



Church Tour Guide

August 2022 revision

The Church is a six-floor inverted chapel which serves as the online spiritual headquarters of the Church of Vanderstank, although the name is also commonly used to include the sprawling array of various other halls and regions attached to it, which all fall under the purview of the Church of Vanderstank and are accessible at vanderstank.church online.

The main area of the Church, also referred to as “the Church Proper” or “The Thirty-Six Original Rooms”, consists of six floors of six rooms each, and is constructed in an “inverted chapel” formation extending down into the ground, meaning that the first floor is on ground level, the second floor *beneath* that, the third floor beneath that, etc.

While it supposedly represents a real building planned by the original Dutch Vanderstank cult in the seventeenth century, this digital version was initially completed in 2014—although the construction of countless attached regions has continued nonstop since then, at the behest of various senior Church officials. It now contains over two hundred countable rooms of varying purposes and security levels, and several other infinite and/or randomly generated areas that bring the total number of rooms into infinity, such as the Hotel Vanderstank and the Entropic Zone.

The Church Main Area

First Floor

The first floor serves as the public face of the Church, to members and non-members alike. Situated on ground level, it consists of **The Library**, where the public can read this tour guide and several of our Holy Texts. The first floor also contains two **Meditation Rooms** (one with a pendulum and one with a flashing beacon), a **Confessional** where one may come to atone their sins, and a recently renovated room where one can come to view **The Shape** in peace and quiet.

Second Floor

Directly beneath the first floor, the second floor consists of a number of other interesting attractions, including the old **Chamber of Reflection** where the Church Elders of old came to meditate in silence, a theatre known as **The Proscenium** where plays are performed on special occasions, and a mechanical oddity of unknown origin called **The Panopticon**. Due to the increased reliance on digital screens in many of the more recently renovated Church rooms, a newer room on the second floor has been dedicated to **Television Storage**. For reasons currently unknown, the screens do tend to light up with various imagery and words at

random intervals. This is most likely an electrical issue that will be fixed soon.

The second floor also notoriously contains the entrance to what has become known as **The Alcove**, a secret passage dug from the floor of the **Chamber of Reflection** into an isolated room somewhere between the second and third floors in which a dead body was found slumped in an armchair facing an old television set. Since knowledge of this area has become relatively widespread over the last few years, and the area has been cleaned thoroughly, it is no longer off limits.

Third Floor

The third floor, formerly restricted to higher-ranking Family Members but recently opened to the public, is colloquially referred to as the “Party Floor” due to its occasional usage for special Family functions and frequent presence of various decorations.

The entire left half of the third floor is taken up by **The Furnace** which powers and heats the Church and is strictly off limits. The third floor is also host to **The Altar** where various ceremonies are performed for higher-ranking members, and **The Organ Room** where a massive pipe organ is connected to a miles-long network of pipes that use resonant frequencies to echo their sound throughout the entire Church, often in connection with a ceremony at **The Altar**. Another room is currently off limits due to a large **Pit** opening up in its floor.

Fourth Floor

The fourth floor is frequently cited as the most interesting by newer members. Fully revamped during the Family's period of extreme growth during the V5.0 initiative, it features **The Moon Room**, in which a chunk of moon rock procured from the penultimate Apollo mission hangs suspended in the air with a number of bright floodlights shining upon it at all times. This room was created at the behest of the Grand Overlord to allow for moonlight rituals to take place any time of day and regardless of weather. Nearby, **The Garden** serves as an experiment to see if the Family can grow certain carefully controlled species of plant life this far underground with no unwanted side effects. The fourth floor also features **The Studio**, where several blueprints (including a full blueprint of the Church) are stored and kept regularly updated. **The Distillery** is used occasionally to brew various liquors and spirits (the specific recipe often changing based on the most recent Family Elder to use it), and a perpetual man-made thunderstorm is kept alive in **The Weather Room**.

Fifth Floor

The fifth floor has often been overlooked due to its more utilitarian purpose, comprising a **Vault**, a **Soundproof Room**, and two **Incubators** protected with keypad locks, each of these playing a vitally important part in the Family's ongoing research.

However, more recent renovations have uncovered a bricked-up footbridge connecting to the **Hotel Vanderstank**, and also involved the completion of a previously unused room called **The Crosswalk**, which serves both as an art installation and an entrance to the **Five and a Half Mile Hallway** when a ritual is completed upstairs. The Five and a Half Mile Hallway, as its name suggests, is an extremely long hallway commissioned by the Church tunneling straight through the Earth with no turns for five and a half miles. The reason behind its extreme length has not been made clear, but may be a way to limit unwanted traffic to the **Doorway to Immortality** which lies at its end.

Sixth Floor

The sixth floor, formerly restricted to higher-ranking Family members along with the third floor, has now been opened to the public. The choice to reopen it was made thanks to a reduction in hurtful rumors that ran rampant for several years regarding its infamous **Burial Grounds**. It is the only floor not wired with electricity, and with a floor of packed soil rather than polished hardwood, a choice which was made primarily to facilitate the burial of a number of bodies in this floor's four **Burial Grounds**. As part of the V9.0 initiative, each Burial Ground was expanded outwards into the surrounding earth to form several new attached rooms to account for the expected increase in burials this year.

The Reservoir Overflow Tank is also located on this floor, allowing the safe overflow of excess fluid from **The Reservoir**,

which itself spans the entire area underneath the sixth floor. The Church advises extreme caution around the Reservoir due to the possibility of slipping in and drowning, and the frequent loss of visitors' belongings into the Reservoir. Visitors are discouraged from entering the Reservoir for this reason, but encouraged to report any artifacts they find floating therein if they do.

Construction recently returned to the sixth floor as the old Laboratory was demolished to make way for the **Catafalque**, which is expected to be used for a new ritual ceremony this year. The sixth floor also contains the Church's only entrance to **The School**.

The Entropic Zone

A new region underneath the **Reservoir** called the **Entropic Zone** was recently opened as an experiment in entropy-driven auto-construction. The number of floors in this Zone extend down into infinity and are constructed immediately upon viewing using a process of randomized architectural generation that results in the floors appearing slightly different each time they are observed, and the amount of entropy (randomness and disorder) on each floor increasing exponentially with deeper and deeper levels.

Since this region serves as an ongoing experiment for Church researchers and was not primarily developed for public viewing, viewers are advised to proceed at their own risk and immediately disregard anything they might find within, as the Church is not liable or responsible for objects which appear in this region.

The School

A number of abandoned corridors located underneath **Darkvantsen High School** and loosely connected to the Church are currently under the supervision of the Church of Vanderstank. These floors can be reached via **The Dumbwaiter**, which primarily serves the School but has one stop on the sixth floor of the Church. Unlike the **Elevator** in the Church, the **Dumbwaiter** is not powered and must be controlled manually via pushing or pulling an iron cable visible through a hole in the front panel.

Because historical records of the construction of the School and the Church are incomplete and blur together at various points, it is not clear why there are so many abandoned floors underneath this otherwise normal high school, nor how they came into possession of the Church of Vanderstank.

G Corridor contains the preserved remains of several classrooms including **The Science Classroom** and **The Art Classroom**, as well as some rooms that have been entirely reworked by their occupants into various art projects including a string light installation known as **The Wave** and an off-limits room known as **The Dream Room**.

Bypassing **B, C, and D Corridors**, which are active floors of the School not currently managed by the Church, the Dumbwaiter's

uppermost stop is at **The Outerway**, a glass hallway which leads to a scenic rooftop overlook called **The Pavilion**. Extreme caution is advised here, as there have been several reports of members spotting various strange objects floating in the sky, being lured towards them, stumbling through a gap in the Pavilion's retaining wall, and falling several stories into **The Schoolyard** below. The Church is actively investigating the possibility of a gas leak or the presence of various psychotropic gasses in this area. **The Schoolyard** contains various artifacts that are of no relevance to the Family Mission whatsoever.

Between **G Corridor** and the Dumbwaiter's bottommost stop at the Church's sixth floor lay **H Corridor**, **I Corridor**, and **K Corridor**, which are strictly off limits to all members with no exceptions.

The Hotel

The Hotel Vanderstank was completed in 2018 and allows users to check in to a room of their choice for the price of 1 Vandercoin per week. A large tablet installed in the back wall of each room displays a list of its past and current occupants. The Hotel was celebrated as the first region of the Church to feature an infinite number of automatically-generated floors (and thus an infinite number of rooms.)

While renting a room, users can place a number of objects on the floor, upload an image to place as a poster on any wall including the ceiling, and write on the room's whiteboard. These will all remain permanently, even if a new occupant later rents the room.

A recent renovation of the **Hotel Lobby** revealed several small rooms of unknown purpose located in the space between the Hotel and the **Aquarium** and **Abattoir** regions. One of these rooms has been converted into a **Linen Closet** for the Hotel, and the others are currently being researched.

The Aquarium

All rooms in **The Aquarium** are currently off limits due to ongoing construction.

The Abattoir

The Abattoir is strictly off limits to all members.

The Empty House

The Empty House does not belong to you.

One final note

In the recent past, several troublemakers and ne'er-do-wells have posed questions like “What’s this all about?” “How does this all fit together?” and “What’s really going on here?” These questions, of course, are intentionally instigating and misleading. It’s simply a beautiful old Church, a few abandoned floors beneath a high school, a hotel, an aquarium, and an abattoir all linked together underground and coexisting peacefully in their own separate ways. We strongly advise you to report any member trying to convince you otherwise. Be safe out there, have fun, and above all, Praise Caroline!

**IN GIRUM IMUS NOCTE ET CONSUMIMUR IGNI
MULTI DIVERSIS PARTIBUS UNIUS VERI**

— Inscription at the entrance to the Church