

The logo for KSPACE, featuring a stylized 'K' icon followed by the word 'SPACE' in a bold, sans-serif font.

**KSPACE**

VISITOR ACCESS GUIDE

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**COOK ON THE  
ENDEAVOUR RIVER**

# Welcome to KSPACE

Today you will travel back in time to somewhere in Australia's past. To do this, you'll need a time-travelling robot. So, you will begin your journey at one of three **Design Stations** where you will design your own robot with the help of KC, the Kspace Computer. Each Design Station has room for a team of up to four players.



Photograph by Adam McGrath, Hcreations

*Design Stations*

Next, you will enter the **Time Pods** where you will use your robot to travel back in time to one of eight different historical locations, such as Lake Mungo 45 thousand years ago or the Sydney Harbour Bridge under construction in 1930.

There you will explore the location and take part in a mission, as your individual robot and as part of a bigger robot called the Mech. In Mech mode, different controls will move your head, arms and legs. If you're playing in a team, you will need to work with your teammates to steer and move the Mech.



Photograph by Adam McGrath, Hcreations

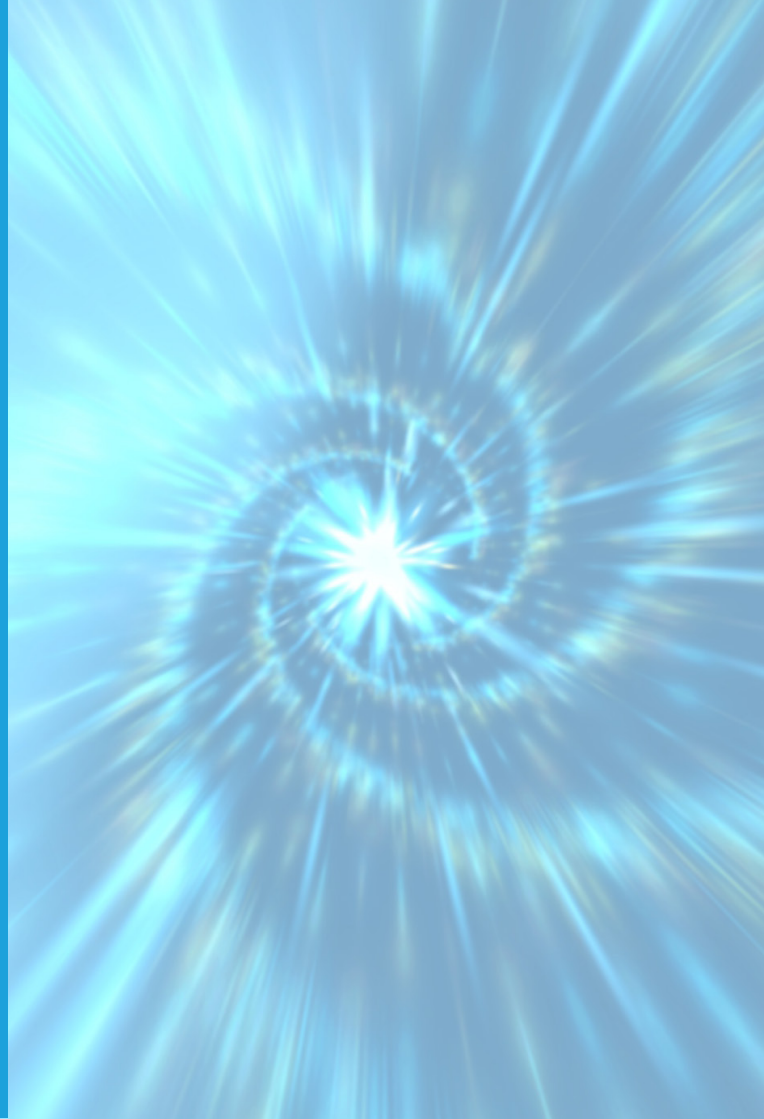
*Time Pods*

After the Time Pods, you will complete your visit to Kspace in the **Cool-down area**, where you will find your score as well as more information about the period of history you visited.



Photograph by Adam McGrath, Hcreations

**Cool-down area**

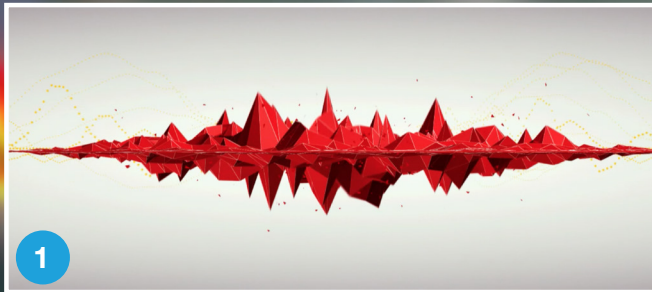


# Design Station

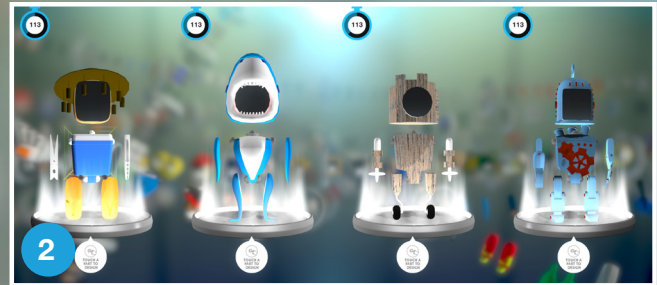
At the Design Station, KC will tell you what to expect on your time-travel adventure. She will then let you design your own time-travelling robot by choosing your robot body parts, and applying different colours and patterns. Once you've finished, KC will take your photo to use as your robot's face.

Next, you'll find out more about how to control your robot and the Mech.

Be sure to remember the number above your Design Station (1, 2 or 3). This will tell you which Time Pod to go to.



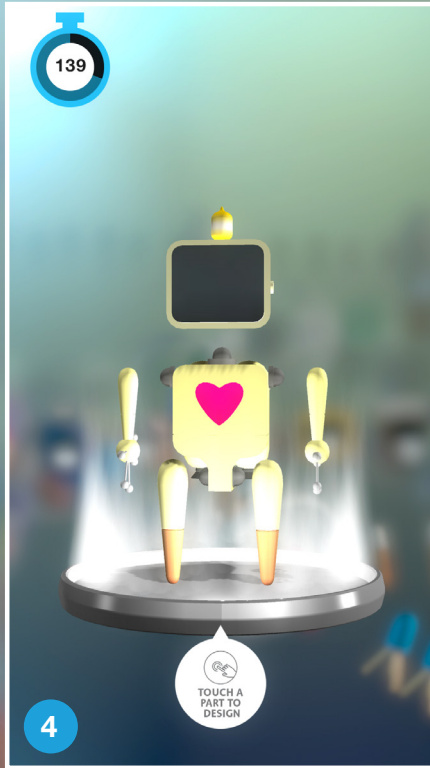
*KC, the Kspace Computer.*



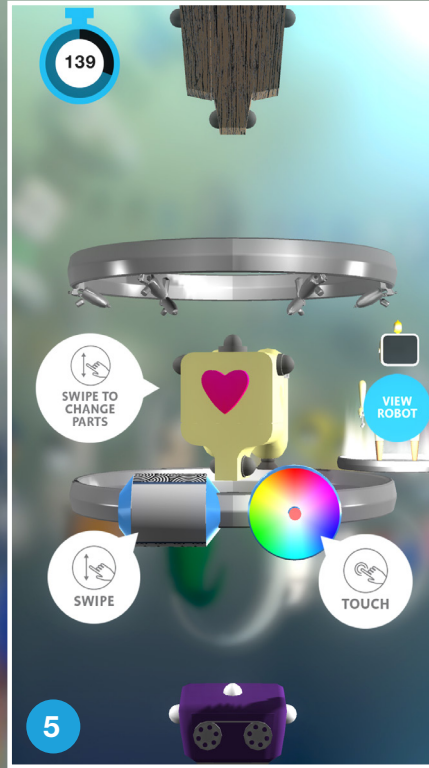
*Design your time-travelling robot at the robot factory.*



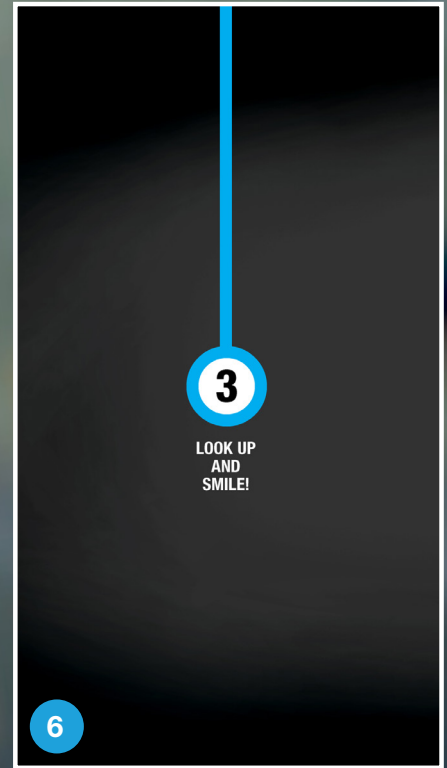
*Find out how to control your robot.*



Everyone will have their own robot to design.



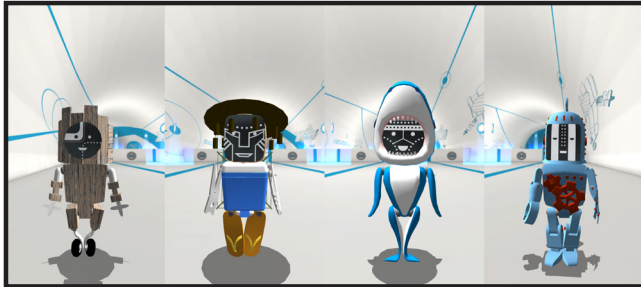
Each of the robot body parts can be swapped, coloured and textured.



KC will take your photo and use it as your robot's face. You can select a mask if you prefer, or KC will give you a mask if she isn't able to take your photo.

# Time Pods

Once you enter the Time Pod area, look for the Time Pod with the same number as your Design Station (1, 2 or 3). Then stand in front of the screen displaying your robot.

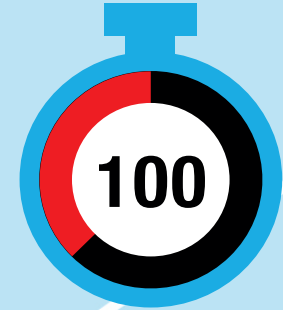


*Go to the screen that displays your robot.*

Before the game starts, KC will give you time to practise operating both your individual robot and the Mech. During the game, KC will guide players using audio prompts, which are provided as image captions in this guide.



*This is KC. She guides players through the game.*



*Complete your mission before the timer runs out.*



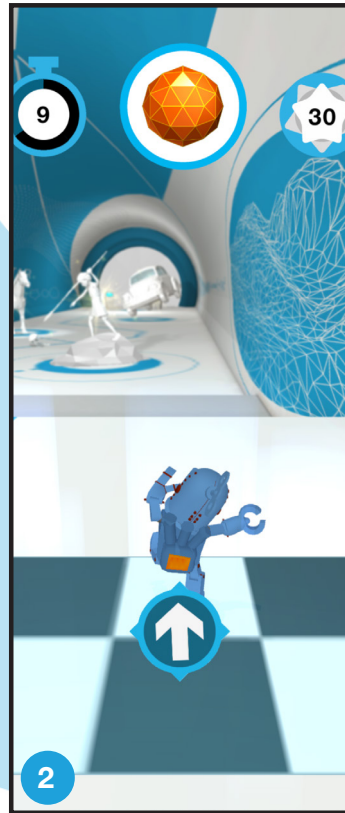
*When you're in individual robot mode, try to score Kstars.*



*When you're in Mech mode, Kstars add up for the whole team.*



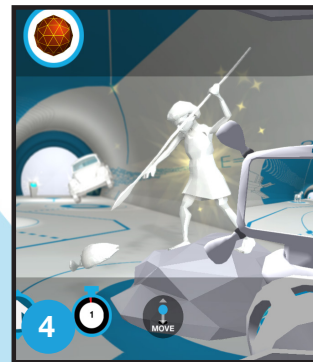
Run through the blue lights to score Kstars.



Get to the finish line to score extra Kstars.



Learn how to control the Mech. Different controls will move your head, arms and legs.



Golden lights show you objects that are interactive.



The compass helps you navigate through the game.

# Cook on the Endeavour River

In this game, you will visit the Endeavour River, 1770. You arrive underwater as Captain James Cook's ship, the *Endeavour*, hits the Great Barrier Reef.

The *Endeavour* then sails into what is now the Endeavour River for repairs. While ashore you witness Cook and his crew meeting the local Guugu Yimithirr people. The Guugu Yimithirr people are angry because Cook and his crew have been eating their turtles.

Help Cook collect items from the ship to give to the Guugu Yimithirr people as a sign of friendship. Once the ship's repairs are complete, help send the *Endeavour* on her way by chopping the ropes that moor her to the beach.

## Game storyboard



The *Endeavour* has hit the reef! The crew must lighten the ship. Anything dispensable must be thrown overboard!



The local people are angry because the crew have taken their turtles. We must offer them something in return.





Look out, time-travellers! Dodge or jump over the falling objects.



The *Endeavour* is free of the reef. Move around and explore the deck before the ship is beached for repairs. Look for the golden lights – there's more to discover.



Move your robot left and right to collect gifts for the local people. Press your button to jump onto or over boxes.



'The Captain has gone. Look around while I try to find his trail.'



The Captain has gone up the hill. Find your way through the mangroves to get to him. Follow the blue lights – they tell you where to go.



'We offer these as a sign of friendship.'



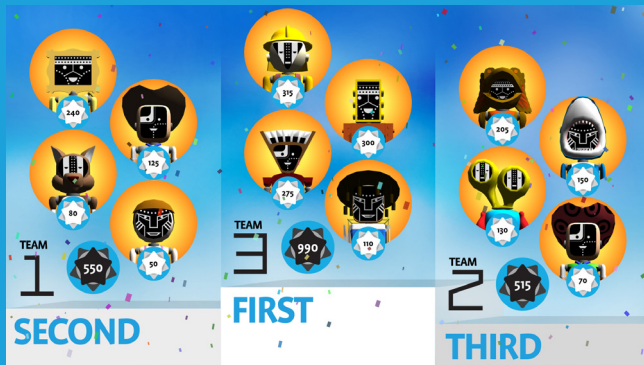
The *Endeavour* is ready to set sail. Help send her on her way. Look for the golden lights. Press your arm button to cut the ropes.



In 1770, Cook and his crew spent seven weeks ashore at what is now Cooktown, repairing the *Endeavour* after it hit the Great Barrier Reef. While there, they had a number of meetings with the local Guugu Yimithirr people.

# Cool-down

When you've finished time-travelling, make your way to your team's touchscreen in the Cool-down area. There you can discover more about the place you've visited, find out who scored the most Kstars and email your Kspace postcard home or to a friend. You can also take a photo of yourself next to the screen! And why not tell us what you thought of Kspace by leaving feedback using the touchscreens?



Check out your final score on the leaderboard.



Learn more about your Kspace experience.



Email your Kspace postcard home or to a friend.

Where our stories come alive

