

## An Easy Guide to the Game of Chess by Charles Check 1818

### Laws of the game.

- a. If you touch a man, you must play it, except it would discover check on your king; in which case you are only to move the king, if this be practicable. When you have quitted your man, he must remain where he is; but, as long as you keep hold of him, you are at liberty to place him where you please, though you may have set him down upon a square.
- b. If you touch one of your adversary's men, he may insist upon your taking it; or, if you cannot take it, moving your king, if this can be done.
- c. If by mistake, or otherwise, you make a false move, your opponent can oblige you to more your king, as in the preceding rule: but if he have played before he notices your false move, neither of you can afterward recal it.
- d. If you misplace your men at the beginning, and play two moves, it rests with your adversary, whether he will permit you to begin the game afresh.
- e. If your adversary give you check without warning, you are not obliged to notice it, till he does: but, if on his next more he warn you, each party must retract his last move, and the king be removed out of check, or covered.
- f. Should your opponent warn you of a check without really giving it, and you have moved your king, or any other man, you are allowed to retract, on discovering it, before the opponent has completed his next more.
- g. If you attempt to castle after having moved the king or rook, your adversary may insist on your moving your rook or your king.
- h. In each fresh game the players have the first more alternately.
- i. If the king be so penned up, that, not being in check, he cannot more without going into check, and at the same time has no piece or pawn left on the board, or none that can be moved, he is said to be stalemated, and wins the game.