**Laws of Chess from The Famous Game of Chesse-Play by Arthur Saul 1614**

**From the Jo Barbier reprint of 1672 but probably from 1640.**

1. **Of Touch man and goe, touch point and stand.**

What man or piece soever of your owne you touch, or lift up from the point whereon it standeth, that must you play for that draught, if yee may: and into what House or place soever you set your man, there must you let it stand for that draught: according to the ancient saying, Touch man and goe, Out of hand and stand:

Because, besides that the contrary were Childes play: were you allowed a two-fold study on every Draught, you would make the Game not tedious only, but intollerable.

1. **Of taking up your Adversaries man, and setting it downe again.**

If you take up your adversaries man, and before you set your piece in place thereof, think best to set it stand untaken; you must kisse the foot thereof, and cry him mercy, or lose the Game:

Because, you deserve to pay for the Surgery, if you breake a mans head, & will not give him a Plaister, which is but small amends.

1. **Of your Adversaries playing false.**

If your Adversary shall play a false Draught, and you spy it not before you play your next Draught after it. It will then be too late challenging him for it:

Because, dotage is fair play.

1. **Of your playing false.**

If, by mistaking, you play a false Draught, and your adversary for his advantage lets you alone with it, and playeth his next draught, you can not then recall it:

Because, the harme sustained by false dealing, is but selfe done and selfe had.

1. **Of misplacing your men.**

If at first you misplace your Men, as the Queene in the Kings place, the Knights in the Bishops, &c, and so play some few Draughts, and then spy it, it shall be in your adversaries choyce whether you shall so play out your Game, or begin in it new again:

Because, it may be imagined you did so of purpose to try his wit, or work upon his simplicity.

1. **Of passing a Pawnes guard.**

Whereas Pawnes may be plaid a double remove forward for their first Draught, yet no Pawne may enjoy that priviledge without leave, on whose next file, a Pawne of your Adversaries is alreaddie advanced, so farre as your fourth Ranke:

Because your Pawne may not passe his Pawnes guard.

1. **Of making a new Queen.**

Whereas the bringing up of a Pawne of yours to your Adversaries first Ranke, in any of his Noble Houses, is the absolute making of a Queene; yet you shall make no Queene of that Pawne, unless your Queene bee already lost: but you may there make it what piece else you please, that already you have lost.

Because as no two Genrals in one Armie, neither two Queenes in one Kingdome: and monstrous it were, to play this Game with more pieces of one sort, then it consisteth of at first.

1. **Of the power of the new made Queene, even in the making.**

So soone as your Pawne toucheth (by a true Draught,) your Adversaries first Ranke, that is, commeth to any of his Noble Houses, it hath the Name and full power of an absolute Queene, (yours being formerly lost, and there may check, take, guard, and from thence goe, with as absolute a power, as might your former Queene:

Because, that place is her Throne, where but once set, shee receives the fulnesse of power belonging to a Queene.

1. **Of the power of any new made piece.**

Any new made piece else, doth in the like fashion Checke, take, guard, and goe at full libertie, in his very making:

Because it is the high reward of his virtuous endevour.

1. **Of the Kings changing with either Rooke.**

The King may change or shift with either Rooke (his owne, or his Queenes) at any time, either before check, in check, or after check; so long as neither hee, nor the Rooke he will change withall, hath yet stirred any draught.

Because, his Prerogative is, hee may remove a double Draught towards the Rook, for his first draught which he may not be barred of, untill his first remove be past.

1. **Of the certainty of the Kings standing in this Change.**

The standing of the King in his shifting ought to be certaine, and not as you please to place him, as some play it:

Because, nothing must be doubtful in this Game: and if in the Kings remove, is Giste be not certainely knowne, who shall prepare to give due attendance?

1. **Of the Kings place of standing in his shifting.**

The Kings place of standing, in his shifting with his own Rooke, is in the Knights place. This is in the House where the Kings Knight first stood in: but shifting with his Queenes Rooke, his place is in the Queenes Bishops House:

Because, these are the second Houses from him towards either Rooke.

1. **Of the Rookes place of standing in shifting with the king.**

The Rookes place of standing, in shifting with the King, is (for the Kings owne Rooke) in the Kings Bishops place or House, and (for his Queenes Rooke,) in the Queenes House, or place:

Because, the Rooke must then possesse that place which the King should have stood in, had hee removed but a single Draught towards the Rooke.

1. **That he King may not get over a check in shifting.**

The King in shifting may not goe into a checke, nor over a checke: That is, no place that thee King passeth over or goeth to, in his shifting with the Rooke, must then bee prospected, or checked, by any adverse piece; If it be, the King is barred the Prerogative of his shifting, until that check first be covered:

Because, the King cannot secure himself, in running into the danger of an enemy.

1. **Of your playing into checke.**

If your Adversarie playeth or discovereth a check to your King, or suffereth you to play your King into Check of some piece of his, and cryeth not Checke to you; you may then chose to let your King so stand, or so to play him, for that Draught:

Because, it is a blinde Checke, or a Checke unseen.

1. **Of standing in checke.**

But if your King standeth in the Checke of any adverse piece, and you play, or have played, one Draught or more without avoiding that Checke; your Adversary may cry *Checke* to you when he lifteth, and for your draught then, make you to avoid that Checke you stood in; though perhaps at that time, to your great perill:

Because, a Check being ever dangerous, you ought to be as carefull to avoid it, as to give it.

1. **Of the Kings not coming close each to other.**

You may at no time play your King into the next house in rank or file to the Adverse King:

Because Kings may not personally oppresse either other, and must be allowed larger scope for their lodging, then private men.

1. **Of a dead game.**

A Dead game, whosoever maketh it, is the saving of eithers Stakes:

Because, where none is winner, neither can any be a loser.

1. **Of laying a wager of the Game.**

If any man (therefore) shall condition by wager, that he will give Mate, or win the game, and the adversary brings it to a dead Game though hee saved the first Stake, yet he shall lose the wager:

Because hee undertook to doe, what by him cannot in that case bee performed.

1. **Of giving the Game over unfinisht.**

Whosoever will give over the Game unfinisht, without the consent of his Adversary, must lose his Stake:

Because, you may not frustrate a mans time and industry.

1. **Of a blinde Mate.**

Whoever has a Blinde Mate given him, loseth the Game, no lesse then hee should his life, that were strucken to death with a blinde Horse:

Because a blinded Mate, is a Mate even as a blinde Horse is a Horse.

1. **Of a Stale.**

Whoever giveth a Stale, which is, when the distressed King uncheckt, can remove nowhere but in Checke, and hath no man else to stirre, looseth the Game and his Stake.

Because he hath unadvisedly stopped the course of the Game, which is to end onely by the grand Checkmate.