

Elements of the Game of Chess

By William Lewis (1822)

No. I.

THE Chess board must be so placed that each player has a white corner square on his right hand, consequently the player of the white pieces will have his King's Rook on a white square, and 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 player discovers the mistake before four moves on each side have been played, he has the power of insisting on the Chess board being properly placed, and on recommencing the game. But if four moves have been played, the Chess board must remain in that position during the whole of the game.

No. II.

If a Piece or Pawn be not on its own square, and either of the players perceive the mistake previously to his having played his fourth move, he may insist on its being rectified; but if it be not observed until each party has played four moves, the mistake is not allowed to be altered, and the game must proceed as if the pieces had been properly placed.

No. III.

If a player should forget to place all his Pieces or Pawns on the board, he may add those which he has forgotten, provided he discover the omission before the fourth move be played; otherwise it will be too late; and he will be obliged to continue the game without those Pieces or Pawns.

No. IV.

If a player engage to give his adversary the odds of a Piece, Pawn, &c., and shall nevertheless forget to remove that Piece or Pawn from the board before four moves have been played on both sides, he shall be compelled to finish the game with all his pieces, and though he should checkmate his adversary, the game shall be considered as drawn, as a penalty for beginning the game with all his men after having agreed to give odds. But if he discover the mistake before his fourth move be played, he shall be at liberty to remove the piece and begin the game again.

No. V.

Where no odds are given, the players must draw lots for the first move; after the first game the move belongs alternately to each player. If the game be drawn, the player who began that game, has the first move of the next.

No. VI.

A player who gives the odds of a piece has invariably the right of moving first.

N. B. Whenever a Pawn is given, it is always the King's Bishop's Pawn."

No. VII.

A player must play the Piece or Pawn that he has touched, unless at the moment of touching it he should say "J'adouhe." If a piece be not properly placed, or if it should fall, the player in replacing it should say, "j'adoube," else his adversary may oblige him to move it.

No. VIII.

While a player holds the piece which he has moved, or intends to move, he has a right to play it where he likes, but after letting it go, he cannot recall his move.

No. IX.

If a player should touch any of his adversary's pieces or Pawns without saying "J'adoube," when he touches it, he may be obliged to take that piece if it can be taken; should he be unable to take it, he must move his King: but if the King cannot move no penalty can be inflicted.

No. X.

If a player should inadvertently move one of his adversary's pieces, his antagonist may compel him to take it, if it can be taken; to replace it where it stood; or to let it remain on the square to which he moved it through mistake.

No. XI.

If a player should take any of his adversary's pieces with one of his own that cannot take it without a false move, his antagonist has the option of compelling him to take it with a piece that can capture it without a false move, or to move the piece which he touched.

No. XII.

Should a player inadvertently capture one of his own pieces with another, his adversary may compel him to move either of the two. .

No. XIII.

He who plays a false move, that is, moves a Piece or Pawn to a square that is not within its power, exposes himself to the infliction of various penalties. His adversary has the right to oblige him to let the piece remain on the square to which he played it, or he may compel him to move it to a square within its power, or he may oblige him to replace the piece where it previously stood, and move his King instead of the Piece.

No. XIV.

If a player should move twice, his adversary has the right of compelling him to replace the second piece; but if he prefer it, he may insist upon continuing the game as if only one move had been played.

No. XV.

When a Pawn is moved two squares, it may be taken "en passant" by one of the adversary's Pawns; for example suppose Black Queen's Knight's Pawn be unmoved, and White Queen's Bishop's Pawn to be at the Black Queen's Bishop's fourth square. If the black should move his Queen's Knight's Pawn two squares, the white is allowed the privilege of capturing it with his Queen's Bishop's Pawn, which is done by removing the black Pawn, and placing the white Pawn on the black Queen's Knight's third square, as that is the square which the white Pawn attacked, and over which the black Pawn has passed.

No. XVI.'

The King is not allowed to castle in four particular cases: first, if he have moved; secondly, if he be in check; thirdly, if any of the squares over which he must move when he castles should be within the range of some of the adversary's pieces; and fourthly, if the Rook, with which he intended to castle, should have previously moved. A player who castles in either of these cases is obliged to recall his move, and his adversary has the option of forcing him to move either his King or his Rook.

No. XVII.

If a player should touch a piece which he cannot move without leaving his King in check, his adversary may oblige him to move his King; but if the King cannot be moved, no penalty can be inflicted.

No. XVIII.

Whenever a player attacks his adversary's King, he must give notice of it by saying "Check;" if he neglect to say "Check," his adversary is not obliged either to move his King or interpose a piece, &c. he may move any piece without attending to the check. And the player who checked without giving notice of it can derive no advantage from the circumstance; for if he should on the next move attack one of his adversary's pieces, and say "Check," expecting to capture that piece, the player, whose King is in check, may recall his last move, and instead of it, move his King out of check, or interpose a piece, &c.

No. XIX.

If the King has been in check for two or more moves, and it cannot be ascertained how it first occurred, the player whose King is in check, is at liberty, as soon as he perceives it, to recall his last move, and instead of it, to move his King out of check, or interpose a piece, &c.

No. XX.

If a player should say "Check," without attaching the King, and his adversary should, in consequence, move his King, or touch a piece to interpose, &c he is at liberty to recall his last move, provided he perceives that his King is not in check, previous to his adversary's moving.

No. XXI.

When a Pawn has reached its eighth square, or any square on the rank of the opponent's pieces, it immediately assumes the power of a Queen, Rook, or any other piece the player chooses.

No. XXII.

As the game is drawing to a conclusion, if one of the players remain with a Rook and Bishop against a Rook, with both Bishops, or with a Knight and Bishop against a King, he must checkmate his adversary in fifty moves on each side at most; for if at the expiration of fifty moves, checkmate be not effected, the game must be considered as drawn. It is of course understood, that if the player remain with a piece or pieces that can checkmate with more ease than the above, the same law holds good: for example, if he remain with a Queen or a Rook, against a King, &c.

&c. But if 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.

No. XXIII.

When the King is stalemated, neither party has obtained the victory; it is a drawn game.

No. XXIV.

If your adversary should make a false move, castle improperly, &c. &c. you must take notice of such irregularity before you move, or even touch a piece, or you are no longer allowed to inflict any penalty.

No. XXV.

Should any new situation occur, respecting which there is, no law, in order to prevent disputes, the players should refer the point in question to the most skilful and disinterested by-standers, and their decision must be considered as conclusive.