

Kegopolis Warriors – the final battle.

Finally available at Futuroscope: the mass destruction family game!
6 minutes to save the universe.



The digital space colony of Kego is invaded by a swarm of mutant insects, whose sole aim is to destroy the city. Players are called into battle alongside the Kegopolis Warriors, the city's last hope! The evil monsters reproduce at a phenomenal rate. Their eggs and larvae and their flying, spider-like forms infest every corner of the red city.

The city does not really exist; the baddies are very improbable, and explode as soon as they are hit; the powerful laser guns squeal, the spacecraft moves slowly: at least, a "shoot 'em up" to put in everyone's hands!

Six players board each of three life-sized spacecraft to fly off to save the city. Crews consist of five players with laser guns and a captain in the turret who pilots the vessel and operates the protective shield. Their mission: to exterminate as many mutant insects as possible.

The aim is to smash the record for best player and best team. The game is designed to favour players who work well as a team.

A family game, to play with friends. If you fail there will be no-one left to mourn for you!

Description of installation.

For the first time since 1999, *de pinxi* makes a return to the pure leisure game with *Kegopolis Warriors*. This is an installation designed for sheer amusement. It differs from arcade games in its conviviality, its scale, its atmosphere and its concept of teamwork.

The installation consists of three six-seater spacecraft with a combined capacity of 100 players per hour.

The six players in each team are surrounded by a 160 degree panoramic image shown on a triptych that fills the visual space.

The main stages of the game are supported by atmospheric lighting effects. Collisions with the enemy monsters are felt at each control station.

Boom! Total immersion!

To play, the five laser gunners work together with their 70cm long plasma guns while the captain controls the steering wheel and activates the protective shield.

Each of the six stations has its own multilingual audio system producing a detailed, personalised soundtrack that reflects every move made.

Technical notice:

At the heart of the installation, *argoGroup* technology, *de pinxi*'s interactive theatre system premiered at IAAPA 2001, manages the guns, the steering and the individual audio effects.

The game is based on *de pinxi*'s famous red virtual city. The interactive application uses the real-time driver *argoKernel*, under linux. Very *special* effects at every stage, and over 300 animated monsters (with evil intentions)!

The image is generated from a PC cluster controlling 3 projectors that fill the 10 metres of the triptych screen: the six players in the spacecraft are immersed in a real-time visual with a resolution of over 3000 pixels!

The sound installation deserves a mention: a general ambient channel for the auditorium, an individual audio channel and subwoofer channel for each player; subwoofer and stereo in each spacecraft: in all more than 40 channels, all managed in real time!

The vessels, control stations and guns made of steel add to the "realism" of the experience: the players handle very physical equipment, which gives them a strong sense of interaction. The lighting and décor (including the 40 m2 digital fresco) add to the homogeneity and atmosphere of the show.

de pinxi :

Since 1993 *de pinxi* has realised over 60 installations worldwide. For these interactive experiences it builds up virtual worlds by means of computer graphics and sound, video effects, lighting, information technology and control electronics, and places them in the visitors' hands.

Our job is to translate an idea, a scenario, a museum tour into an interactive experience with mass appeal that is truly *extraordinary!*

de pinxi in 2004: Presidency Museum, Portugal; Maison Rimbaud ; Federal Express NBA Stadium ; Bavay Archeological Museum.

Available on request:

Photos of installation.

Images of production.

Video of installation.

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