

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 FRANKLIN
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

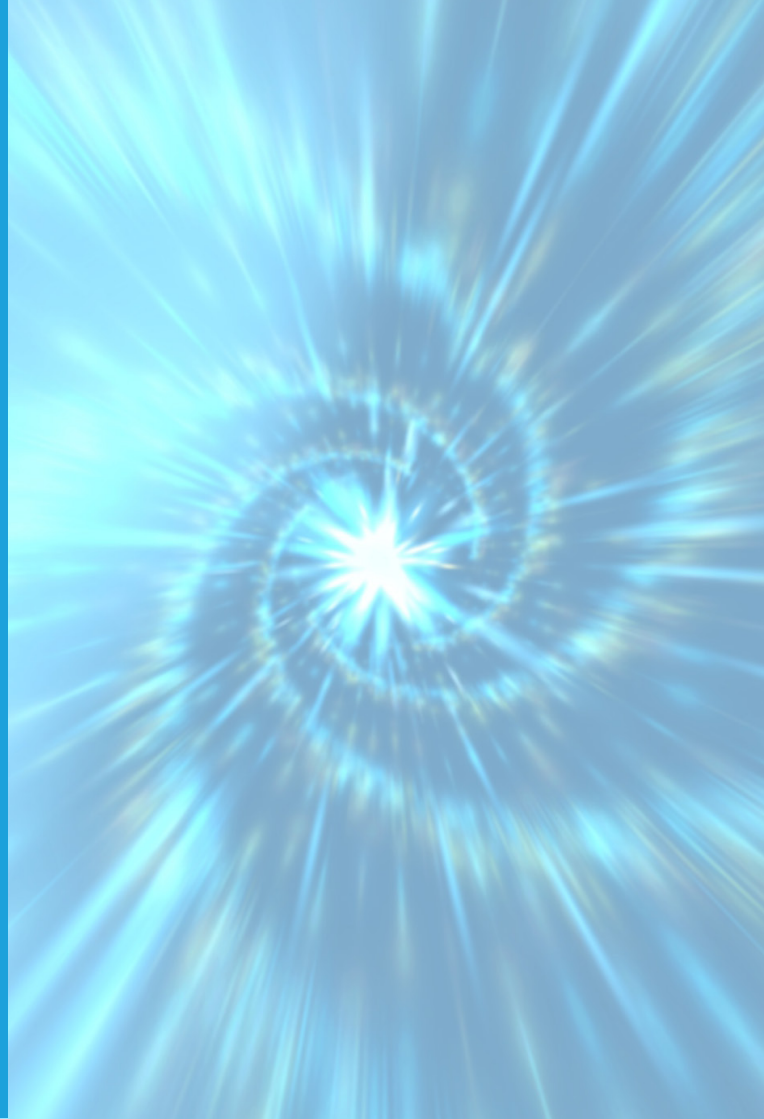
Time Pods

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

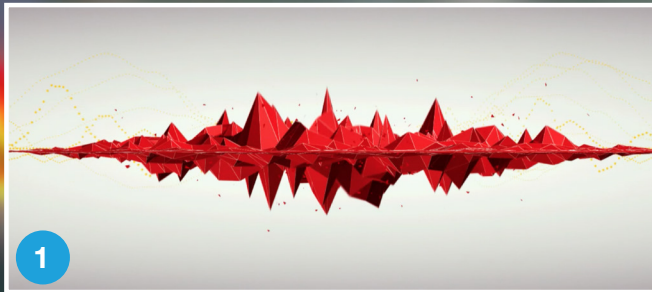


Design Station

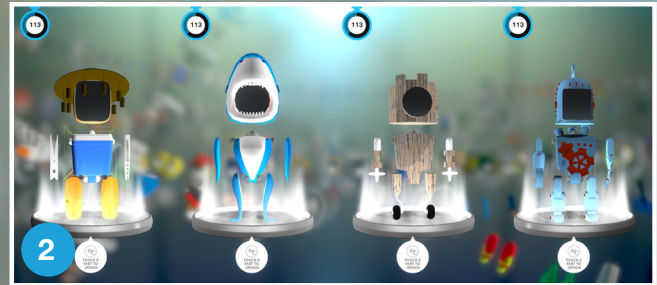
At the Design Station, KC will tell you what to expect on your time-travel adventure. She will then let you design your own time-travelling robot by choosing your robot body parts, and applying different colours and patterns. Once you've finished, KC will take your photo to use as your robot's face.

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.



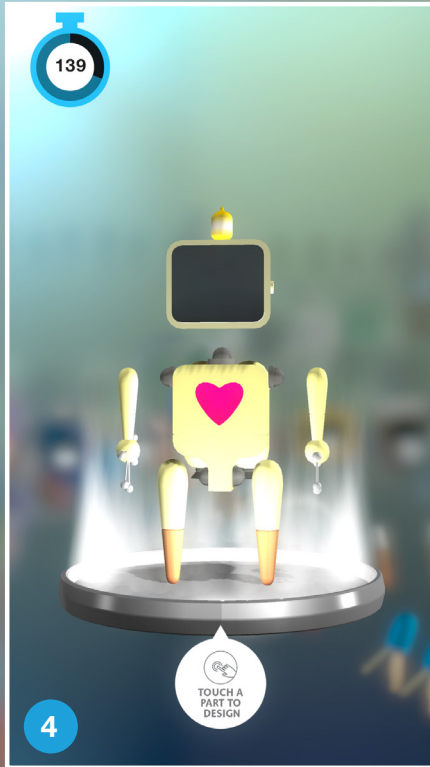
KC, the Kspace Computer.



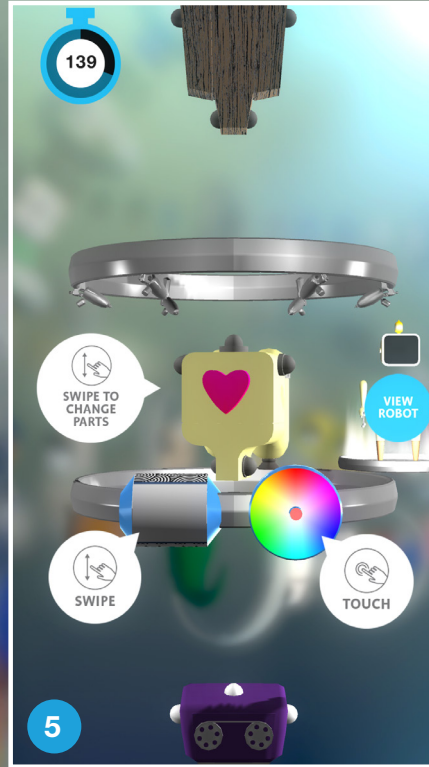
Design your time-travelling robot at the robot factory.



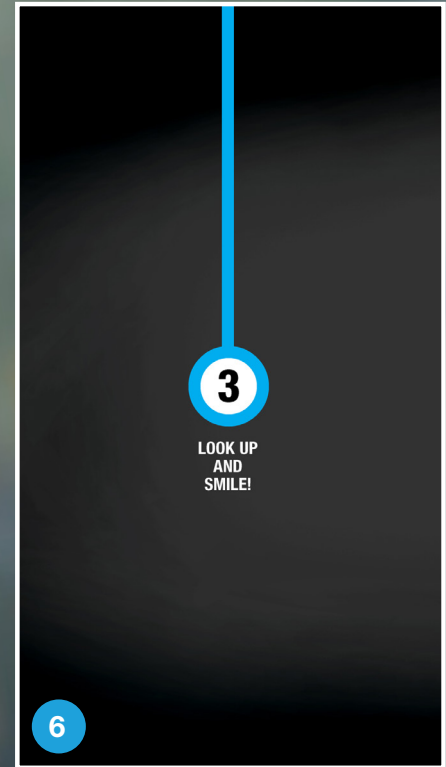
Find out how to control your robot.



Everyone will have their own robot to design.



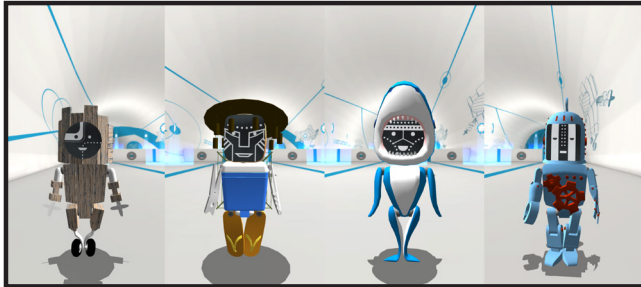
Each of the robot body parts can be swapped, coloured and textured.



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.

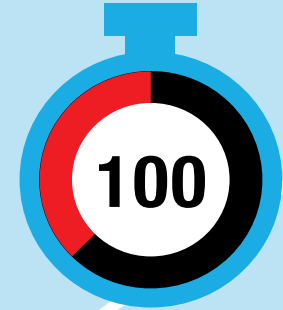


Go to the screen that displays your robot.

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.



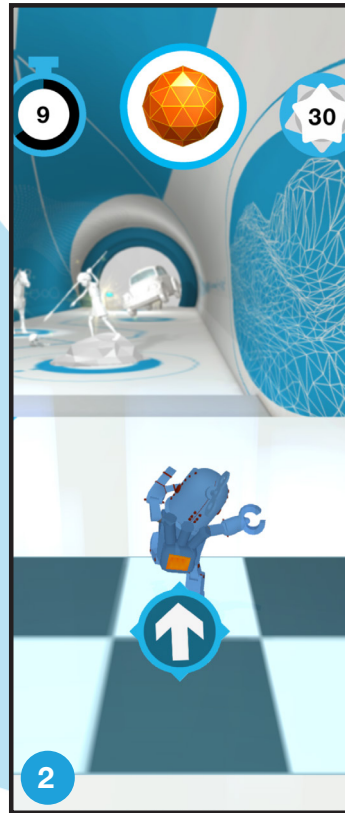
When you're in individual robot mode, try to score 45 Kstars.



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



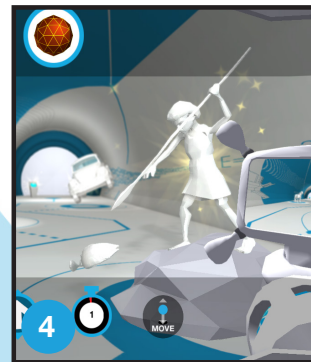
Run through the blue lights to score Kstars.



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.

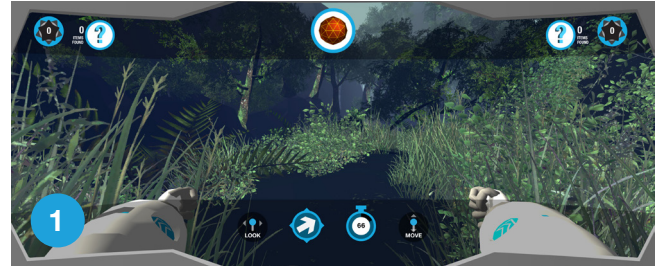
The Franklin River

In this game, you will visit the Franklin River in Tasmania, 1983. There you will encounter the wonderful Tasmanian wilderness, including some animals unique to the area.

While you are exploring you will meet a photographer. The photographer is taking photos that will feature in a news story about the plan to dam the Franklin River. The photographer gives you her film to take to her work mate, a reporter, at the end of the river.

You will need to find your way down the river and give the film to the reporter. When you get there, you will see lots of activity: protestors, police, workers and the media. Help report the story by taking more photos for the reporter.

Game storyboard



Look out! The tree is collapsing!



'I need to get this film down the river to my work mate; he's a reporter. You can use my dinghy.'



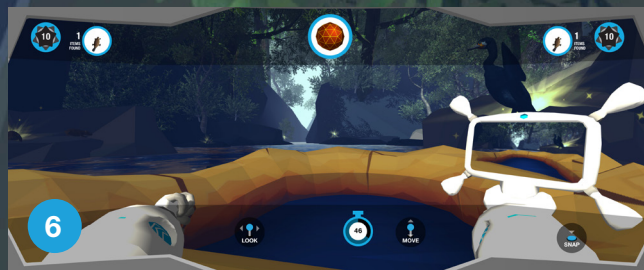
You've fallen into the river! Avoid the rocks and jump through the hoops for extra points.



You made it! You're in Mech mode now. See if you can work out where you are. Move around and explore.



Move your robot along the branches to get down to the dinghy. You'll get Kstars by going through the blue lights.



You made it to the dinghy. Let's get this film to the reporter, he's at the end of the river. Move around the raft to take photos along the way. Look for the golden lights.



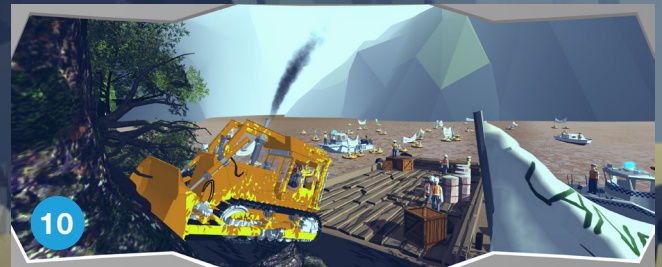
Quick, let's get the film to the reporter. I think he's on the other side of the river. Jump across the dinghies and passing boats to get to the other side.



'You've got the film! Great, well done. Now, I need more photos of what's going on here. Can you help? I'm going to get some more interviews.'



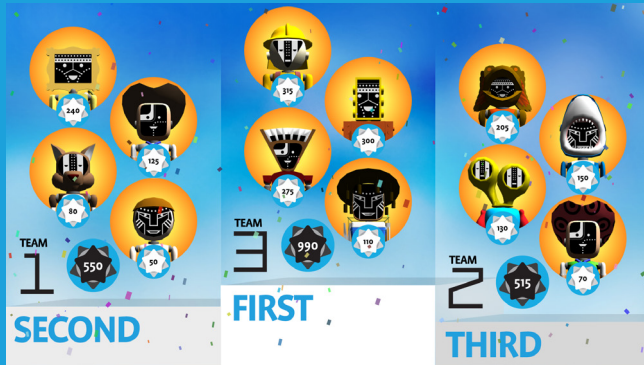
Use your camera to photograph as much as you can. Look for the golden lights.



The plan to dam the Franklin River divided opinions, drew protestors from all around the world, and was a major issue in the 1983 federal election.

Cool-down

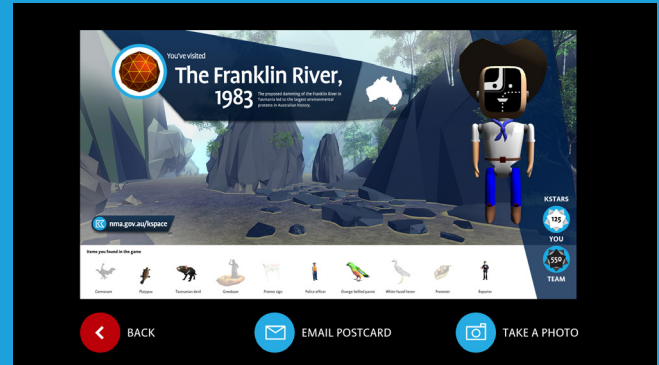
When you've finished time-travelling, make your way to your team's touchscreen in the Cool-down area. There you can discover more about the place you've visited, find out who scored the most Kstars and email your Kspace postcard home or to a friend. You can also take a photo of yourself next to the screen! 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

