

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

KSPACE

VISITOR ACCESS GUIDE

LAKE MUNGO

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

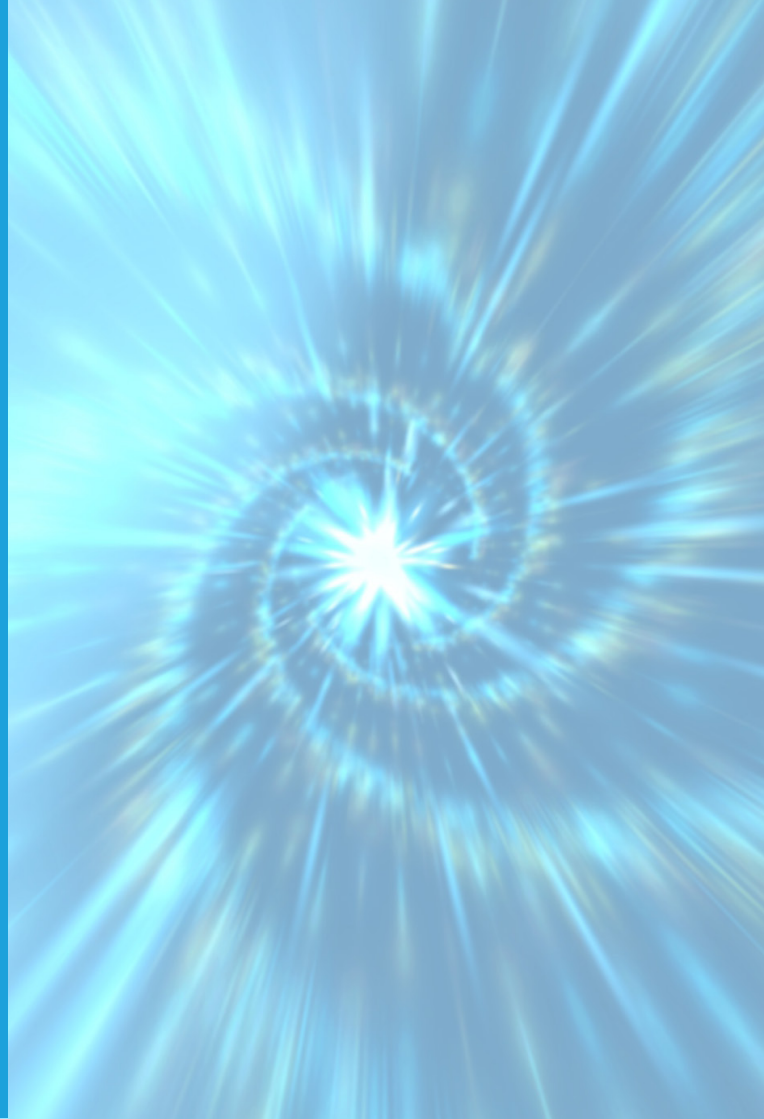
Time Pods

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

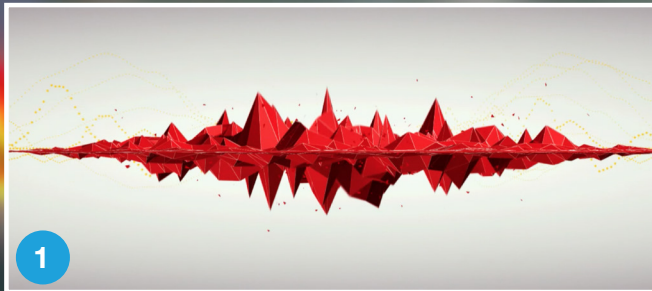


Design Station

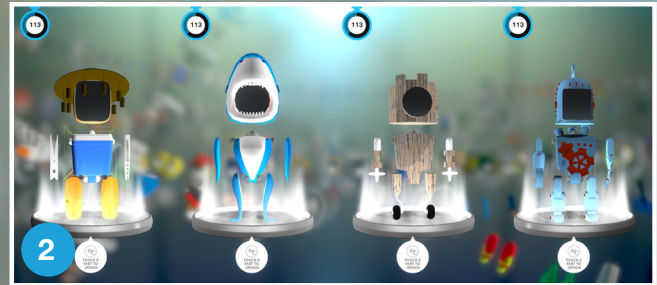
At the Design Station, KC will tell you what to expect on your time-travel adventure. She will then let you design your own time-travelling robot by choosing your robot body parts, and applying different colours and patterns. Once you've finished, KC will take your photo to use as your robot's face.

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.



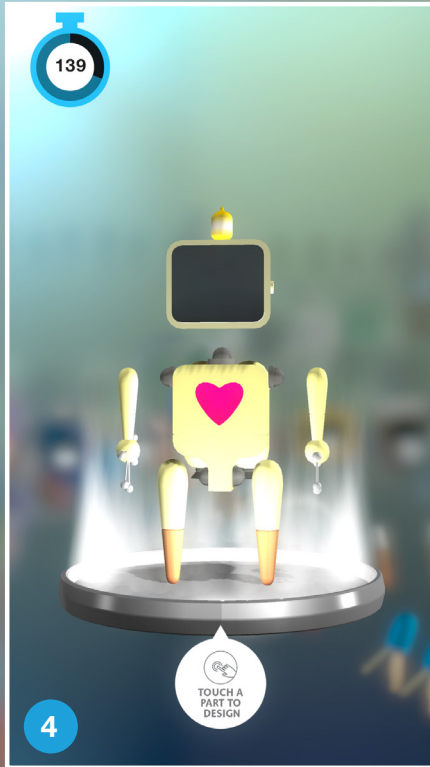
KC, the Kspace Computer.



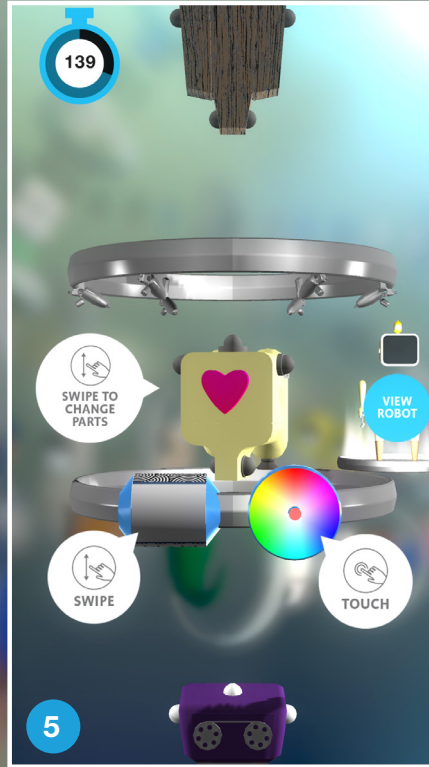
Design your time-travelling robot at the robot factory.



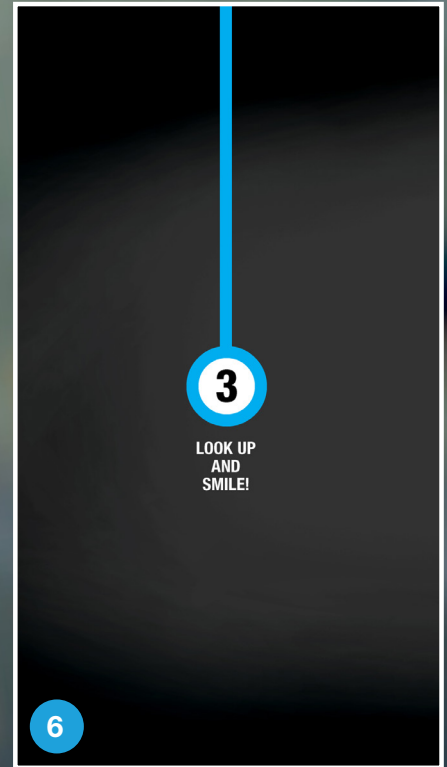
Find out how to control your robot.



Everyone will have their own robot to design.



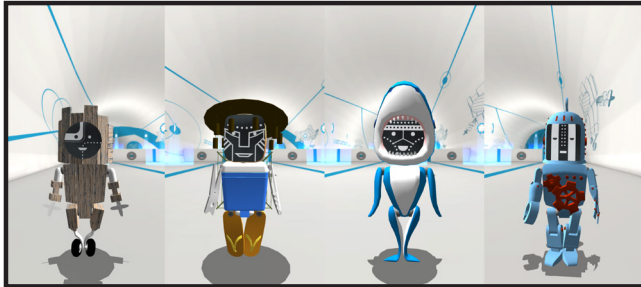
Each of the robot body parts can be swapped, coloured and textured.



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.

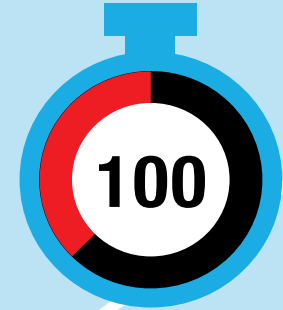


Go to the screen that displays your robot.

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.



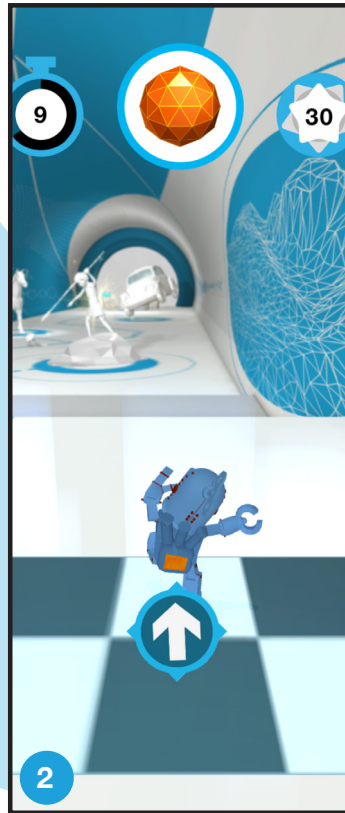
When you're in individual robot mode, try to score Kstars.



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



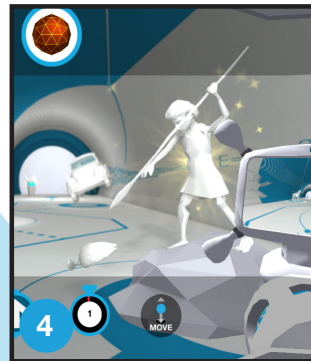
Run through the blue lights to score Kstars.



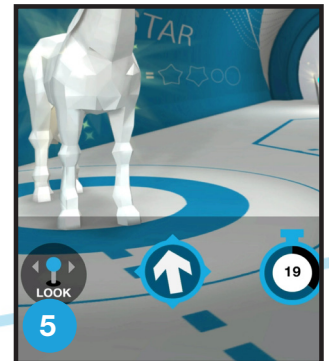
Get to the finish line to score extra Kstars.



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.

Lake Mungo

In this game, you will visit Lake Mungo in the Willandra Lakes region, 45 thousand years ago. You will first have to escape from a snake and find your way out of the reeds. Once you have made it out, you will see some unusual animals and meet some of the people who live at Lake Mungo.

A mother has lost her children; they haven't come back from across the lake. Soon you find out that a goanna has trapped her son in a tree! Help the boy's sister catch fish to lure the goanna away. Once you've caught enough fish, you'll need to help the girl distract the goanna so her brother can escape.

Game storyboard



Shhh, keep still ... we need to get out of here!



This mother's children are missing; they haven't come back from across the lake. Let's help find them – hitch a ride on the ducks.



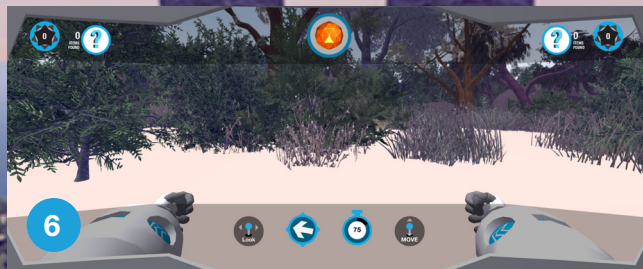
Make your way out of the reeds and watch out for the snakes! Follow the blue lights – they will tell you where to go.



Wow, what is that? Where are we? Have a look around and see if you can work out where we are.



Make your way across the lake and avoid the obstacles. Steer your duck left and right, and press your button to go higher.



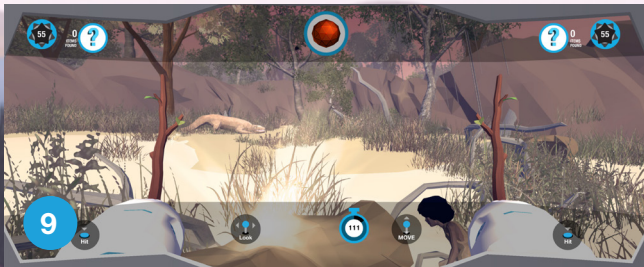
Let's see if you can find the kids. Follow the compass at the bottom of the screen. Remember to look for the golden lights.



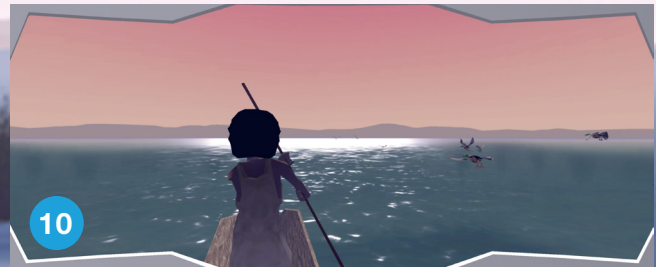
Oh no, the girl's brother is trapped in that tree by a giant goanna! Let's help her catch some fish to lure the goanna away.



Let's catch some fish. Use your joystick to steer your robot. When you are close, use your button to spear the fish.



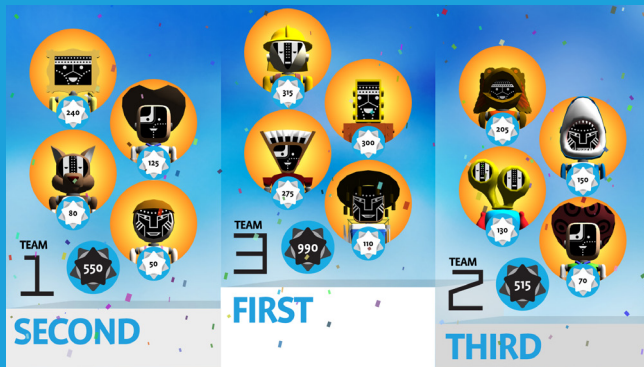
We need to lure the goanna away from the tree. Hit the log to make some noise, then follow the girl – she'll throw some fish for the goanna.



People arrived at Lake Mungo more than 45 thousand years ago, when giant animals roamed the land.

Cool-down

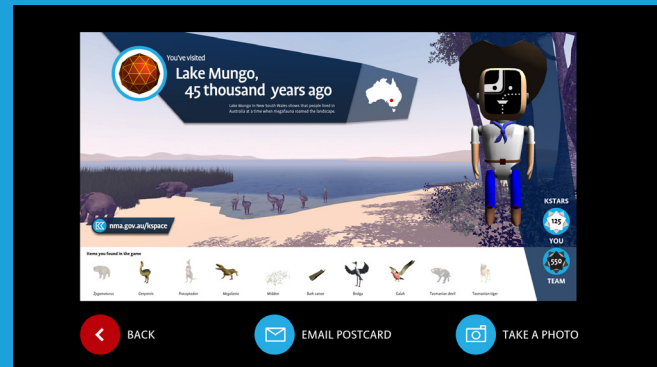
When you've finished time-travelling, make your way to your team's touchscreen in the Cool-down area. There you can discover more about the place you've visited, find out who scored the most Kstars and email your Kspace postcard home or to a friend. You can also take a photo of yourself next to the screen!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

