

1. The chess-board must be placed in such a manner that each player may have a white square corner on his right hand. If the board be improperly placed, and the mistake not discovered till after four moves have been played on each side, it must remain as it is till the end of the game.
2. If the pieces or pawns be improperly placed, the player who first perceives it may insist on the mistake's being rectified, provided four moves on each side have not been played. ,
3. If a player begin a game without having all his pieces, and if he do not perceive it until the fourth move has been played, he must finish the game without the pieces or pawns which he has forgotten.
4. When the game is played even, the players must draw lots for the first move: after the first game the move belongs alternately to each player.
5. The player who gives odds has always the advantage of the move; except, of course, in those games where the more is also given to the inferior player; such, for example. as the pawn and move, &c.
6. When a player has touched a piece he must move it. N.B.--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.
7. 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 cannot recal his move.
8. If a player touch one of his adversary's pieces without saying J'adoube, he may be compelled to take it; if the piece cannot be taken, the player must move his king; and if neither the piece nor the king can be moved, no penalty shall be inflicted.
9. 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.
10. If a player take one of his adversary's pieces with a piece that cannot 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 has touched.
11. If a player take one of his pieces with another of his own, his adversary may oblige him to play either of the two pieces.
12. If a player make a false move, his adversary may oblige him to let the piece remain where he played it; or to play it to some other square; or to replace the piece where it previously was, and to play the king instead of it.
13. 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.
14. A pawn that is pushed two squares may be taken en passant, by the adversary's pawn.
15. The king cannot castle : 1st, If he has moved; 2dly, if he be in check ; 3dly, if any of the squares over which he moves in castling be occupied by or under the power of one of his adversary's pieces; and, 4thly, if the rook has moved. A player who castles in either of these four cases must put back the move; and his adversary has the option of compelling him to play either the king or the rook with which he intended to castle.
16. If a player touch one of his pieces which cannot be moved without placing his king in check, he must play his king; and if the king cannot move, no penalty is to be inflicted.
17. 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.
18. 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 cheek may, as soon as he perceives it, put back his last move, and remove his king, or cover the check.
19. 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.

20. If a player has 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.

21. 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.

22. At the end of a game, when a player remains with a rook and a bishop against a rook, with both bishops, or with a knight and bishop, against the king, &c. if he cannot check-mate his adversary in fifty moves, the game shall 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.

23. If the king be stale-mated, the game is a drawn game.