

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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**THE VICTORIAN  
GOLDFIELDS**

# 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

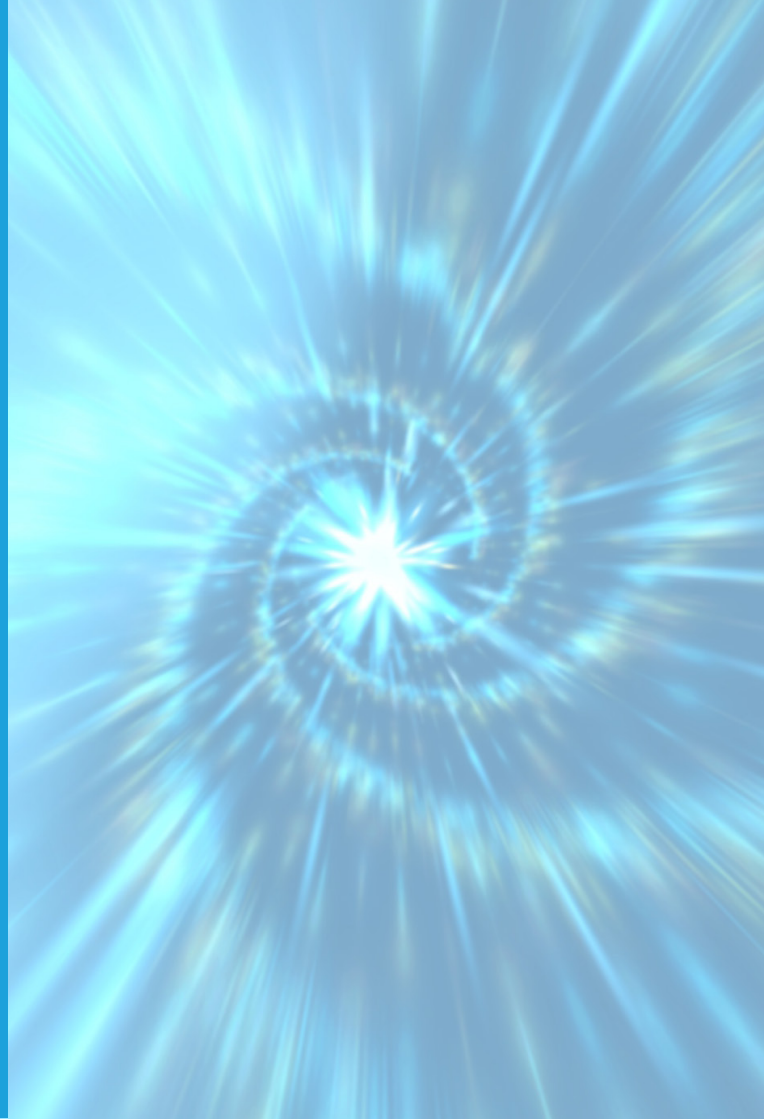
*Time Pods*

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**

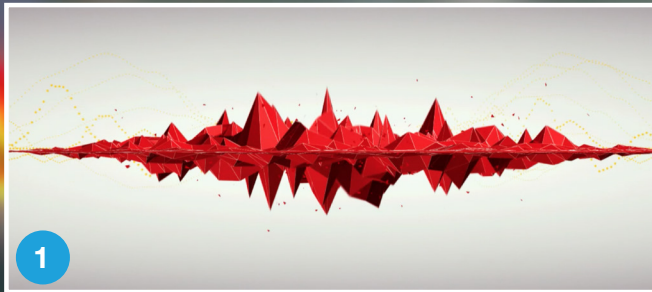


# Design Station

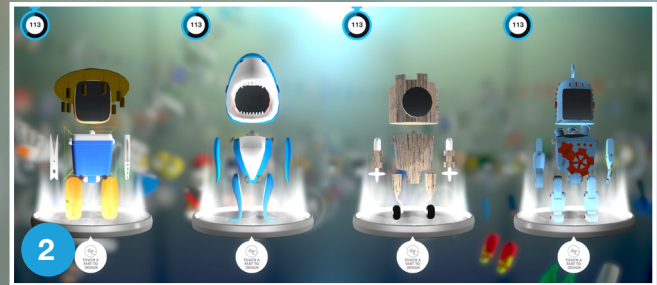
At the Design Station, KC will tell you what to expect on your time-travel adventure. She will then let you design your own time-travelling robot by choosing your robot body parts, and applying different colours and patterns. Once you've finished, KC will take your photo to use as your robot's face.

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.



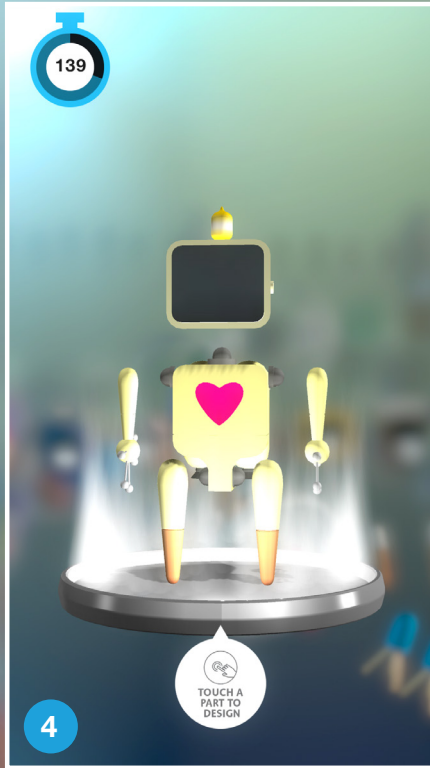
*KC, the Kspace Computer.*



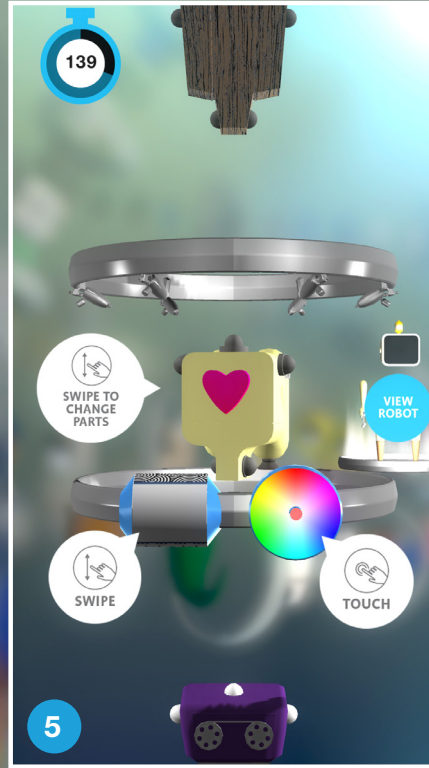
*Design your time-travelling robot at the robot factory.*



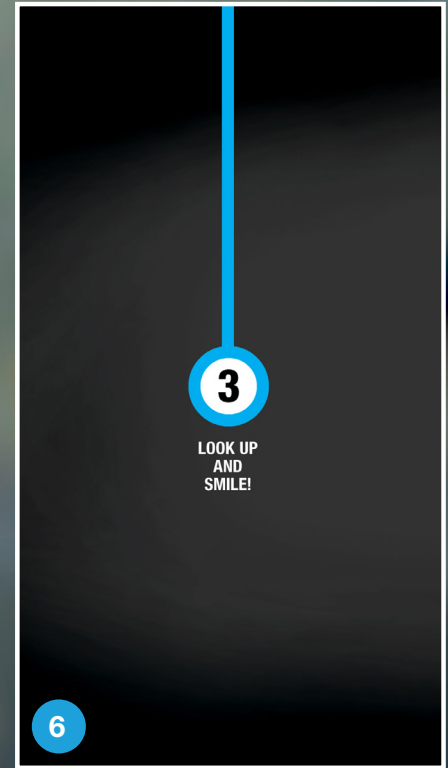
*Find out how to control your robot.*



*Everyone will have their own robot to design.*



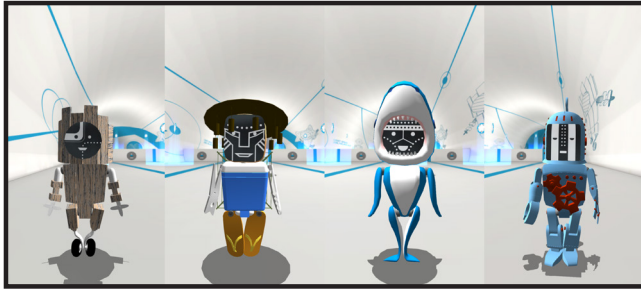
*Each of the robot body parts can be swapped, coloured and textured.*



*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.

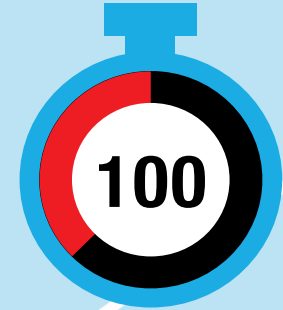


*Go to the screen that displays your robot.*

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.*



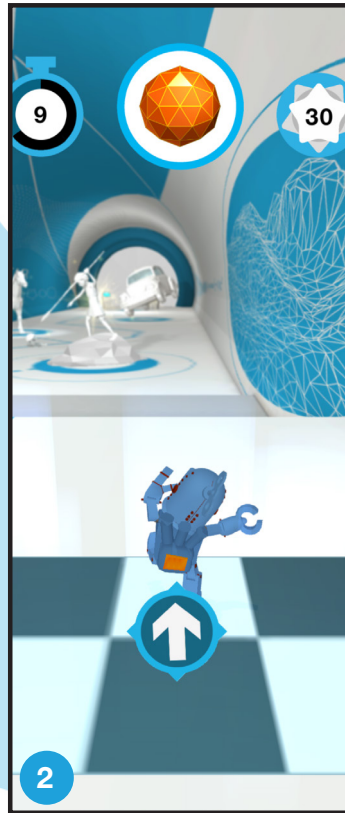
*When you're in individual robot mode, try to score Kstars.*



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



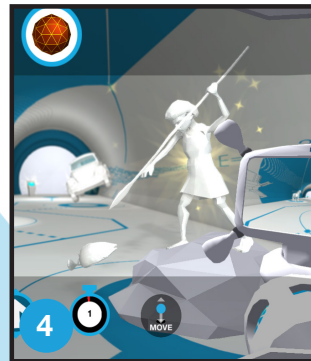
Run through the blue lights to score Kstars.



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.

# The Victorian Goldfields

In this game, you will visit the Victorian goldfields, 1854. There you will meet a young boy and girl travelling with their mother to meet their father in the goldfields.

When you get to the children's father, you find out he has a broken leg. You must help the family by getting a pick from the blacksmith to mine for gold.

Along the way, you will encounter goldminers, shopkeepers, animals, a butcher, a blacksmith and all kinds of goldmining equipment.

Watch out for the licence officers – the family can't afford a gold licence for you!

## Game storyboard



'We're here! Let's find papa.'



'I can make you a pick but first you'll have to chop wood for the forge.'





Help the children find their father's hut. Follow the blue lights, they tell you where to go. Jump over the obstacles or they'll slow you down.



'Hi kids! It's good to see you. I broke my leg so I need your help to dig for gold. Go to the blacksmith's hut, he'll give you a pick.'



Let's go, woodchoppers! Jump on the axes to chop the wood. Move from left to right to use the saws.



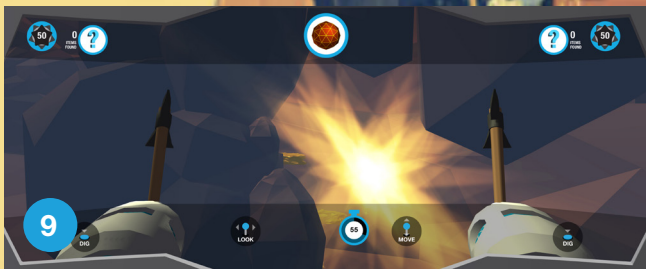
Have a look around while the blacksmith makes us a pick. This is where they make the tools for gold digging. Try pumping the bellows beside the fire.



'Quick, the licence officers are coming! You need to get away and hide.'



Avoid the obstacles and watch out for the licence officers. You'll get Kstars by going through the blue lights.



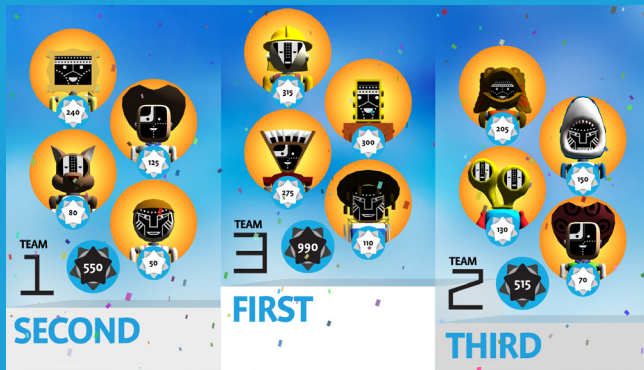
Look! You made it to the mine. Let's dig for gold. Look for the golden lights. There's treasure to be found for sure.



You've visited Victoria in the 1850s during the gold rush. People travelled here from all over the world in search of gold, and that changed Australia forever.

# 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

