

◆ *INFO + CAST*

詰みの国のアリス

Alice

in Checkmateland ♠

“Can you escape by playing tabletop games?”

Alice in Checkmateland (JPN: 詰みの国のアリス; Tsumi no Kuni no Arisu) is a planned turn-based 2.5D visual novel-RPG hybrid indie game created by Pixiichuu. The game will be released on itch.io and Steam.



GENRES & RATING

◆ Genres ◆

Dark Fantasy / Death Game / Isekai / Horror / Puzzle / Surrealism / Strategy

♠ Rating ♠

Teen (13+) for mild animated blood, fantasy violence, occasional use of strong language, simulated gambling,

use of tobacco, mild body horror, and mild suggestive themes.



INSPIRATIONS

Alice's Adventures in Wonderland, Alice in Borderland, Alice: Madness Returns, Down the Rabbit Hole (POM), Ib, Illusion Carnival, Kakegurui, Mario's Game Gallery/Fundamentals, No Game, No Life, Pandora Hearts, Puella Magi Madoka Magica, Shugo Chara!, and various JRPGs, and Psychological-Horror franchises



SYNOPSIS

A casual tabletop gamer gets sent into a world dominated by tabletop games and faces the dark champions of these games, or it's game over.



PLOT

Set in a late Victorian period to early 20th century-inspired setting, a young girl named Alice Ace was in her house in the real world playing Chess alone by herself. Once she wins, a rabbit hole is summoned and sends her down to a place where tabletop games dominate it known as "Checkmateland". There, she was invited by a quadrant of Checkmatelanders, who are masked children themed after suited cards, to play a game of Go Fish with them. If she wins, then the children would take their masks off, befriend her, and help her train for the other tabletop games she has never played before. That way, she can play against the other Checkmatelanders, including the Black Queen. So she can finally escape this peculiar world.



CAST

♥ Template ♥

ENG/JPN Name (Romanization) | Pronouns | Age | D. O. B. (Zodiac) |
Species | Occupation | Favorite/Signature Game

“Quote”

Info.

♣ Main Cast ♣

The main characters of the story.

Alice Ace/アリス・エース (Arisu Ēsu) | She/her | 14 | Jan 29 (Aquarius)
| Human | Tabletop gamer | Chess

“What game is this?”

Alice Ace is the main protagonist of *Alice in Checkmateland*. Abandoned by her parents, Alice is a 14-year-old shut-in gamer. She is a master of Chess and has won every chess game she has played, as well as other tabletop games like Go Fish and Dominoes. This caught the attention of the others and sent her down as an invitation to play games with her. When Alice won the best-of-three Go Fish game with the card-suited children, she received a red chess piece pendant that she could use on her journey. They also trained for the games she had never played before, so she could face the other Checkmatelanders and escape Checkmateland. Alice is referred to as “The Human Player”, by the children and the Checkmatelanders.

Cordelia/コーデリア (Kōderia) | She/Her | Preteen | Apr 13 (Aries)
Checkmatelander | Card player | Go Fish

“Curtsey while you’re thinking. It saves time.”

Cordelia is one of the card-suited children who lives in the House of Cards and is the mistress of Go Fish, who represents the hearts. When meeting Alice, she wears a flamingo mask and calls herself the “Princess of Hearts”, as if she is the daughter of the Queen of Hearts. She starts as competitive and antagonistic like the other Checkmatelanders, but when Alice wins the best-of-three Go Fish game, she begins to be friendly and honorable to Alice, and trains her with games she has never played before to help escape Checkmateland. She is the companion of Alice and the tutorial boss of *Alice in Checkmateland*, along with Bechett, Lucky, and Diana.

**Bechett/ビシェット (Bishetto) | He/They | Teen | Sept 10 (Virgo) |
Checkmatelander | Card player | Go Fish**

“Come along, Alice, you don’t want to be late for the next game.”

Bechett is one of the card-suited children who lives in the House of Cards and is the master of Go Fish, who represents the spades. When meeting Alice, he wears a white rabbit mask because he is based on the White Rabbit. Unlike his original counterpart, who is late for things, Bechett makes sure they and the other children are on time when something important or special is happening. He starts as competitive and antagonistic like the other Checkmatelanders, but when Alice wins the best-of-three Go Fish game, they start to be friendly and honor Alice, and train her with games she has never played before to help her escape Checkmateland. They are the companion of Alice and the tutorial boss of *Alice in Checkmateland*, along with Cordelia, Lucky, and Diana.

**Lucky/ラッキー (Rakki) | He/Him | Preteen | Mar 17 (Pisces) |
Checkmatelander | Card player | Go Fish**

“Everybody has won, and all must have prizes.”

Lucky is one of the card-suited children who lives in the House of Cards and is the master of Go Fish, who represents the clubs. When meeting Alice, he wears a dodo bird mask because he is based on the Dodo Bird. Instead of hosting the Caucus-Race like his original counterpart, he hosts the Go Fish game for the other children and Alice to play.

He starts as competitive and antagonistic like the other Checkmatelanders, but when Alice wins the best-of-three Go Fish game, he congratulates her by giving her a chess piece pendant as a prize she will use throughout her journey. He also trains her with games she has never played before to help escape Checkmateland. He is the companion of Alice and the tutorial boss of *Alice in Checkmateland*, along with Cordelia, Bechett, and Diana.

**Diana/ダイヤナ (Daiyana) | She/They | Teen | Aug 3 (Leo) |
Checkmatelander | Card player | Go Fish**

“Would you like a cup of tea?”

Diana is one of the card-suited children who lives in the House of Cards and is the mistress of Go Fish, who represents the diamonds. When meeting Alice, she wears a March Hare mask because she is associated with the Mad Hatter and the March Hare. She starts as competitive and antagonistic like the other Checkmatelanders, but when Alice wins the best-of-three Go Fish game, she is rewarded with a celebratory tea party hosted by her. She also trains her with games she has never played before to help escape Checkmateland. She has an uncle who is a magician named the Magic Hatter and two twin cousins, Maeve and Morrow. They are the companion of Alice and the tutorial boss of *Alice in Checkmateland*, along with Cordelia, Beckett, and Lucky.

◆ Checkmatelanders ◆

The Checkmatelanders are the inhabitants of Checkmateland who are the masters and embodiments of each tabletop game. They are the ones responsible for challenging the protagonist, Alice Ace, to play tabletop games with her, otherwise, it is game over for her. However there are some Checkmatelanders that are friendly like the card-suited children, and help Alice out with the stuff she needs for the next game.

**Gammon/ギャモン (Gyamon) | He/him | Adult | D. O. B. (Zodiac)
Checkmatelander | Backgammon player | Backgammon**

“Quote”

Gammon is the master of Backgammon who lives in his house. He wears a mouse mask. He is the first miniboss of *Alice in Checkmateland*.

**Cheshire/チェシャ (Chesha) | They/them | Adult | April 12 (Aries)
Checkmatelander | Casino host | Various casino games**

“It doesn't matter if you are lucky enough or not to win.”

Cheshire is the owner of Cheshire Casino. A smug gambler who smiles a lot, they challenge Alice to play Casino games like Poker, Blackjack, Roulette, and their favorite game Craps. They know that they gambling, but they don't care if kids like Alice can gamble or not, and are allowing her to do that anyway. They have two forms, a cat form and a humanoid form. They are the first and recurring boss of *Alice in Checkmateland*.

**Irene/アイリーン (Airīn) | She/her | Adult | Mar 5 (Pisces) |
Checkmatelander | Shopkeeper, tailor | N/A**

“Quote”

Irene is the shopkeeper of the TBA Shop. She not only sells her handmade wooly clothes for the other Checkmatelanders to wear, but she also sells game boosters, potions, and other things that would help Alice on her journey. She has sheep ears, horns, and a tail. She is a tertiary character in *Alice in Checkmateland*.

**Tsuki/ツキ (Tsuki) | She/They | Adult | Sept 23 (Libra) |
Checkmatelander | Hanafuda player | Koi-Koi**

“Quote”

Tsuki is the mistress of the Hanafuda card game, Koi-Koi, and lives in her house. She loves Hanafuda cards, that is because they are named after the Full Moon card, which is her favorite. She is the second miniboss of *Alice in Checkmateland*.

**Nanfeng/南风 (Nánfēng) /ナンフェン (Nanfen) | She/Her | Adult | Jul 8 (Cancer) |
Checkmatelander | Mahjong player, Maiden | Mahjong**

“Quote”

Nanfeng is the maiden of the Mahjong Grove and the mistress of Mahjong. She is like the Caterpillar from the original novel as she smokes on her opium pipe and gives Alice some motivational advice for when she is playing against the Checkmatelanders. She is the second boss of *Alice in Checkmateland*.

**ENG Name/JPN Name (Romanization) | He/him | Adult | D. O. B. (Zodiac) |
Checkmatelander | Carpenter | N/A**

“Quote”

TBN is a tertiary character in *Alice in Checkmateland*. He is a carpenter who has a walrus companion who likes to eat oysters raw, while he eats oysters cooked. More info coming soon.

**Maeve/メイブ (Meibu) | She/they | Child | May 8 (Taurus) |
Checkmatelander | Jester | Crazy Eights**

“Oooo, you’ve picked the wildcard!”

Maeve is the Magic Hatter’s Residence’s jester and Morrow's twin sister. She challenges Alice to play Crazy Eights with her and Morrow. She wears a comedy mask to match her hyperactive and crazy personality. Along with Morrow, she is the third miniboss of *Alice in Checkmateland*.

**Morrow/モロー (Morō) | He/they | Child | May 8 (Taurus) |
Checkmatelander | Jester | Crazy Eights**

“Oh boo hoo, we lost!”

Morrow is the Magic Hatter’s Residence’s jester and Maeve's twin brother. He challenges Alice to play Crazy Eights with him and Maeve. He wears a tragedy mask to match his mournful and gloomy personality. Along with Maeve, he is the third miniboss of *Alice in Checkmateland*.

**Magic Hatter/マジック・ハッター (Majikku HattĀ) | He/him | Adult | Feb
26 (Pisces) | Checkmatelander | Magician | Card Magic**

“Is this your card?”

The Magic Hatter is the master of Card Magic who lives in his residence. He loves to put on magic shows for people who visit him. He will have Alice pick a random card and shuffle them, and pick one of them, asking if it is her card. He is the third boss of Alice in Checkmateland.

**Knives of Hearts/ハートのジャック (HĀto no Jakku; Jack of Hearts) |
They/Them | Adult | N/A | Checkmatelander | Rose | Trump**

“Anything for you, your highness.”

The Knives of Hearts are devoted henchmen of the Queen of Hearts who are guardians of the Queendom of Hearts and masters of the card game “Trump”. They have red and white roses growing out of their eyes whenever it is on the left or on the right. They are the fourth miniboss of Alice in Checkmateland.

**Queen of Hearts/ハートの女王 (HĀto no Joō) | She/Her | Adult | Jun 12
(Gemini) | Checkmatelander | Monarch | Croquet**

“That’s cheating! OFF WITH YOUR HEAD!”

The Queen of Hearts is the ruler of the Queendom of Hearts. She is the mistress of a game called “croquet” and challenges the protagonist, Alice Ace, to play with her. Otherwise, she will give her a death sentence if she loses or cheats. People better not judge her by the way she plays or offend her, or they will be dead to her, too. She has a red rose growing out of her heart. She is the fourth boss of Alice in Checkmateland.

**Dominika/ドミニカ (Dominika) | She/Her | Adult | Apr 28 (Taurus)
Checkmatelander | Domino player | Dominos**

“Quote”

Dominika is the mistress of Dominos who lives in the Domino House and . She is the fifth miniboss of Alice in Checkmateland.

**Billiardo/ビリヤード (BiriyĀdo) | He/him | Adult | D. O. B. (Zodiac) |
Checkmatelander | Billiard player, bartender | Billiards**

“Quote”

Billiardo is the master of billiards who works at the Billiard Bar. He welcomes Alice to play billiards with him. If she wins then he will give her a special virgin drink. He has an 8-ball for a head. He is the fifth boss of Alice in Checkmateland.

**Leon/レオン (Reōn) | He/they | Adult | March 22 (Aries) |
Checkmatelander | Rook | Chess**

“Quote”

Leon is a tertiary character in *Alice in Checkmateland*, who serves as the White King’s rook. He is a white lion Checkmatelander who has a rivalry with Eques, a black unicorn Checkmatelander.

**Eques/エクエス (Ekuesu) | He/they | Adult | December 15 (Sagitarrius)
| Checkmatelander | Knight | Chess**

“Quote”

Eques is a tertiary character in *Alice in Checkmateland*, who serves as the Black Queen’s knight. He is a black unicorn Checkmatelander who has a rivalry with Leon, a white lion Checkmatelander.

**White King/白の王 (Shiroi Ō) | He/Him | Adult | May 29 (Gemini) |
Checkmatelander | Monarch | Chess**

“Quote”

The White King is the ruler of the Kingdom of Chess and Checkmateland as a whole alongside his rival, the Black Queen. The known soldier he has on his side is Leon, a white lion Checkmatelander who serves as his rook. He is the sixth miniboss of Alice in Checkmateland.

**Black Queen/黒の女王 (Kuroi Joō) | She/Her | Adult | May 14 (Taurus) |
Checkmatelander | Monarch | Chess**

“Quote”

The Black Queen is the ruler of the Kingdom of Chess and Checkmateland as a whole alongside her rival, the White King. She is the mastermind behind all of these games, including chess. She challenges her to play that game, and if she wins, she will have her stay in Checkmateland forever. But if Alice wins, then the queen will have no choice but to let her out of Checkmateland. The known soldiers she has are Eques, a black unicorn Checkmatelander who serves as her knight, and Jabberwocky, giant flying creature. She is the main antagonist and final boss of Alice in Checkmateland.

◆ *CHAPTERS*

6 PROLOGUE: DOWN THE RABBIT HOLE 9

♥ Cast ♥

Alice Ace (Protagonist)

Cordelia (Antagonist)

Bechett (Antagonist)

Lucky (Antagonist)

Diana (Antagonist)

♠ Settings ♠

Ace Household (Real World)

House of Cards (Checkmateland)

♦ Synopsis ♦

Alice plays chess alone in her room, but gets sent to Checkmateland because of her skills, and confronts the Card-Suited Children for a game of Go Fish.

♣ Plot ♣

The prologue begins with Alice Ace in her house, alone in her room, where she found a magic chess board. Intrigued, she started playing the game alone using her chess playing skills she always has. When she won, a rabbit hole appeared below her and she fell down. During the fall she not only saw chess pieces and chess boards, but she also saw playing cards, dominoes, dice, and other things. When she landed, she was surrounded by four children in masks known as the Card-Suited Children. The girl in a flamingo mask who represents the Hearts is named Cordelia, the boy in a white rabbit mask who represents the Spades is named Bechett, the boy in a dodo bird mask who represents the Clubs is named Lucky, and the girl in a March Hare mask who represents the Diamonds is named Diana. The reason why the children invited her wasn't meant to torment her, instead, it

was to play Go Fish with her. If they win, then they will torture her. But, if Alice wins then the children would start thanking her for playing the game. Lucky will give Alice a chess piece pendant as a prize, while Diana will host a celebratory tea party. Alice realized that they are not so bad after all, and later on, the children became her allies so she won't be alone anymore. Thus, Alice's adventure in Checkmateland begins.

❧ CHAPTER 1: TBA ❧

♥ Cast ♥

Alice Ace (Protagonist)

Cordelia (Ally)

Beckett (Ally)

Lucky (Ally)

Diana (Ally)

Cheshire (Recurring Antagonist)

Gammon (Secondary Antagonist)

TBA (Main Antagonist)

♠ Settings ♠

Gammon's House (Checkmateland)

♦ Synopsis ♦

Info.

♣ Plot ♣

Info.

❧ CHAPTER 2: THE MAHJONG GROVE ❧

♥ Cast ♥

Alice Ace (Protagonist)

Cordelia (Ally)

Bechett (Ally)

Lucky (Ally)

Diana (Ally)

Tsuki (Secondary Antagonist)

Nanfeng (Main Antagonist)

♠ Settings ♠

Tsuki's House (Checkmateland)

Mahjong Grove (Checkmateland)

♦ Synopsis ♦

Alice and her friends visit Mahjong Grove to play Koi-Koi with Tsuki and Mahjong with Nanfeng.

♣ Plot ♣

Info.

‘ CHAPTER 3: THE POKER JOKERS ’

♥ Cast ♥

Alice Ace (Protagonist)

Cordelia (Ally)

Beckett (Ally)

Lucky (Ally)

Diana (Ally)

Cheshire (Recurring Antagonist)

Maeve and Marrow (Secondary Antagonists)

Magic Hatter (Main Antagonist)

♠ Settings ♠

Cheshire Casino (Checkmateland)

Magic Hatter's Residence (Checkmateland)

♦ Synopsis ♦

Alice and her friends confront Cheshire for the second time in a game of Blackjack, Maeve and Marrow for Crazy Eights, and the Magic Hatter for a magic card trick.

♣ Plot ♣

Info.

‘ ENDINGS ’

♥ True Ending ♥

Coming soon...

♠ Good Ending ♠

Coming soon...

♦ Bad Ending ♦

Coming soon...

♣ Secret Ending ♣

Coming soon...

◆ *LOCATIONS*

