## The Flements of Chess

William Pelham (?) 1805

## LAWS OF THE GAME.

- I. If a player touches a piece, he must play it somewhere; and when he has quitted it he cannot recal it.
- II. If one party, by mistake or otherwise, makes a false move, and it is not discovered till after the other has played in his turn, it cannot be revised or rectified by either.
- III. If a player misplaces the pieces, and, before he finds it out, plays two moves, it is at the choice of his opponent to permit him to begin the game again or not.
- IV. If one party plays or discovers check to the king of the other, and neglects to notify it, the other may let him remain in open check till he does.
- V. After the king has been once moved, or if both the rooks have been moved, he cannot castle with either