





October 31, 2015 - September 11, 2016

Enter the medieval world of Kings, Queens & Castles, an interactive family exhibit that brings the game of chess to life.

Explore a castle, become your favorite chess piece on a life-size board, and create your own crown, all while learning about one of the world's oldest and best loved games. The World Chess Hall of Fame (WCHOF) is pleased to present Kings, Queens & Castles, an innovative exhibition that brings the chessboard to life and provides an engaging introduction to individual chess pieces and game strategy. Commissioned by the World Chess Hall of Fame, this exhibition was developed in partnership with The Magic House, St. Louis Children's Museum.

For the first time, the WCHOF is presenting an exhibition solely focused on children and chess. With a giant medieval castle, slides, life-size chessboard, large-scale chess pieces, and chess-playing and art-making stations, children of all ages and chess-playing ability will be able to experience the ancient game in a brand new way. A variety of **rich programming** opportunities will take place over the course of the exhibition, including toddler programming, Family Days, field trips, an interactive app, and a photo booth. Our awardwinning gift store, Q Boutique, contains gifts and toys curated for children with custom apparel, activity books, craft projects, and chess sets.

With our mission to build awareness for the **cultural** and artistic significance of chess, the WCHOF along with the Chess Club and Scholastic Center of Saint Louis looks forward to celebrating this important game and fostering a new generation of chess enthusiasts.

Welcome chess friends, old and new!

Shannon Bailey

Chief Curator, World Chess Hall of Fame





Chess is an inspiration for artists.

Some artists create paintings, sculptures, and other works based upon the game. Others create beautiful chess sets meant for display rather than play. These works are preserved in museums and collections around the world.



Chess is a game that develops important 21st-century learning skills.

Research shows that chess improves children's critical thinking and problem solving skills. It also improves attention, visual memory, and spatial reasoning.

Chess is the oldest skill game in the world.

Chess has been played throughout the world for centuries. In medieval Europe, the chess pieces were given the names we use today. They reflect life at that time with kings, queens, rooks (castles), knights, bishops, and pawns (peasants or foot soldiers).



Chess is a game that children can play as well as adults.

There are hundreds
of thousands of chess
clubs in schools and
youth organizations
across the world. Each
year many young student
chess players compete
in tournaments.

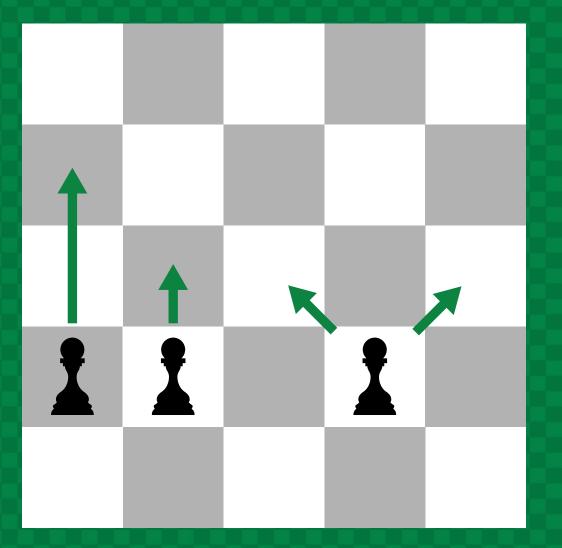


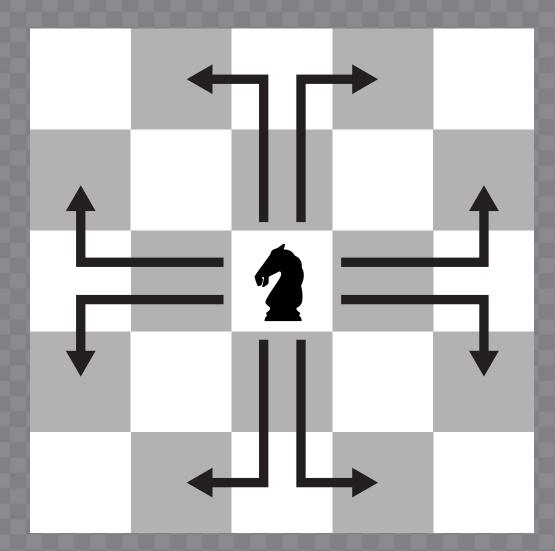
pawn

knight

The **pawn** is the smallest and least powerful piece. On its first move, a pawn can move forward either one or two squares, then only one square after that. The pawn captures on the diagonal. If it reaches the other side of the board, the player can replace it with any piece except a king.

The **knight** looks like a horse. It is the only piece that does not move in a straight line. Instead, it jumps in an L-shape. It is the only piece that can jump over any other piece.



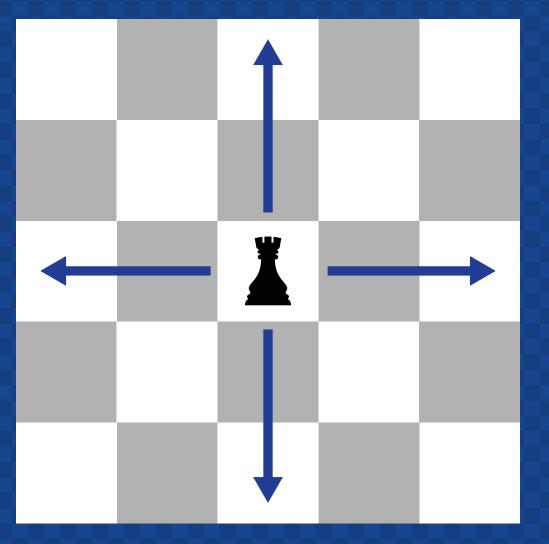


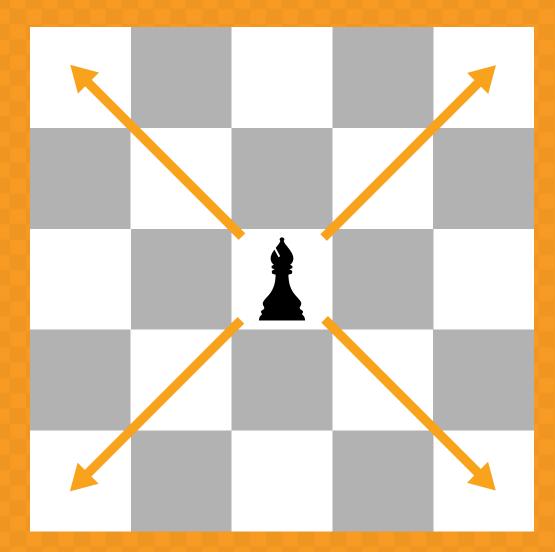
rook (castle)

bishop

The **rook** looks like the turret of a castle. It is the second most powerful piece. It moves any number of squares in a straight line along a rank or file.

The **bishop** has a cut in its top that represents a bishop's hat. It can move any number of squares along the diagonal, and always stays on the same color squares.



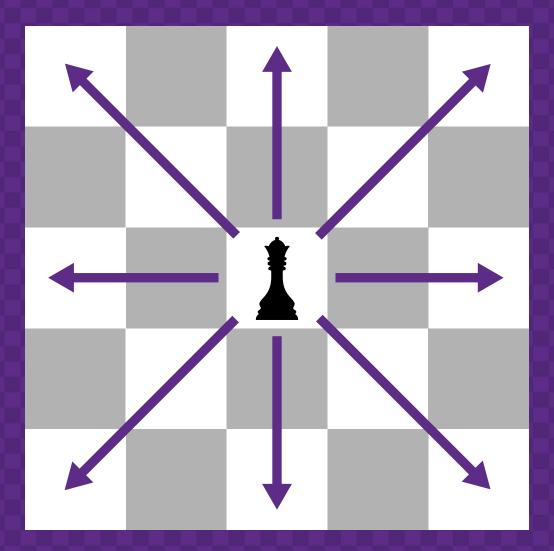


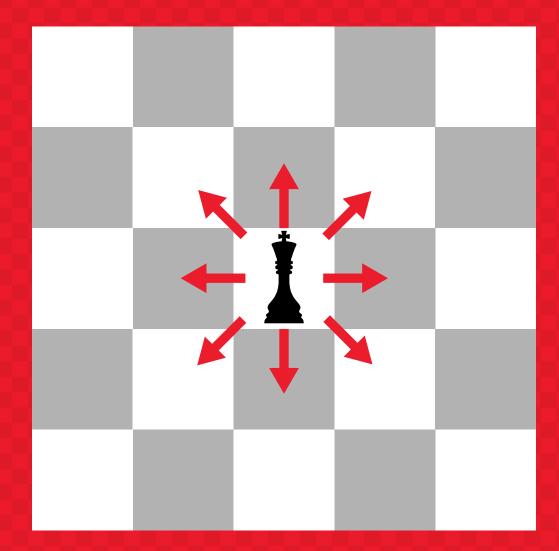
queen

king

The **queen** is the most powerful piece on the board. It can move any number of squares in any direction.

The **king** is the tallest and most important piece on the board. However, it is not the most powerful. The king can move only one square in any direction, and if trapped in checkmate, the game is over.





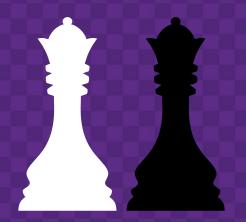
The chessboard is made up of 64 squares—half white and half black.

There are eight columns called **files** and eight rows called **ranks** with alternating black and white squares. Each square has a name made up of the letter of its **file** (a through h) followed by the number of its rank (1 through 8).



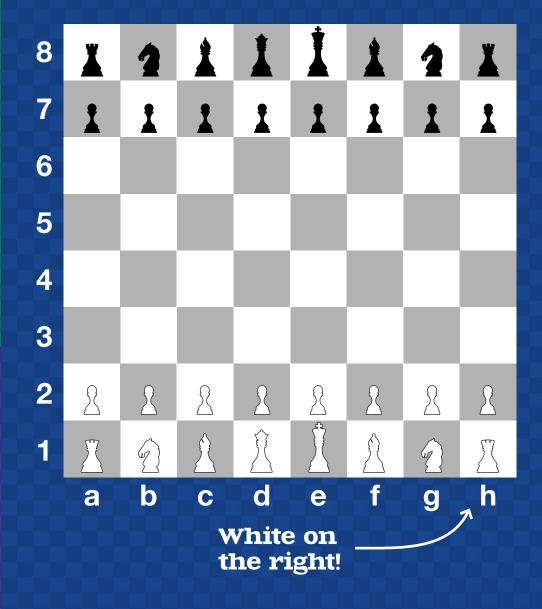
Queen Positions

Remember: each queen starts on a square of the same color—seat the white queen on the white throne and the black queen on the black throne!



The chessboard is arranged the same way at the start of every game.

The corner square on the lower right side of the board is always a white square. The **white queen** always starts on a light square (d1) and the **black queen** on a dark square (d8).



13

12

There are two players in chess. The player with the white pieces always moves first.

One player uses the 16 white pieces and the other player uses the 16 black pieces. Each side has one king, one queen, two rooks (castles), two knights, two bishops and eight pawns.



The goal of chess is to trap the other player's king before yours is trapped.

When the king can no longer escape, it's called **checkmate**, and the game is over. All of the other pieces on the board try to **protect the king** to prevent checkmate.



Chess Etiquette

Rules of **chess etiquette** teach us how to behave at tournaments and show respect for other players.

Be a good sport!

At the beginning of a chess game, the players shake hands and say, "Good luck." Afterwards, players often shake hands again, and offer to review the game with each other in another room.

Be respectful!

During a tournament chess game, players are often deep in thought. Disturbing your opponent or other players breaks the rules and makes playing your best more difficult.

Make your move!

In classical chess, you can only touch pieces when it is your turn, and you are making a move. When you touch a piece, you must move it unless you say, "Adjust," and straighten your pieces.

Prepare for the next game!

After a tournament game, you should set up the pieces on the board. This allows other players to use that board for the next round.





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Acknowledgements

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Kings, Queens & Castles was commissioned by the World Chess Hall of Fame and was developed in partnership with The Magic House, St. Louis Children's Museum. The exhibition will travel to The Magic House from October 1, 2016 - January 16, 2017, and later to other institutions throughout the United States.

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Related programming and a pdf of this brochure are available for download at worldchesshof.org.

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