

Chess – The Game of War

Concept: I've been collecting chess for 35 years now. When I decided to exhibit my collection it was clear to me that I need to find a novel approach that would place the game in a broader context.

My exhibit provides a comparison between chess (known as "the game of war") and actual war. Throughout the exhibit, after presenting each segment of the story of chess the corresponding military equivalent immediately follows, using specific examples from military history. This constant comparison approach highlights the similarities (and some inevitable differences) between chess and war. It is important to note that this is *not* a military history exhibit, and military items are only used in the comparison to chess context.

Plan: Chapter 1 gives a historical background – how chess was invented to imitate war. Chapter 2 deals with the infrastructure – everything we need before we start playing chess (and before we embark on war). Chapter 3 is devoted to the rules – how the game (and war) starts, progresses and ends. In chapter 4 we focus on the way to win a game of chess (and a war) through tactics and strategy. These methods are then used (chapter 5) to compete in chess tournaments at their various levels. Finally, in chapter 6 we focus in the developments of recent (about 150 years) times: While chess remained stagnant, war has changed dramatically. At the same time modern games imitate war more accurately, and so chess and war have parted ways. This closes the circle with respect to chapter 1.

Innovation: In addition to the innovative concept, there is innovative usage of material. Some examples: The hand shake artwork (Section 3.1), the headache medicine publicity (3.3), the crash cover (3.5), the bisect cover (3.5), the Snug Corner cover (4.1), the prison bars fancy cancel (4.2). There are also several examples of innovative usage of errors: The Cuban perforation error (3.3), the missing queen's head (3.5), the additional islands error (5.2).

Key chess items: The Prum cancellation (2.4), Cuba Olympic cancellation – one of 3 known (2.5), Cuban perforation error (3.3), a unique block of 4 of the San Marino inverted red rooks error (4.3), the Capablanca study, which includes unique items (5.2), Yugoslavia 1950 original artwork (5.3).

Key war items: Brunswick leaping horse stamp (2.1), study of the King Peter Serbia issue (3.2), the 1869 surrender in Saratoga essays (3.5), Metz Papillion (4.2), letter from the Grande Armee in Moscow (4.4), General Lee field letter (5.1), early letter from Kandahar (5.2), Mulready 2p letter sheet with paper fold error (5.2).