An Easy Introduction to the Game of Chess Anon, Philadelphia (1817)

1. If you touch a Piece or Pawn, you must play it: but if it is displaced or overturned by accident, you are allowed to restore it to its place.

2. After quitting hold of a Piece or Pawn, you cannot take it again to play it to another place; but so long as you keep hold of it, you are at liberty to play it where you please.

3. If you touch one of your adversary's Pieces or Pawns, he has a right to oblige you to take it, if in your power; if not, to move your King, if you can without putting it upon check.

4. If by mistake, or otherwise, you make a false move, your adversary may insist on your moving your King (as in article 3); but if he takes no notice of it until he has played his next move, neither of you can recal it; the position must remain as if it had been just.

5. If you touch a Piece or Pawn, which you can not play without exposing your King to Check, you must then move your King; which if you cannot do, the fault is of no consequence.

6. If your adversary gives check without warning, you are not bound to ward it off, and may consequently play as if such check did not exist; but if on his next move, he warns you, each must then retract his last move, as being false, and you must remove your King off Check.

7. If your adversary warns you of a Check, without however giving it, and you in consequence touch, move either your King or any other Piece or Pawn, you are allowed to retract, provided your adversary has not completed his next move.

8. You cannot give Check to your adversary's King with a Piece, which by your so doing, would discover Check on your own King.

9. If you attempt to Castle your King when you have no right,—that is, after it, or the Rook with which you purpose castling it, has moved,—your adversary may insist on your moving either your King or that Rook.

10. After the first game, the players have the first move alternately. If the advantage of a Piece or Pawn is given, the player giving such advantage is entitled to the first move.