The Archaeological Chess Set

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Chess is a game associated with thought. The game’s history has been related to war and peace, science and the humanities, as well as engineering and art. It has been a metaphor for life and death. One need only remember “Det sjunde inseglef” (The Seventh Seal) Ingemar Bergman’s classic movie where the medieval knight plays chess against death in a landscape scarred by the ravages of destruction and plague. Chess sets are available with Egyptians versus Romans, Wellington versus Napoleon, and both sides of the Civil and the Cold War. It is known as the “immortal game” and is played with live pieces every other year in Marostica, Italy.

There have been numerous famous chess sets-some because of their historical value, some for their artistic character, and some for their monetary value. The set from the Seventh Seal sold for 1 million kroner ($142,000) and was missing the white king that broke during the movie.

Chess sets have represented schools of thought and art. Among the most famous are the Surrealist and Dadaist chess boards and sets. In 1934 Man Ray created the Surrealist Chess board in which photographs of the major surrealists are the squares of the chessboard. In 1944-1945 the Dadaists Duchamp and Ernst, and the art dealer Julien Levy asked artists to reconsider, reinvent, and rethink the chess set from their artistic and intellectual perspectives. Such artists as Yves Tanguy, Andre Breton, Robert Motherwell, Arshile Gorky and John Gage rapidly replied.

Recognizing the change in intellectual perspectives and the rise and fall of differing

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“schools of thought” in our chosen field of endeavor. We enter a small contribution to the genre. It is the “archaeological chess set” with apologies to Man Ray and to our colleagues included and excluded.