

THE FANTASTIC PALASTICS

A NEW AUGMENTED REALITY GAME IN THE HISTORIC GARDENS

June 15, 2023

The palace gardens are now open for a playful game of exploration for anyone eight years and older.



Photo: Johannes Stoll / Belvedere, Vienna

Where might the creatures that settled here during Prince Eugene's time hide? The person who finds them can make them fit for the future. The web-based augmented reality game launched on the occasion of the 300th anniversary of the Belvedere takes children and families on a thrilling adventure through the Baroque palace gardens. All that's needed is a mobile phone and some brainpower.

Contact

Belvedere Public Relations

T +43 (01) 795 57-177

M presse@belvedere.at

www.belvedere.at

General Director Stella Rollig: *The Belvedere's new augmented reality game blends reality and fiction, making visible what is actually impossible to see. It allows players to explore the garden, the palace, and its history in an interactive and engaging outdoor experience while enjoying the fresh air.*

The Fantastic Palastics game is yet another example of how we are utilizing new technology to achieve our educational mission. It's never too early to develop children's and young people's cultural interests, preferably in a fun and engaging way, says Wolfgang Bergmann, Belvedere Chief Financial Officer.

The Fantastic Palastics is an easy-to-understand and readily accessible online game. It is set in the gardens between the Upper and Lower Belvedere, so the purchase of a museum ticket is not needed. There is also no need to download an app, since the game can be accessed via the games.belvedere.at website using QR codes dispersed throughout the park. Users can conveniently enjoy the game on their smartphone browser with the option to choose between German or English language settings.

The animals are on the loose!

Three hundred years ago, the Belvedere grounds housed a menagerie – one of the earliest zoos in Europe – where Prince Eugene gathered animals from around the world. Six such animals who lived in the garden are the protagonists of the new game *The Fantastic Palastics*: Roco the Lion, Neo the Lemur, Rena the Gazelle, Pop the Sheep, Dada the Ostrich, and Flux the Porcupine.

One of the two sphinx sculptures in front of the Upper Belvedere wakes the animals from their deep slumber to signal the start of the game. The mythical creature's knowledge and a map integrated into the game assist in locating all the animals that are hiding in the garden. Players use their smartphones to scan the surrounding area to complete tasks. Once an animal has been discovered, it must be fed immediately with the proper food. With a satisfying meal, the *Fantastic Palastics* are ready to take on the next three hundred years. After the game, players can take a photo with the animals as a keepsake and share it with others if they so choose.

In collaboration with The Brand Father and ORB; powered by 8th Wall

The game was developed in collaboration with The Brand Father, a Dutch marketing agency, and ORB, a game development company, with support from 8th Wall, an AR web development company known for creating Pokémon GO.

Contact

Belvedere Public Relations
T +43 (01) 795 57-177
M presse@belvedere.at
www.belvedere.at

Technical details of the game

Web-based augmented reality game

Recommended for ages eight years and above

Start of the game: At one of the two sphinx sculptures in the garden north of the Upper Belvedere: games.belvedere.at

Duration: approx. 40 minutes

Smartphone with camera: iOS: Safari (iOS 11+) / Android: Chrome, Firefox, Samsung Internet, Edge

For minimum requirements, see www.8thwall.com/docs/getting-started/requirements

Further info at belvedere.at/game

A press kit and high-resolution press images can be found [HERE](#).

Contact

Belvedere Public Relations

T +43 (01) 795 57-177

M presse@belvedere.at

www.belvedere.at