

GOLDEN COBRA COVER PAGE

Submission Name: *And They Were Checkmates!*
for Golden Cobra 2024

Designer: Dustin Freeman
<https://escapecharacter.itch.io/>

Artist: Chris Kindred
<https://chriskindred.com/>

And They Were Checkmates!

*A freeform LARP about cheating at a high-stakes chess tournament
via coach-controlled vibrating buttplugs.*



REQUIREMENTS: 2 hours, 4-5 players. Two chairs, and a table. No player needs to know anything about chess; the less, the better.

BACKGROUND: This LARP is inspired by a real, ridiculous, event: https://www.reddit.com/r/HobbyDrama/comments/10tin5t/chess_go_shove_it_up_your_ass_the_story_of_hans/

TONE: In this world, all characters involved in chess are hyper-confident hyper-masculine jocks (See the 1999 film “But I’m a Cheerleader”). As a player, you should try to play emotions realistically; do not try too hard to be funny or camp-y as this will happen naturally. Play will be tension and subtext-heavy, more non-verbal than verbal.

SAFETY & RESPECT:

This LARP is, obviously, about sex: suppression, ambiguity, tension and release. Players who are minors, or uncomfortable with sexual topics, should not play. There is no physical contact between players, except a hand on the back. During the game, no characters are depicted as ever having had sex during, or out of scene, and players should not imply this.

Every character in this game is a manly man, but players should be of any sexual and gender identity. The world of the game contains zero slurs, homophobia or misogyny.

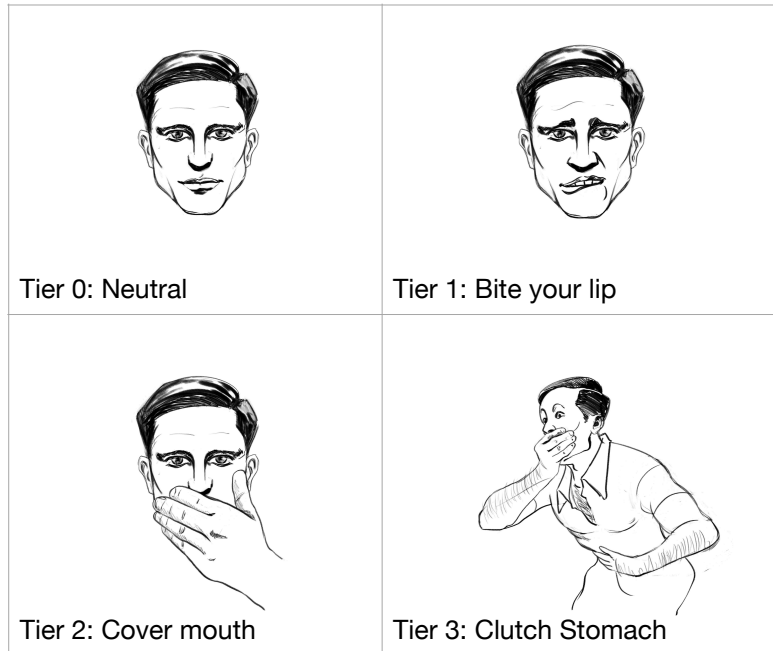
ASSIGN CHARACTERS

Players should choose between: announcer, Competitor 1, Coach 1, Competitor 2, Coach 2. If there are only 4 players, the announcer may be one of the coaches.

ROLEPLAYING BUTTPLUGS:

This LARP is funny, but players must take it seriously, especially in scenes. Players will experience a temptation to laugh, and this game has a special diegetic (in the reality of the world) technique to resist. The announcer should call have players practice each tier now. Please take these actions at any time if you feel you are about to laugh. Always maintain eye contact!

This is exactly how people behave when they are receiving stimulating hidden messages by secret vibrating buttplug. Act as if everyone possibly has a buttplug in. Any abnormal behaviour may be described by the presence of a secret buttplug.



PRE-GAME CHANT:

The announcer should now ask all players to repeat after them:

1. Chess is a competitive sport of high esteem.
2. There is masculine joy from competing fairly against a worth foe.
3. There are rumours that some competitors use buttplugs to cheat.
4. This is unmanly because it is unsportsmanlike, not for other reasons.
5. If I did have a buttplug in, that would be because it was useful, not because it felt good.
6. I do not care about feeling good, I only care about winning.

OUTLINE

The competitors play against each other for the last 3 games in a tournament, for first and second place.

It is the announcers' responsibility to explain and cast scenes. Since the scenes are so subtext heavy, the announcer should fully explain scenes before they begin.

Scene 1: Tournament Game 1

Competitor 1 (plugged) vs. Competitor 2 (suspicious)

Coach 1 (sending hints to Competitor 1)

The competitors sit opposite a table, "playing chess", which means alternating yelling out nonsense moves (See the appendix "How To Play Chess"). The competitors do not speak other than in chess moves.

Coach 1 can send a move suggestion at any time to Competitor 1. This is represented by them kneeling next to them and whispering loudly, so every player can hear (see illustration on first page). In the world of the game, the coach isn't really there, they are sending messages from a back room via buttplug vibration. Competitor 1 feels each suggestion.

The announcer will silently count turns. When the turn count gets above 20, they end the scene after Competitor 1's turn by yelling "Checkmate!". Competitor 1 wins this game.

Scene 2: Locker Room

Competitor 2 (bent over table)

Coach 2 (standing behind player)

Touch: Coach has a hand on Competitor's upper back during scene, and nowhere else.

Chant: In this scene, when either player uses a key phrase, the other player repeats it. The scene starts with this phrase, and ends after the 3rd time both players have said it. For this scene, it is "Gotta take one for the team".

Otherwise, players speak freely.

Competitor 2 is convinced that Competitor 1 was using a buttplug, and is begging Coach 2 to let them use one. At some point before the end of the scene, the coach will put the buttplug in the competitor. This should not be played like a painful assault, mentally or physically, but rather a strenuous task the competitor is doing for the good of the game.



Scene 3: Tournament Game 2

Competitor 2 (plugged) vs. Competitor 1 (suspicious)

Coach 2 (sending hints to Competitor 2)

The competitors play chess, as in Scene 1, while Coach 2 sends hints to Competitor 2. The announcer ends this scene the same way. Mysteriously, Competitor 1 is no longer plugged...

Scene 4: Locker Room

Competitor 1 (bent over table)

Coach 1 (standing behind player)

This plays out the same way as the previous locker room scene.

Chant: "Just when we thought we were out, it's going back in."

Competitor 1 does not want to use the buttplug again, but Coach 1 convinces them. Coach 1 lives vicariously through Competitor 1, as they were banned from competition long ago...

Scene 5: Flashback Game

Coach 1 (plugged) vs. Coach 2 (plugged)

Decades ago, the coaches play chess the same way as previous scenes. However, after two moves each, the coaches' buttplugs malfunction. You see, older remote-controlled buttplug technology used analog radio, and if you have two butt plugs in the same room, they get the same signal, like how when you used to get a cell call you'd hear interference over a speaker. For the rest of this scene, the coach players mimic each other's sounds and actions, with neither leading. After a few minutes, the coaches should collapse simultaneously, exhausted. The announcer then yells: "They've been cheating with buttplugs! You're banned from competition FOREVER"

Scene 6: Tournament Game 3, Tie-Breaker

Competitor 1 (plugged and suspicious) vs. Competitor 2 (plugged and suspicious)

Coach 1 & 2 (sending hints to respective competitors)

Play as before. After turn 20, the announcer cuts the scene leaving winner unclear.

Scene 7: Locker Room Epilogue

Competitor 1 & Competitor 2

The competitors can speak freely to each other for the first time. In this scene, they compliment each other express admiration for each other's play. They are both still plugged, their coaches having disappeared after the the last game.

Chant: "No homo, though"

APPENDIX: HOW TO PLAY CHESS

The less you know about chess, the easier it will be to “play” chess in this LARP.
Optional: During “Game” scenes, have this page on the table between competitors.

During a game, players alternate: saying a move aloud and then miming a gesture that represents that move. This does not need to make sense.

Players must hold eye contact as intensely as possible.

The Only limitation: never “capture” your opponent’s king

SAY: “[PIECE], [MOVE], [CONCLUSION]”

PIECES	MOVE	CONCLUSION
Pawn	“to [letter] [number]” letters A - H numbers 1 - 8	<i>(use sparingly)</i>
Bishop		capturing your [PIECE]!
Knight		en passant!
Rook		castled!
Queen		check!
King		