AZTECA CHESS. Luis García Barrios, Ivette Perfecto, John Vandermeer. 2014. ©

BRIEF ONLINE USER’S MANUAL. For further detail and insights please see:


Player 1 commands the ADULT BEETLE AND LARVAL BEETLE TOKENS

Player 2 commands the ANT AND WASP TOKENS

The Fly moves autonomously (counterclockwise) from one pink cell to the next in each round (after checking out if it has any contiguous ant to capture).

Honey and Scale insects are resources to be captured and therefore are passive tokens

Player 1 wins once it captures all six scale tokens.

Player 2 wins if it captures all adult and larval beetles before they capture all scales.

If both players meet their goal in the same round (or if a time limit is reached because players are in an endless chase) the game ends in a draw.
(a) Table Board and initial conditions

(b) Movements

(c) Captures
(d) Tokens and order of moves in a round

Player 2
- Azteca ant

Player 1
- Adult lady beetle

Player 2
- Larva-killer wasp

Player 1
- Larval lady beetle

Autonomous
- Phorid fly

Honey and Scale token types are stationary and passive resources.
If an adult lady beetle captures a contiguous SCALE, it oviposits and the egg eat the scale while the adult flies away. For this purpose the adult token is flipped to set itself as a LARVA in the scale’s cell.

If a larval beetle captures a contiguous SCALE, it eats it and grows to adult. For this purpose the larva token is flipped to set itself as an adult in the scale’s cell.

If AZTECA ANT eats contiguous HONEY, the Ant remains on the board, and produces another ANT in the cell where the honey is. The HONEY token is removed from the board.

If WASP eats contiguous LADYBUG LARVA, the WASP remains on the board, and produces another WASP in the LARVA’s cell. The LARVA token is removed from the board.

If ADULT LADYBUG becomes contiguous to ANT, the ANT – on its turn- MAY chase her off of the board; ANT remains in its current cell, and the ADULT LADYBUG token is removed from the board.

If on its turn any ANT has a WASP contiguous to it MUST use its turn to chase out of the board. Thus, the ant gets distracted from other

At the end of a round, the FLY eats one of any contiguous AZTECAs. Then it moves clockwise to the next pink cell before the next round. In this level of the game, the FLY does not reproduce when it eats ANT.