

『I HAVE A VISION』

By Mars B. ([@disabledpaladin](#)) || A game for 2-5 people || Entry for [the Neilvember Jam](#)

I have a vision of a man-made object /

I have the money, I have the means /

I have the strangest dreams

– [Man-Made Object by Lemon Demon](#)

You Will Need:

- A drawing area
- Things to draw with

Everyone takes turns playing the **Narrator**, a being who has been plagued by constant and strange architectural dreams lately. Together, everyone decides the following about the **Narrator**. You can choose to make up your own descriptors as well.

Name: Something normal, something *almost* normal, something ridiculously fake, something that can't be replicated by the human tongue

Pronouns: Singular, plural, any/all, none, rotating, incidental, experimental

Eyes: Empty, wild, haggard, glitchy, inhuman

Look: Wiry, chubby, solid, shifting, inconsistent

Style: Business, casual, bedraggled, eloquent, unworldly

How Others Perceive You: Avatar of the Establishment, perfectly normal except for *one* thing, revitalized with enlightenment, the embodiment of autonomous function, a figurative and literal tool

Your goal is to make a **Man-Made Object**— a towering building or monument— no matter what. Monetary, physical, emotional, and mental costs are of no importance to you. Designate a large drawing area to draw your **Man-Made Object** (and the area surrounding it) onto.

The game begins with one player assuming the role of the **Narrator**. If you cannot decide, the player that has consumed Neil Cicierega media the most recently will be the Narrator.

Everyone starts at the **Dream Phase**. The **Narrator** begins by setting the first scene of their dream. The other players take turns, or all together, form the following contents of the dream. Since dreams don't often make any sense, the **Dream** doesn't need any coherent structure. Ways of forming the **Dream** include, but are not limited to:

- Literal description of what the **Narrator** experiences
- Roleplaying as figures in the dream, or elements
- A list of words

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- Drawing out what the dream looks like on pieces of paper
- Playing a series of sound effects
- Interpretive dance
- Sending random GIFs the group chat

As the **Dream** ends, the **Narrator** draws part of the **Man-Made Object** based on their interpretation of the **Dream**.

After they finish, the **Waking World Phase** begins. Everyone engages in a montage about how this new building or addition has impacted the neighborhood, the community, or city. The montage can be comprised of small scenes as brief exchanges, a small scene setting, or roleplay. Players who are not the current **Narrator** play as side characters, such as but not limited to:

- concerned citizens
- building contractors
- a neighbour whose house has fallen under imminent domain
- business rivals from the city over
- a worried spouse, suspicious individuals in suits
- a murder of crows

When a scene ends, anyone can draw the scene or impact the scene has on the drawing area. When the montage has ended, a new turn begins. The **Narrator** role switches to the player on the right, and the cycle begins anew into the **Dream Phase**.

When all players have had a turn being the **Narrator**, the **Man-Made Object** is complete. Everyone draws what happens to the **Narrator** in the midst of the chaos they have created, and what purpose the **Man-Made Object** serves.

When the game is finished, hang the finished drawing area on the fridge, pin it in the group chat, or other esteemed place of honor.