

## PLACE: 10-Z Bunker (C1/C2)

*aka*

# THE VELVET (revolution) UNDERGROUND

by Eoin Dignan

## ROOM 1: MILK BAR

Three years ago you moved to Brno from Czechia's ugliest town, Ostrava, to study. You have gone alone to visit a nuclear bunker called 10-Z, because you have neither made any friends in Brno, nor seen any of its tourist sites. You are interested in seeing it because an underground nuclear bunker would be the most beautiful building in Ostrava.

10-Z is located beneath Spilberk Castle. For years, it was top-secret; its existence wasn't revealed to the Czech public until 1993. Nowadays, it is open for visitors and can even be rented out for an overnight stay! You aren't that brave, though. You are just visiting.

You decide to check out the bunker's Milk Bar. Milk Bars were Soviet canteens that served simple, traditional and, most importantly, subsidized, meals from local produce. Your tummy is rumbling. You are so hungry you feel like you could faint. Alas, you are a very unfortunate soul, with numerous health conditions, including a nut allergy, gluten intolerance, lactose intolerance, and worst of all, a psychological pathology called veganism.

Your health conditions mean you are unable to find anything compatible on the Milk Bar's menu.



“Try the vending machine while I’m looking for some bread crumbs in the back,” says the staff member sympathetically.

“I can’t have bread crumbs”, you mumble sorrowfully, “they’re gluten”.

Forlorn, you inspect the vending machine and, amidst an array of Snickers and preserved kielbasa, you find the jackpot: a tin of kale.

As soon as you enter N021 to select the kale, the floor below your feet suddenly disappears. You plummet underground...

[https://en.wikipedia.org/wiki/Divided\\_We\\_Fall\\_\(film\)](https://en.wikipedia.org/wiki/Divided_We_Fall_(film))

<https://en.wikipedia.org/wiki/%C5%BDelary>

<https://en.wikipedia.org/wiki/Kolya>

A sham marriage to a Soviet woman leaves a poor musician with a 5-year-old boy, Kolya, to care for.

In 1940 a nurse, and resistance member, flees to a sleepy village where her life completely changes.

You crash land in the middle of a riot. Suddenly it stops. Eerie silence. A foul odour. You realise you are completely surrounded by two packs of wolves. Or, are they people? You look closer. Beneath the unkempt, tangled clumps of body hair, you can see faces. And you can smell faeces. You slowly reach for your hand sanitiser.

The wolf-people go mad; shouts, screams, total panic. Everyone flees and you look around. You are alone in a cave resembling a dungeon. All around are locked cages. Some contain beds, others, jars of food. Moments later, the wolves cautiously return, now wearing gas masks and protective clothing.

A tall, well-fed couple emerge from the crowd. They resemble ghosts because they are wearing long white sheets. Wait, are those actually old lab coats?

The pair speak deeply and in unison: “How did you find us?” Unlike everyone else, they seem clean, nourished and fragrant.

“I-I-I just wanted kale”, you say, limply.

“Lies! Nobody wants the kale! That’s why we used it as our trap door!”, hissed the duo. “How did you find us? How? Who sent you?! Who told you about The Bunker? How dare you disturb our purity!!!”

Just then, the commotion resumes and the tall couple lose their composure.

In the background, four completely filthy bodies are crawling through an unlocked tunnel.

“Stop them! They’re getting away!”, the white couple scream.

1. The tall white couple are creepy.
2. You are scared of this prison.
3. The five filthy people must be escaping for a reason.
4. You run towards the tunnel.
5. A dozen people are trying to stop you
6. They seem to be obeying the tall couple.
7. You are amazed at how weak these people are.
8. It's like they haven't eaten for years.
9. They are skin and bone - like zombies.
10. You push through the crowd of zombies.
11. Soon, you are crawling through the tunnel.



## ROOM 3: ESCAPING FROM THE DUNGEONS

The tunnel leads to a maze. You run interminably, following your fierce, furball guides.

Finally, you come to a stop. You appear to be in another dungeon. One escapee slams shut the gate behind you.

“But our Keepers have ALL the keys”, another of your guides protests.

“At least closing gates will slow them down”, a third responds.

These wild animals can speak!!! “Who are all of you?” You extend your hand to shake theirs.

They gasp in terror and bunch up together against the gate. “Stay back! Radioactive demon!”, they shriek.

You take a step back, put your hand down, and they relax, relieved that you didn't touch them.

“Ondrej, Anicka, Jarda, and I'm Pavla. No time for further introductions. We need to get out before they find us”, says Pavla, a small, slender female .

“Where are we?” , you inquire.

“The dungeons under Spilberk Castle,” Pavla answers.

Suddenly, you hear the creak of of metal, like chains dragging on stones. Your comrades jump: “It's the Code Keepers!”.



But it isn't the lab-coated duo. This time it's a real ghost. You are confronted by Baron Trenck, who was imprisoned and died in Spilberk in the 18th century. He was accused of corruption and, during one invasion, was so busy looting, he allowed the King of Prussia to escape. His ghost has long been suspected to haunt the dungeons and hallways of Spilberk.

Now you have proof. The proof is yellow, smells like asparagus and has made your underpants wet.

*Who goes there, who smells of pee?*

*Two plus three is what I see,*

*Five living beings who try to flee,*

*And before I concede to set you free,*

*To the great outdoors, the land of trees,*

*I must insist, and please agree,*

*On three little questions, from me to thee.*

## **ROOM 4: Spilberk Grounds**

What a nice ghost. He really loves helping people escape. The King of Prussia and now you. With a snap of the Baron's fingers you emerge from a tree trunk - marked with a T for Ten-Z. You are outside Spilberk Castle, which sits on a huge hill covered by trees and parkland, overlooking the whole city.



But you are looking up, not down - at a deafening explosion in the night sky. You hear your comrades' terrified screams. The sky is ablaze, filled with a rainbow of eruptions, relentless, unending.

“Oh shit”, you mutter. “It’s Brno’s annual firework festival, which happens every weekend in June. Free entrance. Arrive early to avoid disappointment.”

The spectacle is wasted on your comrades: “Nuclear bombs! We’re all going to die!”, they wail.

Families turn and shoot your disruptive tribe dirty looks.

On the families' faces, masks! Your tribe gasps. “Radioactive atmosphere! Run for your lives!”, your wolfpack howl.

“Calm down! Stick together!”, you whine pathetically, your voice breaking like a prepubescent.

But it’s too late. Your comrades have entered military drill mode. They fall to the grass and start to crawl like soldiers.

You are a good person. You eat kale, not cows, and use recycled toilet paper. You feel responsible for their safety. Even though you have hay fever, you must follow. But which way did your gang scarper?

## ROOM 5: Either Starobrnno or Petrov

### (A) STAROBRNO BREWERY

The wolf-people reach the hillside and roll down, then scamper through the surrounding parkland. Somehow they know Brno better than you, despite having been underground. You just follow; you think you may have even crossed a road at one point without looking first or waiting for the lights! It was all a blur, and now your nose is filled with snot and you are having a panic attack.

While you are completing your breathing relaxation exercises, your comrades are gargling something.

Ondrej offers you a glass, “Beer?”

You decline. “I can’t have yeast.”

“It’s good for you!”, encourages Anicka, “Kills the contaminants.”

You look confused.

“You know, toxins and radiation. You’re lucky,” Anicka adds, ruefully. “You still have your mask. We had to leave without ours.”

“Without masks, we won’t survive out here”, sulks Jarda and he looks around anxiously. Suddenly, he screams and points to the hillside, “They’re coming!”

Ondrej yells, “It’s the Code Keepers and their army of minions!! Look! Descending the mountain!”

You see nothing through your streaming hay fever eyes.

“It’s over”, Jarda says, resigned. “We should go back. We’ll die above ground.”

“No! Never! To the life we led? Underground servitude?”, Pavla protests.

“Would you rather have your skin boiled off by radiation?”, cries Jarda.

You interrupt, “if it’s masks you need, I know a place.”

Jarda begins a hopeless ramble. “How will we get there? The streets are teeming with radioactivity and evil forces out to get us and-”.

“Shut up!” you snap, surprising yourself. “I have an idea.”

Your gang have nearly emptied one keg of beer and you realise dozens of empty kegs surround you. You must be at Starobrno brewery.

## **(B) Petrov Church**

They reach the hillside and roll down, then scamper through the surrounding parkland. Somehow they know Brno better than you, despite having been underground. You just follow. You think you crossed a road at one point without looking first or waiting for the lights. It was all a blur, and now your nose is filled with snot and you are having a panic attack.

While you are completing your breathing exercises, your comrades are gargling something.

Ondrej offers you a glass of whatever they are gargling. You decline. “I’m probably allergic”.

“It’s good for you!”, encourages Anicka. “Holy Water kills all contaminants.”





You realise you are outside Petrov Church. No matter where you are in Brno, you can see Petrov, atop a hill with its twin spires piercing the sky. And you can hear its bell ring out at 11am. But you have never actually visited.. The closest you have ever come to touching Petrov is when you hold a 10 Korun coin.

“Contaminants?”, you ask, confused.

“You know, toxins and radiation. You are lucky,” Anicka adds ruefully. “You still have your mask. We had to leave without ours.”

“Without masks, we won’t survive out here”, sulks Jarda and he looks around anxiously. Suddenly, he screams and points to the hillside, “They’re coming!”

Ondrej yells, “It’s the Code Keepers and their army of minions descending the mountain! Run!”

You see nothing through your streaming hay fever eyes. .

“It’s over”, says Jarda in resignation. “We should go back. We’ll die above ground.”

“No! Never! To the life we led? Underground servitude?”, Pavla protests.

“Would you rather have your skin boiled off by radiation?”, cries Jarda.

You interrupt, “if it’s masks you need, I know a place.”

Jarda begins another hopeless ramble, “How will we get there? The streets aren’t safe. There’s radioactivity, and evil forces and- “

“Shut up”, snaps Anicka. “Follow me, I have a plan.”

Anicka leads you up endless church steps to the top of the bell tower. This seems like an illogical decision, you think. You are cornered.

Finally, Anicka announces her secret. She used to be an altar girl. Every time the bell rings at 11, a trap door opens. It was an escape route from the 17th century Swedish Invaders.

ELEVEN

A rop is tid to a whl.

The rope hangs down to the be ringer.

Th bll ringr pulls on th rop, swinging th bll.

The clapper swings with the moement.

This maks it strik th insid of th bll rim,

“Dig-dog” the bell rigs.

## **ROOM 6: Either LABYrinth or Mala Amerika**

### **(A1) From Petrov Church - THE LABYRINTH under the Vegetable Market**

A staircase appears. You enter and the door slams shut.

“Oh shit, are we trapped?, you mutter quietly, not wanting to scare Jarda.

You descend, step after step after step. 212 steps, to be exact. You counted. You have horrible vertigo and every step was torture, aggravating your osteoporosis. You haven't taken your multivitamin for at least 12 hours and your joints hurt.



Finally, you encounter a door. You open it and, as the door closes behind you, it reveals a bookshelf. ANOTHER TRAP DOOR?!

### 1. The Library

You are in an attractive room, which you assume is some kind of library as you are surrounded by books; there is also a large desk covered in notes and other materials, including maps. Apart from the secret door behind the bookcase there are two other doors out of the room, one of which has a large key in the lock.

Search the desk for a map of the underground	10	The Desk
Try to open the secret door behind the bookcase	11	The Bookcase
Try the door with the key	4	The Passageway
Try the other door	2	The Wine Cellar

### 2. The Wine Cellar

You walk through the door and into a low passageway, everywhere is lit with dim irregular electric bulbs. The smell of old dry wine gets stronger as you move along, eventually emerging into a long low room with a number of barrels stacked against one wall and a sticky floor. There is nothing else here, but at the far end you think you can see three archways leading out.

### 3. Three Archways

You are stood in front of three archways.

Take the arch to the right	5	The Locked Door
Take the arch in the middle	6	The Ossuary
Take the arch on the left	7	The Alchemist's Lab

### 4. The passageway

You turn the big heavy key, there is a metallic scraping sound and you get a surprise as the door opens into the room. You all scurry through and the door swings closed behind you - BOOM! In the silence that follows there is another metallic scraping sound. You try the door, locked! You guess you have to go on.

After walking down a passage that seems to be one long left turn you arrive in a long low room. Immediately to your right are two archways. At the far end there seems to be something stacked up against the wall, and another arch.

Take the first arch	6	The Ossuary
Take the second arch	7	The Alchemist's Lab
Go to the far end of the room and go through that arch	1	The library

#### 5. The Locked Door

The passage seems to be one long right turn. Your companions stay close to the walls trying to keep out of what little light there is. Eventually you get to a door which is locked, but has no key in it. The wood seems a little rotten and the hinges quite rusty, so you think you could probably barge it open.

Barge the door open	1	The Library
Go back the way you came	4	The Passageway

#### 6. The Ossuary

After walking through some winding passages and up and down some small flights of stairs you enter a room that is lit by candles. You all take a moment to adjust your eyes to the light and look around you

“AAAAHHHHHHHHHHH!” Jarda screams, before Petra quickly grabs him and puts her hand over his mouth. You are not surprised he screamed as when you look around the room it is full of human skulls. Stacked carefully on top of one another around all four walls. Thousands of silent staring eyes and open mouths.

Your crew slither their way slowly out of the crypt, backwards, as if they dare not turn their back on the wall of boney faces. Just as you are about to leave you

notice something on the floor, it looks like a slightly too large tuning fork. Without really knowing why, you pick it up.

Go back to the wine cellar.

3

Three Archways

### 7. The Alchemist's Lab

Your comrades are getting increasingly anxious - all of these food cellars, and even the torture racks, are traumatic reminders of their life in the Bunker. You have now reached the Alchemist's Lab, surrounded by replicas of scientists conducting bizarre experiments. The dark-green lighting is eerie. You are scared, but your fear is nothing compared to your herd's.

"The LAB! Noooo! It's the Code Keepers!"

A stampede starts. They are banging on the walls of the Cellar for an escape; some magic hole in the wall like they had found back in the Bunker!

"STOP!" you shout, and to your amazement they do. But now they expect you to do something.

Have you picked anything up in the labyrinth?

Yes 8 The Chute

No 9 go on or go back

### 8. The Chute

You hold up the oversized tuning fork and start tapping on the walls. You are not sure why you chose to do this but it seems to reassure everyone and they all begin to listen intently everytime you tap.

"There!" whispers Petra. You tap the same spot again and it seems perhaps she is right. You give her the tuning fork and push against the stones, they tumble away to reveal a chute, once used for rolling wine barrels and cheese into cellars. Jarda jumps on the slide without hesitation. You try to stop him, but trip, fall and are plunged into the darkness with him.

### 9. Going back

"This way" you say decisively and lead your herd back to the three archways

### 10. The Desk

You look at the notes and maps scattered over the desk but can make no sense of them, the notes are written in Czech, German, Russian and a language you don't understand, but guess to be the local Hantec. The maps aren't any use either even if you could see them better. Now the crew are getting restless, you need to move on.

Try to open the secret door behind the bookcase	11	The Bookcase
Try the door with the key	4	The Passageway
Try the other door	2	The Wine Cellar

### 11. The Bookcase

You try moving and pushing a few of the books, but it seems to be a regular bookcase from this side. Meanwhile everyone is getting restless, although Jarja and Petra are searching through the things on the desk.

Search the desk for a map of the underground	10	The Desk
Try the door with the key	4	The Passageway
Try the other door	2	The Wine Cellar

The reception desk is empty; it must be the middle of the night. You hear a voice - an audio guide - speaking in English.

Your comrades are completely confused. "Invaders!", they roar. "We have been imprisoned!"

Apparently, you are the only person who speaks English. Which officially makes you better than other people, so you shout: "SHHHHH!, it might tell us how to get out".

The guide continues: "You are now 13m, or 212 steps, under ground. Your current location is directly under the cabbage market, Zelny Trh. Allow me to take you on a tour of Brno's Underground Labyrinth."

*“This underground maze was originally constructed in the 13th Century and contains cellars dedicated to food storage, wine and beer brewing, a pillory for caging “fools”, and even an Alchemist’s Lab. Once upon a time, Brno’s scientists were famous throughout Europe for their experimental techniques and pharmaceuticals. Since its renovation in 2009, this interconnected Labyrinth takes visitors through all of these sites. There are even underground spaces for hosting cultural events. So, what are we waiting for? Let’s explore!”*

Your comrades are getting increasingly anxious - all of these food cellars, and even the torture racks, are traumatic reminders of their life in the Bunker. You have now reached the Alchemist’s Lab, surrounded by replicas of scientists conducting bizarre experiments. The dark-green lighting is eerie. You are scared, but your fear is nothing compared to your herd’s.

“The LAB! Noooo! It’s the Code Keepers!”

A stampede starts. They are banging on the walls of the Cellar for an escape; some magic hole in the wall like they had found back in the Bunker!

Fortunately, since this is Brno, of course there’s a trap door somewhere! Jarda gives the bricks a great big kick and, as he starts to cry in pain, a teardrop falls into a small chemistry set beside the wall. When the tear meets a liquid in a test tube, the potion froths and bubbles and then burns an acidic hole through the wall. Conveniently, a chute is revealed, once used for rolling wine barrels and cheese into cellars. Jarda jumps on the slide without hesitation. You try to stop him, but trip, fall and are plunged into the darkness with him.

## **(B1) From Starobrno Brewery - Mala Amerika :**

Your crew are deposited at a recycling depot outside an old industrial building known locally as Mala Amerika (*Little America*). Now you are only one tram stop from the City Center and so close to getting the tribe onto a computer and showing them the truth about 2021 Brno, so they can wake up from whatever nuclear fallout fantasy they are imagining.

The hirsute herd quickly scuttle inside. They feel safer in the darkness, not surrounded by people. As you are creeping through the warehouse, you spot a bright light and then - gunshots! And screams! Your colleagues sprint down the hallway and past a horrifying scene. All around are dead soldiers, with bullet wounds and blood spraying from their throats. You run for your lives.

Then you hear: “Cut! Who the hell let these idiots on set?! The werewolf shoot is next door!”

Crap, it’s a movie set. Of course, you remember seeing on GotoBrno.cz that this strange string of buildings is now a popular location for movies.

## **(B2 PATERNOSTER):**

You’ve lost them. You could just go home and boil kale. No, you have to find them, but how on earth? You walk towards the main train station. It is packed with people, all wearing masks. Then, as you are passing the central post office, you hear shouts: “Stay Back! We’ll jump!”.



You look inside the post office. Yes, it's them. Terrified, huddled up and covering from a 75 year-old postal employee who is, very very, verrrrry slowly, approaching them. The employee is afraid they will jump down the Paternoster.

The Paternoster is a unique elevator; it's shaft is completely exposed. You have to hop on and off while it keeps moving in a circular motion (up, over and down) continuously. Building Paternosters is now banned in many countries but Brno has proudly retained it.

The wolf-people are insisting they must go back to safety underground and that the postal worker is threatening them. You can't calm them. Jarda jumps. You try to grab his hair but trip, fall and are plunged into the darkness with him. You enter a long, seemingly endless underground rollercoaster.

## **ROOM 7: Underground Bar/Restaurant AKA Leonessa**

You and your comrades land with a bump on top of a parmesan wheel., You are thankful this pizzeria was closed during Covid, otherwise this parmesan would be a molten mass on top of a fiery stove cooking *pasta alla ruota*.

Underground restaurants and bars are commonplace in Brno.

You sneak out into the open air and are amazed to discover that it is now sunrise.

***You aren't sure where you are. From the underground restaurant, you have two choices:***

- (a) Go to the non-stop bar next door to drown your sorrows and toast the end of the world.*
- (b) Go to a phone store because your expensive phone got water damage in a beer barrel. If you can use your mobile phone, you can show your buddies a news site such as Facebook (joking!) and make them realise*



*that there has been no nuclear catastrophe nor has the country been invaded by warring armies.*

## **ROOM 8: Entering ILC (comic strip)**

It's 7am and this is the Czech Republic. The non-stop is too crowded. You are asked to leave. Next to the non-stop, is International House Brno. So conveniently located!!! IH Brno is your Holy Grail, exactly the building you needed to find!

- (a) While beginning your search for a phone shop you see International House Brno. So conveniently located!!! IH Brno is your Holy Grail, exactly the building you needed to find!

You are a student at this language school. You try to remember your code for the door. It changes every week; on a theme related to language learning. Be quick! Your friends are going crazy being so exposed to both sunlight and radiation! And all your muttering about codes might make them think you're a Code Keeper too!!!!!!

1.

## **ROOM 9: ILC**

Inside IH you lead them upstairs and give them all ventilators. Finally, they relax. Your plan has been to lure them here with masks, put them at ease, then use the school's technology facilities to show them reassuring current events.

But first you ask: "Why do you trust me?"

"You seem too weak to be capable of deceit", Anicka is honest.



“K, thanks...”, you reply meekly, “...and why were you down there? What was that place?”

“Upstairs is the nuclear bunker. Downstairs is the experiment.”

“Experiment?”

“The Chernobyl Experiment. After Chernobyl we were sent down there as test subjects to study the effects of living underground in case of nuclear war.”

“How did you survive so long?”

“By the skin of our teeth. All the food was controlled by the scientists. They had the codes for the storage rooms. They made all the rules and we had to obey. We can never go back. We would have escaped sooner, but they threatened our families

They would be labelled dissidents, traitors. Time goes so slowly underground. When you can't see the sun. We were down there less than 3 years, but it feels like 30.”

“Wait, what? When did you go down?”

“1987. It's a five-year project. Is it 1992 yet?”

“It's 2021! That's 34 years!” You're shocked. Thank God you didn't eat that kale.

Suddenly Jarda shrieks, and runs out from the school office. “You have to see this. Look at all these computers. It's an army base! A trap!”

Then Pavla sees a poster on the wall. A map of the IH World Network with pins for every location.

“What the hell is the IH World?”

“It’s the New World Order”, roars Ondrej. “They have taken over more than 50 countries! Allll English-language propaganda! It’s the Americans! I knew it! We’ve been led right here by YOU, the ultimate Code Keeper. Traitor! Run!!”

In the blink of an eye, all four of them are gone. You print a Brno Daily article with today’s date and pursue your friends.

## ROOM 10: THE OSSUARY

They must have gone underground. Brno offers infinite possibilities. One is especially close, the one you have been dreading, Brno’s house of bones: The Ossuary.

Reading the descriptive plaque at the entrance you begin to feel nauseous. **COULD INCORPORATE A TASK INTO THIS PLAQUE. PROBABLY SOMETHING TO DO WITH PASSIVES.**

*Brno’s Ossuary is the second largest in Europe after the Parisian Catacombs. 50,000 bodies are buried here. Even the walls are constructed from human skulls. 800 years ago the Ossuary was built to house Brno’s overflow of corpses from a nearby churchyard. Every 12 years bodies were removed and dumped underground to make room for more. When church graveyards were closed in 1784 due to cholera and plague outbreaks, the bodies were moved to crypts. The Ossuary was sealed and forgotten. But now, it’s one of Brno’s most revered tourist attractions. It even has a spinetingling soundtrack composed by local composer Miloš Štědroň that plays while you explore.*

You sigh, take a deep breath, vomit in your own mouth a little bit, and step inside.

Fortunately, you don’t have to search long. Your friends are moving at a snail’s pace, Jarda is crawling, tears streaming from his face: “They’re all dead!”, he wails.



You need to find a way to calm them down.

You decide to sing. You often hear teachers at International House singing to calm or engage small children. And here you basically have a bunch of overgrown babies. So you start, hesitantly: “The head bone’s connected to the-”

### **Sequence the body parts.**

They are like little school kids. They think it’s the best song they’ve ever heard.

You take Jarda by the hand and sing another, leading them through the hallways towards the exit, hoping to distract them from the fact that you are bringing them above ground.

## **ROOM 11: SAVED BY THE (HORSE’S) BALL**

You reach the staircase leading out from the Ossuary. As your comrades look up, you expect more panic attacks. Instead, you hear laughing. Hysterical laughter.

As each wolf-person leaves the hideaway for a closer look and laughs, the next wants to know what the big joke is. Before long, they have all emerged for a peep.

You go to inspect, and you see this:

One of Brno’s most celebrated examples of penis-inspired architecture, and there is stiff competition.

Your comrades are in such stitches under the horse that they remove their ventilators, struggling to breathe because they are laughing so hard. When they catch their breath, they don’t put their masks back on. Instead, they begin to sniff. They smell something...

They look left towards Penis Square (as it is locally known) and begin to chuckle some more. But they are most interested in the smell... and they follow it... out into the open, masks off, nostrils twitching in delight.

## **ROOM 12: NAMESTI SVOBODY: FOOD, GLORIOUS FOOD, KIELBASA AND HORCICE**

They are walking towards Namesti Svobody AKA Penis Square, always the scene of a sausage party. The smell of fermented cabbage and kielbasa has intoxicated your mini-horde.

A thriving market square soon reveals itself. The escapees hear Czech folk music, songs about *pivo* (beer) and see countless tiny tents selling beer and sausage, ribs and bramborak, potato salad and goulash. Surely the Czechia they love cannot have been invaded nor apocalypted. They have never felt so at home.

Over the horizon, you see the Army of the Code Keepers. Their masks are off too. They are abandoning their masters, flocking to the market. Who needs masters when you are surrounded by pork and pilsner, everything their hearts desire. The minions join you. But before you can all drown your troubles with a cold beer and toast this 21st Century Czechia, you have one final task.

Ordering a hot dog and a beer without any 21st century currency (use indirect questions to be as polite as possible).

Do you have any hotdogs?

Would you possibly, by any chance, give me a hot dog please?



You proudly walk away to one of numerous vegan stands and order a mushroom burger with extra mushroom. Hold the bread. You never ate that kale, and you are starving.

## **EPILOGUE):**

Before this adventure you had been seeing psychologists to deal with your anxiety, but you realise that you have had so much exposure to everything you feared most that it has been a crash course in aversion therapy.

You had never been to the Ossuary because you thought you could still catch the Bubonic Plague, nor the food market because you feared food poisoning. You were afraid of heights so the bell tower was out; feared ghosts so much you slept with the light on, had never been on a truck before because you had bad motion sickness, and on and on and on. And did we forget your crippling light and sound sensitivity, grassphobia, terror of showing emotion in public, or of singing aloud?

Yet your new friends have now fully embraced the 21st Century Czech Republic, the five of you have formed a band, The Wolfpack, and you will soon be performing Baby Shark on *Czechia's Got Talent*. You are the only band member who hasn't yet qualified for their pension.

**THE END**

## **BONUS TASK: FAKE NEWS ALERT**

While much of this story is based on truth, legend, real places and events, other elements were shamelessly invented by the author.

To know more, you can read about Brno at these links: (source list)

To know everything, visit Brno and see for yourself!



Now a quick reality check: MAKE PAST MODAL STATEMENTS TO DESCRIBE THESE STORY CHUNKS

SOLUTION: *10-Z Bunker was top-secret until 1993. DEFINITELY HAPPENED*

*There is an underground rollercoaster under the Paternoster. SHOULD HAVE HAPPENED*

*Brno's bell rings at 11 as part of a trick they played on the Swedish Army. MUST HAVE HAPPENED*

*Petrov has a secret trap door. NARRATOR MIGHT HAVE INVENTED IT.*

*,etc.*

## Edited Version from Room 7

### ROOM 7: Underground Bar/Restaurant AKA Leonessa

You and your comrades land with a bump on top of a parmesan wheel., You are thankful this pizzeria was closed during Covid, otherwise this parmesan would be a molten mass on top of a fiery stove cooking *pasta alla ruota*.

Underground restaurants and bars are commonplace in Brno; and you are in the dry goods storeroom of one of them. Sadly this means there is nothing edible in here, and the shelves are quite empty. Clearly this place has been closed since the start of the pandemic.



You know you need to get out of here, but for the time being everyone seems calm and taking a moment to catch their breath.

So you ask:

“Why do you trust me?”

“You seem too weak to be capable of deceit”, Anicka is honest.

“OK, thanks...”, you reply meekly, “...and why were you down there? What was that place?”

“Upstairs is the nuclear bunker. Downstairs is the experiment.”

“Experiment?”

“The Chernobyl Experiment. After Chernobyl we were sent down there as test subjects to study the effects of living underground in case of nuclear war.”

“How did you survive so long?”

“By the skin of our teeth. All the food was controlled by the scientists. They had the codes for the storage rooms. They made all the rules and we had to obey. We can never go back. We would have escaped sooner, but they threatened our families. We would be labelled dissidents, traitors. Time goes so slowly underground. When you can't see the sun.” We were down there less than 3 years, but it feels like 30.”

“Wait, what? When did you go down?”

“1987. It's a five-year project. Is it 1992 yet?”

“It's 2021! That's 34 years!” You're shocked. Thank God you didn't eat that kale.

Jarda has been poking around the room as you were talking, and suddenly he calls out, “Hey! This door’s open!” And before anyone can reply he just walks out. You sigh and follow them into what was clearly a small cafe where everyone has stopped briefly to allow their eyes to adjust to the soft sunlight, although you cannot immediately tell if it is dusk or dawn.

Then you hear Jarda laughing and everyone starts to move out of the cafe; as each wolf-person leaves the hideaway for a closer look and laughs, the next wants to know what the big joke is. Before long, they have all emerged for a peep.

You go to inspect, and you see this:

One of Brno’s most celebrated examples of penis-inspired architecture, and there is stiff competition.

## **ROOM 12: NAMESTI SVOBODY: FOOD, GLORIOUS FOOD, KIELBASA AND HORCICE**

They are walking towards Namesti Svobody AKA Penis Square, always the scene of a sausage party. The smell of fermented cabbage and kielbasa has intoxicated your mini-horde.

A thriving market square soon reveals itself. The escapees hear Czech folk music, songs about *pivo* (beer) and see countless tiny tents selling beer and sausage, ribs and

bramborak, potato salad and goulash. Surely the Czechia they love cannot have been invaded nor apocalysped. They have never felt so at home.

Over the horizon, you see the Army of the Code Keepers. Their masks are off too. They are abandoning their masters, flocking to the market. Who needs masters when you are surrounded by pork and pilsner, everything their hearts desire. The minions join you. It is time to drown your troubles with a cold beer and toast this 21st Century Czechia,

you have one final task.

Ordering a hot dog and a beer without any 21st century currency (use indirect questions to be as polite as possible).

Do you have any hotdogs?

Would you possibly, by any chance, give me a hot dog please?

You proudly walk away to one of numerous vegan stands and order a mushroom burger with extra mushroom. Hold the bread. You never ate that kale, and you are starving.

**EPILOGUE):**

Before this adventure you had been seeing psychologists to deal with your anxiety, but you realise that you have had so much exposure to everything you feared most that it has been a crash course in aversion therapy.

You had never been to the Ossuary because you thought you could still catch the Bubonic Plague, nor the food market because you feared food poisoning. You were afraid of heights so the bell tower was out; feared ghosts so much you slept with the light on, had never been on a truck before because you had bad motion sickness, and on and on and on. And did we forget your crippling light and sound sensitivity, grassphobia, terror of showing emotion in public, or of singing aloud?

Yet your new friends have now fully embraced the 21st Century Czech Republic, the five of you have formed a band, The Wolfpack, and you will soon be performing Baby Shark on *Czechia's Got Talent*. You are the only band member who hasn't yet qualified for their pension.

## THE END

### BONUS TASK: FAKE NEWS ALERT

While much of this story is based on truth, legend, real places and events, other elements were shamelessly invented by the author.

To know more, you can read about Brno at these links: (source list)

To know everything, visit Brno and see for yourself!

Now a quick reality check: MAKE PAST MODAL STATEMENTS TO DESCRIBE THESE STORY CHUNKS

SOLUTION: *10-Z Bunker was top-secret until 1993. DEFINITELY HAPPENED*

*There is an underground rollercoaster under the Paternoster. SHOULD HAVE HAPPENED*

*Brno's bell rings at 11 as part of a trick they played on the Swedish Army. MUST HAVE HAPPENED*

*Petrov has a secret trap door. NARRATOR MIGHT HAVE INVENTED IT.*

*,etc.*