

# This Is My Final Recording

A game about found audio, office politics, and getting killed by horrible  
monsters

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You are part of the Mount Qaf Exploitation Project. Months ago, your corporate backers discovered something marvelous. Something miraculous. A method to tunnel into another realm, into the legendary Mount Qaf, the barrier between the worlds of man and djinn. An opportunity to connect with another species! To leapfrog our understanding of metaphysics! History! Ourselves! A thing with unlimited potential to advance the human condition!

Naturally, you started doing horribly unethical science experiments and bickering over funding. This will probably kill you, and it'll probably suck, but that isn't important.

What is important is this: When they pick over the ruins of this horrorshow, you will have named the creatures gnawing at your bones.

## Basics of Play

In this game, you will all play Employees of the Mount Qaf Exploitation Project, or a similar undertaking of your choice, as they are stalked and murdered by horrible monsters whose existence can be fairly laid at their feet. This game does not require a DM, and can be played with friends while you're isolated via online dice rollers, messaging apps, and shared writing software or internet forums.

To play this game you will need many d6s (Or an online dice roller like Rolz.org) and a shared document or piece of paper that everyone can write on and reference (The Tally). Ideally, you may want letters, recorded conversations, a dedicated messaging app, discord server or equivalent, forum thread, or email chain so you can save your messages, but this is not necessary.

There are three mechanics you should be aware of before you make your characters: Doom, Creatures, and The Timeline. All three of these should be recorded on your group's Tally.

Doom is a measure of how much your Employee has learned about the Creatures and the Project and, on a related note, how close they are to death. You gain Doom as time goes on and after making some Moves, and you can spend that Doom to perform Moves. As such, you need to put yourself at risk of an immediate and unpleasant death to take meaningful action.

I should apologize for this, but I won't.

Creatures are the horrible things associated with the project that will shortly begin murdering all of you. They can be literal or metaphorical, singular or multiple, willing actors or basically an environmental hazard. What is important is that they are lethal and unknown. They begin the game identified only by a number.

Whenever a 1 is rolled, the Initiating player gets to define one thing about one Creature on the Tally. Appearance, powers, motivations or personality, numbers or weaknesses, etc. They cannot give it a name but may suggest nicknames. These changes should be added to the Tally, and cannot be contradicted by further definitions (But may be expanded upon). You may define one feature per 1 rolled.

When a Creature is Named, replace its number on the tally with its new, official, *legal* name, and add all details provided in the Naming to the Tally. The creature may still show up, be killed, and have more things defined about it (If you wish), but once again, these details cannot be contradicted.

The Timeline is a book-keeping tool more than a game mechanic. At the start of the game, one player will note When the Killing Started. Note this on the Timeline and give it a date (T-0, Incident Alpha, Judgement Day, etc. Timestamps are acceptable). Whenever a scene happens, note its date on the Timeline, as well as if anyone Died or was Saved during that scene.

This primarily exists so that you don't accidentally have someone get killed or saved multiple times. It's also useful for keeping track of important events, what you know about the Creatures at a given point in time, the progression of relationships, and reviewing the final timeline of your gameplay session once you're done.

If you plan to use your session of This Is My Final Recording as a prop for another game, I highly recommend maintaining a timeline.

## Character Creation

Each player describes their Employee in as much detail as they like and decides on their role in The Project. Write down names and identifying characteristics in the Tally.

Your Employee will almost certainly die. Keep this in mind throughout character creation. Maybe make them huge assholes who deserve what's coming. Maybe don't get too attached. Maybe turn them into a razor-sharp knife aimed at the hearts of the other players. You do you.

Declare your motivations for working on The Project. Whoever has the most venal motivation begins the first round. The player with the least venal motivation ends it. If this is not clear, come to an agreement as a group. Before you start the first round, each player may choose to add a Creature to The Tally. If no-one does, start with one Creature.

During the first round, each turn consists of the player answering a question about the project, an NPC or their Employee. The first player also answers the question "What is the nature of The Project". The last player also answers the question 'When did The Creatures start killing people'. Other players may create their own or choose one from the list below. You can define NPCs with these questions and define relationships between characters..

1. Management is wildly violating OSHA guidelines. How? Why?
2. If you die, why will the world be a better place?
3. You think one of the experiments is self-aware. What cruelty did you inflict upon it?
4. You care deeply for someone in the facility. Who?
5. How do you relieve stress while off-duty? Who makes this difficult?
6. A series of barriers divide the facility. How do you cross?
7. There was a terrible accident recently. How were you culpable? Who died or got hurt?
8. Why is communication with the outside world difficult? What relationship did that ruin?
9. You're indebted to the Company, what do you owe them?
10. You know the code for an area you shouldn't know about. What's the area and the code?

## Playing the Game

Every scene in This Is My Final Recording consists of an audio recording, found message, or series of digital communications (Emails, text messages, etc.). Play consists of rounds of initiating scenes, in which every player will initiate a single scene. Initiating a scene plays out like this:

1. Roll d6 equal to 1 + Your Doom.
2. Decide which characters are going to be in the scene and who's going to play any NPCs.
3. If any Dice are 1s, choose a Creature. It will make an appearance in the scene and you may define one feature about it on the Tally, as noted in the Basics of Play section.
4. If two or more Dice are 1s, a character in the scene dies. This defaults to the initiating player's Employee, but that player may choose an NPC from Character Creation or another player may volunteer. (For a vastly more lethal game, Any Doubles Kill)
5. Decide if you're going to spend 5 Doom to take a Move
6. Determine when, how, and (If applicable) where the scene takes place.
7. Play out the Scene
8. The initiating player gains 1 Doom. If any 1s were rolled, the Initiating player gains an additional doom. If someone died, everyone else also gains 1 Doom.
9. Select who goes next (They cannot have gone this round)

## Moves

**Name the Unknown:** Choose a Creature on the Tally. Replace its number with a name of your choice, then define as many facts about it as you'd like. When you do this, gain 2 Doom.

**Define the End:** If at least one Creature has been Named, you can define how to end this madness. This is always something difficult, dangerous, and awkwardly convoluted. Maybe you need to trigger a self destruct and run for the shuttles. Maybe you need to complete three rituals in three parts of the facility to close the Gate. Maybe you need to inject a custom-tailored poison into the hive-mind of the Creatures.

Whatever it is, it's going to be difficult, and the Scene revolves around you laying this out.

**Save Someone Else:** If at least one Employee has died and someone has Defined the End, you can save a life. Choose an NPC or another Player's Employee, pick a point in the timeline after everything they've done so far. The Scene revolves around how they get to safety. Talk with them about what form this safety takes, and if they escape or simply survive long enough for someone to save the day. Then you gain 4 Doom.

Saved characters cannot Save other characters. Like Dying, being Saved has to be at the end of your timeline.

## Running Scenes

Scenes should be reasonably short and focused. Stick to one topic, don't go longer than three replies on each side before moving on. You can always return to the topic with another scene.

Actions don't have to be explicit in the scene, they can be implied, have happened beforehand and relayed during, or interrupt the end of the scene. A saved draft being the last sign of a murder victim, a note from someone else who found the body, an automated end-of-life notice, or an 'I'll be right back' and then horrified screaming, is wholly appropriate. A Creature's influence could be moved documents, the discovery of Weird Goop, or the haunting knowledge that something is speaking to you in your dreams. Documents can be after action reports or, for Saved characters, excerpts from interviews of Survivors. Anything that would fit in a found-footage horror movie, audio log or readable email in a video game, or found-audio podcast is valid framing for a scene.

Double-check your timeline before you start a scene to make sure no-one's dead during it. Or double-check to purposefully flout continuity. Hallucinating a conversation with a dead colleague is entirely thematically appropriate, after all.

You can define new NPCs during scenes! However they do not interact with game mechanics and cannot absorb kill results when initiating a scene. Similarly, you may kill them at any time no matter the dice, though you must ensure that other players are OK with this.

## Dying

So you're dead.

Bad news, the obvious. My condolences to your Employee's next of kin.

Good news, you're still playing the game, accumulating Doom, and getting people killed. Your next scenes can be from earlier in the timeline, and you can still accumulate and spend Doom Tokens to save other players. If you don't want to do this, initiate scenes as an NPC or, if a Creature can leave messages or communicate, the PoV of a Creature. If you roll two 1s as the Creature, you must choose an NPC to kill or a player must volunteer an Employee to die. If no-one volunteers and there are no more NPCs, you choose.

## End of the Game

If all Creatures are Named and you've Defined the End, or if everyone's Employees have died or escaped, you may want to end the game. If you have a record of all of your scenes, back them up somewhere. Use them as props for a future game, spread them throughout the grounds of a LARP (You know, with permission), or just spread them around your house or place of work as a fun surprise for others.

If you don't plan to use the recordings elsewhere, having an Employee attempt to save the day may be appropriate. Whoever is attempting this plays a scene as the preparations for their attempt, then rolls  $(9 + \text{Doom})d6$  and spends all of their Doom. If they get at least two sixes, they succeed. If they don't roll any 1s, they survive the attempt. Afterwards, everyone who hasn't been Saved dies.

However you end the game, it may be fun to discuss where each scene might be found or discovered when people work their way through the wreck of the complex. Is that last, doomed holo-call found on your corpse? The desperate declaration of love thrown found in the trash of its recipient? Your notes on the easy way through the sealed airlocks on the wrong side of the sealed airlocks?