

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

KSPACE

VISITOR ACCESS GUIDE

THE KIMBERLEY

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

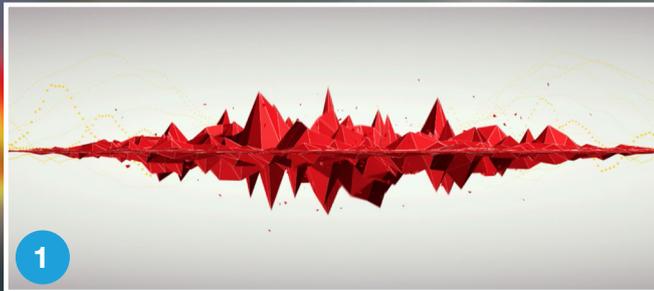


Design Station

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.

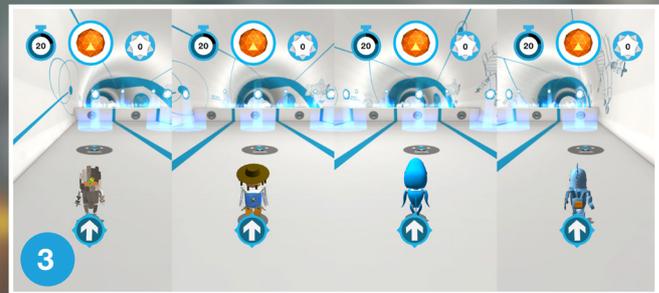
Be sure to remember the number above your Design Station (1, 2 or 3). This will tell you which Time Pod to go to.



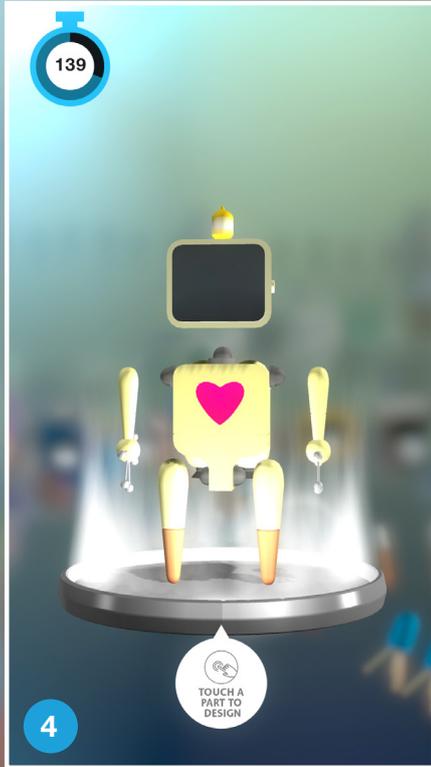
KC, the Kspace Computer.



Design your time-travelling robot at the robot factory.



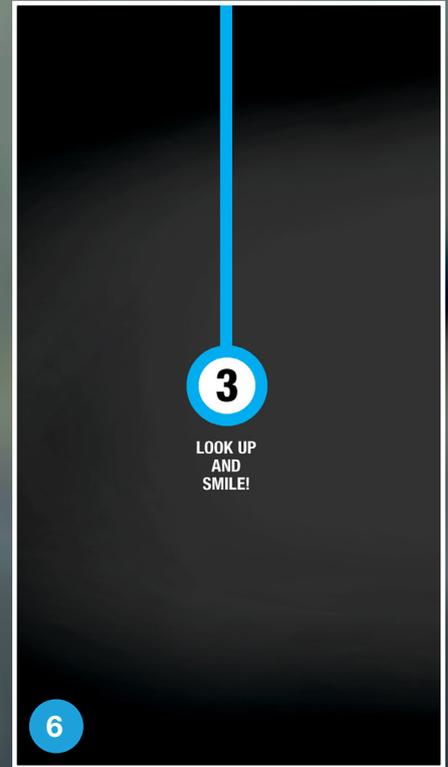
Find out how to control your robot.



Everyone will have their own robot to design.



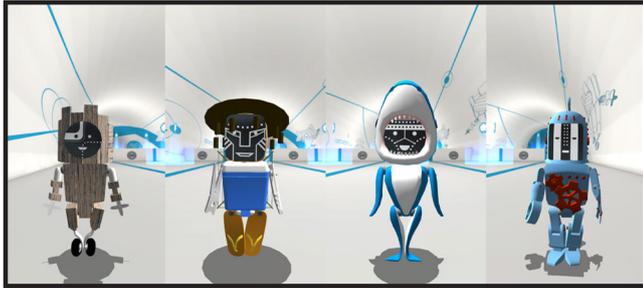
Each of the robot body parts can be swapped, coloured and textured.



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.

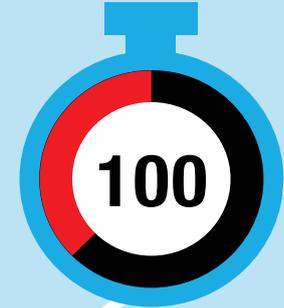


Go to the screen that displays your robot.

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.



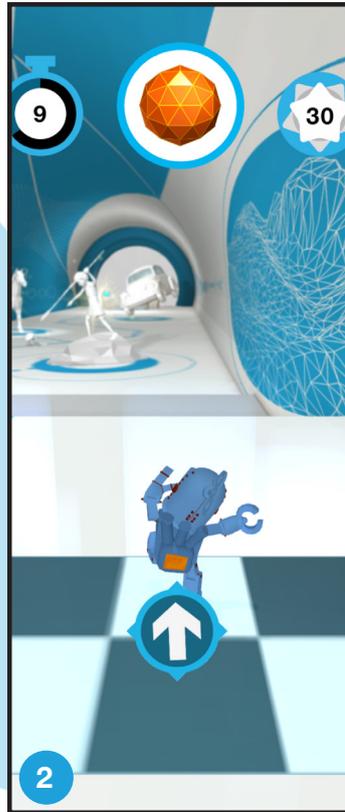
When you're in individual robot mode, try to score 45 Kstars.



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



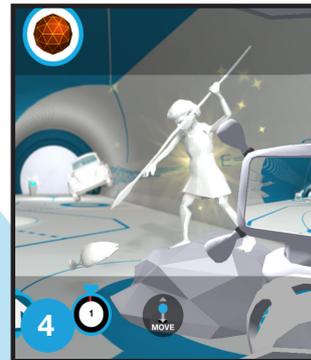
Run through the blue lights to score Kstars.



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.

The Kimberley

In this game, you will visit the Kimberley region in Western Australia, 1990. There you will encounter wildlife and spectacular landforms.

While you are exploring, you'll meet a park ranger who receives a radio call about a stranded quoll – a rare animal in Australia. Help the ranger rescue the quoll by travelling through river rapids and gorges. Watch out for the crocodiles ...

Game storyboard



We've landed in a termite mound! Move your robot left or right to find a way out. Watch-out for the termites! Follow the blue lights – they tell you where to go.



'We've received a call that there's a stranded quoll at the top of the waterfall. Quick, jump out and head down the rapids. You can get to the falls faster that way.'



Phew, that's better. Move around and explore. Look for the golden lights, there's more to discover.



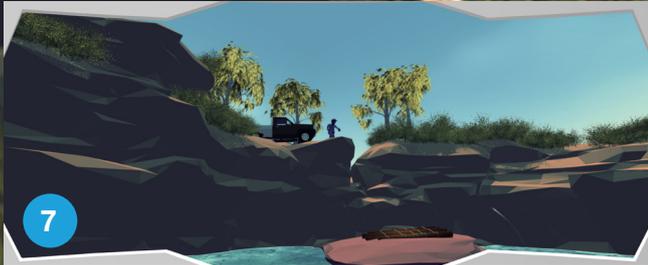
'Hop in the back, it's not safe here. We're burning off to help stop bigger fires later on. We call it Caring for Country.'



Navigate your way down the rapids. See if you can collect lizards, but avoid the rocks!



Follow the stream down to the river – we've got to find that quoll. Don't forget to have a look around.



7

'Quick, you've got to get across the river to that raft, but look out for crocodiles! I can't get down there from here but a chopper is on its way.'



8

Make your way across the river. Avoid the crocodiles.



9

Use your stick to whack the crocodiles. We've got to get to the quoll!

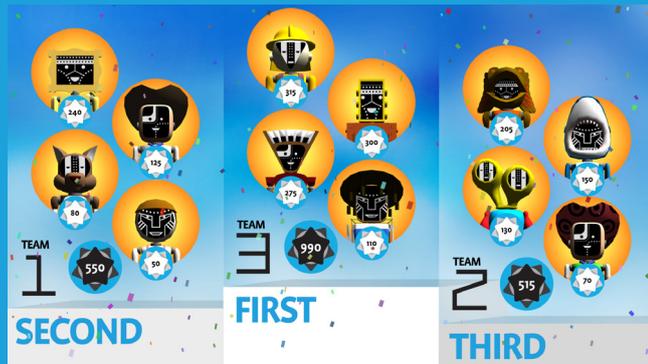


10

The Kimberley region of Western Australia has great natural beauty and is home to a rich and diverse Aboriginal culture that has survived for tens of thousands of years.

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

