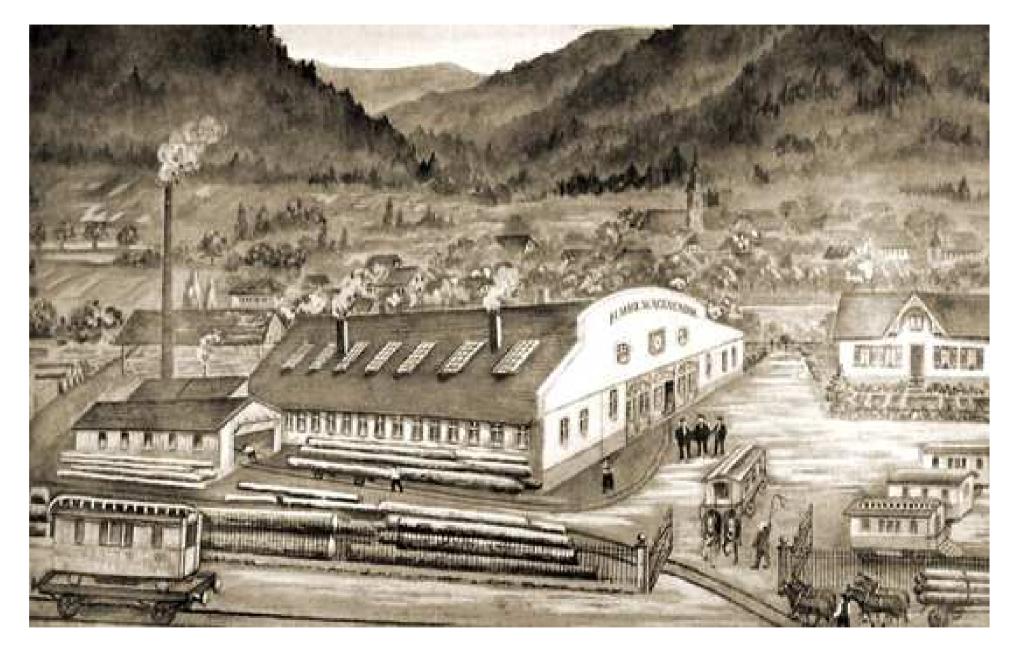




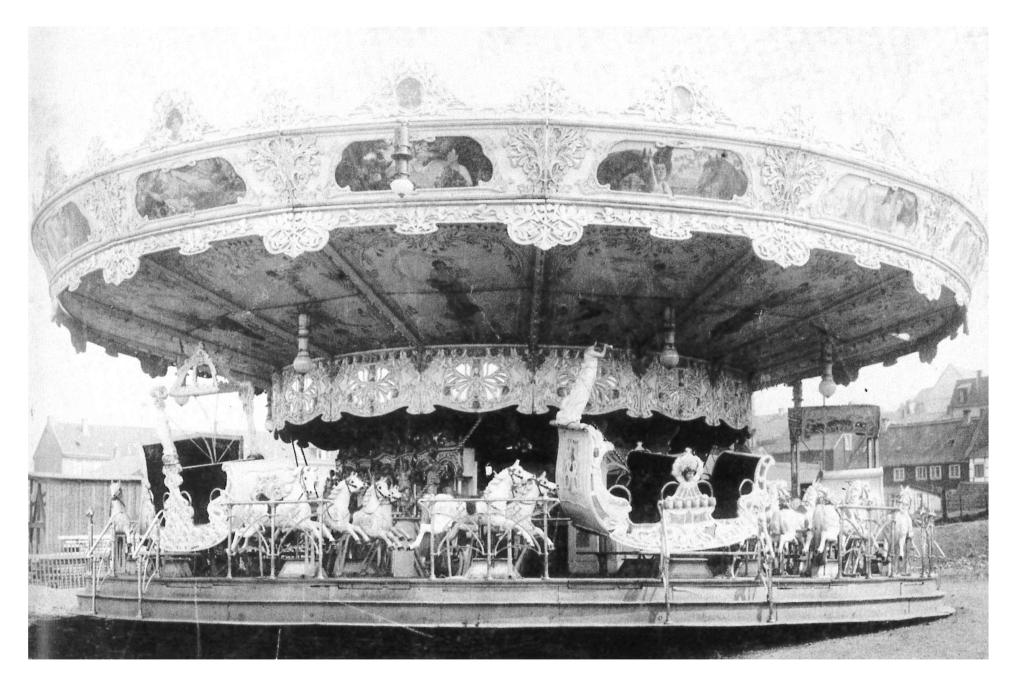








The Mack factory founded in 1780 in the Black Forest, Germany



Carousel construction



The first portable wooden coaster 1921



235 years later Mack Rides today

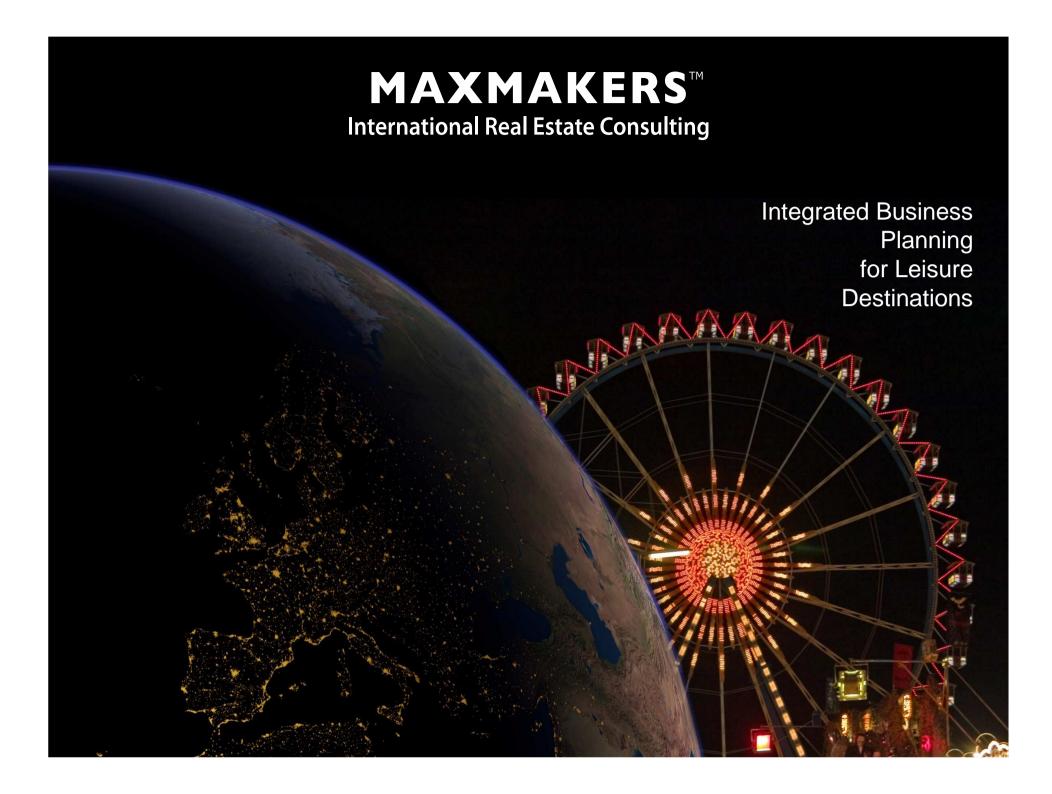


Europa-Park: Opening Day 1975

How did Europa-Park develop?

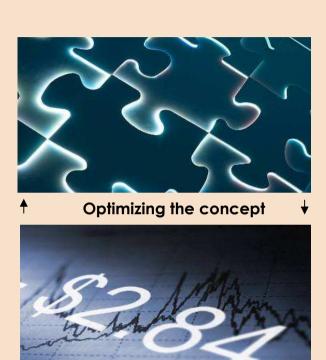
- 1780 The early beginning
- 1973 The idea and start of construction
- 1975 Opening with Europe as a theme
- 1981 From amusement park to theme park
- 1995 From park to resort
- 2020 From resort to global destination?



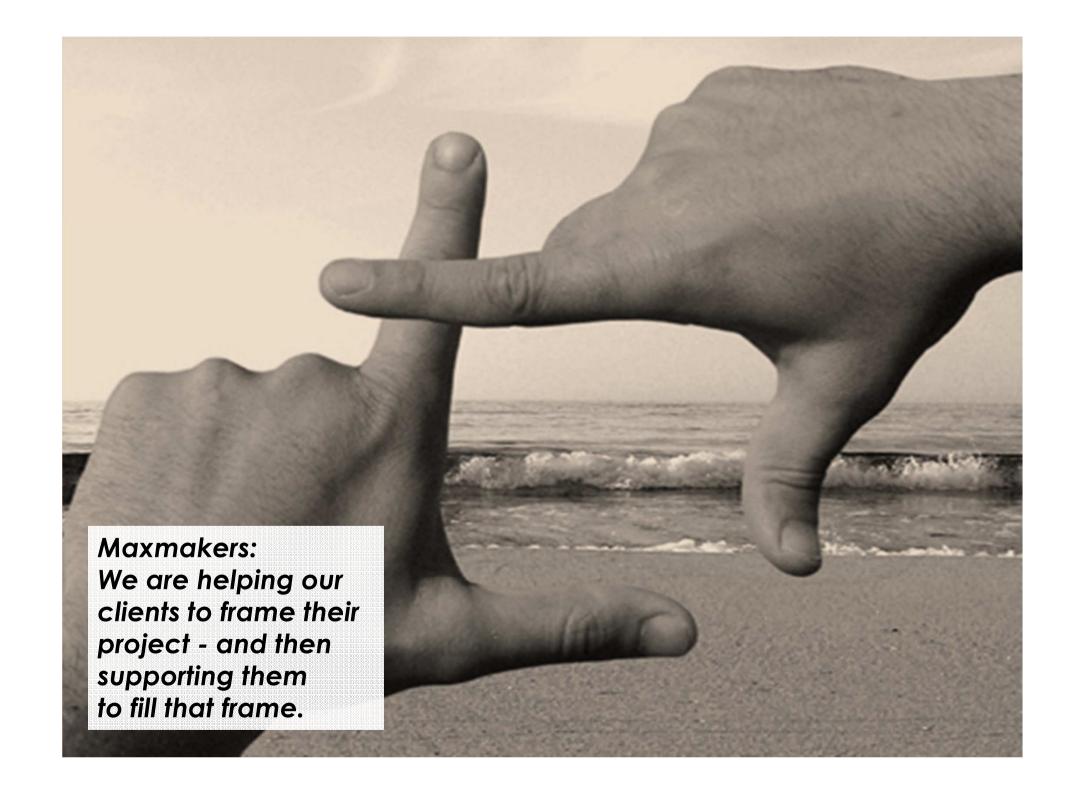


Maxmakers at Glance: Business Planning for Destinations

- Supporting clients in identifying the best project vision, and then helping them in realizing it
- Maximizing mixed-use developments
- Bringing together the worlds of ,real estate' and ,entertainment'
- Combining international best practices and local expertise (with local partners)
- Business driven approach: first define the "what" questions (strategy/concept) and then integrating the "how" questions (with design partners)
- Services throughout the entire project life cycle
- Facilitation of project partners







Competence Areas: Destinations as Primary Focus

Destinations

- Entertainment destinations, e.g. Theme & Water Parks
- Shopping-tainment
- Edu-tainment
- Nature destinations
- Sports destinations
- Tourism destinations
- City destinations



City & Cluster Developments

- Industry clusters, special economic zones
- Knowledge hubs, science cities, and campuses
- Commercial mixed-use developments
- New city centers, e.g. central stations
- District & industrial revitalizations



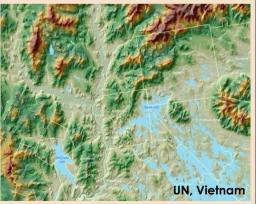
Health Projects

- Wellness hospitality, clinic projects
- Sports/ health centers
- Modern retirement housing/living developments



Regional & Real Estate Strategies

- Regional development
- Tourism development
- Project re-animation
- Property portfolio assessments



MAXMAKERS™

Leisure Destinations

- In many global markets the desire for entertainment is increasing -> applied in many project variations
- Competition is intensifying also in the face of ever increasing guest expectations
- Based on systematic development methods we conceive with our clients a well-balanced, synergistic usage mix and a differentiated guest experience
- Adding life to the projects by introducing partners, experts, operators and co-investors
- This results in improved repeat visitor rates, increased revenue, higher returns and lower risks



Sports Destinations



Tourism Destinations



Entertainment



Edu-tainment



Shopping-tainment



City Destinations



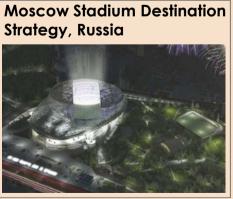
Nature Destinations



Leisure Destinations: Project Examples



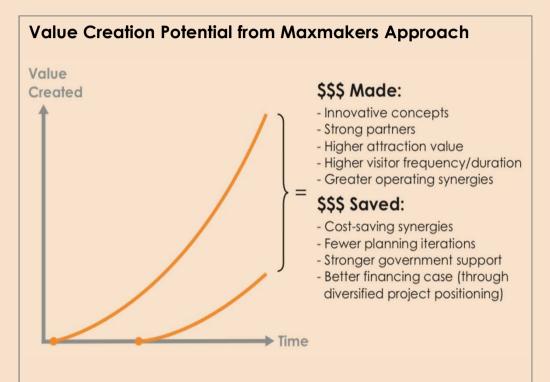






Maximizing Project Value: Client Benefits

- Stronger competitive positioning
- Greater synergies and operating margins
- Risk diversification
- Improved chances of financing and realization
- Higher investor returns



With early and smart planning we generate substantially increased project value: through revenue generation and cost savings.



Content

- 1. Introductions
- 2. Planning of New Projects
 - 2.1. Integrated Business Planning
 - 2.2. Commercial Destination Planning
- 3. Europa-Park Resort Development
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Business Planning – Global Practices

Comparison

- Most advanced businesses and industries are managed by 'facts & figures' and modern management methodologies; this also applies to professional entertainment venue operations
- However: with regards to new projects the Entertainment sector often functions differently:



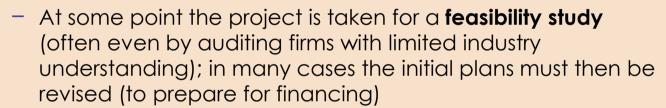
In almost all industries new projects are started with a commercial idea followed by a first business plan (e.g. in the Silicon Valley for VC's):

- A business plan covers all relevant project planning dimensions from the market analysis, the derived strategy and product definition, the financial planning, the marketing, operations planning, etc.
- Business plans evolve with continued planning efforts and become more detailed and accurate
- One of the key differences to standard entertainment 'feasibility studies', lies in the systematic strategy & concept development process



Entertainment Project Planning Approaches

- In the entertainment industry new projects often start with a 'dream':
 - The process is often started with creative designers who shall 'translate' the dream into a plan/visual; often this process is rather 'design' and 'fantasy' driven (not on market research/facts).



- Sometimes further market studies are done, but often times
 no consistent business plan including all planning dimensions
 is produced (as in other industries)
- What we sometimes also see: some more finance oriented project initiators start with a feasibility study for their given vision, and only if they get the desired confirmation, they proceed to master-planning; but also this approach is missing out on the systematic strategy review process (e.g. questioning the initial vision)



Negative Consequences of Traditional Planning Approaches

 The results of approaches with subsequent planning steps are often not consistent (numbers, plans, etc don't match) - which requires extra efforts by the developer to align results

The traditional approaches are not efficient and not effective:

- Not efficient: more iterations, time and investment is needed
- **Not effective:** without the necessary strategy/concept and market entry optimization process the business results are not as good as they could be:
 - > Not optimized profit
 - > No deliberate project risk mitigation
 - > Lower chances to find financing

Conclusion:

By comparison to a standard business planning process the traditional park planning approaches are spending more resources for less output/results

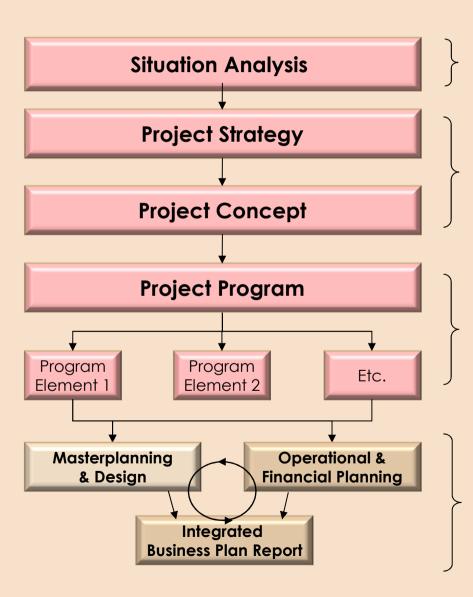
Industry Specific Solution

Solution:

- Taking the general business planning methodologies as base and adjusting it to the specifics of the entertainment industry
- This means Beginning the project with a business planning phase, which is integrating all relevant planning dimensions:
 - Initial working steps include the necessary business planning 'homework' (assessments of market, situation, etc.)
 - Then a strategy finding process is applies including scenarios development and evaluation
 - This process shall combine 'business experts/business creativity' and 'experience experts/ design creativity'
 - Once the project/product strategy/concept is determined, the following business- and masterplanning steps follow concurrently > this way project optimization iterations can occur and the results will be consistent (plans and numbers aligned) as it is all consolidated at the same time
 - Review by investor's/ bank's trusted advisor

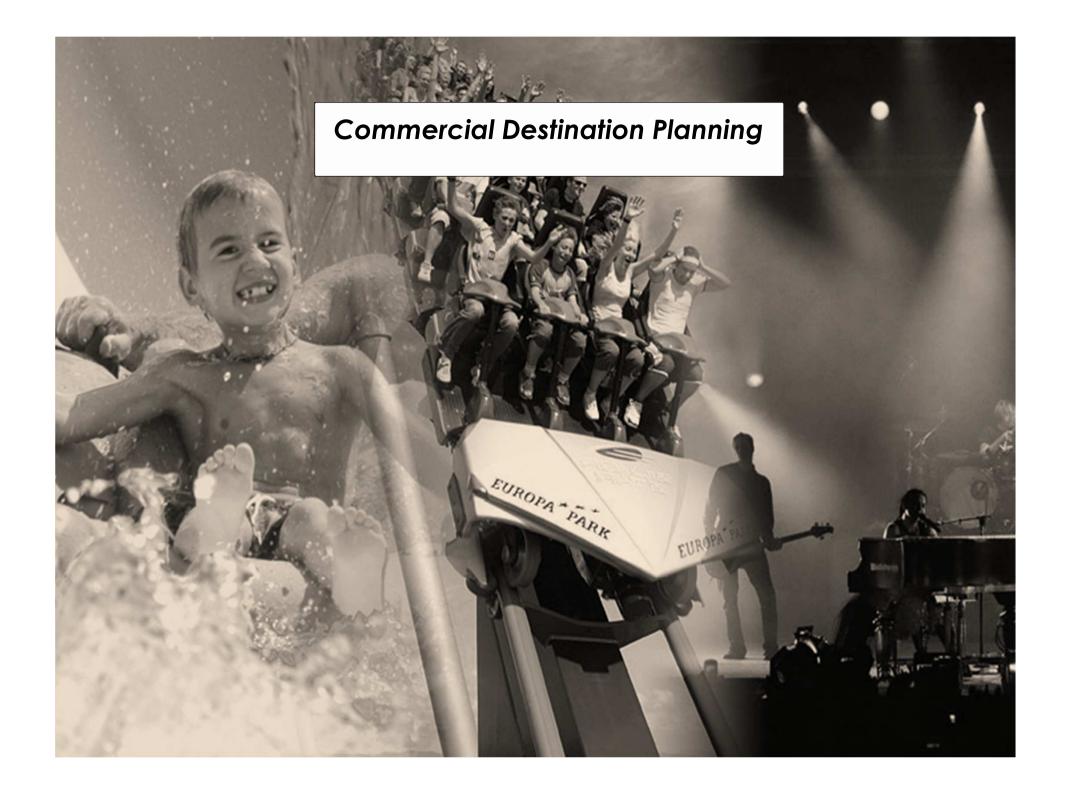


Business Planning Logic



Selected Key Questions

- What is the project's context and the relevant market factors?
- What is the core project vision?
- What are the key business drivers?
- What is the strategy and distinct **project positioning**?
- Who are the **target clients**, and how can they be best attracted and served?
- Which strategy and concept best integrates all circumstances and business objectives?
- What are the **key program elements**?
- What is the optimal usage mix and how do the various program elements best exploit synergies?
- Which elements drive commercial viability?
- What is the appropriate project sizing and staging?
- How should the **main components** be specified?
- What are the key **requirements & guidelines** for the development design planning?
- How are those program elements best realized and functionally allocated in the given site conditions?
- What operating performance can be expected?
- What are the necessary operational considerations?
- What is the approximate budget and derived investment need, and how attractive is the investment case?
- How to go to market and run the project?



Commercial Planning

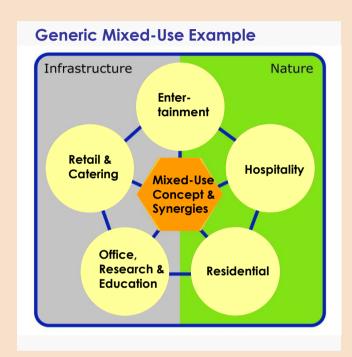
Creating Mixed-Use Developments for Viable Projects

Mixed-Use Developments

- Custom-tailored mixed-use developments offer many advantages over a single usage focused project
- Development of integrated concepts, with a balanced, synergistic combination of usage types
- Design and implementation scheduling for maximum user experience and operating performance

Advantages of Mixed-Use Schemes

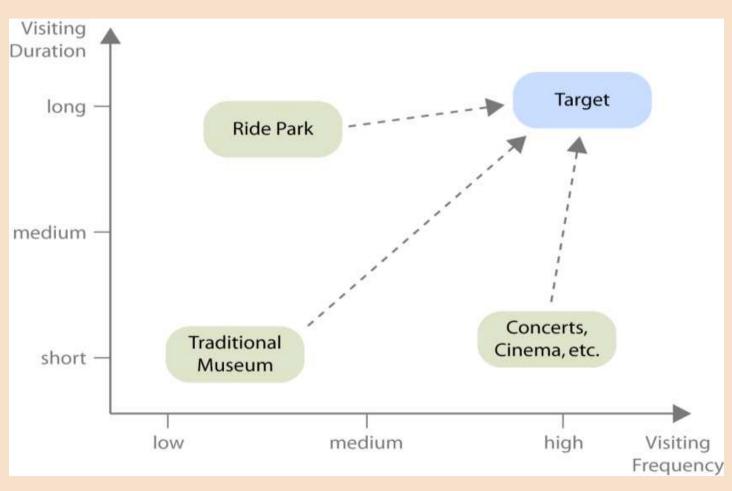
- Risk diversification
- Higher revenues due to enhanced overall value proposition, cross-selling, etc.
- **Lower costs** due to synergies in planning, shared infrastructure, operations, etc.
- Marketing advantages
- Better financing terms due to liquidity
 & cash flow optimization, risk balance



Commercial Planning

Attractions Mix

Introducing offer-mix to extend stay duration and increase frequency:





Commercial Planning

Some General Guidelines for Leisure Destinations

- Deliberate sizing & staging: Crucial factor for project success is to determine the right size for the given market potential and for a maximum impact market entry, all the while minimizing the upfront investment exposure
- Project Identity: Necessary for project identification and market positioning
- Landmark: Developments with a landmark can exploit several benefits (Marketing, sales, PR effects)
- Attractions: Special features people will speak about
- Malling: Optimize visitor flow and changing experiences
 combine commercial and experience aspects
- Edutainment & interactivity: Animation and inspiration of guests with interactive, educational programs
- Authentic concept: Build on local culture and society
- Theming & style: Creating a golden thread which ties the development together



Example Landmark: Swarovski Kristallwelten, Austria

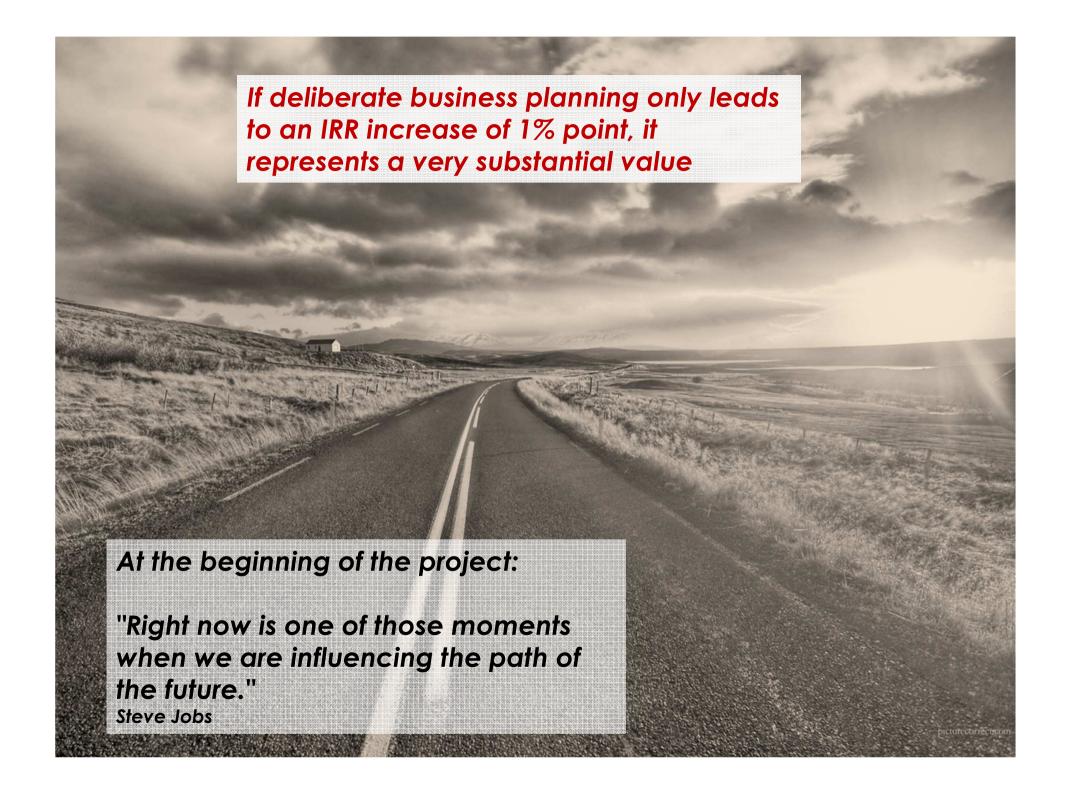


Creating a Theme Park Destination – Selected Do's and Don'ts

The table highlights some of the criteria for a contemporary leisure concept:

Old Style	21st Century Development
Amusement Park, hardware focus	Themed environment, immersive, story-telling
Stand-alone park	Mixed use - Concept
Amusement only	Fun smartly combined with inspiration, education
Copy of international best practices	Including innovation and authentic, local themes
Teenager focus	Family focus
Passive, consuming	Interactive, involving
Design/ masterplanning first	Integrated business planning





Content

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Europa-Park

1975	2013
16 hectare	94 hectare
250.000 visitors	4,7 mio visitors
10 attractions	110 attractions
120 employees	3.700 employees
opening period	opening period
April – October	March – January

How did Europa-Park grow?

- step by step
- adding details
- adding attractions
- adding themes
- adding resort elements
- most of all: listening to our guests



- Honest feasibility study and solid business plan
- Master plan for now and the future



Then pick an enduring theme Relevant now; relevant in the future

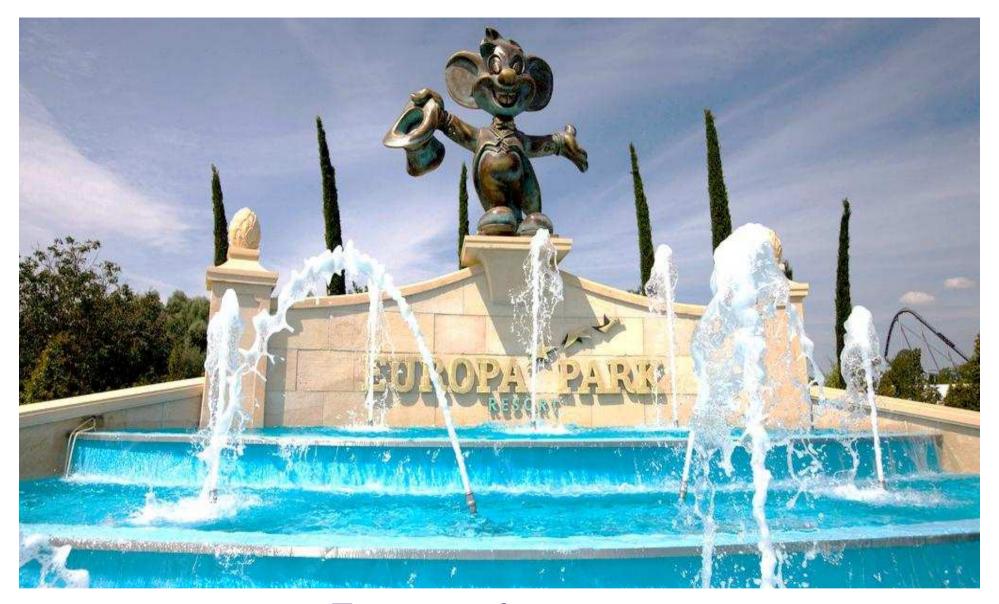
Europe as a theme



The park has 13 different themed areas



Are you building a regional theme park for day trippers or are you building a Resort?



Factors of success

a compelling attraction an attractive value a strong call to action



Focus on visitors

Constant research is essential Using this research is more essential



Quality in details



Service quality
Every day in every way



Value for money

Make your guests feel they get more than they expected and paid for



Continuous innovations

in all departments not just rides

















































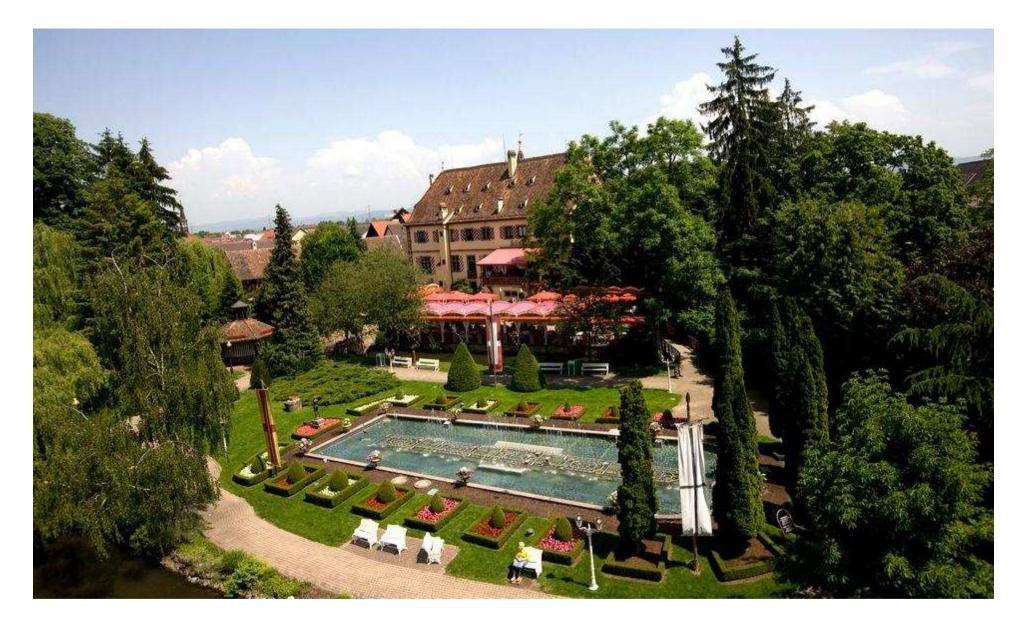








Partnering



Nature as attraction

The park must operate in a 'green' fashion Also in our industry the future can be green and sustainable



Europa-Park is the first theme park in the world certifided as a green theme park by TUV Germany



Constant expansion

driven by guest research following the master plan driven by the business model

Europa-Park expansion case studies:

- Hotel Bell Rock
- New attraction 2014:
 Arthur and the Invisibles

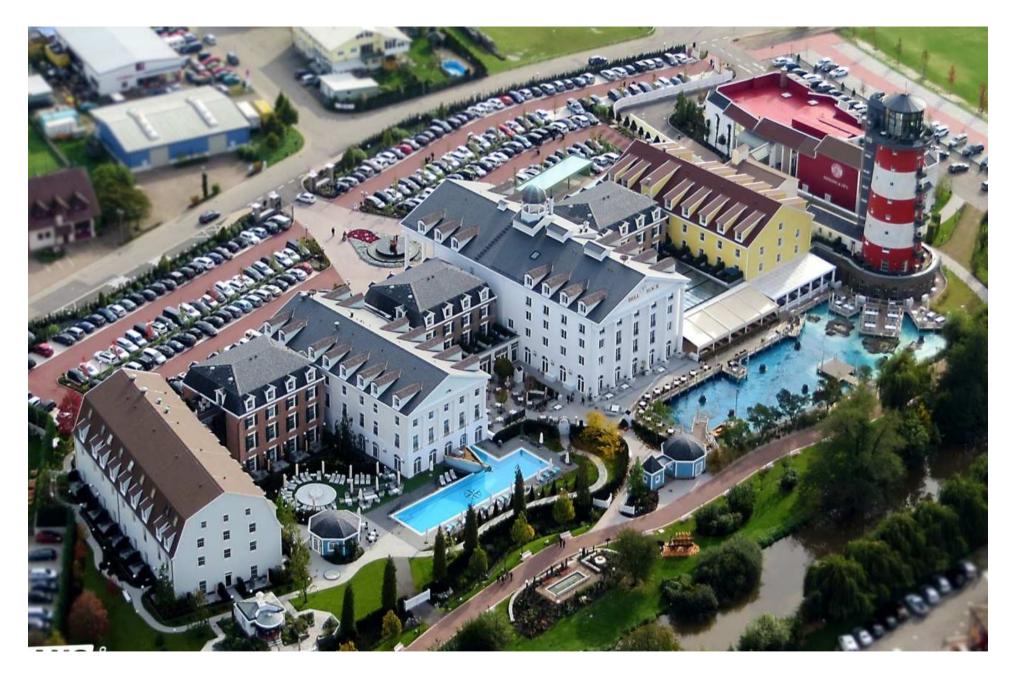












Hotel Bell Rock opened 2012

Research showed high demand for more themed accomodations:

- 250 family-rooms and suites
- Direct resort access
- Imersive theming in every detail from architecture to Food and Beverage









- Three different price point restaurants
- offering value at every level from buffet to Michelin star



- Business plan played a huge role in the design of this hotel
- To maximize guest satisfaction, efficiency and return on investment
- Result: Europa-Park's
 5th Hotel has been a
 huge success from day
 one with high occupancy
 rates





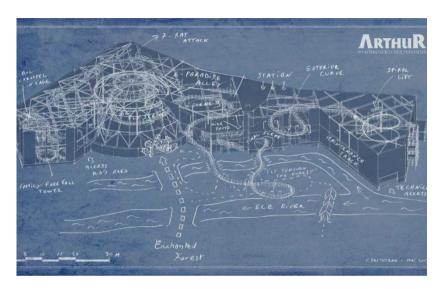
Arthur - In the Kingdom of the Invisibles



- Europa-Park has guests from all over Europe
- Research showed that French guests were looking for a highly immersive French based attraction
- Europa-Park and Europa Corp
 (famous European film studio led
 by renown film director Luc
 Besson) partnered in the
 development of the Arthur
 attraction
- Arthur and the Invisibles is a trilogy of movies which has been extremely successful especially in France

Arthur - In the Kingdom of the Invisibles

- Spectacular indoor attraction
- Big show building: 38,000 sq ft
 with a 50-feet-dome
- World premiere innovation of a new ride system from Mack Rides
- Flight through 7 fantastic kingdoms
- Lots of high-tech special effects
- Dining an shopping experiences and indoor play-area to extend use in winter





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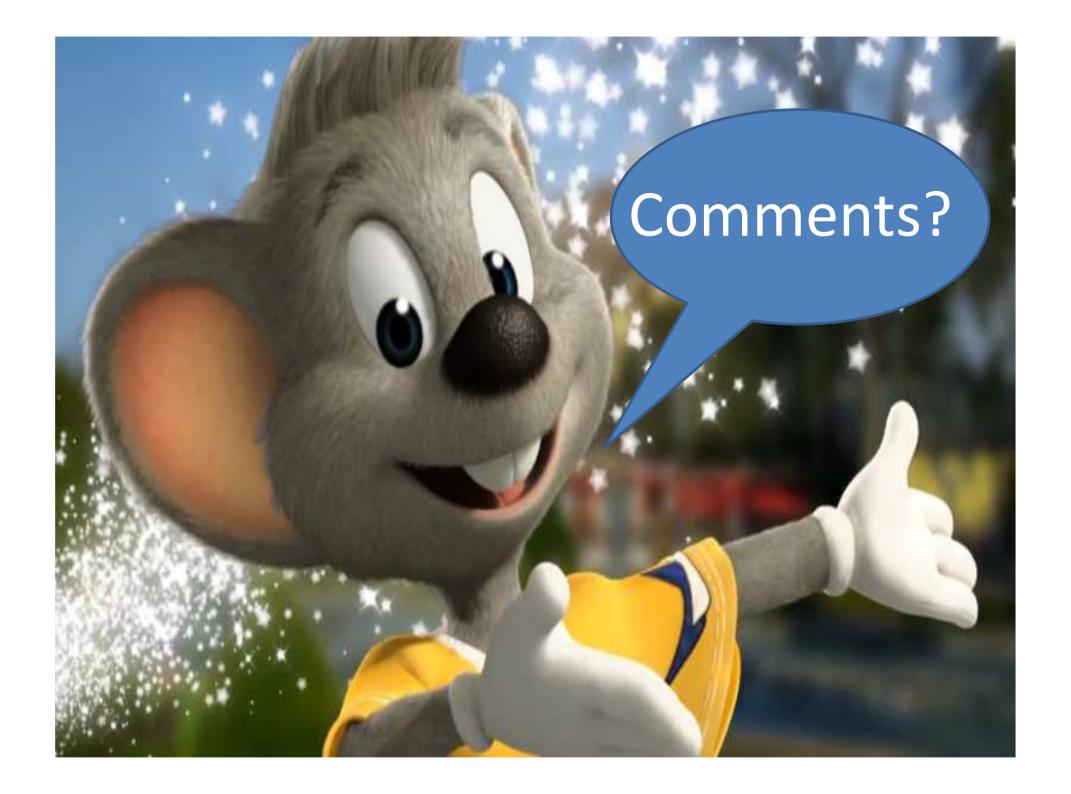






Conclusions

- Recommended: integrated business
 planning for new and expansion projects
- Finding the right balance between
 sticking to and adjusting the plan
- Constant expansion and innovation supported by strong communication
- Most importantly: Listen to your future or current guests!



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