

The Chess Board Companion W Lewis (1842) 8th Edition

LAW I.

THE Chess-board must be so placed that each player has a white corner square at his right hand. If the Chess—board be improperly placed, and either player discovers the mistake before four moves have been made by each player, he may insist on the Chess-board being properly placed, and on recommencing the game; and neither player is obliged to play the same moves as before. But, if four moves have been played on each side, no alteration can be made during that game. N.B. It is not of any real consequence whether the board be placed with a white or black corner square to the right hand; but, to avoid disputes, the above Law has been made. If you place the board properly, and play with the black men, it is precisely the same as if you place it improperly and play with the white men.

LAW II.

If a piece or Pawn be originally placed on a wrong square, and either player perceive the mis take previously to his having played his fourth move, he may insist on its being rectified; but if it be not observed until each party has played four moves, no alteration can take place, and the game must proceed as if the pieces had been properly placed.

LAW III.

If a player should forget to place all his pieces or Pawns on the board, he may add those which he has forgotten, provided he discover the omission before he has made his fourth move; otherwise it will be too late, and he will be obliged to continue the game without those pieces or Pawns.

LAW IV.

If a player engage to give his adversary the odds of a piece or Pawn, and nevertheless forgets to remove that piece or Pawn from the board before four moves have been played on both sides, he shall be compelled to finish the game with all his pieces; and, though he should checkmate his adversary, the game shall be considered as drawn, as a penalty for beginning the game with all his men after having agreed to give odds. But if he discover the mistake before his fourth move he played, he shall be at liberty to remove the piece and begin the game again.

LAW V.

When no odds are given, the layers must draw lots for the first move: after t e first game, the move is taken alternately. If the game be drawn, the player who began that game has the first move of the next.

LAW VI.

A player who gives the odds of a piece has invariably the right of moving first.

N.B. Whenever a Pawn is given, it is always the King's Bishop's Pawn.

LAW VII.

A player must play the piece or Pawn that he has touched, unless, at the moment of touching it, he says, "j'adoube" (a French expression, meaning, I arrange, or I replace.) If a piece be not properly placed, or if it should fall, the player, in replacing it, should say, "j'adoube," or his adversary may compel him to move it.

LAW VIII.

While the player holds the piece which he has moved, or intends to move, he has a right to play it where he likes; but after quitting it, he cannot recall his move.

LAW IX.

If a player should touch one of his adversary's men, w1thout saying "j'adoube" when he touches it, he may be compelled to take that man or move his King. If the man cannot be taken, nor the King moved, no penalty can be inflicted.

LAW X.

If a player should inadvertently move one of his adversary's pieces, he may be compelled to take it, if it can be taken, or to replace it where it stood, or to let it remain on the square to which he moved it by mistake.

LAW XI.

If a player should take one of his adversary's men with one of his own that cannot take it without making a false move, his antagonist has the option of compelling him to take it with a piece that can legally capture it, or to move the piece which he touched.

LAW XII.

Should a player inadvertently take one of his own pieces with another, his adversary may compel him to move either of the two.

LAW XIII.

If a player make a false move, that is, move a piece or Pawn to a square that is not within its power, he exposes himself to the infliction of one of the following penalties, at the option of his adversary; viz. first, the piece must remain on the square to which he played it; secondly, the piece must be played to a square within its power; thirdly, the piece must be replaced where it previously stood, and the player must move his King.

LAW XIV.

If a player move twice instead of once, his adversary may compel him to annul the second move, or to continue the game as if only one move had been played.

LAW XV.

When a Pawn is moved two squares, it may be taken "en passant" by one of the adversary's Pawns, but not by any Piece. (For an explanation of the term "en passant," see the Chapter on Technical Terms.)

LAW XVI.

The player is not allowed to castle his King in the five following cases: first, if the King has been previously moved; secondly, if the King be actually in check; thirdly, if the square over which he passes in castling is attacked by any one of the adversary's pieces; fourthly, if the Rook with which he intends to castle have been previously moved; fifthly, if there be any piece between the King and Rook.

A player who castles in either of these cases may be compelled to replace the pieces, and to move either the King or the Rook, (at the option of the adversary,) or the false castling to remain.

LAW XVII.

If a player touch a piece which cannot be moved without leaving his King in check, his adversary may oblige him to move his King; but, if the King cannot be moved, no penalty can be inflicted.

LAW XVIII.

Whenever a player attacks his adversary's King, he must give notice of it by saying "check," if he neglect to say "check," his adversary is not obliged either to move his King or interpose a piece, &c.; he may make any move, without attending to the check; and the player who checked without giving notice can derive no advantage from the circumstance; for if he should, on the next move, attack one of the adversary's pieces, and say "check," expecting to capture that piece, the player whose King is in check may recall his last move, and, instead of it, release his King from the check.

LAW XIX.

If the King has been in check for two or more moves, as soon as it is perceived, the moves succeeding the check must be put back, and the player must attend to the check; but if it cannot be ascertained how the check first occurred, or that the succeeding moves are forgotten, then the player whose King is in check must, as soon as he perceives it, replace his last move, and, instead of it, free his King from the check.

LAW XX.

If a player should say " check" without attaching the King, and his adversary in— consequence move his King, or touch a piece to interpose, &c., he is at liberty to make any other move, provided he perceives that his King is not in check previous to his adversary's moving.

LAW XXI.

When a Pawn has reached its eighth square, or any square on the rank of the opponent's pieces, it immediately assumes the power of a Queen, Rook or any other piece the player chooses, except the King.

LAW XXII.

If, at the end of the game, one of the players remain with a Rook and Bishop against a Rook; with both Bishops; with a Knight and Bishop against the King; or with a Queen against a Rook, &c. &c.; he must checkmate his adversary in moves on each side at most, such moves to be counted from the time notice is given by the adversary; and, if at the end of the fifty moves, the check—mate be not effected, the game is to be held drawn. It is understood that, if the player remain with force to checkmate with more ease than the above, the same law holds good. It must, however, be remarked that, in the case of a Rook and Bishop against a Rook, should, for example, forty-five moves have been played, and the player having the Rook and Bishop, win the adversary's Rook for his Bishop, he is not bound to give the checkmate with the Rook (which then alone remains,) in the remaining five moves, the position having changed from a Rook and Bishop against a Rook to one of a Rook against the King; he has, therefore, still fifty moves allowed to give checkmate from this new position.

But, if a player agree to checkmate with a particular piece or Pawn, or on a particular square, or engage to force his adversary to stalemate or to checkmate him, he is not restricted to any number of moves.

LAW XXIII.

When the King is stalemated, the game is drawn.

LAW XXIV.

If your adversary make a false move, castle improperly, &c. &c., you must notice such irregularity before you move, or even touch a piece, or you cannot inflict any penalty.

LAW XXV.

Should any new situation occur, respecting which there is no law, in order to prevent disputes, the players should refer the point in question to the most skilful and disinterested bystanders ; and their decision must be considered conclusive.