

One portal and some cars

A solo RPG by Tarcisio Lucas

Inspired by "Anything Helps", by Matt Bohnhoff

It is a solo RPG to be played on the street, without the need for writing tools, notes, dice or any other device.

In this game, you have been mysteriously transported to a corner street, in a parallel reality slightly different from ours. You have only a vague recollection - a *deja vu* - that you know is the only thing that can bring you back. Otherwise, your memories will be replaced by new ones - your mind will adapt to this new reality - and you will simply cease to be "you."

You know that the order in which certain cars will stop at the traffic light will be the necessary condition to reopen the portal and transport you back home.

You will have 10 chances - 10 turns - to add hits.

What you need to play:

- You
- A corner with a traffic light.
- a good flow of cars.
- about 20 minutes of your time.

In summary, here's the situation:

- You were Transported to another dimension/reality, similar to ours.
- You are standing in a corner near a traffic light.
- Your memories are confusing; your brain is starting to form for this new reality

- A deja vu tells you it's possible to go back. For this, it must happen certain formation of cars, of different colors, pass according to your memory.

- If that happens, you will return to your reality. If it does not, your brain will begin to build new memories, until all of your memories are replaced, and you stop being who you are.

How to proceed:

- Choose a corner where you can see a traffic light. It is important that there is a certain flow of cars.

- Your deja vu tells you what car sequence will happen and will mark your return to your original reality. The game is played in 10 rounds/turns.

Every turn, choose between options A, B or C:

A) A silver or white car will stop at the traffic light

B) A red or green car will stop at the traffic light

C) A yellow or blue car will stop at the traffic light

If you get it right, you'll start creating the portal that will take you back.

If you make a mistake, you will begin to create new memories that will trap you more and more into this reality.

You should create this memory as follows: REMEMBER SOME IMPORTANT FACT THAT HAPPENED IN YOUR LIFE. Your new memory will be the OPPOSITE. For example, you remembered having passed a contest. Your new memory will tell you that you did not pass, and it will be the reality.

Special Events

It may be that the vehicle that has stopped does not fall into any of these 3 categories. These are special events. Follow the instructions below:

- A BUS stopped. Create 2 new memories this turn.
- A truck stopped. Look for another corner and light. You're in the wrong place.
- A car that does not fit the options (other colors, ae police car or some other public agency ...). Pay attention to the people passing you by. If the first person passing you is wearing some pink or red clothing, that is correct, and you have opened the portal even further. Otherwise, create a new memory.

Each time the signal closes, it counts as one turn.

Winning or losing

After 10 turns, if you have created 2 or fewer memories, a portal opens and you return to your reality, with your memories all restored.

- **If you have created 3 to 5 memories, you return, but with the memories that were built in this new reality. You survive, but you will have to adapt to your "new" old world.**
- **If you have created 6 to 7 memories, you will be stuck in this new, confused and frightened reality with memories of the two realities.**
- **If you've created 8 or more memories, you get stuck, and completely forget everything that you were. For all intents and purposes, your "I" does not exist anymore. All your memories will be replaced in this new reality**