



Rumours Uncut

Story City Submission PMs Literary Awards 2018

You can access the script for the project on [page 4](#).

What is Story City?

Why be a tourist when you can be a pirate? Or survive a zombie apocalypse? Or converse with the ghostly soldiers from Brisbane's WWII? With Story City you get to be the hero, you get to choose your adventure. Story City is a creator of locative stories, stories told in the location the audience is standing. Each story is accessed via our free, GPS smartphone and table app, which only unlocks a story when you're standing in the right place. Whether they are real-life choose-your-adventures, puzzle trails, indigenous myths or historical tales, our stories are written, scored & illustrated by local artists who know their city best.

About the Project – Rumours Uncut

'Rumours Uncut' is an interactive real-life choose-your-adventure through the historic, Salisbury streets, in the Brisbane City Council ward of Moorooka. The author's aim was to highlight the WWII sites and history of the area and convey them via a historical fiction tale that would appeal to youth and families.

Buried ammunition or an explosive military secret that will rock the suburb of Salisbury?

A rumour circulates Salisbury that caches of ammunition were supposedly buried by soldiers during World War Two. Nobody knows where and that's what you're here to find out. But your plan to update your progress on your Facebook page, Rumours Uncut, is hampered by a rival who wants to steal your glory, and a ghost who leads you astray. And why are you questioned by a soldier in a suburb that hasn't known military activity since the war ended? Is the rumour of buried ammunition a cover for a bigger secret? What else was hidden in Salisbury that was never meant to be found?

Participants begin at the start-location which only unlocks in the mobile app if they're standing in the right spot. The participant is a character who gets to choose their narrative. Each new choice leads to a different location, and provides a unique city tour. The piece takes 30-40mins to complete.

Project's webpage

<https://www.storycity.com.au/stories/new-moorooka-adventure/>

Download Instructions

The Story City app and 'Rumours Uncut' story are available for free and can be downloaded onto your smart phone or tablet from your local Android or Apple app store, or by going to the below links:

Android: <http://bit.ly/StoryCityAndroid>

Apple: <http://bit.ly/StoryCityApple>

Make sure your device is connected to WiFi. Once the app is opened you will find 'Rumours Uncut' is the 12th story in the list under the heading 'Brisbane' (when shown in City order). The Story will automatically load each page if you're connected to WiFi or mobile internet.

The best experience will be found via your Android or Apple smartphone device (For Android your operating system should be Android 5.1 or higher, for your Apple device the operating system should be iOS8 or above), however the app can also be experienced on your Android or Apple tablet.

Your device should have WiFi or mobile internet capabilities. If you were experiencing the project as it should be experienced, on location in Salisbury, Brisbane, your device would also need GPS for the best experience (but the experience can be done without GPS).

We recommend you listen to the audio via headphones connected to your device.

If you wish to review the written story free of technology and the Story City app, the full script with images and links to download audio, can be found in the following pages.

How Can I Access the Story on the App from the Comfort of my Home?

Each Story City story has a start location in the city that it is set. It is only when you are standing at that location that the app will open the story and allow you to experience it. From there you are given choices as to where to go next. Each choice leads you to a new location, and a new piece of the adventure. Which means you must walk the city to unfold the adventure! You can see how this works by checking out the video below:

<http://bit.ly/HowToStoryCity>

However, if you would like to view the 'Rumours Uncut' story in the Story City app, without starting at the Reload Café and having to walk around the streets of Salisbury, Brisbane, then you can follow the below instructions to be able to move through the app and stories from the comfort of your own home:

1. Download the app and make sure your WiFi or mobile data is turned on. If you plan to move through all of the different branches of the story, we recommend you do this on WiFi to save your internet data quota.
2. In the main screen for the Story City app (once you have downloaded it and selected 'Start Playing'), select the 'Config' tab. This is at the top of Android versions and at the bottom for Apple.
3. Scroll down to the option 'Navigate using GPS' and turn it off (the square next to it should be grey).
4. Then go to the 'List' tab and select the twelfth story under the heading, Brisbane, 'Rumours Uncut', to test it.
5. You will be taken to a page with a description of the story, and the credits of the artists who created it.
6. Select the 'Start' button to begin.
7. You can read the story or have it narrated to you by pressing the 'Audio' button on the bottom right. To stop the audio at any time, select the 'Stop' button on the right with the music note next to it.
8. By selecting the 'Map' button on the bottom left you will have a map pop-up with a pin that will show you where you should be standing for that section of the story, and the options you have to continue the story.
9. Normally you would walk to the option of your choice, however, in this case you should be able to tap on the option you'd like to move to in the map and the app should open up the next part of the adventure.
10. If the app opens up your Google map directions application instead, this means you have not followed the instructions in number 2 and 3 of this list.
11. To close/finish a story, select the middle 'End' button at the bottom.
12. If you wish to go backwards in the story and see where another branch would have taken you, please do NOT press the back button. To avoid the GPS in the field from having a panic attack we have disabled this function. To check out another path you will first have to end your story by selecting the middle 'End' button and saying 'Yes' to

ending the adventure. You then must reenter the story from the list, navigate back to the branch you want to explore and select the other path.

For ease of reference I have included the script for the story in following pages if you prefer to explore the story in this way rather than continually surfing through the app.

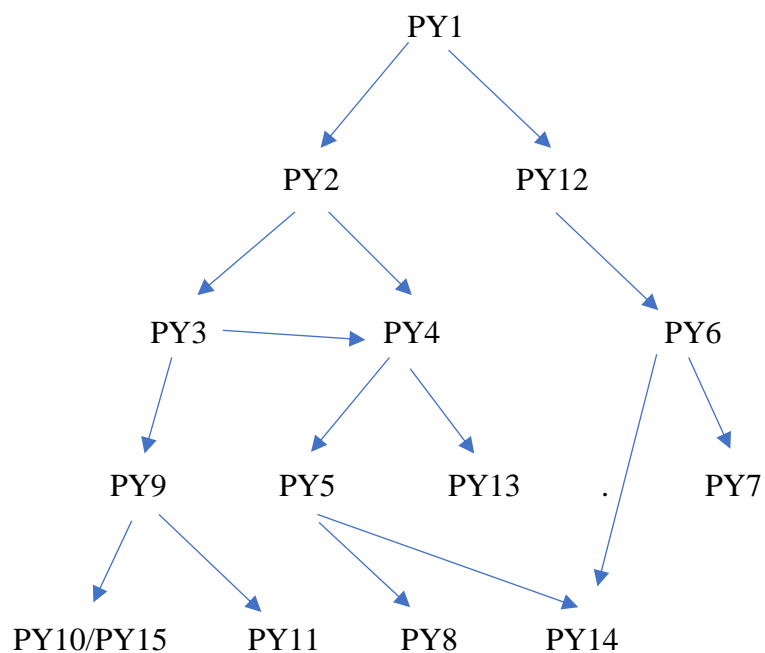
Rumours Uncut

Written by Pauline Yates

Produced by Story City

Edited by Jo Diskett

Decision Tree Map for Script/Story



PY1 –Reload Cafe, Chrome Street.

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY1.mp3>

Image for this location:



Script for this location:

After weeks of research, your heart pounds with anticipation. You're the creator of a Facebook page, Rumour's Uncut, and you're in the heart of Salisbury about to embark on your latest rumour-busting quest. You're devoted to finding fact within fiction and you investigate any rumour, speculation or conspiracy theory that comes your way.

Salisbury's thriving multicultural community may breathe life into the old Rocklea Munitions factories, but behind the welcoming ambience that wafts from the kitchen of the local cafe, there's another secret to be found. Somewhere nearby, caches of ammunition were supposedly buried by soldiers during World War Two. Since you first mentioned the Salisbury rumour, your page activity has spiked to unprecedented levels. A post on Rumours Uncut revealing the location would go viral.

You take a photo of the Reload Cafe, a munitions building-turned-breakfast hub in Chrome Street then post an update to your page:

Busting rumours Salisbury-style. Arrived at Reload Cafe. Apt name.

The likes and comments are immediate. Some followers send you good luck, others ask about the cafe, and whether it's called Reload because that's where the ammunition is hidden. There's mention of maps and photographs of the Salisbury war era for customers to look at while having breakfast. But then you receive a notification that makes you fume:

Rumours Uncut De-dunked in coffee. No ammo here. Fraud.

It's from Damo54, your rival from another rumour busting page. He's posted a photo of the Reload Cafe on his page and you've been tagged. You turn around and search for him in the street, but you can't see anyone taking photos. You start to type a reply, but you pause when you glimpse a man staring at you from the other side of the street. Thinking it's Damo54, you glare at him, but then you catch your breath and nearly drop your phone.

It's a ghost of a soldier. Though nothing more than a wispy mist, it's easy to see his jungle green service uniform and slouch hat. It's not the first time you've seen a ghost when busting rumours, but you still take a deep breath to stop your heart from bursting through your chest. Raising your phone, you zoom in on the ghost and take a photo. Part of a name is stamped on his belt: Sam-B. You smile. Sam is a god-send.

Unbelievable! There's a ghost of a World War Two soldier looking right at me.

The response to your post is immediate. Some agree they can see a ghost, the slouch hat in particular. Others say the photo is a great example of bad photography. From where you stand, you see Sam clearly, but in the uploaded photo, he's blurred, like you've shot into the sun. You'll need a better photo if you want to keep your followers engaged.

But Sam moves to the centre of the road and floats down Chrome Street. At the same time, your phone beeps. You have another notification from Damo54:

Want to find that ammo? Stop chasing 'ghosts' and start searching. How about it Rumours Uncut? Race you to it?

You're infuriated by Damo54's attempt to steal the limelight, but you're also worried. Damo54 has tagged his location as being on Evans Road. It runs through the heart of the munitions factories. If he has found the location of the buried ammunition, he'll show you up.

You need to make a decision. Do you:

(PY2) You follow the ghost. Damo54 may say he knows the location of the buried ammunition, but you think he's full of it. If anyone knows the true whereabouts it will be a ghost of a soldier. Walk north along Chrome Street, turn left into Commerce Street. Continue to the northern end of the Salisbury RSL Memorial Park, opposite the food co-op.

OR

(PY12) You accept Damo54's challenge. You can't risk damage to Rumours Uncut's credibility if he finds the ammo before you. With Damo54's last post saying he's on Evans Road, you head in that direction. Walk south along Chrome Street, turn left into Industries Road, then left onto Evans Road. Continue to the traffic lights on the corner of Tarragindi Road and Evans Road.

PY2 – Northern end of Salisbury RSL Memorial Park, Commerce Street

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY2.mp3>

Image for this location:



Script for this location:

When you arrive at the northern end of the Salisbury RSL Memorial park, the first thing you do is update your status to counter Damo54's damaging posts and claw back your followers:

Lots of old war factories along this street. What do you think? Could the ammo be buried around here?

The comments pour in, providing useful information about the area. Like how the buildings that line the street used to be the bullet making factories, and how the large factory back in Textile Crescent was taken over by the American Air Force to recondition aircraft engines in 1943. That comment leads to speculation that American soldiers took the ammunition, but a following comment catches your attention:

Nothing will be buried around here. Too much rock.

The comment is right. This area backs onto Toohey Forest which extends from Toohey Mountain in Moorooka's east. Aside from the memorial park, there's nothing in this part of the suburb but road and rock. But the post thread stalls with a comment about wildflowers. Rolling your eyes at the useless information, you turn back to the park and look for Sam.

You see him hovering near a gate in the fence that borders the park but you glimpse movement in the trees. Some kind of fog hangs around the trunks and makes a shiver creep up your spine. You expect to see another ghost, but you're distracted by Sam. He beckons to you and then drifts further along Commerce Street.

Not wanting to lose him, you start to follow, but a military jeep drives around the corner of Industries Road and screeches to a stop in front of you.

A soldier jumps from the jeep. "You've been seen taking photos of the area. Why?" His hand drops to a firearm on his belt.

Heart racing, you think fast. “Um—I’m taking photos of wildflowers for a photography competition.”

The soldier sneers. “Wildflowers. On this road?”

“Not the road. In the park.” You point towards the trees.

The soldier looks at the phone in your hand. “Hand it over.”

You don’t want to, but what choice do you have? But as you hand over your phone, it buzzes and displays another comment:

The best flower displays are in the road cutting at the top of Industries Road.

The soldier reads the message, then hands back the phone. “Move about your business,” he says. “But I don’t want to see you loitering around here.” He strides back to the jeep and then drives back the way he came.

When he’s out of sight, you sigh. But why is there a soldier in an area where there’s been no military activity since the end of the war? It doesn’t make sense, but you don’t have a Facebook page called Rumours Uncut for nothing. Is there another secret in Salisbury, one not even Damo54 knows about? But with Sam out of sight, and the jeep speeding up the hill, you need to decide what to do next.

Do you:

(PY3) The soldier rattled you but you can’t ignore the possibility of a bigger secret than buried ammunition. And even better, if Damo54 doesn’t know about it, you could end up revealing two secrets instead of one. You decide to follow the jeep and try to find where it came from. Continue along Commerce Street. Turn right up Industries road and go up the hill to the five-way roundabout at Davey Street.

OR

(PY4) You’re convinced Sam is leading you to the ammunition so, military or not, you’re not going to lose his trail. Continue along Commerce Street. Turn right into Industries Road then left into Raynham Street. Continue until you reach the corner of Raynham and Standish Street and stand where you can see the southern area of the munitions factories.

PY3 – Davey Street Roundabout

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY3.mp3>

Image for this location:



Script for this location:

You should have walked faster. The military jeep is nowhere in sight. Who knows which direction it went? Having left the munitions site, you stand in a residential area. There are some big buildings further along Davey Street, but mostly all you see is houses.

If there's military activity, it's not around here. Your followers helped you the last time you posted an update. Maybe they can help you again? You snap a photo of the roundabout and street signs and post a new status:

Chased a military jeep but hit a five-way crossroad. Can't see the jeep anywhere. What do you think? Which way did it go?

You're in luck. Your followers are keen to get in on the action and post comments about the military jeep. Most comments speculate on why a soldier would be driving around the streets of Salisbury, but one comment grabs your attention:

Maybe the jeep went underground? An air raid bunker and a tunnel were found beneath the Salisbury State School after a fire burnt down a building in 2002.

An underground tunnel? Is that what the soldier didn't want you to find? You do a quick Google search for the state schools, but both are too far away to be of significance. You look further along Davey Street to Toohey Forest in the distance. Could the secluded bushland hide an entrance to a tunnel? The forest overlooks Commerce Street so it would explain how you've been seen taking photos. But if they built a tunnel, where does it lead?

Your mind churns with possibilities but you're not sure how to proceed. Chasing a ghost is one thing. Chasing a real soldier is another.

Do you:

(PY4) Although you're tempted to hunt for a tunnel, you're suspicious about the soldier's motives. What if you were close to finding the ammunition and the soldier was sent to stop you? Or, what if it was Damo54 who alerted the military? He knows you're taking photos. Was the soldier a ploy by Damo54 to lead you astray? You decide to go back and catch up to Sam and resume your hunt for the ammunition. Take the right branch of Industries Road, keep to the right and follow Raynham Street until you reach the corner of Raynham and Standish Street.

OR

(PY9) Digging is what you do and if there's a bigger secret in Salisbury, you want to find out what it is. You decide to search for clues in Toohey Forest. And you'll check the buildings for evidence of tunnels on the way. Continue east along Davey Street until you reach the entrance of Toohey Forest on the corner of Davey Street and Tarragindi Road.

PY4 – Corner of Standish Street/Raynham Street

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY4.mp3>

Image for this location:



Script for this location:

You catch up to Sam but there's something better to look at than his wispy apparition. From this high point of Standish Street, you can see across to the southern side of the munitions area. The vast area taken up by military buildings is staggering. All down Standish Street, war-time factories line the road. The factories now house manufacturing outlets, but on the far southern side, the buildings look abandoned. Could the ammunition be buried over there? It would explain why the buildings haven't been redeveloped.

You decide to pose the question to your followers, but as you start to type, Sam demands your attention by floating through your face. You freeze, literally—his ghostly mist is icy cold.

"What did you do that for?" you say, waving away the mist with your hands.

Sam reforms and stands in front of you. He grins, clearly enjoying your discomfort.

Your eyes widen. "Can you hear me?"

Sam nods.

Your heart beats faster. "Can you speak?"

Sam's mouth moves but the mist around his face just distorts, like ripples in a pool of water. It doesn't matter. If you can communicate with him, even if only by nods of his head, you won't need to ask your followers for help. All the help you need hovers in front of you.

You can barely contain your excitement. "Do you know where the ammunition was buried?"

Sam grins and nods.

You were right. "Can you tell me where it is?"

His mouth distorts as he gestures back along Raynham Street. Then he points down Standish Street.

You can't work out which way he wants you to go. Frustrated, you start to walk back along Raynham Street. "Maybe I should go back and ask that other soldier?"

Sam disappears then, reforming, blocks your path. He stands with his hands held out and an anxious expression on his face. Startled, you step back. It appears Sam doesn't want you anywhere near that soldier. Now what?

Do you:

(PY5) Sam definitely knows where the ammunition is, but he's making it clear not to go back along Raynham Street. Remembering how the soldier dropped his hand to his firearm, you think the further away from him you are, the better. You decide to stick with Sam. Walk down Standish Street, turn left at Evans Road and stop at the pedestrian crossing.

OR

(PY13) You know Sam is warning you to stay away from the soldier, but the temptation to find out why is too hard to resist. What if it's a secret that will blow any ammunition out of the ground? Not only will Rumours Uncut skyrocket in popularity, Damo54 will be caught flat footed. You ignore Sam's warning, but to throw him off your trail, you'll be sneaky and go around the block. Then you'll backtrack and find out for yourself where that military jeep came from. Continue west along Raynham Street, turn left onto Blomfield Street and continue to Moorooka Playground Park.

PY5 – Pedestrian Crossing, corner Standish Street/Evans Road

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY5.mp3>

Image for this location:



Script for this location:

You lost sight of Sam somewhere along Standish Street, because you were too busy taking photos as you walked. The old war factories that lined the street were impressive. Nearly all of them now house a manufacturing business but none of the buildings have lost their war-time character.

As you stand at the pedestrian crossing on Evans Road, bullet factories and mess halls fill the landscape as far as you can see. To keep your Rumours Uncut page active, you upload some photos of Evans Road and of the war buildings closest to you. The response is great and comments pour in:

Hard to imagine the buildings haven't changed in so many years.

Impressive architecture.

Congrats Salisbury for keeping intact a wonderful piece of war-time history.

Evans Road used to be called Compo Road. A tram line ran along it from Moorooka to service the factories during the war.

You can't see any evidence of a tram line, but you're not about to doubt your followers. So far, they've proved a wealth of information. You turn your attention back to your location. Sam hasn't reappeared but you think you know where he was taking you, and why. If you're right, you know exactly where the ammunition is buried.

But when you look along Evans Road, you catch a glimpse of a person entering the southern side of the munitions site. Then you receive a notification on your phone. It's from Damo54:

Where are you Rumours Uncut? Can't find Engineering Street? Lots of interesting buildings around here. Or are you too busy chasing imaginary ghosts?

He's on the southern side of Evan's Road, and while you're sure he has no idea where the ammunition is buried, is he about to reveal something else? You haven't seen any sign of the soldier,

so whatever Damo54 has can't be significant. But though his baiting is irritating, you shouldn't underestimate him. Maybe it's time for some payback and beat him at his own game.

Do you:

(PY8) You stay on track and finish your quest. You're so close to revealing the location of the buried ammunition, you can taste the victory. And you suspect Damo54 is deliberately trying to lead you astray. You bet he's got nothing to reveal. It's time to finish this hunt and post a page rocking photo. Continue along Evans Road, turn left into Industries Road, continue to the left until you reach the Salisbury Memorial RSL Park.

OR

(PY14) Damo54 could have something that will blast your page into cyberspace anonymity, but nothing would be sweeter than stealing his glory right out from under him. And you'll double your victory. What have you got to lose? Cross at the pedestrian crossing, turn left, walk along Evans Road, turn right into Project Street, stop at the corner of Project and Engineering Street.

PY6 – Corner of Precision Street/Engineering Street

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY6.mp3>

Image for this location:



Script for this location:

You have to admit Damo54 was right about these buildings. Huge factories fill the area. But compared to the buildings in Chrome Street and along Evans Road, these buildings are quiet. The street names in this area are synonymous with the factories that produced the ammunition during the war—Engineering, Lathe, Bearing, Assembly—but there's no sound from any machinery. Some businesses have taken residence in the smaller buildings but the area is largely abandoned.

When you look down Engineering Street, you catch a glimpse of a person poking around the abandoned factories as though looking for a way in. It has to be Damo54. You start to follow, but then you pause. If you go down Lathe Street, you might find another entrance into the factory and

discover Damo54's secret before he does. But with Damo54 moving out of sight you have to decide quickly.

Do you:

(PY7) If you follow Damo54, he'll see you. Better to go down Lathe Street and look for another entrance into the building. And you'll have your phone ready to take a shot of his expression when he finds you already inside. Walk along Engineering Street, turn left into Lathe Street, turn right into Bearing Street. Continue to the corner of Bearing Street and Assembly Road.

OR

(PY14) It's definite Damo54 has a big secret to reveal and the only way you'll find out what is to follow him. Walk along Engineering Street, and stop at the corner of Engineering and Project Street.

PY7 – Air Raid Shelter, Corner of Bearing Street/Assembly Road

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY7.mp3>

Image for this location:



Script for this location:

You didn't find an entry into the factory but you can't believe what you see. Right in front of you, behind a high mesh fence topped with strands of barbed wire, is an intact air raid bunker. How many people have driven past this block of cement and not realised what it is? And even better, Damo54 is nowhere in sight. You've trumped him at his own game.

Fingers trembling with excitement, you take some photos and update your status:

Hit the jackpot. Air raid bunker at the edge of an abandoned military factory. Where are you Damo54? Lost?

Your post is an instant success. Hundreds of comments pour in. One follower asks if the ammunition is inside. You doubt it, but that comment stirs your post further:

Dare you to go inside the bunker, Rumours Uncut. Jump the fence.

Dare or no dare, you won't trespass on military grounds. But you wouldn't put it past Damo54. Wondering if he's hiding inside the bunker, you step up to the fence. But as you peer through the open door, you're grabbed from behind.

"I'm not lost," Damo54 says, clamping his hand over your mouth. "But you will be."

You struggle, but he's stronger than you. He drags you to the fence, kicks through a split in the mesh and hauls you into the military grounds.

"What are doing?" you say.

"Getting you out of my way," he says.

He wrestles you to the door of the bunker then shoves you inside and slams the door shut. You pound on the door with your fists.

"Let me out."

"Not a chance," Damo54 says. He laughs. "Enjoy your lodgings. I've got some ammunition to find."

You've been tricked. You type a comment into your last post to alert your followers, but the cement walls of the bunker are too thick and you can't get a signal. Shoving the phone in your pocket, you pound on the door again.

"Help," you call. "Can anybody hear me? I'm stuck inside the bunker."

All you do is bruise your hands. You're in the most abandoned part of the Rocklea Munitions site. Who's going to hear you? Your only hope is that one of your followers thinks you accepted that dare. When you're not heard from, somebody might think to come and find you. **(END)**

PY8 – Salisbury Memorial RSL Park, Industries Road

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY8.mp3>

Image for this location:



Script for this location:

When you arrive at the Memorial Park, Sam hovers by the memorial rock. He grins and beckons you through the gate.

Entering the park, you stop in front of him. "The ammunition is buried here, isn't it."

When Sam nods, you look across the park to a gate in the fence that borders Commerce Street. "Why didn't you take me through that gate? We could have saved a long walk."

Sam swirls around you and shrouds you in his icy mist. You shiver, feeling like you've been doused in cold water, but as you look through the whiteness, the memorial rock and surrounding park are replaced by dense vegetation.

Darkness descends but Sam's features grow clearer. And then he speaks.

"I had to lead you away from that soldier," he says. "You were about to be arrested."

Your eyes widen. "I can hear you."

"Yes. You're in my world now. But we have to hurry."

Sam turns and pushes through the vegetation. You start to follow, but a swish of fabric makes you stop. You look down and see you're dressed in a jungle green uniform. You're wearing a slouch hat. And you have a rifle slung over your shoulder. You call out to Sam in alarm.

"What's happened? Where am I?"

"Shh," Sam says. "I'll explain as we go."

Staying by Sam's side, you push through the vegetation until you reach a stand of trees that's thicker than you remember. And Commerce Street is a dirt road. From the look of the military activity around the factories, you're back in 1943. But Sam is whispering to you.

"See that truck," he says, pointing to a truck parked outside one of the factories. "The American Army is taking over that building for aircraft reconditioning. All the equipment is supposed to be transported to the Brisbane Barracks, but the General is stealing the ammunition for American soldiers."

"What? The ammunition belongs to us. Why doesn't someone stop him?"

"He's doing it on the sly. Don't worry. We have a plan."

Startled by movement in the trees, you look around and see a group of soldiers hiding, like you and Sam are. When one soldier holds up his hand, Sam whispers to you.

"Stick close to me," he says. "Whatever you do, don't say a word."

You tremble. "What are we doing?"

Sam grins. "Taking back what's ours."

At the other soldier's signal, Sam jumps to his feet and runs to the back of the truck. You follow close behind. Under the cover of night, you help Sam and the soldiers break into the truck and steal the boxes of ammunition. The boxes are heavy and the bullets inside clink together. Struggling to

carry one box, you follow Sam and carry it back to the park where you hide it among the trees. You repeat this over and over until all the boxes have been claimed. You lean against a tree to rest but Sam hands you a shovel.

“Start digging,” he says.

Through midnight to dawn, you dig side by side with Sam and the other soldiers and bury the caches of ammunition deep within the centre of what will one day be the memorial park. You expect to strike rock, but the ground is soft.

“It’s a natural low point in the landscape,” Sam explains. “Anywhere else and we’d need explosives.”

By the time the dawn breaks, the heist is complete. Leaves and grass are scattered over the turned earth to camouflage the digging site. The other soldiers spread out through the park and post sentry, their rifles at ready.

“The American General leaves today,” Sam whispers. “Once he’s gone, the ammunition will be safe enough.”

“Won’t he search for it? I mean, we buried sixty boxes.”

“We’ll stay on guard,” Sam says. “That’s what we do.”

You wipe dirt from your hands. “This is unbelievable. I have to take a photo of this.”

You reach for your phone, but instead pull a radio transmitter from your pocket. You stare at it. “Um, how do I get back to my time?”

“You’re not going back,” Sam says. “Someone has to make sure this part of history remains unchanged.”

“What do you mean?”

Sam nods to the other soldiers. “You’re with us now. Every night, the heist is repeated. If the ammunition is stolen by the Americans, the future will change and we’ll end up at war.” He places his hand on your shoulder. “That can never happen.”

“I’m stuck here? And I’ll have to dig that hole again? How do I get out of this?”

Sam shrugs. “Find someone to take your place, like I did.” He grins then fades from sight.

Dumbfounded, you stare at the empty space in front of you. If Sam is right—and you don’t doubt him—you’d better go and hang around the building that becomes the Reload Cafe or you’ll be digging that hole every night for the rest of eternity. Hopefully, you’ll catch someone’s attention, like Sam caught yours. **(END)**

PY9 – Entrance to Toohey Forest, Corner Tarragindi Rd/Davey Street

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY9.mp3>

Image for this location:



Script for this location:

You're at the entrance to Toohey Forest and the first thing you do is update your status on Rumour's Uncut:

I'm tracking a suspect soldier—

You stop typing. What do you say next? You've walked the length of Davey Street and although you checked every house and every building, you saw no sign of any military activity, and no sign of an entrance to an underground tunnel. In all the old war buildings that line the street, there's no suspicious activity anywhere.

Turning around, you look towards the forest. Your next plan is to search the bushland but now that you're here, you remember how big Toohey Forest is. You could search for years and find nothing. But you're convinced it would be the perfect place to hide a military bunker.

The buzz of your phone grabs your attention. It's a text message from your neighbour:

Just checking you're okay. There are soldiers surrounding your house. They've taken your computer and a box filled with papers. What's going on?

Your heart races. That soldier has done more than watch you take photos. You try to call your neighbour to get more information, but you hear a strange clicking noise beneath a busy signal. You try a friend's number, and hear the same thing. It sounds like your phone is tapped.

This has to be a cover-up, which means you are about to find the biggest secret of all and the military wants you silenced. But if you continue the search, what's at risk?

Do you:

(PY10) Soldiers raiding your house and tapping your phone means this secret will blow Salisbury out of suburbia. Even if you accessed your Facebook page, the soldiers have probably already copied

your photos. But if you discover their secret, maybe you can use the information as a bargaining chip to get out of trouble. It's a risk, but you've come this far. Enter Toohey Forest and follow the stepped path up to Pegg's Lookout.

OR

(PY11) If the military is after you, evidence of your search is all over your Facebook page. You need to delete the photos and information so they have nothing on you. But with your phone tapped, you need to find another way to access your Facebook account and you need to act fast. You see signs for a cafe further along Tarragindi Road. Maybe you can borrow a phone from someone there. Walk down Tarragindi Road to the Macondo Cafe which is on the right. Stop on the footpath outside.

PY10 – Pegg's Lookout

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY10.mp3>

Image for this location:



Script for this location:

You don't know whether you're out of breath from the steep climb up the steps to Pegg's Lookout, or puffing from anxiety about being caught by soldiers. Whichever it is, you're grateful for the seat at the top. But as you go to sit down, you trip over a rock that juts from the ground. There's a click, then a hatch beneath the seat pops open.

You crouch and lift the hatch. A ladder leads down into a deep hole. There's a dim light far below you. You can't believe your luck. This is your chance to get the evidence you need to keep you out of trouble.

Squeezing beneath the seat, you climb down the ladder. It's dark and hot inside. Sweat beads on your face and your palms grow slippery. When you reach the bottom, you find yourself in a narrow tunnel. The walls and ceiling are polished rock. Hearing voices, you creep along the tunnel to

a cavern. Computers and surveillance equipment line the walls. Soldiers wearing headphones work at various stations. But then you hear something that makes you fume.

"Captain. Damo54 reported in," a soldier at a station says. "He's lost the suspect's trail."

"Call him in," the Captain says. "And get that information uploaded."

On one of the computers, the photos you took on your trek around Salisbury appear on the screen. You press against the wall. The evidence against you looks bad. It might be best if you get as far away from Salisbury as you can. But when you turn around, you run smack into a person who can only be Damo54.

"You?" he says.

Before you can run, he slams you against the wall and twists your arm behind your back.

"Get off me," you say.

The Captain rushes from the cavern. Seeing you, he smirks. "So you're our trouble maker?" he says.

You twist around and glare at Damo54. "Since when did you decide to work for the military?"

Damo54 grins. "Since trouble makers like you decided to poke your nose into things you shouldn't."

You turn back to the Captain. "What is this place?"

The Captain waves Damo54 forward. He shoves you ahead of him, but doesn't let you go.

"This place is the first line of defence against threats to Brisbane city, either from the ground or the air," the Captain says in a smug tone. "I take it you've seen the view from Pegg's Lookout?"

That explains the ladder. From Pegg's Lookout, the whole of Salisbury can be seen. "Why the secrecy?" you ask.

"That's how it's always been. This surveillance bunker was built during World War Two to keep an eye on the American's while they were here." His eyes glint. "Can't have a visiting army privy to our defence strategies, even if they were allies at the time." He rolls his shoulders back and fixes you with a piercing stare. "I'm afraid we'll have to keep you detained. I can't have you running around exposing military secrets."

"I wouldn't worry about that," Damo54 says. "It's not been too hard discrediting Rumour's Uncut."

You break his hold and turn on him. "Were you trying to lead me astray? People don't like secrets. They want the truth."

"The truth is Salisbury is a magnet for spies intent on searching for a weakness in our defence network," the Captain says. "Either you agree, or you go to jail for a very long time."

"You can't keep a rumour secret. I'm not the only one who will come to Salisbury to search for buried ammunition."

"And we'll pick them up one at a time," Damo54 says.

“Sending in soldiers to threaten people is not how you create trust in a community.” You turn back to the Captain. “If you let the people of Salisbury know what you’re doing, you won’t need someone like Damo54 doing your dirty work. Community spirit will do a better job protecting a secret like this.”

“Perhaps,” the captain says. “But I’m not at liberty to take that chance. National security is at stake. Now, what do I do with you?”

You’ve no doubt you’ll be sent to jail. You’re only chance is to escape this bunker and expose the truth. Isn’t that why you started Rumour’s Uncut? There are too many cover-ups in this world. You’re not going to be another one.

Damo54 stands behind you, but you have nothing to lose. Slamming your elbow into his stomach, you shove past him and run back through the tunnel. When you reach the ladder, you climb as fast as you can. Damo54 is on your heels but when you reach the hatch, you scramble out and slam it down. Then you find the biggest rock you can and roll it over the hatch to keep it closed.

By trapping Damo54 in the tunnel, you’ve gained a head start. But not by much. As soon as you reach the streets of Salisbury, you clear out and bunker down at a friend’s house. Borrowing a computer, you post an update on your page:

Rumour’s Uncut Alert. I’ve just escaped from a secret military base which is hidden beneath the Toohey Forest.

Not surprisingly, your first comment is from Damo54:

As if there’d be a military base beneath a forest. Starting another rumour, Rumours Uncut?

You smile. Damo54 might convince people your claim is only rumour, but he’ll have his hands full when they arrive in Salisbury to discover the truth for themselves. **(END)**

PY11 – On footpath outside Macondo Cafe, Tarragindi Road

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY11.mp3>

Image for this location:



Script for this location:

When you reach the cafe, it's closed and you can't see anyone anywhere. Frustrated, you decide to approach one of the businesses. But as you continue down the street, you spot a military jeep speeding towards you. There's nowhere you can hide. You jump between two parked cars, but the jeep skids to a stop. Two soldiers jump out and draw their weapons.

"Get down, get down," shouts one of the soldiers.

When you try to run, they rush at you, knocking you off your feet and slamming you to the ground. You're winded from the assault. Gasping for breath, you struggle against the soldiers but they pin your arms behind your back and snap handcuffs around your wrists.

"Stop," you yell. "What are you doing?"

"You're under arrest," one soldier says.

"What for? What have I done?"

"Suspicion of espionage," the second soldier says. He pulls you to your feet and pushes you towards the jeep.

"Espionage?" you say, trying to break free. "What are you talking about? Do I look like a spy?"

"Spies never look like spies," the first soldier says. He opens the door to the jeep. "Get in."

You pull back. "No. This can't be right. I haven't done anything wrong. I have rights. You can't do this."

"Spies have no rights," the first soldier says. "We have evidence. You've been seen taking photos of war buildings. You've been gathering information on military installations. You've been asking questions about buried ammunition and secret tunnels. Do you deny it?"

Sweat drips down your forehead. "No, but Rumours Uncut has nothing to do with spying or espionage or whatever you think I'm doing. It's about sifting fact from fiction, that's all."

"We have a witness who will testify Rumours Uncut is a front for your real purpose."

"What witness?" you ask.

Neither soldier answers, but you can take one guess at who it is. "It's Damo54, isn't it? He's been nothing but trouble since I arrived here. He's the one who needs arresting, not me."

"Tell it to the captain," the second soldier says, shoving you into the jeep. "He's keen to talk to you."

You're fuming mad. This is all Damo54's doing. He's crossed a line having you arrested on suspicion of espionage. The first thing you'll do when you get out of this predicament is hunt him down and force a retraction of his insinuations. But first you have to convince a captain you're not a spy. From the way you've been handled by these soldiers that might not be easy. **END**

PY12 – Cnr Tarragindi Road/Evans Road

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY12.mp3>

Image for this location:



Script for this location:

You're at the traffic lights on the corner of Tarragindi Road and Evans Road, but you can't see Damo54 anywhere. You check your research notes to see if there's any significant war-time history he could use to upstage you with. You find a link to a photo. According to your notes, during the war one of the buildings along Evans Road was camouflaged to look like a hill with a road leading over it. The site where you found the information claims the photo was entered into the US Army Archives and published in a book "To Fool a Glass Eye" by Roy M. Stanley. Most of the buildings along Evan's Road have had their shop fronts renovated, so it's hard to tell which building was used in the photo. But you have a link to photo you can post on your page. Copying the link, you update your status:

Check out the link to this camouflaged building from World War Two.

(Hyperlink: <http://www.qaww2.com/brisbane-booklet9.html>)

You receive an immediate response to your post, but it's not what you expected. The comment is from Damo54:

Where are you Rumours Uncut? Can't find Engineering Street? Lots of interesting buildings around here. Or are you too busy chasing imaginary ghosts?

You can't believe this guy. He's taunting you on your own page. Determined to catch up to him, you press the traffic light button to cross Evans Road. Engineering Street is on the southern side of the munitions area. While you wait for the lights to change, your followers respond with positive comments about your uploaded photo. But you're only thinking about one thing: catching up to Damo54. When the lights change, cross the road, walk back along Evans Road, turn left into Precision Street, and stop at the corner of Precision Street and Engineering Street. **(PY6)**

PY13 – Moorooka Playground Park, Blomfield Street.

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY13.mp3>

Image for this location:



Script for this location:

What made you think you could sneak away from a ghost? Or walk around a block? Raynham Street ran straight ahead and now you're in a park that's nowhere near the munitions area. And you're facing a furious Sam. He appeared in a blustery wind the moment you arrived at the park. As you cower before him, he throws his hands in the air and his whole body ripples with anger.

You start to explain the lure of finding a bigger secret but you're cut off by the sound of sirens. In the distance, three police cars screech into Evans Road, followed by an ambulance, its lights flashing. Then your phone beeps:

Damo54 has been shot by a soldier. He was caught breaking into an abandoned military factory. Rumour is he's dead. Is it true?

Your heart leaps into your mouth. You were wrong not to take Sam's warning seriously. That soldier meant business. Feeling faint, you sit down on the park bench. Sam stands in front of you, his hands on his hips, a scowl on his face. Then he throws his hands up in the air and disperses in a rush of icy air.

You doubt you'll see him again. And though Damo54 made you fume with his tactics to discredit you, the last thing you want is him dead. You turn off your phone and abandon this rumour busting hunt. It might be best to leave Salisbury's secrets buried. **(END)**

PY14 – Corner of Engineering Street/Project Street

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY14.mp3>

Image for this location:



Script for this location:

You no sooner reach the corner of Project Street when Damo54 bursts through a door in the huge abandoned factory opposite you.

“Run!” he screams.

Behind him, a billowing black cloud escapes through a door and spreads across Engineering Street. Your eyes widen. “What have you done?”

Damo54 skids to a stop next to you. “I found an interrogation room in the factory.” He starts to run again. “We’ve got to get out of here.”

Seeing the black cloud move in your direction, you turn and run alongside him. “What is that?”

“An army of enemy ghosts. The ones that were captured and interrogated during the war.”

“You let them out?”

“I didn’t mean to,” he says.

You look over your shoulder. The black cloud consumes Project Street. Enemy soldiers brandishing weapons emerge onto Evans Road. You slow down. “Wait. What are they going to do?”

“What do you think?” Damo54 says. “Finish what they started. Invade Salisbury. It’s World War Two all over again.”

You gasp. “We’ve got to stop them.”

“You stop them. I’m out of here.”

You grab Damo54's arm, pull him behind the next building and shove him against the wall. "You chicken. You released a dead army and you're running away? We have to warn someone. What if people get hurt?"

Damo54 hesitates. "How do you fight an army of ghosts?"

"With a ghost army of our own."

Grabbing his arm, you drag him from the building. You have to find Sam. He'll know how to call an allied army of ghosts. But as you run with Damo54 along the street, the black cloud descends on you and you're surrounded by enemy soldiers. They shout at you in a foreign language. Damo54 screams for help. You punch at the cloud. But there are too many soldiers. Both you and Damo54 are captured and dragged back to Engineering Street.

"Let us go," you shout. "We're not at war now."

The soldiers ignore you and shove you through the door of the factory. You fall onto your knees. Damo54 lands beside you in a crumpled heap. The door slams shut, plunging you into darkness. Damo54 whimpers but another sound sends a shiver up your spine—the unearthly chatter of ghosts. A hostile presence fills the empty room. And then Damo54 screams. **(END)**

PY15 – Pegg's Lookout, accessibility version of PY10 (for those who can't climb the staircase)

Audio for this location: <https://www.storycity.com.au/wp-content/uploads/2017/10/PY15.mp3>

Image for this location:



Script for this location:

You enter Toohey Forest through a pedestrian gate that leads to a broad track. The track is rough and runs between a high escarpment of rock and open Eucalyptus forest on your left and the Renovators Barn on your right. As you walk along the track, which is wide enough for a vehicle, the surrounding forest breathes a quiet sigh and the sounds of suburbia fade. Before you know it, you're captured by the forest. Ahead of you, steps lead to the top of the escarpment. The steps are narrow,

with no hand rails, and they twist and turn up the side of a rocky cliff. You make your way up but at each turn, you stop to catch your breath. Around you, moss-covered boulders jut from the side of the mountain, while remnant rainforest plants cling to the shallow soil. It's hard to imagine you've just left a busy suburb. The forest that surrounds you is peacefully quiet.

You don't know whether you're out of breath from the steep climb up the steps to Pegg's Lookout, or puffing from anxiety about being caught by soldiers. Whichever it is, you're grateful for the seat at the top. But as you go to sit down, you trip over a rock that juts from the ground. There's a click, then a hatch beneath the seat pops open.

You crouch and lift the hatch. A ladder leads down into a deep hole. There's a dim light far below you. You can't believe your luck. This is your chance to get the evidence you need to keep you out of trouble.

Squeezing beneath the seat, you climb down the ladder. It's dark and hot inside. Sweat beads on your face and your palms grow slippery. When you reach the bottom, you find yourself in a narrow tunnel. The walls and ceiling are polished rock. Hearing voices, you creep along the tunnel to a cavern. Computers and surveillance equipment line the walls. Soldiers wearing headphones work at various stations. But then you hear something that makes you fume.

"Captain. Damo54 reported in," a soldier at a station says. "He's lost the suspect's trail."

"Call him in," the Captain says. "And get that information uploaded."

On one of the computers, the photos you took on your trek around Salisbury appear on the screen. You press against the wall. The evidence against you looks bad. It might be best if you get as far away from Salisbury as you can. But when you turn around, you run smack into a person who can only be Damo54.

"You?" he says.

Before you can run, he slams you against the wall and twists your arm behind your back.

"Get off me," you say.

The Captain rushes from the cavern. Seeing you, he smirks. "So you're our trouble maker?" he says.

You twist around and glare at Damo54. "Since when did you decide to work for the military?"

Damo54 grins. "Since trouble makers like you decided to poke your nose into things you shouldn't."

You turn back to the Captain. "What is this place?"

The Captain waves Damo54 forward. He shoves you ahead of him, but doesn't let you go.

"This place is the first line of defence against threats to Brisbane city, either from the ground or the air," the Captain says in a smug tone. "I take it you've seen the view from Pegg's Lookout?"

That explains the ladder. From Pegg's Lookout, the whole of Salisbury can be seen. "Why the secrecy?" you ask.

"It's how it's always been. This surveillance bunker was built during World War Two to keep an eye on the Americans while they were here." His eyes glint. "Can't have a visiting army privy to our

defence strategies, even if they were allies at the time.” He rolls his shoulders back and fixes you with a piercing stare. “I’m afraid we’ll have to keep you detained. I can’t have you running around exposing military secrets.”

“I wouldn’t worry about that,” Damo54 says. “It’s not been too hard discrediting Rumour’s Uncut.”

You break his hold and turn on him. “Were you trying to lead me astray? People don’t like secrets. They want the truth.”

“The truth is Salisbury is a magnet for spies intent on searching for a weakness in our defence network,” the Captain says. “Either you agree, or you go to jail for a very long time.”

“You can’t keep a rumour secret. I’m not the only one who will come to Salisbury to search for buried ammunition.”

“And we’ll pick them up one at a time,” Damo54 says.

“Sending in soldiers to threaten people is not how you create trust in a community.” You turn back to the Captain. “If you let the people of Salisbury know what you’re doing, you won’t need someone like Damo54 doing your dirty work. Community spirit will do a better job protecting a secret like this.”

“Perhaps,” the captain says. “But I’m not at liberty to take that chance. National security is at stake. Now, what do I do with you?”

You’ve no doubt you’ll be sent to jail. You’re only chance is to escape this bunker and expose the truth. Isn’t that why you started Rumour’s Uncut? There are too many cover-ups in this world. You’re not going to be another one.

Damo54 stands behind you, but you have nothing to lose. Slamming your elbow into his stomach, you shove past him and run back through the tunnel. When you reach the ladder, you climb as fast as you can. Damo54 is on your heels but when you reach the hatch, you scramble out and slam it down. Then you find the biggest rock you can and roll it over the hatch to keep it closed.

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