

# LA Hallucination: Side B

An expansion for LA Hallucination by Rosie Tourmaline (@strawberrym0use)

This is a collection of additional trials to use while playing LA Hallucination based on songs from E•MO•TION: Side B by Carly Rae Jepsen. They are messier and more self-indulgent than the trials in the base game. They are also less focused on Los Angeles, and more focused on the world unique to the hallucination. Play this expansion if you want to take the dream-like vision of Los Angeles you've created and further characterize it, changing it into something new,

## To use this expansion you will need

- A way to listen to E•MO•TION: Side B by Carly Rae Jepsen

Don't use the trials from Side B until you are done using trials from the base game. Think of them as a completely separate group of trials between "The trials" and "Waking" in the base game. If you want to use this expansion, instead of going to **Waking** after your trials, proceed to this set of trials.

While playing these trials, consider the ways your characters are interacting with the hallucination, how they affect it, and how it reaches back.

You select them in a random order, like you do with the first set of trials. Once you have been through all of the Side B trials, or feel like it's time to move on, proceed to the Waking section (if you refuse to wake, you can instead proceed to the Descent section included in this expansion).

**First Time:** Lying to the face of unreality under artificial light. You're at the beginning of the hallucination. You know you're here but the hallucination doesn't think that you do. If you don't arouse suspicion, you may be able to rest here. **Add to your identity the reason you're here.** Take turns describing how you tend to the wounds your partner has accumulated during their time in the hallucination. The trial ends when you can't do anything else to help your partner **OR** the hallucination catches on.

**Higher:** Dancing in the sky. The hallucination blossoms, revealing a brilliant sky full of colors. With your partner you feel yourself soaring into it. **Add to your partner's identity something that will always make you smile.** Take turns either telling your partner something you love about them or describing the dance you perform. The trial ends when you finish your dance **OR** you fly too high.

**The One:** A late night playing games together. The lights are off, but the screen is still on. There's no way to worry about when things will end or what comes next and that can be comforting or terrifying. **Add to your identity something that makes you afraid.** Decide together with your partner which one of you is currently winning. If you aren't winning, ask your partner "What can I do to win?" If you do it, now you're winning and your partner asks the same question to you. The trial ends when the pressure becomes overwhelming **OR** you won't let your partner win.

**Fever:** You can see all the places you've been, but something is missing. Everywhere you see yourself in the hallucination, you are alone. Your memory of your partner fades and for the first time here you feel truly alone. **Add to your identity the reason you need your partner.** Visit one of your past trials and describe what happened there without your partner, and what replaces them. Take turns doing this. The trial ends when you reject this reality and shatter your identity **OR** give this part of yourself to the hallucination forever.

**Body Language:** Holding each other close on a ledge in the hallucination's heart. There is no sound or light here. All you can feel is your partner against you. One wrong move and you could fall even deeper. **Add to your identity something you like about the way you look.** You are always slipping slowly into the abyss beneath, tell your partner what you can feel and ask them how they keep you from falling. They do the same and you take turns doing this until the trial ends. The trial ends when you fall **OR** you find the heart.

**Cry:** An escape from imprisonment. You can feel the chains of the hallucination binding you and the cells it's using to hold you. Being able to feel them makes them vulnerable. **Add to your partner's identity something you need them to tell you.** Take turns describing a lock that is holding you and asking your partner if they will unlock it. The trial ends when your partner won't free you **OR** you unlock something else.

**Store:** Avoiding each other in Hot Topic. You can't stand the sight of your partner right now, whether eye contact would turn them to stone or just make you very sad, you know that seeing them right now would be painful. The hallucination gives you a way to hide. **Add to your identity something you ran away from.** Describe where you're looking, and ask your partner how they move the hallucination to avoid being seen. Take turns doing this. The trial ends when you see each other **OR** you rip the hallucination apart hiding yourself.

**Roses:** The world around you shattering and weeping. The cracks in the hallucination are visible, but you can feel them inside yourself too. Despite that, it's vulnerable and now is the time to strike. **Add to your partner's identity something that makes you feel guilty.** Describe the mech you pilot and take turns describing a feature of the world (i.e. the horizon, colors, the flow of time, physicality, dysphoria, a building, etc.) that you destroy with it. The trial ends when there's nothing left to destroy **OR** the hallucination convinces you to stop.

## **Descent**

Only one of you can descend. Whoever chooses descent first is the one who does it.

### **For the one that descends:**

The hallucination is releasing you, and for the first time you have the power to leave. But you don't. You grab onto what you can and throw yourself deeper. You feel every piece of your identity expanding and contracting inside of you. As your identity warps it becomes clearer and easier to grasp. It coats the world inside the hallucination and for the first time you can sense it in its entirety. You have the power to choose. You can be devoured by the hallucination, you can devour it, you can become one with it, you can talk to it, you can hold it, you can collapse all of it in on yourself, anything. Whatever it is you do, even with the hallucination, you are alone and that can never change. Your identity will fade with time. Choose what part of your identity is the last to fade. You never arrive to Los Angeles.

### **For their partner:**

You wake up alone. The borders on your identity fade and you feel the pieces come together, nearly completing you. Choose one piece of your identity that your partner gave you that is gone forever. Then your memory of the hallucination fades, and so does the memory of your partner. You have arrived in Los Angeles.