

































































Fake Chess

BOOK OF GAMES, VOL. 2

Sean Patrick Gain

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"
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 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

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 5

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






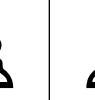

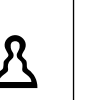























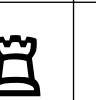
































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME 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

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 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

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 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

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 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

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






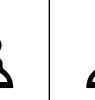

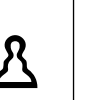





















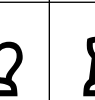


































Mark two squares
and move two pieces.

Swap an active piece
for a captured piece

Surrender

GAME 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
("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 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
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 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

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

Writing, Design, & Layout by Sean Patrick Cain
spc.itch.io
twitter.com/seanpatrickcain