



What is Magnus' Kingdom of Chess?

The goal of Magnus' Kingdom of Chess is to provide the **best possible introduction** to chess for children between ages 5 and 9.

What is the main difficulty in teaching children about chess?

There is a **huge gap** between the fantasy provided by the world of chess (full of knights, queens and battles) and the reality of the game itself (based on rigorous logical thinking where mistakes made during the game are immediately punished). Kids are often very attracted to the beautiful pieces on the chessboard that they may compare to their Legos or Playmobil. Sadly, once they try to play and win, many of them may be suddenly facing a very hard task at hand and even feel disappointed because the initial fantasy faded away so fast. Many kids, if not accompanied by adults, will quickly lose their interest in chess and keep a distant feeling in regards to the game.

What is the main pedagogical solution provided by Magnus' Kingdom of Chess?

Magnus' Kingdom of Chess tries to provide the most engaging initiation to chess by creating a **joyful bridge** between the initial fantasy of chess and the purely logical situations of the game. Through a smooth, tailored progression, they will be introduced to each piece and their abilities. This will be put into practice with larger, multiple piece scenarios, involving the more complex rules of the game, step by step. Instead of facing an initial wall of rules and constraints, the player will master each of them step by step through engaging activities.

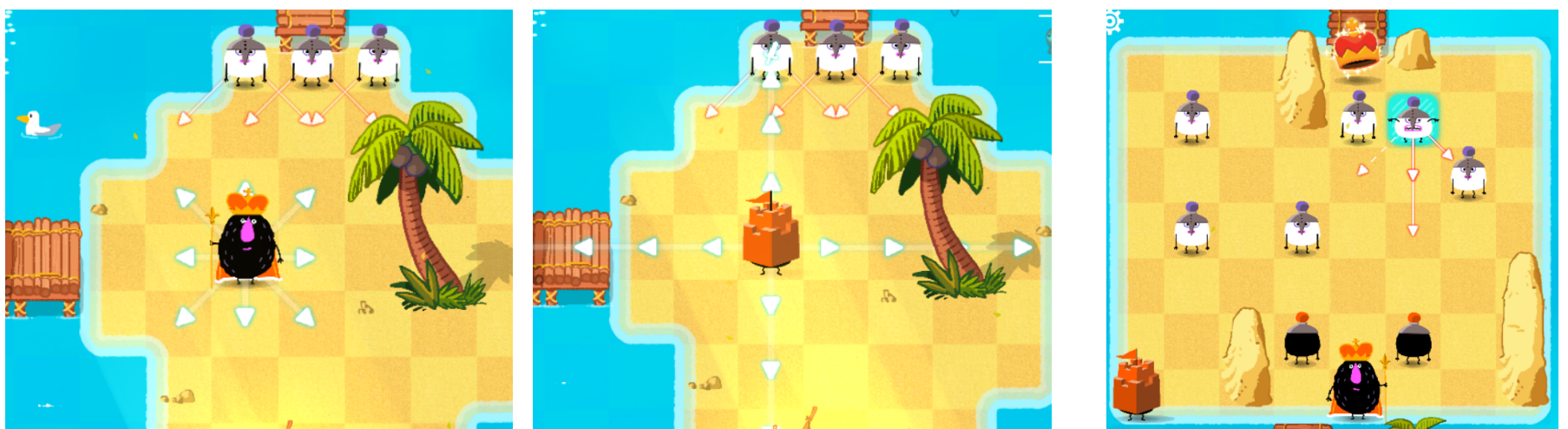
The teaching methods of Magnus' Kingdom of Chess are largely based on discovery learning techniques, letting the kids interact with the chess environment by exploring and manipulating chess pieces without no prior explanations. As a result, children discover the rules, as well as simple tactics and strategies on their own.

Which chess concepts are taught by Magnus' Kingdom of Chess?

The pedagogical steps are:

1. Learning how different pieces **move** and capture
2. Learning the notion of **checkmate** and simple **checkmating patterns** with different pieces.
3. Learning to complete simple **tactical and strategic tasks** involving several chess pieces.
4. Getting an introduction to **basic checkmating techniques** against a lone king.
5. Mixing the previous learning points to play some **complete games** versus a basic Chess engine.

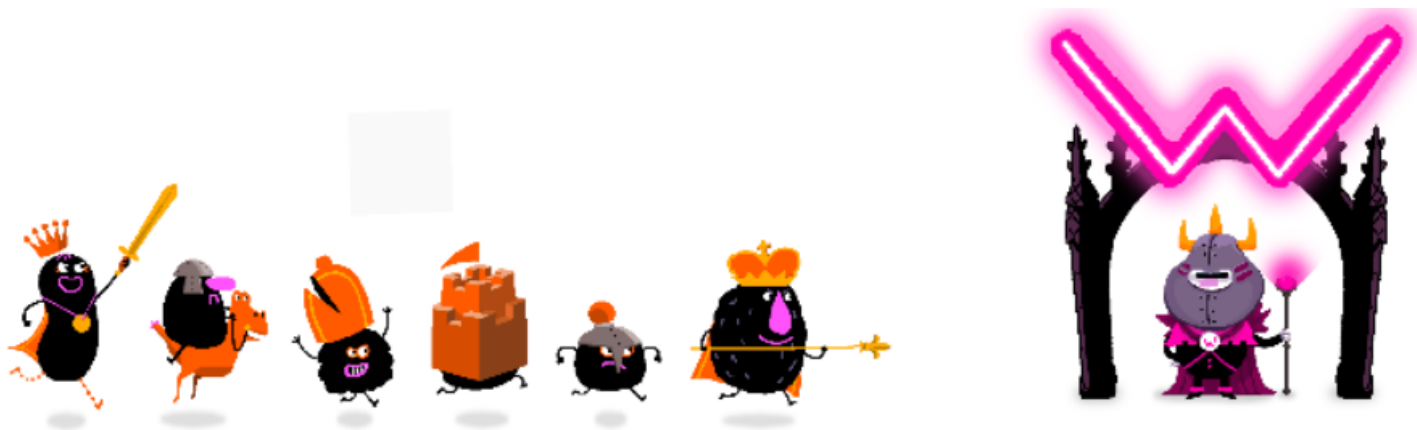
In order to keep the experience varied, these steps won't be strictly separated during the progression of the game, but woven together to create a balanced, enjoyable learning experience. Some advanced rules are not taught today in Magnus' Kingdom of Chess, like stalemate, en passant, castling, and promotion to other pieces than Queen.



What is the story in Magnus' Kingdom of Chess?

A light storyline goes through Magnus' Kingdom of Chess. At the beginning, a villain marked with a pink W threatens the player's king and imprisons him. Luckily, the king manages to escape and sets out on a journey to collect his army. During the game, the player travels from world to world towards the villain's fortress, releasing the king's friends (the other chess pieces) until he reaches the final battle against the villain.

On his way, he will meet Magnus, who will support him during the battles. The game finishes when the player succeeds in checkmating the villain in the dark fortress. This final battle is played on a full chess board, with full sets of pieces for both opponents.



What are the activities in Magnus' Kingdom of Chess?

Magnus Kingdom of Chess is a chess-learning game in an adventure game setting. Thus, it includes pedagogical activities like switching pieces, mini-battles, catching animals to learn checkmating techniques, and beginner level matches. In addition, there are cards that will provide clarifications or explanations for the unsolved questions.

The rewarding activities that make the game fun and adventurous, are discovering the story itself, as well as collecting outfits, items, and cards.