

THE CHESS MATCH

by JAMES C. CHRISTENSEN

1. **The royal court's chess master** and his apprentice, who carries the heavy books.
2. **Titania**
3. **A group of faeries** playing their own game of chess.
4. **Two kings** dozing . . .
5. **Two queens**
6. **Two Rooks** (castles)
7. **Two blue bishops**
8. **Dragons** A couple of the artist's favorite fantasy characters but also The Dragon Variation in chess is one of the sharpest variations of the Sicilian Defense.
9. **Pawns** (with the letter "P" sewn on)
10. **Two Knights**
11. **A traveling salesman**, in this case a "pawn-broker," entices **the locals** with his wares.
12. **A giant Ogre** in a tête a tête with the resident of blue's rook.
13. **One red bishop**
14. **Oberon**
15. **A Lewis Chessman**, half buried in the ground.
16. **A red rook**, lost in battle.
17. **A chip monk** hides in the woods holding a pawn. Has he swiped it, or is he looking to get in a game?
18. **The owl**, a universal symbol of wisdom wearing his medal prize.



Welcome to *The Chess Match* as imagined by foremost fantasy artist and award winner James C. Christensen.

"I imagine the two players as Oberon, in red, and Titania, in blue, the king and queen of the fairy world in Shakespeare's *A Midsummer's Night Dream*," says the artist. "From a design point of view, the traditional black and white pieces were a little boring, so I used blue and red."

"These characters are quite passionate about the game but they've only learned the game as distant observers, somewhat like you or I getting fascinated over a rugby match on the Aussie Channel. We don't know all the nuances of the game but we'd have all sorts of fun and maybe even lose some teeth in the process."