Hoyle’s Games Improved by Charles Jones 1775. (Used by London Chess Club in 1808)

**Laws at Chess**

I

If you touch your Man, you must play it, and if you quit it, you cannot recall it.

II

If by mistake, or otherwise, you play a false Move, and your Adversary takes no notice of it

till he hath played his next Move, neither of you can recall it.

III

If you misplace your men, and play two Moves, it lieth in your Adversary’s power or choice, whether he will permit you to begin the Game or not.

IV

If the Adversary playeth, or discovereth a Check to your King, and gives no notice of it, you may let him stand so till he gives notice.

V

After your King has moved, you cannot Castle.



