

LAWS OF THE GAME.

1. Each player marches his men forward, gradually, against those of the enemy, or retreats when the game is open behind them, except only as regards the pawns, which can only move forward. Each party moves, alternately, only one man at a time.

2. In each game, the players have the first move alternately, except where one gives the other the advantage of a piece or a pawn; in which case, the party by whom such piece or pawn is given is entitled to the first move.

3. If you misplace your men at the beginning, and play two moves, your adversary may permit you to begin the game afresh, or not, as he pleases.

4. If you touch a man, you must play it, except it would discover check on your king; in which case, you can only move the king, if it be practicable. When you have taken your hand from 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.

5. If you touch one of your adversary's men, he may insist upon your taking it, if you can; if not, you must move your king, if that be possible, without putting him in check.

6. You cannot castle after moving the rook or king: if you attempt to do so, your adversary may insist on your moving one of those pieces.

7. If you make a false move, your opponent can oblige you to move your king, if you can do so without placing him in check; but, if he have played before he notices your false move, neither of you can, afterward, recal it.

8. If your opponent challenge you with a check, without, in fact, your king being in check, and you, in consequence, move your king, or any other man, you may retract such move, if you discover it before he has made his next move.

9. If your adversary give you check without warning, or saying "check," you are not obliged to notice it till 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, or covered.

10. You must not check the opposite king with any piece, by moving which to do so, you expose your own king to a check from any of his pieces.

11. If the king be not in check, and cannot move without going into check, and have no piece or pawn left, or even none that can be moved he is stale-mated, and wins the game.