

The Royall Game of Chesse — Biochimo (Greco) 1656

The Laws of Chesse are,

1. If you touch your man you must play it, and if you set it downe any-where you must let it stand.
2. If your adversary play a false draught, and you spy it not before you play the next draught, tis then too late to challenge him.
3. If by mistake you play a false draught and your adversary let it alone for his advantage till he hath played his next draught, you nor he cannot then recall it.
4. If at first you misplace your men, and play two or three draughts, it lieth in your adversaries choice whether you shall play out the game or begin it againe.
5. The King in changing may not goe into check, nor at any time remove into check.
6. If your adversary playeth or discovereth a check to your King, and giveth you no notice of it, you may let him stand so for that draught if you please.
7. If your King standeth in check and you remove a draught or two, the adversary may not give theeck when he pleaseth, unlesse he re moveth the piece checking, or some other.