

Mr Hoyle's Game of Chess 1808

LAWS OF CHESS.

1. If you touch your man you must play it, except that would expose your king to check, in which case you are only, when possible, to move the king; and so long as you keep hold, you may place the said man where you please; but once having quitted, you then cannot recal the move; though should any men be displaced by accident those are to be restored.
2. If you touch one of your adversary's men, he may insist upon your taking it; and when you cannot do so, then you are to move your king, provided that may be effected without putting him on check.
3. If by mistake, or otherwise, you make a false move, the opponent can oblige- you to move the king (as in the 2d article); but if he plays without noticing the said false move, neither of you can afterward recal it.
4. If you misplace your men, and play two moves, it lieth in your adversary's power whether he will permit you to begin the game afresh.
5. When the adversary gives check without warning, you are not obliged to notice it until he does; but if on his next move he warns you, each party must then retract his last move, and the king be removed off check.