

xBLOCKS
PATENT PENDING
WWW.XBLOCKS-GAME.COM

BUILDING BLOCKS WITH A LIVING SURFACE
WHERE PHYSICAL & VIRTUAL PLAY AFFECT EACH OTHER

**BY TRISTAM SPARKS
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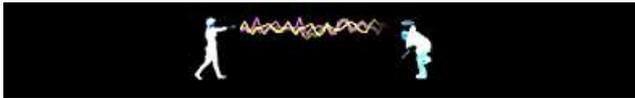
GAME VERSION 2.0 BLUE VERSUS RED

THE OBJECTIVE



Navigate the three dimensional maze and get to your opponents home base, without getting eaten by roaming monsters. Collect special powers on your way to victory.

THE GAME



The opposing player and monsters can only be shot on horizontal beams.



Makes you travel twice as fast.



Changes your weapon.



You can only travel in this direction.



Wild card
Panic button

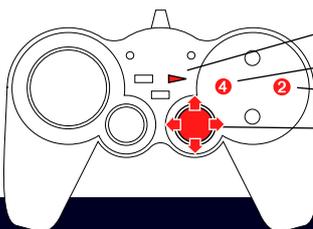


Monster.



Monster eating you because you were too slow.

THE CONTROLS



Start

Fire!

Jump!

Up, Down,
Left & Right



ABOUT THIS INSTALLATION

This implementation of the xBlocks concept is a convergence between video game action & the tradition of sculptural art.

xBlocks is comprised of a mixed reality installation that combines a 2 player game, more traditionally seen in games such as older tile based platform games that were popular in the 1980's, but liberates character and action play, lifting it off a flat screen and onto a multidimensional dynamic object.

This means that during the games duration, not only do you have to direct your character around the maze, avoiding monsters, but you also have to negotiate the actual presence of your other player opponent.

The complete xBlocks concept was a product of the workshop: "Play Experiences for the Next Generation." Which was run by Jan Christoph Zoels at Interaction Ivrea for the Mattel Design Summit in 2005.

GRATITUDE

xBlocks Game Version 2.0 Blue vs. Red, was made possible by the kind contribution of these individuals:

Code base courtesy of Tile Based Games by Tonypa.
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& at Interaction Ivrea: Alexandra Deschamps-Sonsino, Didier Hilhorst, Heather Martin, Allie Rose, Patricio, Nicholas Zambetti, Haiyan Zhang & Jan-Christoph Zoels



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