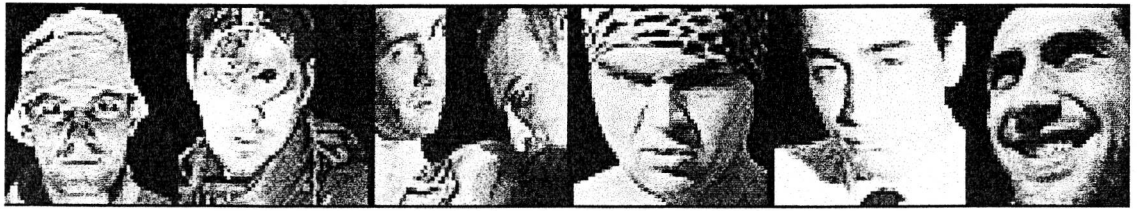


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BORDERLAND



034/3



BORDERLAND

*Between reality and fantasmagoria....
.....video game or documentary*



Borderland, multimedia creation, offers a choice of real characters filmed in video and incrustated in photographic environments, possibility to manipulate them, resumption of the recurring characteristics of the game : score, rounds, vitality, tournament....

these characters, representative of a social and cultural reality, clash in deserted places, urban wastelands, post-industrialist no man's lands Thus the bricklayer, the neighbor of stage, the kid from the district take the place of traditional video game characters.

They are the projection of our familiar universe in the symbolic space system of the video game world. It is a way to reappropriate a technological reality and to reposition it on a human, intimate scale.





BORDERLAND



By situation reversal, the user becomes actor and takes part in the action. In Borderland the computer doesn't impose dream like aesthetics, it looks at reality and interpretes it into its own language : animated sequentials images, repetitive music, library of images, texts, videos.



The program, through the prism of the fighting game, sets up an infinity encounters, an urban parody of violence, always different, at the unstable border, between game and reality.



BORDERLAND

CONFIGURATION :

MAC/ PC

Macintosh :

Processeur Power PC

32 Mo RAM

Quictime 2.5/3

PC:

Processeur pentium 133mhz

32 Mo RAM

Windows 95/98

QUICKTIME 2.5/3

256 colors

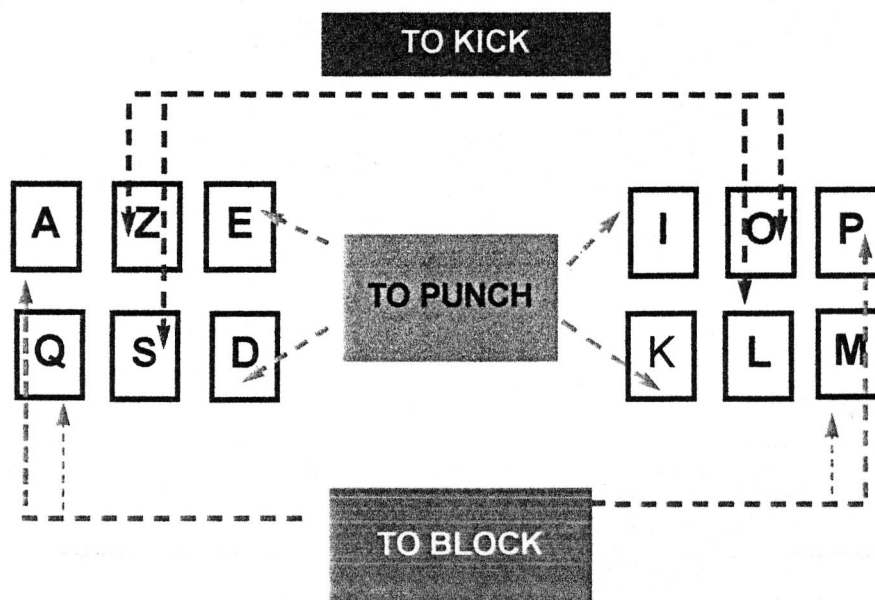
screen :

640 x 480

ON PC YOU HAD TO INSTALL QUICKTIME THAT YOU FIND INTO THE CD-ROM

ON PC, PUT THE SCREEN IN 256 colors !!!!

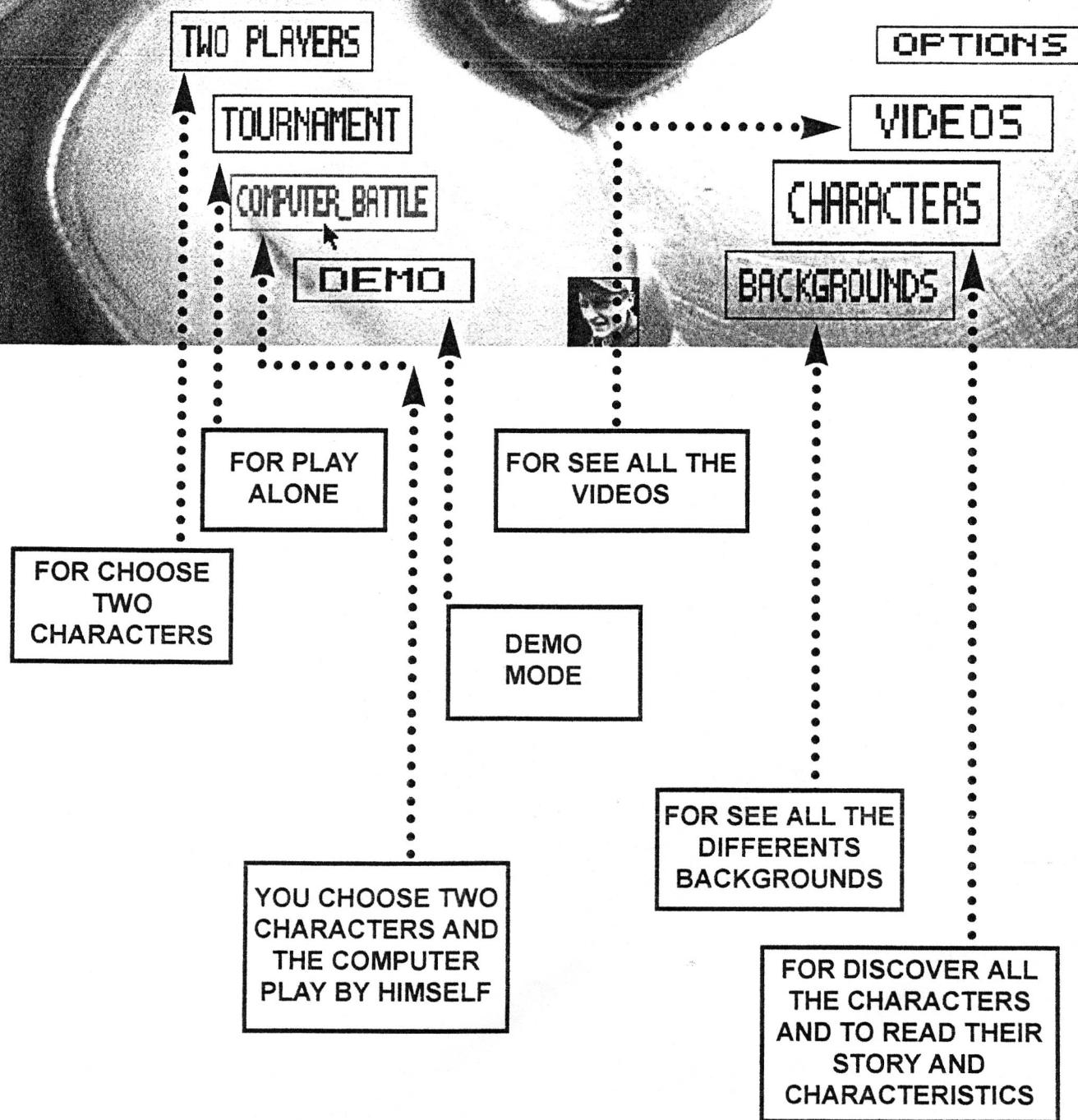
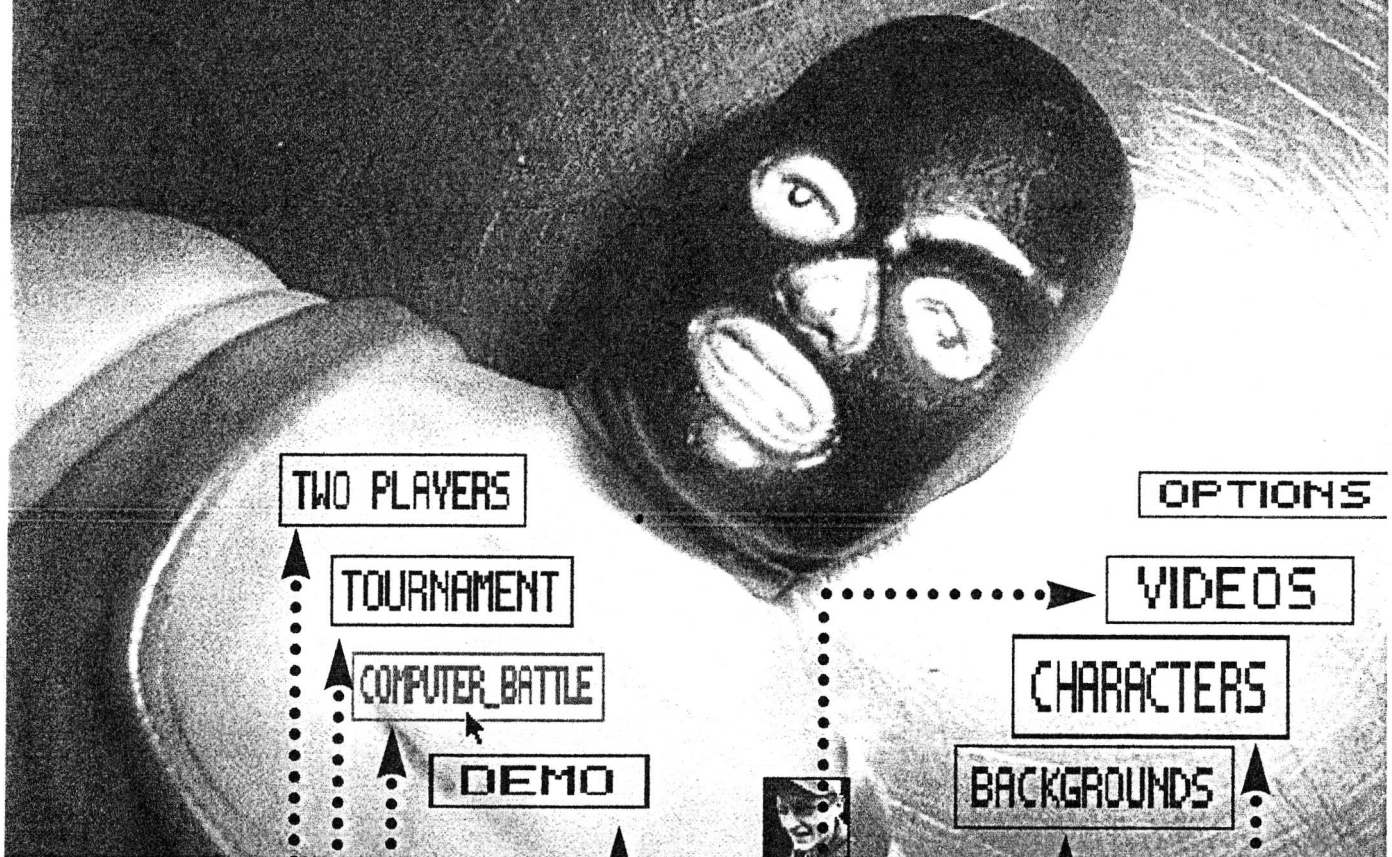
FOR PLAY USE THE KEYBOARD



YOU HAVE THE POSSIBILITY TO CHANGE THE CONFIGURATION OF THE KEYBOARD IN THE *OPTIONS*, AND THE DIFFICULTY LEVEL.

BORDERLAND

QUIT



167



DESIGNER :

LAURENT HART

JULIEN ALMA

Original sound tracks :

LEONARD

Design assistant

SARA MOLINARI



Contact: laurent Hart: 01.42.93.70.94

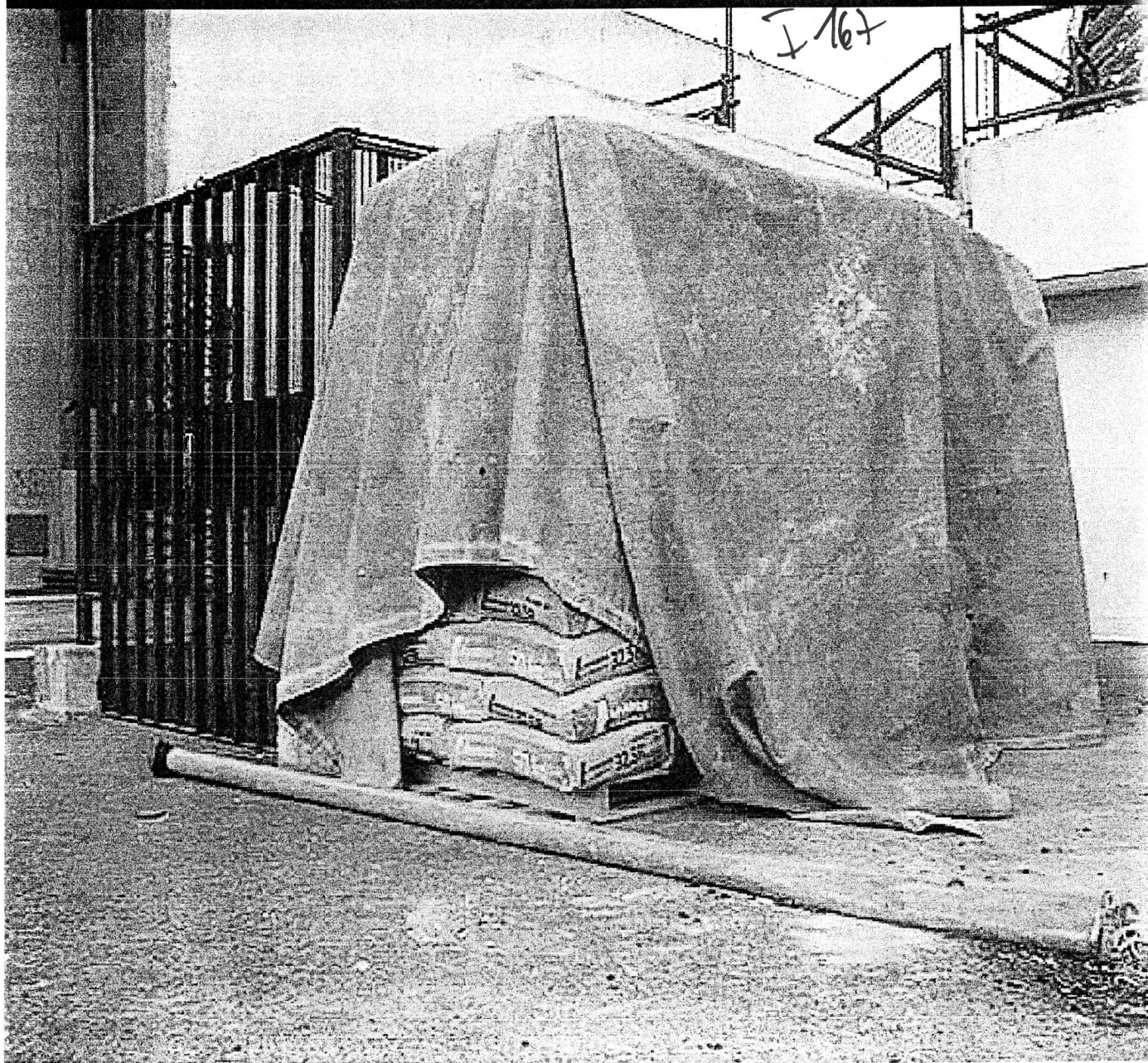
22 rue Biot

75017 Paris

France

closer @ club-internet.FR

BORDERLAND





BORDERLAND : TECHNICAL FORMAT

*BORDERLAND is translated into 5 languages
(English, German, Italian, Spanish, French, Japanese)*

55

characters

57

videos

80

originals musics tracks

3

bonus stages

280

environnements

Developed with Macromedia Director

Macintosh :

Processor Power PC 130 Mhz, 32 Mo de Ram
screen 14 pouces, 256 colors (8 bits)
Quicktime 2.5
Système 7.5.x et 8.x

PC :

Processor Pentium 133 Mhz, 32 Mo de Ram
screen 14 pouces, 256 colors (8 bits)
Quicktime 2.5
Windows 95

