

A Treatise on the Game of Chess JH Sarratt (1808)

1. THE Chess-board must be placed in such a manner, that each player may have a white square on his right hand ; that is to say, the player of the White pieces must have his King's Rook on a white square; and consequently the player of the black pieces will have his Queen's Rook also on a white square. If the chess-board be improperly placed, and either of the players perceive it before four moves on each side have been played, he has a right to insist on the chess-board's being properly placed, and on re-commencing the game; but if four moves have been played, the chess-board. must remain in that position during the whole of that game.
2. If the pieces or pawns be improperly placed, the player who first perceives it may insist upon the mistake's (viz) being rectified, provided four moves on each side have-not been played; for, after the fourth move, the pieces must remain as they were placed.
3. If a player begin a game without having all his pieces, and if he do not perceive it until the fourth move have been played, he must finish the game without the pieces or pawns which he has forgotten.
4. If a player agree to give the odds of a piece or a pawn, and, notwithstanding that, should begin the game even, he shall not be allowed to take the piece or pawn off the board, which he was to give to the inferior player; but, on the contrary, he shall be obliged. to finish the game with all his pieces: and the inferior player shall not lose that game; for even if he should be check-mated, it shall be considered as a drawn game.
5. When the game is played even; the players must draw for the first move: after the first game the move belongs alternately to each player.
N. B. In Germany, he who wins the game has the advantage of playing first the next game, but this seems unfair.
6. The player who gives odds has always the advantage of the move; except, of course, in those games where the move is also given to the inferior player, such, for example, as the Pawn and move, &c
7. When a player has touched a piece he must move it, unless, at the moment of touching it, he should say, "J'adoube :" if a piece be not placed exactly in the centre of its square, or if it should fall, the player must say " J'adoube," in placing it properly; else his adversary may compel him to play it.
8. As long as a player holds a piece, he is at liberty to play it where he chooses ; but when he has let it go he can not recal his move.
9. If a player touch one of his adversary's pieces, without saying "J'adoube," he may be compelled to take it: if the pieces can not be taken, the player must move his King; and, if neither the piece nor the King can be moved, no penalty shall be inflicted.
10. If a player should;, by mistake, play one of his adversary's pieces instead of his own, his adversary may compel him either to take it (if it can be taken), to replace it where it was, or to let it remain where he played it.
11. If a player take one of his adversary's pieces with a piece that can not take it, without a false move, his adversary may compel him either to take it with any other piece, or to play the piece which he touched.
12. If a player take one of his pieces with another of his, his adversary may oblige him to play either of the two pieces.
13. If a player make a false move, his adversary may oblige him either to let the piece remain where he played it, or to play it on some other square. Or, if the adversary should prefer it, he has a right to oblige the player, who made a false move, to replace the piece where it previously was, and to play the King instead of it.

14. If a player should play two successive moves, it is in his adversary's power to oblige him to put back the second move; or, if he choose it, he may insist on continuing the game, as if only one move had been played.
15. A Pawn that is pushed two steps may be taken " en Passant," by the adversary's Pawn. N. B. This is not the case in Italy; a Pawn is allowed to pass " en prise;" and that is called " passar battaglia."
16. The King must not castle; 1st, if he have moved; 2dly, if he be in check; 3dly, if any of the squares, over which he moves in castling, be under the power of one of his adversary's pieces; and, 4thly, if the Rook have moved. A player who castles in either of these four cases, must put back the move; and his adversary may compel him to play either the King, or the Rook, with which he intended to castle.
It is almost unnecessary to observe, that, when the King castles with his Rook, the King must be placed on the Knight's square, and the Rook on the Bishop's square: when he castles with the Queen's Rook, the King is to be placed on the Queen's Bishop's square, and the Rook on the Queen's square. This is the only method of castling which is allowed in Great Britain, France, and Holland; but in Italy, and other parts of the continent, a player may castle in four different ways; 1. The King at the Knight's square, and the Rook at the Bishop's square. 2. The King at the Knight's square, and the Rook at the King's square. 3. The King at the Rook's square, and the Rook at the Bishop's square; and, 4. The King at the Rook's square and Rook at the King's square. These different methods castling render the game remarkably interesting, . If, the third method of castling were allowed in playing Cunningham's Gambit, the attack would perhaps be irresistible.
17. If a player touch one of his pieces which can not be moved without placing his King in check he must play his King ; and if the King can not move, 'no penalty is to be inflicted.
18. Whenever a player attacks his adversary's King he must say " Check ;" and if he forget to say it, the adversary needs not move his King, or take notice of the check; and if the player, who did not say " Check," should, on the next move, attack the Queen, or any of his adversary's pieces, and say " Check," the player, whose King is in "Check", may put back his last move, and, instead of it, remove his King, or cover the 'check.
But if a player should carelessly move his King in check, it is difficult to determine the penalty which he incurs by it. The author of this treatise, when a beginner, committed that mistake while playing against Mr. 'Verdoni, who immediately attacked his' Queen, ' at the same time saying " Check," and of course took the Queen the next move. Mr. Verdoni added, that rule was uniformly followed at the Chess club at Paris.
19. If the King have been in check during two or more moves, and it be not possible to ascertain how it happened, he, whose King is in check, may; as soon as he perceives it, put back his last move, and remove his King, or cover the check.
20. If a player say "Check"" without giving check, and his adversary should in consequence move his King, or touch any piece to cover the check, and should afterwards perceive that he, is not in check, he may put back his last move, provided: his opponent have not already played his next move.
21. If a player have moved, previously to perceiving a false move, or any other mistake which his adversary may have committed, he can no longer insist on the penalty: he should have noticed the mistake before he moved or even touched a piece.
22. When a player has pushed a Pawn to Queen, he is at liberty to make a second Queen, a third Rook; or any other piece which he may deem more useful for his attack or defence.
N. B. This rule has been observed from time immemorial; and there are several examples of a player's having two Queens in Greco's treatise. Some persons, who wish to be singular

pretend that a player who passes a Pawn to Queen, can not call for a Queen unless he have lost or exchanged his own; and they say, that a player can call only for the piece which he has lost. Many examples may be given where a skillful player will push a Pawn to Queen before any exchange has taken place; in that case, what will the Pawn be called, and of what use will it be to the player? Will any person, who knows some thing of the game, venture to say that the Pawn, when it has once reached the adversary's line, must remain there a non-descript, until an exchange take place? Again, suppose a player should have exchanged only his White Bishop, and the Pawn should reach a black square, what is it to be? But it is. useless to expatiate any further on an absurdity.

23. At the end of a game, when a player remains with a Rook and at Bishop against a Rook; with both Bishops, or with a Knight and Bishop against the King, &c. if he can not check-mate his adversary in fifty moves, the game will be considered as a drawn game. But, if a player engage to check-mate his adversary with a marked pawn, or with any particular piece, the number of moves is then unlimited.

24. If the King be stale-mate, the game is a drawn game.

Formerly, at Parsloe's Hotel, where several of the first players in Europe held a club, he who stale-mated his adversary lost the game: on the contrary, in Turkey, he who stale-mates his adversary wins the game. In France, Italy, Germany, &c. stale-mate has always been considered a drawn game.

It seems totally repugnant to the nature of chess, that a player should win the game, because his adversary has stale-mated him. If it were generally adopted, every player might, have a twofold object in view: that of check-mating his adversary, or that of compelling his adversary to stale-mate him.

Philidor says, that, in an edition of Greco's Treatise, published in London in 1656, stale-mate is considered a won game, but that edition is incomplete, edited by a person who knew nothing of chess, and who was even ignorant of Greco's name, for he calls him Biochimo, instead of Giochimo: it is beside unquestionable, that Greco followed the rule adopted by all Italian players of eminence, such as Paolo Boi ; Lionardo da Cupri; Salvio; Carrera ; Marano; Gianutio, &c. ; and they uniformly considered stale-mate as a drawn game.

An extremely insignificant treatise, compiled by Jos. Barbier, in the seventeenth century, says, that " He that hath put his adversary's King into a stale, loseth the game : and he assigns the following sapient reason, "Because he hath disturbed the course of the game, which can only end with the grand check-mate!" It would be difficult to devise any argument more effectually subversive of his hypothesis.

25. Should any dispute arise between two players, on the subject of a move, not referred, to in any of these laws, the by-standers, who are not interested in the game, are to be applied to, and their decision ought to be considered as binding to both parties.