

PLAYER AID

ON YOUR TURN, CHOOSE ONE:

MOVE ONE OF YOUR PIECES

After moving, **remove the Worker** or **pay 1 Water**.



Before moving, **pay 1 Energy Core** to **use it as a King**. (You can't take down your opponent's King like this.)

Before moving, if your Exosuit has **no Worker** in it, **pay 1 Energy core** to **move it to an adjacent, unoccupied space**.



Reach opposite board edge to turn it into an ally's Exosuit with a Worker from the Market.

Avoid getting in checkmate or you lose!



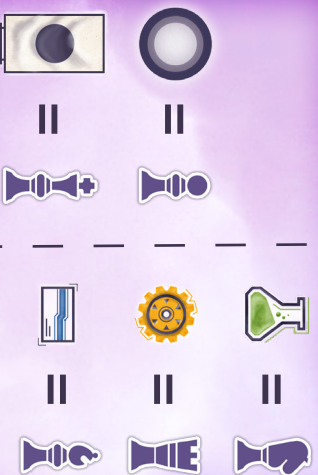
RECRUIT A WORKER FROM THE MARKET

Gain the respective bonus (if it's **not** a Genius).

Place the Worker in one of your empty Exosuits.

SUPPLY

REFERENCE



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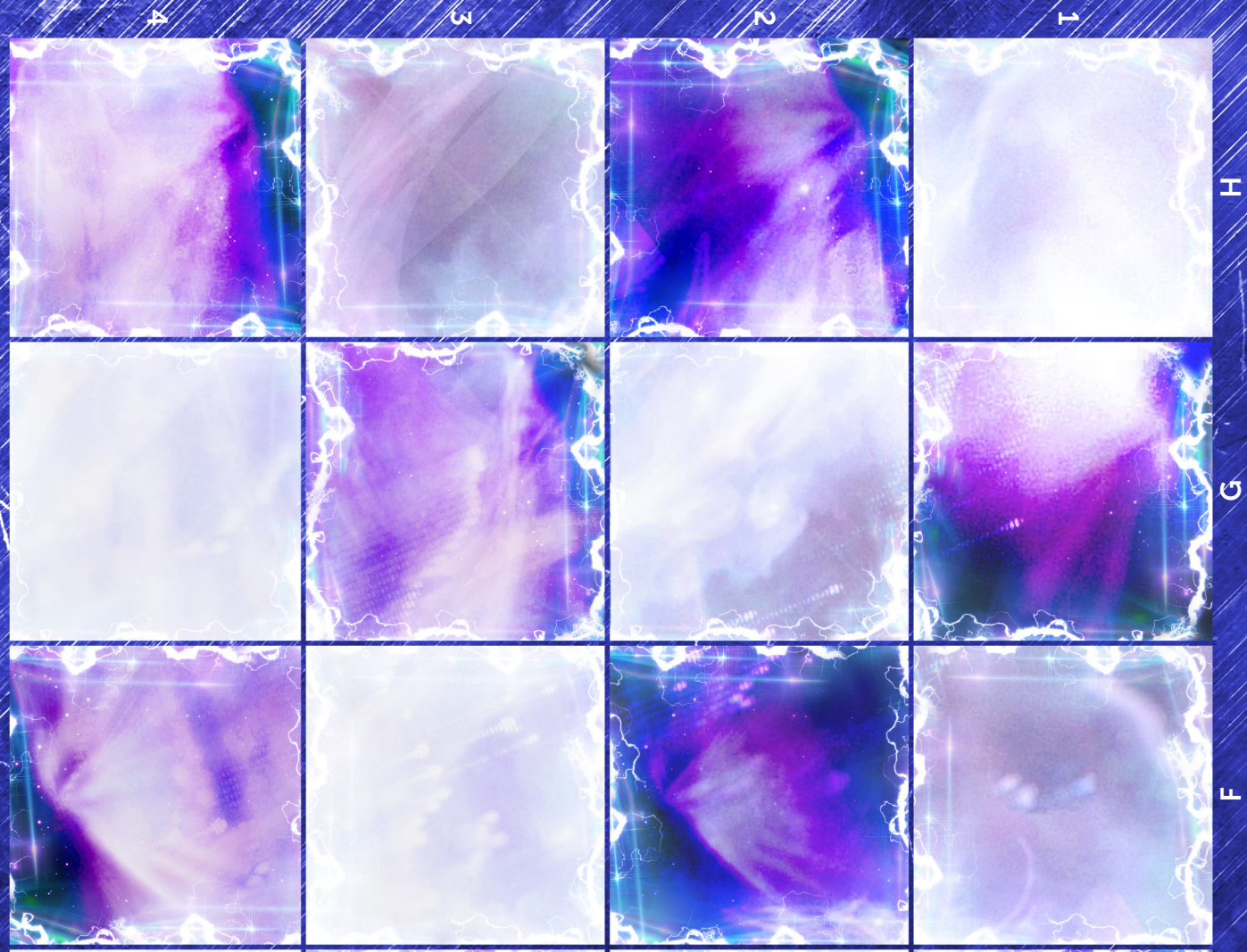
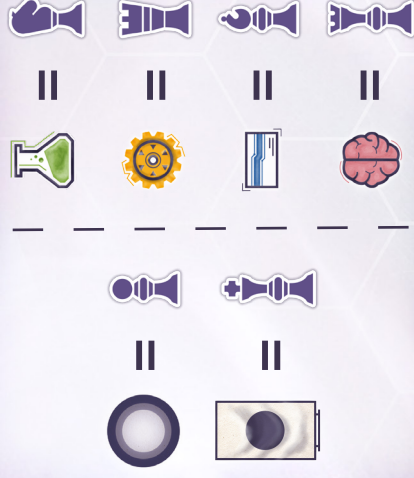
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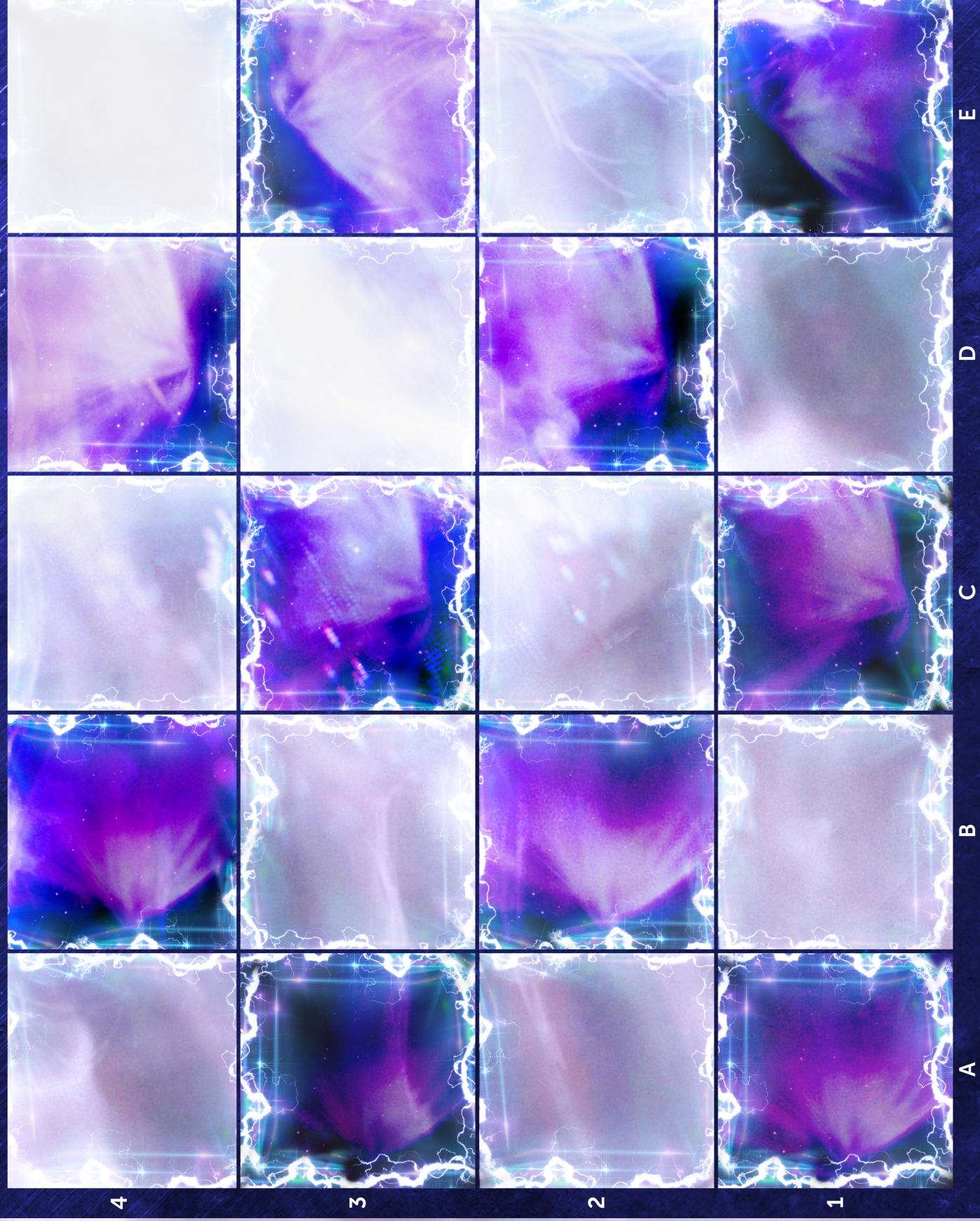
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ANACHRONY ◀CHESS▶



