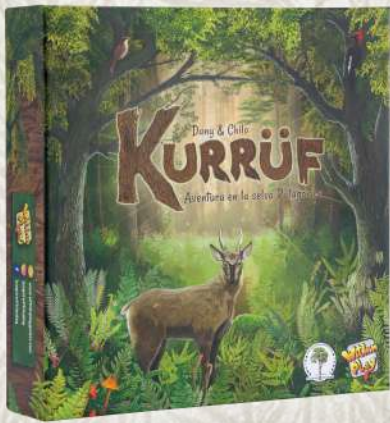




Kurrüf



In the heart of the Patagonian Andes, a unique biodiversity is preserved, which players will observe as they travel the paths of a reserve: recording species, observing ecological interactions, and facing the human and natural impacts that threaten its balance.

Each player chooses a color and receives two pieces: A **Cube**, which they will use to track their score. A **Meeple**, which they will use to move along the board's paths.



Main Mechanics

Roll and Movement

Players roll the dice to travel the paths of four ecosystems: **Humid Forest**, **High Mountain**, **Aquifer Systems**, and **Pilmaiquén Pampa** — activating the spaces that represent natural events or discoveries.



Card Collection and Interaction

As players advance, Biodiversity Cards are revealed, classified by their **trophic level** 1, 2, 3 and 4. Each card has active or passive actions, which simulate ecological relationships. These cards are also used to form **trophic scales** to score many points.

Producers



Herbivore



Carnivore



Decomposers



3 cards
5 points

4 cards
7 points

Event and Wisdom Cards:

- Mystery Cards** represent environmental or human factors that are both positive and negative.
- Mapuche Council Cards** grant spiritual and strategic abilities that can be used at any time to modify the course of the game.



Scientific Information: Kurrüf combines scientific rigor and playability, integrating icons and texts based on real ecological concepts that allow players to learn about biodiversity and environmental balance while playing.



Game Objective:

Explore the paths of the Valdivian forest and document its species and ecological relationships to **reach 50 points** before your companions.

Each turn follows a simple sequence:

- Roll the dice and move along the paths.
- Activate the space you land on: Biodiversity, Mystery, or Council.
- Execute actions from your cards.
- Create and score trophic scales to earn points.
- Keep a maximum of 6 cards at the end of the turn.



The first player to complete **50 points** is crowned the wisest explorer of the forest.

KEY POINTS

- ✓ Easy to learn
- ✓ Family game
- ✓ Quick turns
- ✓ Active downtime
- ✓ High replayability
- ✓ Scientific accuracy

Suggested retail price: USD \$33

COMPONENTS

Cards

- 100 Biodiversity Cards
- 30 Mystery Cards
- 30 Mapuche Council Cards

Wooden Pieces

- 5 Colored Cubes
- 5 Colored Meeples

Dice

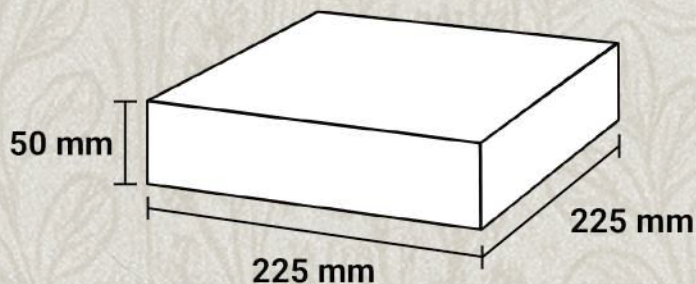
- 1 D6 Die

Other Components

- 1 Game Board
- 1 Rulebook

FILES TO TRANSLATE

- 100 Biodiversity Cards
- 30 Mystery Cards
- 30 Mapuche Council Cards
- 1 Rulebook



INTERNATIONAL LOCALIZATIONS:

- Chile

