

## LAWS of CHESS.

Accredited to Greco (circa 1600-circa 1634)

- I. Piece, if touched, must be played; and, if quitted, must not be recalled.
- II. A false Move, if not taken notice of by the Adversary before his next Move," must not be recalled.
- III. If Notice be not given of a Check, you may let it stand till you have Notice.
- IV. A Pawn, at the first Move, cannot pass Prise, (that is, cannot leap over a Square commanded by an adverse Pawn) unless permitted. It is it the Adversary's Option to take, or not take it.
- V. The King cannot castle, if the Rook or King has moved; or if the King is in Check, or passes over a Square commanded by any Piece.

Alternative version attributed to Greco translated by Ercole Dal Rio in 1820

- I. The first move is decided by lot. The move afterwards becomes alternate, unless where odds are given, which entitle the Player giving that advantage to the first move.
- II. If any one touch a Piece without saying "I adjust," or something to explain his intention, he must move it if possible: if not, the King is to be moved, if it can. be done without placing him in check; but if a Piece be overturned by accident, the Player may replace it.
- III. If a Player touch one of his Adversary's Pieces he must take it, if he can; if not, he must play his King, if possible.
- IV. A Piece, once quitted, cannot be recalled; but, so long as the Player holds it in his hand, he is at liberty to advance further, but not to retrograde it.
- V. If, by mistake or otherwise, any one makes a false move, he must play his King, as in Rule II. but no false more can be recalled after the Adversary has moved.
- VI. If a given check, be without warning, the Adversary will not be bound to ward it off: but, if the former, at his next move, should any "check" each must then retreat his last move, and the King be placed out of check.
- VII. If one Player warn the other of a check without giving it, and the latter has, in consequence moved his King, or any other Piece, he must be allowed to retract, so long as the former has not completed his next move.
- VIII. If any one attempt in Castle, when, by the rules of the game, he cannot, he must move either the Rook or the King, at the choice of the Adversary.
- IX. A Pawn arrived at the last House, may be invested with the quality of any Piece which has been lost. If no Piece should have been lost, the Player must keep its denomination suspended, till that move which shall immediately devolve to him, after the loss of a Piece, taking care not to chuse a Bishop of the same colour as his companion, because that would implicate the nature of the game.
- X. At all conclusions of games, when a Player seems not to know how to give the difficult Mates, fifty moves on each side must be appointed for the end of the game, which, being past the Player has no right to prosecute it further, and it must be considered a drawn game.