

THE LAWS OF THE GAME.

1. The board must be placed so that each player shall have a white square at his right hand; and if either of them perceive, before four moves have been made, that it is improperly placed, he may insist on recommencing the game, but not afterwards.
2. If the players be on equal terms, lots must be cast for the first move; if odds are given, he who gives the piece is supposed to have the first move. After the first game, the move is taken alternately; if the game be drawn, he who began that game begins the next.
3. If a pawn or piece should have been forgotten at the beginning of a game, it is in the power of the adversary who has forgotten it either to permit the piece to be placed and to proceed, or to recommence the game.
4. If an agreement has been made that a piece should be given, and it has been forgotten until after four moves have been made, he who has suffered by the mistake has the right of choosing either to recommence or to proceed; though, should his adversary checkmate him, the game is nevertheless to be considered drawn, as a penalty on him who agreed to give the piece.
5. When once a piece has been touched it must be played, unless the party touching it said at the time *J'adoube*; but should a piece be displaced or overturned by accident, the party to whose set it belongs may replace it.
6. If any of an adversary's pieces be touched without saying *J'adoube*, he can oblige it to be taken; and in case a piece be touched which is not prisable, the party touching it must play his king if he can. If, however, he cannot, there is no penalty.
7. Should a player inadvertently take one of his own pieces with another, he may be compelled to move either of the two.
8. If a player move twice instead of once, his adversary has the choice of annulling or allowing the second move.
9. When once a piece has been dismissed from the hand, the party playing it cannot remove it; but so long as the finger is kept upon it, he can play it wherever he pleases, that is to say, wherever the rules of the game allow.
10. No false move can be recalled after the adversary's succeeding move, but the piece must remain on the square where it has been placed, even though that square be one to which it ought not to have been moved according to the rules of the game.
11. Every pawn that has reached an eighth or last square on the board is entitled to be changed for a queen, or any other piece that the player thinks proper.
12. Every pawn can, if the player choose, proceed two squares at its first move; but in such a case it may, in passing, be taken by any pawn which could have taken it if it had been moved only one square.
13. The king cannot exceed two squares to castle—that is, the castle must occupy the square on the side of that originally possessed by the king, and the latter must be posted on the other side of the castle.
14. The king cannot castle when in check, nor after having been moved, nor if, in passing, he were exposed to a check, nor with a castle which has been removed from its place. If a player castles when he should not, he must play either the castle or the king—whichever he pleases. ‘
15. If a player give check without warning, the adversary is not bound to notice it, and he may play as if such check did not exist; but should the former, in making the next move, give that warning, each must then retract his last move, as being false, and he that is under check must obviate it.
16. If a player warn of a check, and yet does not give it, and his opponent in consequence touch or

move either his king or any other piece, he is allowed to retract so long as the first player has not completed his next move.

17. If a player touch a piece which he cannot move without exposing his king to check, he must play his king; though, if his king cannot be played, the mistake occasions no penalty.

18. Should a player have nothing else to move, his king being at the time out of check, and if he cannot be moved without going into check, the game is stalemate. In England, stalemate makes a drawn game; while, in most other countries, the party stalemated loses.

19. When a player, at the conclusion, does not know how to give the difficult mates, as, for instance, that of castle and a bishop against a castle, or of a knight and a bishop against a king,—at his adversary's request, fifty moves on each side must be appointed to terminate the game. If these be accomplished without a mate it is a drawn game.

If, however, 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.

20. Should any new situation arise, for the evil of which the laws provide no remedy, the bystanders should be appointed the umpires.