



# ÉND GAME É

*A GM-less TTRPG about the end*

*2-4 players*

*2 hours*

## **You will need:**

1 deck of playing cards, sorted into suits

1 printed version of these rules

1 printed version of The Ship's Log per player, printed one-sided

1 printed version of The Almanac

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*Endgame* has four chapters.

Chapter 1: Home

*in which you create a character and  
design a world*

Chapter 2: Harvest

*in which you build an inventory for  
the journey ahead*

Chapter 3: Voyage

*in which you endure *The Void**

Chapter 4: Remembering

*in which you piece yourselves back  
together*

In each chapter, players will draw three cards and consult *The Almanac* to determine their meaning. *The Almanac* is intended to be used as a symbolic guide. Interpret its directions in flexible, intuitive ways, leaning into the connotations that resonate for you.

*H O M E*

This place was a pause between infinities.  
The improbable collision of galactic trash forged something brief but beautiful.  
A refuge, a community, a home.

You knew it couldn't last.  
The trembling core, the shifting terra,  
the increasing volatility of the hydrous planes —  
the signs were impossible to ignore.

This planetoid is preparing for the end, and so must you.

And so you gather, you reflect, you commiserate.  
Sometimes you rage, sometimes you rest.  
And in those small breaths between  
the Harvests and the Bequeathings and the Goodbyes  
you watch the moons spin out in wild ellipses,  
you name the morning's newborn mountains crowning through the crust,  
you memorise each other's faces.



You will collectively describe your planetoid's decline. Starting with the player who travelled the farthest to get here today, complete the world profile below by choosing words to fill the gaps. Take turns to complete one full sentence each, before passing the world profile onto the player on your right.

The planetoid's **bazaars / bastions / bridges** are still \_\_\_\_\_, so most days you can \_\_\_\_\_ . But the climate, once \_\_\_\_\_, is now \_\_\_\_\_, and the atmosphere has become \_\_\_\_\_. When you first arrived, the planet's many **moons / mountains / monsters** were \_\_\_\_\_, but now even they are \_\_\_\_\_ . **Winged / eyeless / subterranean** beings \_\_\_\_\_ through the \_\_\_\_\_, and the beautiful \_\_\_\_\_ have lost their \_\_\_\_\_. Sometimes you travel to the \_\_\_\_\_, tracing your fingers over the \_\_\_\_\_, smelling the \_\_\_\_\_, and listening to the \_\_\_\_\_. **Sinkholes / slums / shadows** have replaced the **citadels / suntraps / seas**. How could something so \_\_\_\_\_ become so \_\_\_\_\_?

**Name of planetoid:** \_\_\_\_\_.

- Place the 'Hearts' suit in the centre of the table.
  - Turn to the 'Hearts' page your Ship's Log. You will fill out your character's profile following the steps below:
1. Each player draws a card from the top of the stack of Hearts. This card represents your character's 'vocation'. Consult The Almanac and note down the symbol in your Ship's Log.
  2. Each player draws a second card from the stack of Hearts. This card represents your character's 'virtue'. Consult The Almanac and note down the symbol in your Ship's Log.
  3. Each player draws a final card from the stack of Hearts. This card represents your character's 'vice'. Consult The Almanac and note down the symbol in your Ship's Log.
  4. Place your character's vocation, virtue, and vice cards in front of you. These cards will be important later in the game.
  5. Take a moment to interpret what these symbols mean. Then, flesh out your character's personality and backstory. You are encouraged to make interesting connections between your occupation, your personality, and your environment. How do the features of your planetoid shape your vocation, virtue, and vice?
  6. Complete your character's profile in the Ship's Log. Invent a name for your character and take turns introducing your characters to each other.





As a group, collectively turn over one final Heart card. This will determine how your characters know each other.

If it is an Ace, you committed a crime together. What did you do and why?

If it is a Face card, you belong to the same family. What binds you together?

If it is 9 or 10, you escaped the same terrible fate. What was it that you escaped?

If it is 7 or 8, you have all been nominated for the same award. What was the award?

If it is 5 or 6, you do business with each other. In what capacity do you work together?

If it is 3 or 4, you have a shared hobby. What is the hobby?

If it is 2, you have a common enemy. Who – or what – is it?

Make a note of your characters' connections to each other in the 'Crew' section of your Ship's Log. You can complete as many sentences as you want.

*HARVEST*

Fragmentation is causing time to  
contract and dilate.

You make the heaviest decisions —  
What to take, what to leave.

What to hoard, what to sacrifice.

Necessities: atmosphere, food, fuel.

Necessities: trinkets, talismans,  
trophies.

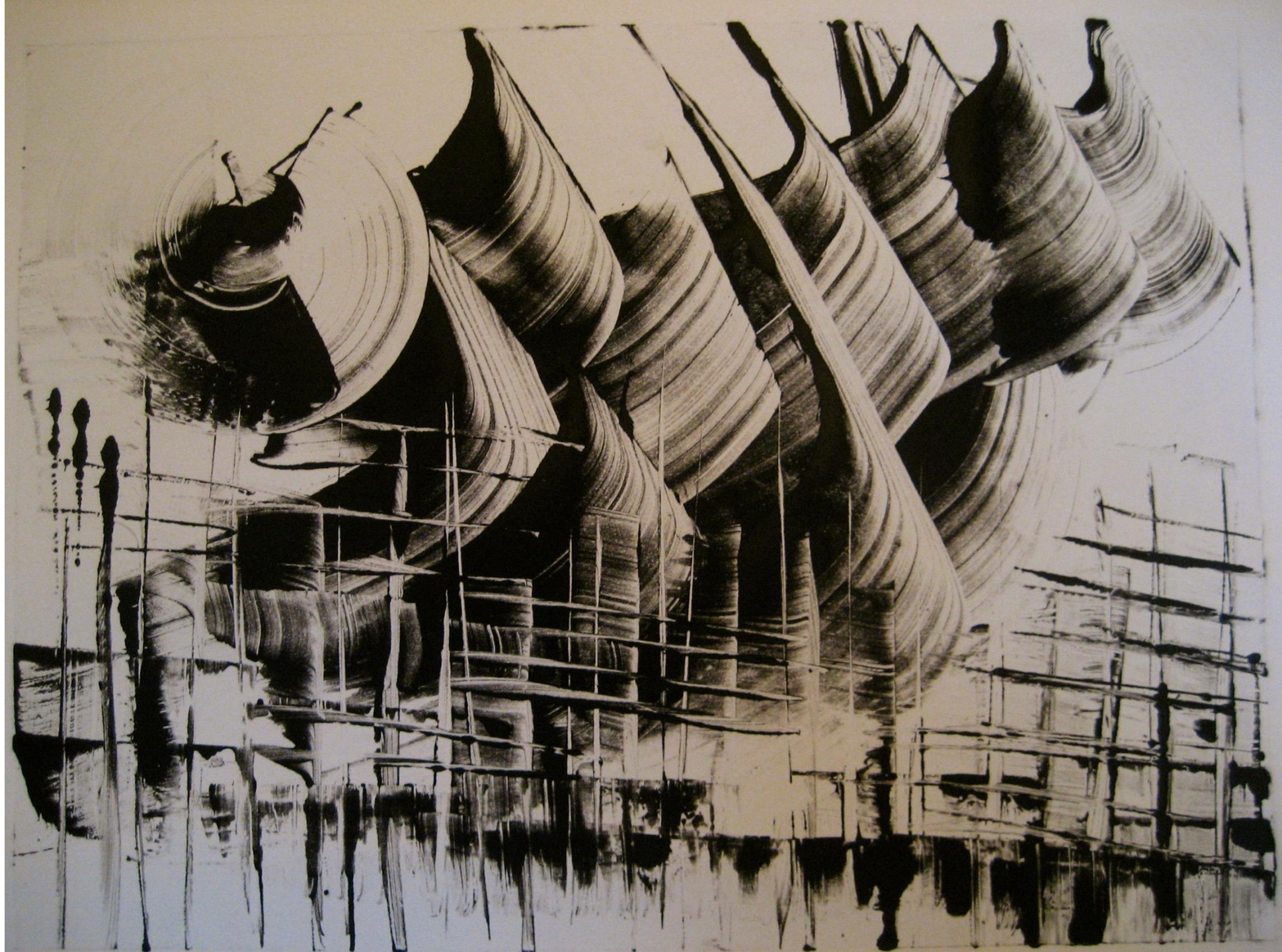
The thing about fragmentation  
Is that each splinter can splinter  
And meaning does not scale with size.

Soon, you will all journey into  
The Void.

In some ways, the end is an equaliser.  
In other ways, the differences between  
you -

Between your lot in life and your  
neighbour's —

Have never been starker.





- Place the 'Spades' suit in the centre of the table.
- Turn to the 'Spades' page in The Ship's Log. You will fill out your character's inventory following the steps below:
  1. Each player takes 3 cards from the deck of Spades. These represent resources that you will take with you into The Void. Place the cards in front of you beside your Heart cards.
  2. Consult The Almanac to determine which items you have acquired and make a note of their origin, their features, or their meaning in your Ship's Log.
  3. You have the opportunity now to gift an item to another player. Consider your character's personality, priorities, and beliefs, as well as the relationships that exist between characters. Record what has been gifted in the Ship's Log. Gifting can happen in any order, and characters are not required to give a gift. If your character does not give a gift, you can write "I gave away *nothing* because [insert explanation]".

## It is time for The Gathering.

The Gathering is an event organised to say farewell - to the planetoid and to each other. Collectively complete the description of The Gathering below, taking turns to finish a sentence.

It is a **sombre / spiritual / scandalous** affair. Held in the \_\_\_\_\_ - which is decorated with \_\_\_\_\_ - there are **music and games / rites and rituals / awkward silences and stifled giggles**. The children \_\_\_\_\_ and the elders \_\_\_\_\_. The attendees are dressed in \_\_\_\_\_, eat \_\_\_\_\_, and drink \_\_\_\_\_.

At the Gathering, there is an announcement. The **prophets / geologists / politicians** say time has run out: evacuations must commence at once or \_\_\_\_\_. The **escape pods / dream tunnels / lightsails / smart arks** have been readied with three days' worth of \_\_\_\_\_. The crowd \_\_\_\_\_. Names are read out and yours are amongst them. You **shuffle / hurry / are dragged** towards the evacuation bay.

## Following the announcement, your characters find themselves thrown together and the conversation turns to The Rumour.

It began as a faint rustling – a sigh, a wish, a prayer.

But now, it blusters through every conversation.

There are theories, hypotheses, calculations.

There is even a name: The Harbour.

They say it is a place we might reach.

All of us, some of us.

A lucky few. A chosen few.

We will be safe there, they say.

We will be together again.

Reconstituted. Whole once more.

They say we must hold onto hope.

The longer we last in The Void,

The greater the chance

that we might moor,

Endure.

Others say,

it's a delusion.

A cruel one.

One that will make

our time in The Void

more treacherous, more desperate.

One that will unmake us.

What matters in the end,

they say,

is controlling what we can

and letting go of what we can't.

We can choose -

to grasp, claw, cling on to hope

or let it go. Set it free

Along with all the other beautiful, fragile, feathered things.

Record your character's response to the rumour in your Ship's Log.

*VOYAGE*

You wait in the bay,  
Together, but alone.  
Occasionally, your eyes meet.

Words said and unsaid  
Wash over you like the wake  
Of an invisible ship.

The frantic energy of final preparations  
Has been spent.  
What is left is fear and hope  
Pain and numbness  
A desperate need to know  
And a desperate need to look away.

The countdown to launch  
10, 9, 8...  
Ends abruptly at 7  
And you are flung into The Void.



- Place the Clubs suit in the centre of the table.
- Turn to 'The Voyage' section of the Ship's Log.

1. In the Void, each character will face 3 challenges, represented by 3 cards. If they surmount all 3 challenges, they reach the Harbour. If they surmount some but not all the challenges, their journey ends in The Void. If they fail all 3 challenges, they are obliterated without a trace.
2. Take turns to reveal a card from the deck. Consult The Almanac to see what kind of challenge it is. Describe how your character experiences that challenge.
3. To surmount a challenge, you can sacrifice one of the cards in front of you (either a Heart or a Spade) that matches the value of the Club. If you have two or more cards whose combined value exactly equals that on the challenge card, you can spend those cards instead (J = 11, Q = 12, K = 13). Narrate how that item(s) / attribute(s) helps you to surmount the challenge, and what it means to your character to have to relinquish it. Scrub out the item(s) / attribute(s) relating to the cards you have spent from your Ship's Log. You must render all written record of them illegible.
4. If you gifted a card to another character, you can change the value of one of the cards in your hand. For each card you gifted, you can adjust the value of a card in your hand by + or -1.
5. You may not have a card / combination of cards that exactly matches the value of the challenge card. Or you may feel that the price is too dear – your character would never relinquish that belonging or that attribute, no matter the consequence. If this happens, you cannot surmount the challenge. Narrate what happens when your character succumbs.
6. Keep a record of your character's challenges in your Ship's Log. After you have resolved a challenge, the next player draws a card.
7. The round ends when every character has faced 3 challenges.



If you reached The Harbour (you character surmounted all 3 challenges), write about your arrival there in your Ship's Log.

*R E M E M B E R I N G*

You are condemned  
Yet you are free  
Your mortality confirmed  
Your existence defined  
You are now all you will be  
You now know all you will know  
No experience will now enhance  
Your life  
Except death

Now you are free to give  
With no need to take  
No needs to fill



➤ Place the Diamonds suit in the centre of the table.

1. You cannot write your own character's memorial – you will be remembered by another character.
2. Each player draws three cards from the deck of Diamonds. Consult The Almanac to receive three questions that will prompt the memorial your character will write.
3. Pass your Ship's Log to the player to your left. The character who receives your Ship's Log will write your memorial. They can only use words that you have written in your Ship's Log. They can cut or rip out the words they would like to use and place them in sequence on the table.
4. If your character reached the Harbour, all of the words you have written can be used to construct your memorial. If your character remained in the Void, only the words you wrote before you were evacuated can be used. If your character was obliterated, your Ship's Log must be thoroughly shredded. Your words are unrecoverable; your memorial is blank.
5. Answer the three questions about the character you have been entrusted to memorialise using a collage of their words. The memorials you create may be sparse – ruthless even, in their efficiency. They may be lyrical and profound, or obscure and nonsensical. Memorialise each player's character as they would have been perceived by your character.
6. When the memorials are complete, take a moment to read and reflect on your character's legacy.
7. Decide whether to preserve (e.g., by taking a photograph, collecting the ripped-out words, writing down the elegy) or to destroy your character's memorial (e.g., by scattering the words on the wind, setting the words alight, unceremoniously dumping them into the nearest recycling bin).

*T H E A L M A N A C*



<b>Ace</b>	A Mirror
<b>2</b>	A Child
<b>3</b>	A Bridge
<b>4</b>	A Door
<b>5</b>	A Timepiece
<b>6</b>	A Tunnel
<b>7</b>	A Bottle
<b>8</b>	A Gavel
<b>9</b>	A Knife
<b>10</b>	A Plant
<b>J</b>	A Candle
<b>Q</b>	A Feather
<b>K</b>	A Fang





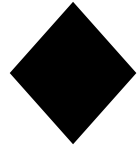
Ace	Something Secret
2	Something Broken
3	Something Edible
4	Something Embarrassing
5	Something Comforting
6	Something Practical
7	Something Inherited
8	Something Alive
9	Something State-of-the-art
10	Something Ancient
J	Something Sentimental
Q	Something Expensive
K	Something Beautiful





Ace	Loneliness
2	Boredom
3	Restlessness
4	Humiliation
5	Paralysis
6	Darkness
7	Pain
8	Disorientation
9	Disfigurement
10	Mania
J	Rage
Q	Panic
K	Regret





- Ace      What brought them happiness?  
2        What caused them pain?  
3        What was their biggest fear?  
4        What was their greatest hope?  
5        What was their biggest regret?  
6        What was their greatest achievement?  
7        What gifts did they bestow on others?  
8        What wounds did they inflict on others?  
9        What was their body like?  
10      What was their mind like?  
J        What would they say about themselves?  
Q        Say something kind.  
K        Say something true.



*S H T P' S      L O G*

**VOCATION:**

**VIRTUE:**

**VICE:**

My name is \_\_\_\_\_, but people call me \_\_\_\_\_. I'm \_\_\_\_\_ years old and I work as \_\_\_\_\_.

The first thing people notice about me is \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_.

At my best, I can be \_\_\_\_\_ and \_\_\_\_\_, but I have a \_\_\_\_\_ side and some \_\_\_\_\_ tendencies.

I will most miss \_\_\_\_\_ when it ends.

# CREW

A secret I'll never tell \_\_\_\_\_ (name) is \_\_\_\_\_.

My favourite thing about \_\_\_\_\_ (name) is \_\_\_\_\_.

I can't bear it when \_\_\_\_\_ (name) \_\_\_\_\_.

I really resent \_\_\_\_\_ (name) for \_\_\_\_\_.

When \_\_\_\_\_ (name) \_\_\_\_\_, it makes me laugh every time.

I'm grateful to \_\_\_\_\_ (name) for \_\_\_\_\_.

I won't forget when \_\_\_\_\_ (name) \_\_\_\_\_.

# INVENTORY

The first thing I packed was \_\_\_\_\_

\_\_\_\_\_.

Next, I packed \_\_\_\_\_

\_\_\_\_\_.

Last, I couldn't leave without \_\_\_\_\_

\_\_\_\_\_.

I gave away \_\_\_\_\_ because \_\_\_\_\_.

I have heard a(n) \_\_\_\_\_ rumour. I think \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_. I feel \_\_\_\_\_

\_\_\_\_\_.





In the Void, I was overwhelmed by \_\_\_\_\_  
\_\_\_\_\_  
I \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_.

Before long \_\_\_\_\_ set in.  
I \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_.

In time, it turned to \_\_\_\_\_ . I  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_.



I made it to The  
Harbour and

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# Suggestions for ways to adapt this game

- Make it single player
- Re-theme the game, write your own flavour text, create your own art
- Rewrite the prompts in The Almanac
- Use a tarot deck or a custom deck
- Add a rule, delete a rule
- Create preset characters
- Play some but not all of the chapters, or play the chapters in a different order
- Envisage the Harbour as a return Home