



Kingdom Come Deliverance II and Trosky Castle: Comparing the Game to the “Real Thing” and the Impact on Local Tourism

Kingdom Come Deliverance II by Warhorse Studios has made already famous locations in the Czech Republic—Český ráj and Kutná Hora—explode with international tourists seeking to experience 15th century Bohemia and the atmosphere of the game in real life. This project looks specifically at Trosky Castle, which you encounter early in the game (but no more spoilers, I promise). We will explore certain locations in and around Trosky and compare them to images from the game. This will help us to see how the developers were inspired by objects and scenes, and how they may be different in-person. Secondly, we will explore the impact that the game has had on international tourism to the region, including making note of A) if the castle grounds are being visited by international tourists on that day and B) how well-prepared the castle is to handle the incoming summer crowds boosted by the game.

This project is largely a walking trip and involves strenuous exercise. If you have experienced an injury/physical condition that prevents you from doing physical activity, I do not recommend going on this project.

We will leave early in the morning from HK hl.n., walk to Trosky, and return in the afternoon.

What you need: money for transport and castle entrance, food, drink, walking clothes/shoes