

LA Hallucination

a game by Rosie Tourmaline ([@strawberrym0use](#))

You and your partner were travelling to Los Angeles when something took you. It trapped you in a prison of your own minds and reformed that prison into a reflection of LA. This world is both deadly and horrible as well as beautiful and seductive. Until you complete the trials, you will be trapped forever inside of the hallucination.

To play you will need

- Something to write things down with.
- Exactly 2 people including yourself
- A way to listen to the album E•MO•TION by Carly Rae Jepsen

Important note before starting: The person you are playing this game with is almost always referred to as “partner”. What this means is entirely up to you. Your partner in this game can be someone you have a platonic connection with, someone you are in a romantic relationship with, or something in between. You don’t have to know what it means at all right away, but please make sure whoever you are playing this game with is on board with whatever you choose. There are parts of this game that depict/imply emotional and physical intimacy, although nothing is described as explicitly sexual. There is also explicit violence/gore in the Warm Blood trial, but there is also a warning next to it. This game is best played with safety tools such as an X card or lines and veils. Please discuss these things before playing.

Who you are

Decide something you want more than anything and something you would do anything to avoid. They cannot be the same thing. The identity you had before entering the hallucination is lost and replaced with just these two things for now. Each trial you face in the hallucination will add something to your identity. At the start of the game your own names, pronouns, and appearances are gone and cannot be mentioned, but you can start filling these things in whenever you think it makes sense.

The trials

Trials are scenarios that the hallucination puts you through. You jump between them learning and inventing more about yourself as well as your partner. The hallucination is malleable and always changing, much like a dream. The difference is that the hallucination has an agenda where a dream does not. While you are in the hallucination you only exist as whatever currently makes up your identity. Some trials may require certain body parts but if those parts don't suit you you may abstract them to mean something else.

A trial ends whenever someone playing feels that its end conditions have been met. Try to only spend a few minutes on any one trial. Some may take longer, but try not to exceed 10 minutes. If a trial doesn't seem interesting or engages with something that is triggering for anyone participating in the game it can be changed, vetoed, or removed. If something is added to your identity that makes you upset or uncomfortable you have full power to veto it and ask for something else at any time.

To determine the trial you are put through, press shuffle on the Carly Rae Jepsen album E•MO•TION or use some other way of randomly selecting a song from the album. You cannot do the same trial twice, so do whatever you need to avoid repeats.

When you have been through every trial or feel like it's time to move on, proceed to the Waking section (or to Side B, if you are using it)

Run Away With Me: A frantic chase through dimly lit streets. A deadly pursuer chases you both. If you or your partner stop for even a moment it would mean death. **Add to your identity something you don't want to tell your partner.** Your partner describes an obstacle and you describe how you get past it with them. Take turns doing this. The trial ends when you leave your partner to save yourself **OR** when you both surrender yourselves to inevitability.

E•MO•TION: A struggle to remember in the garden. You've been separated and your memories scattered throughout a labyrinthine garden. **Add to your partner's identity a physical feature they had in the waking world.** Take turns telling your partner memories they find of you in the waking world. Ask them "What does this make you feel?" and then ask them, "Do you want to keep this memory?" The trial ends when you choose to keep a memory **OR** when you can't feel anything.

I Really Like You: A late night cuddling in front of the TV in a hotel room. It's a nice room that's pretty high up. You can see lights from the window. You're watching a movie you used to like. **Add to your partner's identity something you really, really, really, really, really, really like about them.** Decide what you are watching on TV (it can't be the same thing your partner is watching). Talk about what you are watching, but don't be too specific. The trial ends when someone wants to leave **OR** when someone cries.

Gimmie Love: A parking lot for a 99¢ store on a cloudless afternoon. **Add to your identity something that you are always willing to give to your partner.** You both have your choice of foam guns, spray paint, water balloons, or silly string. Take turns describing how you tear apart and reshape the environment around you with your tools or how you mess with your partner. The trial ends when you stop having fun **OR** when someone gets hurt.

All That: Consoling each other in the booth of a Panera. You're tired and disheartened. You feel the emptiness of the false world around you weighing you down. You are the only real things here and being real is scary. **Add to your partner's identity something about them that makes you feel safe.** Take turns asking each other for things to help you feel comforted (ex: some soup, a joke, a hug, etc..) The trial ends when you feel completely safe (even for just a moment) **OR** you ask your partner for something they can't give you.

Boy Problems: A final stand against an army of beasts at the destroyed remains of the mall. You and your partner are cornered by false inhuman creatures that occupy this world and your only option is to fight them off to the best of your ability. **Add to your identity something that makes you dangerous.** Take turns describing your character ending up in a dangerous position and asking your partner "Do you save me?" and if the answer is yes ask how. The trial ends when your partner doesn't save you **OR** you both agree to give up and die at the hands of these creatures.

Making the Most of the Night: A quiet midnight drive with the windows down. No music, no other cars, no sound. It's just you and your partner driving through a silent LA. Decide which of you is driving. **Add to your partner's identity the reason you trust them.** Take turns choosing one sound to reintroduce to the world (ex: music, wind, whispers, screams, tapping, honking, etc..) The trial ends when whatever you are driving stops **OR** you hear something you can't leave behind.

Your Type: Alone together on the subway. The car is empty and it is very late/early. **Add to your identity something that makes you feel distant from your partner.** Take turns naming people you felt close to in the waking world (they don't have to have literal names, but give something identifiable about them at least). As you name them, shadows wearing their appearance will appear in the subway car with you. The trial ends when you feel jealous **OR** when you can't see your partner anymore.

Let's Get Lost: A long-abandoned suburb haunted by phantoms and banshees. The screams of immaterial monsters echo through the suburb. The best you can hope to do is survive by moving between each house silently. **Add to your partner's identity something you want to protect.** Take turns describing the houses you hide within and naming a resource you found that you need to keep with you. Then describe how you manage to avoid detection while moving your resources. Your partner decides whether or not you succeed. The trial ends when you fail to move undetected **OR** you fail to find the resources you need to survive.

LA Hallucinations: A massive gala surrounded by cheering fans. Tables are flooded with ambrosia and smiling servants offer anything your heart desires. **Add to your identity something that makes you happy.** Take turns making requests of the staff. Anything you want is yours for a price. The trial ends when you can't bear to see your partner go any further **OR** there's nothing left of you.

Warm Blood: *Content warning for blood and vampire stuff*

A feast in the tunnels. Teeth in necks. Red painting the walls. **Add to your identity something that makes you lose control of yourself.** Your partner buries their fangs into your throat and drinks. As they take they see more and more of you. Tell them what visions your blood brings them. Each of you takes turns drinking. The trial ends when you take too much **OR** when you deny your craving.

When I Needed You: A march into the furious ocean. The waves move fast and land hard on the shore, pulling back everything they can with them. It calls to you and you move at its call. **Add to your partner's identity something you need.** You can call out to your partner and offer them things to break them from the ocean's siren call. The trial ends when they accept something you offer **OR** the ocean claims you both.

Black Heart: An old arcade on a boardwalk. The machines are broken and the carpet is torn out. Plants sprout from them. The only light comes from cracks in the wall. **Add to your partner's identity something that hurt you once.** Tell your partner where you are hiding and ask if they find you and if they do then ask how. Take turns doing this. The trial ends when you aren't found **OR** you find something you wish you hadn't.

I Didn't Just Come Here to Dance: An empty dance floor. Lights flash and music blares. You both have blades. **Add to your identity something that makes you vulnerable to your partner.** Your blade clashes with your partners'. Describe your attack and ask how they avoid it. Take turns doing this. The trial ends when you are attacked with something you can't avoid **OR** you give up your blade.

Favorite Colour: An upside down swimming pool. Everything is underwater. All you can see is each other and the light reflected on you from the pool's surface below. **Add to your partner's identity something you hope they never lose.** Decide what color the light beneath you is. Your partner does the same. Decide which light you swim toward. The trial ends when you reach the light **OR** you drown.

Waking

When you wake from your hallucination the fullness of who you are returns to you. The limits on your identity fall off and the pieces swarm back together until you are a full human being again, except for one piece. Choose one part of your identity from the hallucination that remains present and distinct.

Once you've chosen, all your memories of the hallucination leave you and you safely arrive in Los Angeles.