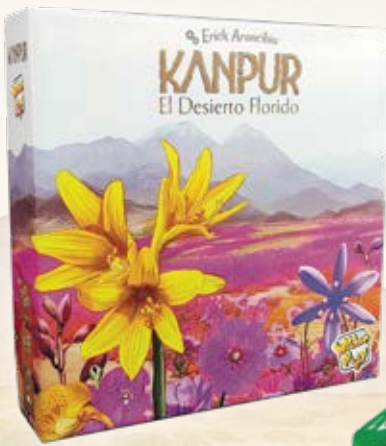




KANPUR



Located in northern Chile, the Atacama Desert is considered one of the most arid on the planet. However, under exceptional conditions, its surface is covered with flowers in a unique phenomenon known as the Flowering Desert. In this context, players manage limited resources for their seeds to germinate and bloom.

Main Mechanics

- **Climate and resource management (tile placement + controlled luck)** Each round begins with a Season Event, where players roll D12 dice to determine the dropping of Water, Sun, or Weed tokens onto the board.

- **Growth and expansion (Area Control):** Players place seeds in the clusters on the board and move them across it, in search of adequate water and light conditions, so that the seeds can germinate and transform into flowers, granting Victory Points (PV).

The game takes place over **6 rounds** representing the seasons of the year, each divided into **5 cycles**: Resource and weed placement, seed placement, seed movement, resource absorption, and photosynthesis-germination.



Game Flow

Each round represents a season and is divided into three phases:

Season Event: the weather modifies the board with rain, wind, or heat.

Bonus Selection: each player chooses an advantage for the upcoming cycles.

Cycle Development: players alternate actions of sowing, movement, absorption, and germination. During the final cycle, Spring, all ready seeds bloom simultaneously in a collective spectacle: the Desert.

Game Objective

The objective is to accumulate the greatest number of Victory Points (PV) before the final event, The Atacama Bloom. The player (or team) with the most PV wins; in cooperative or solo mode, a global score goal must be surpassed.



Cycle bonuses allow players to specialize (for example, move further, get more water, or gain extra PV for photosynthesis).

KEY POINTS

- ✓ Family Game
- ✓ Fast turns
- ✓ High replayability
- ✓ Scientific rigor
- ✓ Flexible gameplay
- ✓ Solo Mode

Suggested Retail Price (SRP): USD \$50

COMPONENTS

Cards

- 12 Trophy Cards
- 6 Resource Cards
- 4 Player Cards

Die-cuts/Punchboard Tokens

- 100 Flower/Seed Tokens
- 28 Water/Sun Tokens
- 12 Weed Tokens

Wooden Pieces

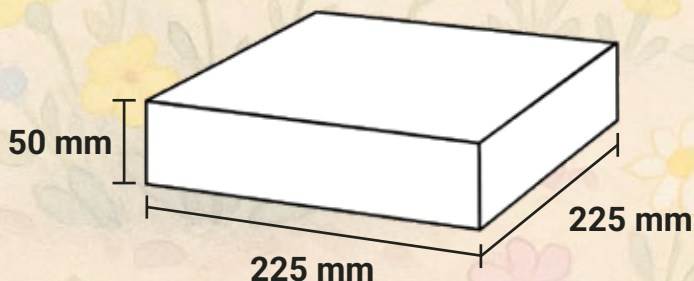
- 8 Wooden Flowers
- 32 Excavation Markers

Other Components

- 5 Paper Envelopes
- 2 D12 Dice
- 1 Rulebook
- 1 Flower Catalog
- 1 Game Board
- 1 Rounds and Cycles Board
- 2 Marker Discs

FILES TO BE TRANSLATED

- 22 Cards
- 1 Rulebook
- 1 Flower Catalog
- 1 Rounds and Cycles Board



INTERNATIONAL LOCALIZATIONS:

- Chile

