



Resistencia Nativa



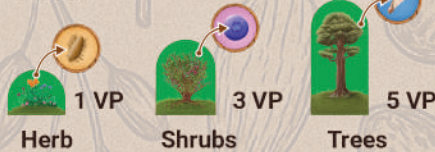
In the **forests of central and southern Chile**, the natural balance is threatened by **fires, deforestation, and invasive exotic species**, which alter the original ecosystems.

Resistencia Nativa invites players to **relive this ecological competition**, representing the **resistance of native species** or the **advance of exotic ones**. Through **strategic decisions**, they must **expand their influence and dominate the board** to achieve victory.

Main Mechanics

1. Plant Types (Area Control):

The board is contested through three types of plants: **herbs**, **shrubs**, and **trees**, each with **unique characteristics**. These species produce a different type of seed, which defines their mode of expansion and territorial dominance.



2. Ecological Cards (Card Management):

Dispersion, Germination, Diversification, Pollinator, and Factor Cards grant actions that simulate biological and human processes. Each card requires paying a seed cost and can enhance the basic rules of the game, creating synergies between species and ecological strategies.



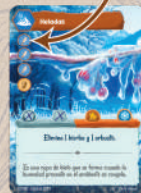
3. Seed Production and Dispersion (Resource Management):

Each type of plant **produces seeds with different dispersion mechanisms**. Players use them to **colonize favorable areas, generate new plants, and strengthen their ecosystem**. Germinating in **specific board areas grants victory points**.



Card Type

Seed Cost



Disperse Adhesive Seeds



Disperse Digestive Seeds



Disperse Flying Seeds

4. Seasons (Round Effects):

Each round presents a **season**, modifying the basic dynamics of the game.

These changes **reflect the real conditions of the ecosystem** and force players to **adapt their strategy according to the time of year**.



5. Different Years of Play (Ecosystem Progression):

The game is played over **three years**, each with **its own deck of cards** that introduces **new phenomena and more complex species**. As time progresses, the ecosystem evolves, and strategic decisions become more challenging. At the end of a year, players can **discard up to 3 cards to draw the same amount from the next year's deck**.

Game Objective:

Each player (or team) represents the **native or exotic species**, with the objective of **germinating and establishing plants in scoring areas**. The game has two board configurations, adapting according to the number of players. **Herbs, shrubs, and trees grant 1, 3, and 5 Victory Points (VP)**, with **additional scoring in eroded areas**. The winner is the one who accumulates the most **Victory Points (VP)** at the end of the **third year of play**.



KEY POINTS

- ✓ Scientific accuracy
- ✓ Three-dimensional components
- ✓ Theme: Biology and Nature
- ✓ Multiple game modes
- ✓ Made with sustainably managed forest materials

Suggested retail price: USD \$50

COMPONENTS

Cards

- 90 Native Forest Cards
- 90 Exotic Invasion Cards
- 4 Player Cards

Punchboard Tokens

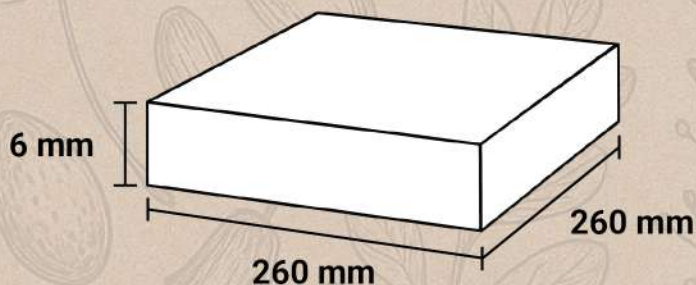
- 96 Native and exotic seeds
- 28 Herb figures
- 24 Shrub figures
- 20 Tree figures
- 1 Seasons marker
- 1 Year marker
- 1 Starting player marker

Other Components

- 1 Game Board
- 1 Seasons Board
- 1 Rulebook

ARCHIVOS A TRADUCIR

- 184 Cards
- 1 Rulebook (20 pages)



LOCALIZACIONES INTERNACIONALES:

- Chile

