

Checkmate

By Checker Marble

@2016

INT. HUGE DARK WAREHOUSE - NIGHT

Bright lights reveal a chess board of gigantic proportions. Equally huge chess pieces of a game in progress occupy parts of the board. Only a few pieces remain for each side.

The Dark side has its King, Queen, 3 Pawns, Knight 2, Rook 2 and Bishop 2.

The White side has its King, Queen, 5 Pawns, 2 Knights, and Rook 1.

Closer inspection shows that there are PEOPLE tied to the chess pieces. They are all sobbing.

Dark Knight Two's person is a short man in his Fifties.

White Pawn Four's man is a thin man in his Twenties.

DARK KNIGHT 2
Please, stop this madness.

WHITE PAWN 4
Yes, don't make me do this.

Over the loud speaker bellows the Scottish voice of Man One.

MAN 1 (OS)
I said White Pawn 4 kills Dark
Knight 2 when he takes his spot.

A scantily-clad young woman not tied to any chess piece walks to White Pawn 4 and hands him a knife.

MAN 1 (OS)
Either you do it, or lose out on
the prize!

WHITE PAWN 4
(to Dark Knight 2)
I'm so sorry.

White Pawn 4 stabs Dark Knight 2 in the neck.

Two men appear on the board from the sides, walk up to the deceased Dark Knight and drag him off the board. They step nonchalantly in his blood, revealing horrific blood stains on many of the other squares suggesting many have died in the past.

An unemotional Boston-accented woman reveals herself as the leader of the Black side.

WOMAN 1 (OS)
Black Rook 1 to A-1. Check.

A hot woman (early 30s), tied to the Rook, walks from A-8 to A-1.

MAN 1 (OS)
No no no no. This sucks!

WOMAN 1 (OS)
Yep, lose that or your Queen.

MAN 1 (OS)
(sadly)
King moves from D-1 to D-2.

The King's person, a Korean man (late 60s) steps forward one slot.

WOMAN 1 (OS)
Rook Kills Queen.

ROOK'S WOMAN
No, then he'll kill me! Why would you do that?

WOMAN 1 (OS)
Don't you dare question me. I'm the player, you are the pawn.

ROOK'S WOMAN
I'm the Rook! God, this blows. Why do I have to die uselessly?

MAN 1 (OS)
There are no useless deaths in Chess. Now, move! Perhaps I won't take your life.

The Rook Woman moves from A-1 to E-1. The same scantily-clad woman appears again, this time with a chainsaw, and hands it to the Rook.

The Black Rook accepts the chainsaw. The White Queen's avatar, a model-like woman in her late teens, pleads incoherently.

The Black Rook starts the chainsaw and carves up the White Queen's person.

WOMAN 1 (OS)
Lets see what my best move is.

ROOK'S WOMAN

(lowers the chainsaw)

What are you talking about? If you move your Queen down to E-3 you have mate. Don't kill me for no reason!

MAN 1 (OS)

How dare you offer help. This is clearly against the rules!

WOMAN 1 (OS)

It isn't against the rules, but, I don't need your help PAWN. Um, what she said.

MAN 1 (OS)

This is insane. This isn't fair. I want her killed! It's supposed to be me vs. you.

WOMAN 1 (OS)

I already told you, the contestants can lend a hand. It's rule 77.B.2.

MAN 1 (OS)

(flipping through pages)

Found it. Damn it, you're right.

WOMAN 1 (OS)

That concludes the game. Grandmaster?

A nicely dressed man (mid 60s) steps onto the board.

GRANDMASTER

Yes, this concludes the game. Release the contestants.

Several people step on to unbound the remaining people.

GRANDMASTER

To the remaining contestants, go to the cashier's office to claim your \$10 million dollars.

The contestants run off the board into an adjacent room.

GRANDMASTER

I'll be right back. I have to debrief them.

He walks to the adjacent room from the Chessboard room.

INT. HUGE DARK WAREHOUSE ADJACENT ROOM - NIGHT

The remaining contestants gather around the cashier's door.
The Grandmaster walks in.

GRANDMASTER

Thank you all for playing the game.
The extra intrigue always makes for
a fun game within the game.

ROOK'S WOMAN

Fun? FUN! We had no idea what the
stakes were.

GRANDMASTER

Really? Why do you think we'd give
you \$10 Million dollars if the
stakes weren't high?

ROOK'S WOMAN

That's bullshit. We should have
been told that the odds of death
were high.

The other contestants begin to agree.

The Grandmaster shakes his head, pulls out a gun, and shoots
her between the eyes.

GRANDMASTER

Let me be clear. This MUST stay a
secret. Once you accept the money,
you will be sworn to secrecy.

He looks at each person carefully.

GRANDMASTER

IF any of you tell another living
soul, we will hunt you down and do
horrible things to each person you
care for, then you.

The others step back, shocked.

GRANDMASTER

Do you understand? If you talk,
there isn't a place on the Earth
that you can hide from us.

The others nod their understanding.

GRANDMASTER

Good, then enjoy your life changing money, and we, the world, thank you for your service.

With that, he leaves the room to head back to the main Chess room.

INT. HUGE DARK WAREHOUSE - NIGHT

The Grandmaster walks to the center of the Chessboard.

GRANDMASTER

I'd like to thank all of you for your attendance. It is appreciated.

The lights come on revealing hundreds of people sitting in the stands.

GRANDMASTER

I want to thank the leaders of each country for their participation in the world extermination games for this year, the year 5048.

MAN 1 (OS)

I object to this. I -

GRANDMASTER

Please, sir, the people of Scotland are a proud people. Don't dishonor them with these childish antics.

MAN 1 (OS)

It isn't right.

GRANDMASTER

This is in accordance with the Geneva convention of 4160 that dealt with overpopulation. Please tell your country to prepare for their extinction Twenty-Four hours from now.

The Grandmaster clears his throat.

GRANDMASTER

Lastly, the two countries for next years' game are: Kosovo and Nauru. Please prepare your best chess players because the losing country will have its people killed.

The Grandmaster bows his head.

GRANDMASTER

Lastly, let's bow our heads for the people that will die tomorrow. Overcrowding is a terrible thing. We will offer a lottery for the new occupants of Scotland starting in Forty-Eight Hours. Thank you all and have a wonderful day!

THE END?