

Fake Chess

A dramatic, low-key photograph of a hand moving a chess piece on a dark board. The lighting is focused on the hand and the piece being moved, creating a strong contrast against the dark background. The chess pieces are arranged in a line across the board, and the hand is positioned to move one of them.

Sean Patrick Cain



Fake Chess

The FAKE CHESS Collection:

Fake Chess

Fake Chess: Duel of the Necromancers

Fake Chess: Book of Champions

The Pawn Who Dreamed: A Fake Chess Story

Fake Fake Chess

Baked Chex: The Fake Chess Cookbook

Fake Chess

PLAY LIKE A MASTER

Sean Patrick Gain

“Chess is not hard if you waste your life studying it.”

*Hikaru Nakamura
Prodigy & Grandmaster*

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WHAT IS FAKE CHESS?

Chess is a game of vast complexity and a 1500-year history.

Fake Chess is not.

Fake Chess players get to act like serious chess players without the burdens of chess strategy, chess tactics, or chess rules.

Live out your grandmaster fantasies ... with Fake Chess!



MATERIALS

REQUIRED:

- One chess set
- Two players
- Two writing instruments
- Two Fake Chess books (or pages torn from a single book)

RECOMMENDED:

- One chess clock
- Six spectators, three seated on each side of the chess board, ready to provide dramatic reactions and erudite commentary



SET UP

Place all the chess pieces on the chess board.

Each player opens their books and selects a game.

White moves first. Players alternate turns.

PLAY

YOUR FIRST TURN

Get in character.

Mark the square labeled “Begin.”

Move one of your pawns. (The first square is always a pawn.)

SUBSEQUENT TURNS

Mark a new square. It must share an edge with a previously marked square.

Move the piece you marked.

You may not mark a square if you do not have the piece to move.

MOVING & CAPTURING

When you mark an unshaded square, you move the piece to ANY empty spot on the board.

When you mark a shaded square, you use the piece to capture an opponent’s piece.

The final piece you capture must be a pawn. You can never capture the king.

SPECIAL MOVES

Fake Chess players gain advantages by acting like real chess players.

Each game uses a standard list of player actions. Any action (in the “If You” column) can get any result (in the “You May” column).

When you do something, cross it off the list.

WINNING & LOSING

































































If you capture all of your opponent’s pieces (except the King, of course), you win.

If you mark the square labeled “Checkmate,” you win. Announce your checkmate and claim your victory.

If you are unable to mark a square (because you do not have the pieces you’d need to move), you lose. Resign the game.

GAME A

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

CURSE
the state of the board

MAKE SUSTAINED EYE CONTACT
with your opponent

STAND
and study the board

PACE / TAKE A WALK
before you move

NAME YOUR OPPONENT'S STRATEGY
("Ah, the Binkyburg defense. Classic."
"The Bigot's Gambit. Very risky." Etc.)

MOCK
your opponent's last move

COMPLIMENT
your opponent's last move

TAUNT
your opponent

CONFESS SOMETHING
to your opponent

FALL IN LOVE
with your opponent

YOU MAY:

Treat an unshaded square
like a shaded square

Skip over a square
and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
than the one in the square

Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME B

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

CURSE
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YOU MAY:

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like a shaded square

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and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
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Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME C

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
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YOU MAY:

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and mark the next

Skip over a square
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than the one in the square

Use a different piece
than the one in the square


















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Surrender

GAME D

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
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BREATHE
a long, heavy breath

SAY "CHECK"
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LAUGH
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
























































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME E

CHECKMATE

BEGIN

IF YOU:

SLAM

the piece(s) you move

HESITATE

as you reach for a piece

BREATHE

a long, heavy breath

SAY "CHECK"

after you move

LAUGH

at the state of the board

CURSE

the state of the board

MAKE SUSTAINED EYE CONTACT

with your opponent

STAND

and study the board

PACE / TAKE A WALK

before you move

NAME YOUR OPPONENT'S STRATEGY

("Ah, the Binkyburg defense. Classic."
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your opponent's last move

COMPLIMENT

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TAUNT

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CONFESS SOMETHING

to your opponent

FALL IN LOVE

with your opponent

YOU MAY:

Treat an unshaded square
like a shaded square

Skip over a square
and mark the next

Skip over a square
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Use a different piece
than the one in the square

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
















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GAME F

CHECKMATE

BEGIN

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SLAM
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Surrender

GAME G

CHECKMATE

BEGIN

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the piece(s) you move

HESITATE

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BREATHE

a long, heavy breath

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Swap an active piece
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Surrender

GAME H

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
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BREATHE
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Surrender

GAME I

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
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BREATHE
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SAY "CHECK"
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LAUGH
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and move two pieces.

Swap an active piece
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Surrender

GAME J

CHECKMATE

BEGIN

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BREATHE
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Swap an active piece
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Surrender

GAME K

CHECKMATE

BEGIN

IF YOU:

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the piece(s) you move

HESITATE
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BREATHE
a long, heavy breath

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Mark two squares
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Surrender

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Swap an active piece
for a captured piece

Surrender

GAME M

CHECKMATE

BEGIN

IF YOU:

SLAM

the piece(s) you move

HESITATE

as you reach for a piece

BREATHE

a long, heavy breath

SAY "CHECK"

after you move

LAUGH

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Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME N

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

CURSE
the state of the board

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and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
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Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME O

CHECKMATE

BEGIN

IF YOU:

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the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

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

























































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME P

CHECKMATE

BEGIN

IF YOU:

SLAM

the piece(s) you move

HESITATE

as you reach for a piece

BREATHE

a long, heavy breath

SAY "CHECK"

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COMPLIMENT

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your opponent

CONFESS SOMETHING

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with your opponent

YOU MAY:

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Skip over a square
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Use a different piece
than the one in the square

Use a different piece
than the one in the square





























































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME Q

CHECKMATE

BEGIN

IF YOU:

SLAM

the piece(s) you move

HESITATE

as you reach for a piece

BREATHE

a long, heavy breath

SAY "CHECK"

after you move

LAUGH

at the state of the board

CURSE

the state of the board

MAKE SUSTAINED EYE CONTACT

with your opponent

STAND

and study the board

PACE / TAKE A WALK

before you move

NAME YOUR OPPONENT'S STRATEGY

("Ah, the Binkyburg defense. Classic."
"The Bigot's Gambit. Very risky." Etc.)

MOCK

your opponent's last move

COMPLIMENT

your opponent's last move

TAUNT

your opponent

CONFESS SOMETHING

to your opponent

FALL IN LOVE

with your opponent

YOU MAY:

Treat an unshaded square
like a shaded square

Skip over a square
and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
than the one in the square

































































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME R

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

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Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME S

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

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
















































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME T

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

CURSE
the state of the board

MAKE SUSTAINED EYE CONTACT
with your opponent

STAND
and study the board

PACE / TAKE A WALK
before you move

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("Ah, the Binkyburg defense. Classic."
"The Bigot's Gambit. Very risky." Etc.)

MOCK
your opponent's last move

COMPLIMENT
your opponent's last move

TAUNT
your opponent

CONFESS SOMETHING
to your opponent

FALL IN LOVE
with your opponent

YOU MAY:

Treat an unshaded square
like a shaded square

Skip over a square
and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
than the one in the square

































































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME U

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

CURSE
the state of the board

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than the one in the square

Use a different piece
than the one in the square

































































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME V

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

CURSE
the state of the board

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with your opponent

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and study the board

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your opponent's last move

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your opponent

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to your opponent

FALL IN LOVE
with your opponent

YOU MAY:

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like a shaded square

Skip over a square
and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
than the one in the square

































































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME W

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

CURSE
the state of the board

MAKE SUSTAINED EYE CONTACT
with your opponent

STAND
and study the board

PACE / TAKE A WALK
before you move

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MOCK
your opponent's last move

COMPLIMENT
your opponent's last move

TAUNT
your opponent

CONFESS SOMETHING
to your opponent

FALL IN LOVE
with your opponent

YOU MAY:

Treat an unshaded square
like a shaded square

Skip over a square
and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
than the one in the square

































































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME X

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
at the state of the board

CURSE
the state of the board

MAKE SUSTAINED EYE CONTACT
with your opponent

STAND
and study the board

PACE / TAKE A WALK
before you move

NAME YOUR OPPONENT'S STRATEGY
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"The Bigot's Gambit. Very risky." Etc.)

MOCK
your opponent's last move

COMPLIMENT
your opponent's last move

TAUNT
your opponent

CONFESS SOMETHING
to your opponent

FALL IN LOVE
with your opponent

YOU MAY:

Treat an unshaded square
like a shaded square

Skip over a square
and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
than the one in the square





























































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME Y

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

LAUGH
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YOU MAY:

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Skip over a square
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Use a different piece
than the one in the square

Use a different piece
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Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME Z

CHECKMATE

BEGIN

IF YOU:

SLAM
the piece(s) you move

HESITATE
as you reach for a piece

BREATHE
a long, heavy breath

SAY "CHECK"
after you move

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YOU MAY:

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and mark the next

Skip over a square
and mark the next

Use a different piece
than the one in the square

Use a different piece
than the one in the square

Mark two squares
and move two pieces.

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for a captured piece

Surrender

VARIATIONS

(Fake Chess is flexible. Feel free to fool around.)

Want to focus on PERFORMANCE & ROLE-PLAY?

Normally, one player action (in the “If You” column) leads to one fancy chess move (in the “You May” column).

Change that ratio.

Before the game begins, agree that players must make two (or three) actions before getting to take advantage of a fancy chess move.

(Players are still limited to one action per turn.)

Want to focus on CREATIVE TACTICS?

Normally, players have access to seven fancy chess moves that can help them win.

Reduce that number.

Before the game begins, agree that players must eliminate three (or four) fancy chess moves from their game sheets.

Want to get EXTRA COMPETITIVE?

Normally, players can select any game from their book.

Eliminate that choice.

Agree that both players must use the same game.

Want to keep things LOOSE & CASUAL?

Normally, players cross off actions they use.

Instead, agree to not cross off character actions, allowing players to reuse their favorites throughout the course of the game.

SPC

spc.itch.io
seanpatrickcain.com

“Brilliant”

Michael “Wheels” Whelan (The House Doesn't Always Win, Dicebreaker)

Chess is a game of vast complexity and a 1500-year history.

Fake Chess is not.

Fake Chess players get to act like serious chess players without the burdens of chess strategy, chess tactics, or chess rules.

Live out your grandmaster fantasies ... with Fake Chess!

“Bizarre”

Alex Meehan (Dicebreaker)

Two players will sit down and face off, armed with nothing more than their chess pieces, a few scraps of paper, and an extremely limited knowledge of chess. Using a very basic set of game rules and mechanics, these players will engage in what *looks like* an intense chess battle between two masters of the game.

It is dramatic.

It is silly.

It might be a real game, but it's definitely fake chess.

Fake Chess requires a real chess set.
2 players ~ 10-30 min ~ Ages 10+

The logo for NPC (Non-Player Character) is displayed in a bold, stylized, black font. The letters are thick and blocky, with a slightly irregular, hand-drawn appearance. The 'N' and 'P' are particularly prominent, with the 'C' being a simple, rounded shape.