

The Accomplished Chess Player Anon (1837) 2nd Edition

LAWS OF THE GAME.

1. If you touch your man, you must play it, except where it would expose your king to check, in which case, you are to move the king, when possible; and so long as you keep hold, you may place it where you please; but if you have placed it, which is understood by having quitted your hold, you cannot then recal the move. Any men displaced by accident, or moved in error, may be restored to their positions, if the error be immediately acknowledged, by saying "j'adoube" I replace.
2. If you touch one of your adversary's men, or move it instead of your own, when it is your turn to play, you must instantly acknowledge the error by saying "j'adoube;" or he may compel you either to take the piece (if it be en prise)—to replace it and move your king, (provided it may be done without putting him in check) or—to leave it where you had wrongfully placed it; and in either case you cannot castle that move.
3. If you make a false move (whether by mistake or not, giving to a piece a movement not consistent with its laws, for example—moving a rook as if he were a bishop, &c. you may be compelled either to leave such piece where you had placed it—to give it a natural move, or to replace it and move the king. And if by a false move you capture one of your adversary's men, he may oblige you either to take such piece (if it be en prise of one of your men) or to move the piece touched. But if a false move remain unnoticed until after the adversary has played, neither party can recal it.
4. If you play two moves in succession, you must replace the second piece; or your adversary may insist that both moves shall remain; in which case the game is to proceed as if one man only had been played.
5. If your adversary gives check to your king, without warning, you are not obliged to notice it until he does; but if on his next move he warn you, each party must retract his last move, and the king be removed out of check. And if you find your king in check, without being able to ascertain how it occurred, you are at liberty to retract your last move and provide for the check.
6. If your opponent give you notice of a check without giving check, and you in consequence move your king, or interpose a piece, you may retract, if you do so before the opponent has completed his next move.
7. You cannot check your adversary's king with any piece, which by moving would place your own king in check.
8. You cannot castle after your king or the rook has moved; if you attempt it, the adversary may require you to move either the king or the rook. But your king having been in check, or the rook being at the moment under attack, does not prevent you from castling; and a player giving the odds of the rook, may still castle on that side of the board, as if the rook were at its square.
9. It is customary to draw lots for the first move of the first game, and in every fresh game, the players are entitled to the first move alternately; but where any advantage is given, the player giving that advantage, is entitled to the first move. A player giving odds may also choose which coloured men he will use; but where no odds are given, such question is to be settled by lot, and the players are to use the same coloured men during the sitting.
10. A drawn game is no game, and the player who began that game is entitled to the first move in the next.
11. No irregularity or false move committed in the play is subject to penalty—nor can any such be retraced, after the adversary has moved a piece.
12. If at the commencement of a game the board be wrongly placed, or the pieces be placed wrongly upon the board, or any omitted to be placed, the mistake may be rectified, provided neither party have played four moves; but if they have done so, the game must be played out.
13. In giving odds, a player engaging to give the rook, or knight, may give which rook or knight he please; but if he engage to give a pawn, the king's bishop's pawn is always understood.

14. In giving odds, if a player omit to take off the piece or pawn agreed to be conceded, until four moves on each side have been played, it cannot then be removed, but the game must be played with all the pieces as they stand; and if he should give check-mate, he cannot take advantage of it, but the game is to be considered as drawn. If the error be noticed before four moves have been played, the game is to be re-commenced,

15. A player receiving the odds of the pawn, and three or more first moves, must confine those moves to his own territory, otherwise he might give check-mate before the adversary had moved a piece, as thus: suppose the black king's bishop's pawn being given; if white move—

1st, king's pawn one square;

2nd, king's bishop to queen's third square; and

3rd, queen to rook's fifth square, he checks the black king.

16. A player giving the odds of the rook, may nevertheless castle on that side, as if the rook was at its square.

17. The position of stale-mate constitutes a drawn game.

18. In no case where the penalty of moving the king would place him in check, can it be enforced.

19. With the view of putting an end to useless contests In any game where the number of pieces are reduced to the king and queen against the king; the rook and bishop against the rook, or two bishops; or a knight and bishop against the king only, the adversary may give notice that he intends to count the moves, in which case you must check mate in not exceeding fifty moves for each player (to be computed from the notice given) or it will be a drawn game.

20. If any dispute arise as to points of the game, for which the laws have not provided, the matter is to be referred to a third person, whose decision is to be final.