#### PRESS RELEASE 2017



# Garnes that are naturally fun and totally natural!







# **Our mission :**

# To make the future something to look forward to...

For 20 years we've been creating educational games that are simple, fun, eco-conscious, and manufactured 100 % in France according to an approach that respects humans and the environment.

Our game mechanics encourage positive and compassionate attitudes.

Our learning content guides children and adults towards a more holist understanding of oneself and the world. ...And playing an active role in change and awareness-raising.

Bioviva games raise collective awareness of the need to respect the environment and change social behavior for the better.

They encourage caring attitudes towards nature and use behavioral mechanics based on cooperation, dialogue, sharing and respect.

They combine education with sustainable development and personal development in a coherent project, because before the child can take care of the planet, we must first and foremost create the conditions for him or her to thrive.

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With qualitative content, attractive illustrations, and activities essential for their development, our early-learning games help children become immersed very easily in nature.

### **GYM ANIMO**

Moving with animals is much more fun!

In Gym Animo, children can develop their motor skills through the game's challenges, and their fine motor skills by moving the wooden towers. The game has 2 levels of difficulty (3-4 years and 5-6 years) and an advice booklet written by psychomotor therapist.

2 to 4 joueurs. From 3+

NEW

Listening to and understanding one another, working together to achieve a common goal: these are the solid values to share while playing games. With our cooperative games, respect for others becomes child's play!

#### PLAYA PLAYA AND VIVA MONTANYA

#### 2 themes with the same rule!

A great deal of rubbish has been thrown onto the beach and into the snow. There's only one solution: find the animals hidden under the rubbish and put the rubbish in the proper bins before the sea level rises or the snow melts!

2 to 6 joueurs. From 4+



#### **BAAAAA!**

The goal of this 3D game is simple: guide the herd to the gentle pastures on the mountaintops while avoiding the wolf and its traps. It's the humour, call for teamwork, strategy, and moving through space that makes "BAAAAA!" a game loved by children and adults alike!

1 to 6 joueurs. From 5+



# Veronen games

**Disneynature** and **Bioviva** are revisiting the great classic board games where the animals are the stars, and are proud to present a big game for Christmas!

# Disnepnature

With 8 movies released in the theaters and over 30 million spectators around the world, Disneynature is the leading international nature film studio. Disneynature is continuing its mission outside of the theaters by offering original digital and TV content, and providing unique experiences to raise awareness of environmental protection. Disneynature is making a concrete commitment by supporting conservation campaigns led by local and international nature protection

associations.



« The values conveyed, the quality of the animal movies and the commitments made by Jean-François Camillerí, President and Founder of Disneynature, are what persuaded us to team up on this meaningful new adventure, which fits in perfectly with our DNA: creating amazement, raising awareness, and fostering respect for the living world in a spirit of joy and good humor! »

Jean-Thierry Winstel, Bioviva Founder and Director

### 6 great classic board games revisited!

3 years old and +/1 to 5 players





THEOPERZEE

MEMO TRIO: L Children develop their W memory by matching li the animals with the t right families!

LOTO ANIMO Where do animals live and what do they eat? A game of observation and idea association!

TRIO PUZZLE Animals in action in their environment: an amazing game for younger children!



# ALREADY AVAILABLE!

#### 5 years old and +/2 to 6 players



BLUFF ANIMALS Guess who's bluffing while bluffing yourself, it's not easy to keep a straight face!



CRAZY FAMILIES Playing Happy Families is a lot more fun with animals!



FUNNY OCEANS The ocean without plastic, that's fantastic! Win by making sure you don't have the plastic cup in your hand.

# 1 big game for Christmas!

In this observation game based on speed, you need to be the first to spot the animal that's being looked for on one of boards, which you can arrange any way you want. The games can be constantly renewed and the game is even more fun with 4 different card types: "Animals", "Babies", "Zoom", and "Nocturnal Animals" done in phosphorescent ink, visible only through a black observation box! 2 to 6 joueurs. From 5+

# Vin Bioviva

# Figures

• 100% of our games are made in France. Quer 4 500 000 Bioviva games sold since 1996. Over 900 000 games produced in 2017 10 jobs created in 2 years: 6 within Bioviva 4 with our printing partner



Vales



#### 1998

Very soon the game is selling like hot cakes and reaping the rewards: out of 13 competitions, it will win 1<sup>st</sup> prize 13 times, in France and abroad.

#### 2001-2008

+16 000

Fans

O

+1 200

Subscibers

+2 200 Followers

> The team expands and many new games are created, including the 3 first "Nature Challenges". Over 1.5 units of these have now been sold.



\* "Profil du consomm' acteur de produits Made in France" survey - April 2016 FIMIF (Fédération Indépendante du Made In France) available to read at: www.fimif.fr/36/profildu-consommacteur

### Reaping the rewards: Bioviva is unstoppable now!

Ulin October 2016 July 2017 July 201





4 toy stars at the KidExpo show for "Bioviva – The game' PME Bougeons-Nous Award - RMC – BFMTV

CSR Award, "Environmental Commitment" Category

### 2013

A new graphic chart, new ranges of games, a new website... Bioviva transforms itself to better adhere to its social mission.

#### 2013-2016

Bioviva launches the new line of games "Activities to grow up", prefiguring the future educational developments from the brand for the fulfilment of new generations.





# Bonus figures!

- 120,000 rocks ordered in 2017 for our Cro-Magnon game and over 400,000 wooden dice
- (all FSC certified of course ).





Grand Prix des Bonnes Nouvelles des Territoires – MMA





Disney Partners' Award Marco Polo Export Award



#### 2016-2017

In 2016, Bioviva celebrated its 20th birthday! In 2017, Bioviva is setting itself the challenge of giving 1,000,000 games to refugee children around the world, thus pursuing its social mission (see page 14).



# Made in france

# It's good to be Made in France!

Montpellier 😑 🦯 100 km

# Designed here

Design, Prototyping, Editorial, Graphic design, Tests, etc.





Made there

Manufacturing in France promotes

contributing to regional job security.

Bioviva does not pass on the cost to

the consumer: the prices of our games, below €30, are generally similar to those of our competitors in Asia!

short distribution channels, reducing

transport distances (less pollution) and

Eco-design, Printing, Assembly, Storage, Logistics, etc.

St. Paul Trois Châteaux







Bioviva : a UNIQUE economic model contrasting with the usual practices of the games and toys sector.

While 70% of games/toys are manufactured in Asia (source: ACFJF)\* where the environmental and social impact is often disregarded, Bioviva runs counter to the current offer by producing 100 % of its games in France, in a ecoconscious way, and with FSC and French Origin Guaranteed labels..

\* Source Association des Créateurs-Fabricants de Jouets Français, www.acfjf.fr

**ALL Bioviva games** have always been eco-designed AND made in France.



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Initially viewed as an anachronistic and utopian company, Bioviva is now seen as a company that anticipates and works with the social challenges of today and tomorrow.

With Bioviva, consumers are guaranteed to buy responsible gifts when they go to toy stores.

Videos of our production site available on request: frederic@bioviva.corn



# Vin consistency

# Bioviva: a 100% consistent responsible approach

Bioviva is the only company in the game/ toy industry whose products are all Origine France Garantie certified.

Our products undergo an in-depth life-cycle analysis, a unique approach in the game publishing sector, to continually improve our production methods and further reduce our ecological footprint.

Our games are offered at competitive prices on a par with those of our competitors in Asia, in order to make them affordable to as many people as possible.



FSC FSC Development of FSC Coll8944



FSC : The Forest Stewardship Council label is an environmental label that ensures that wood or wood-based products, such as paper or card, come from sustainably managed forests. The FSC is considered an ecolabel but also an eco-socio-label.

Origine France Garantie : The "Origine France Garantie" label is awarded by the Pro France association and certified by Bureau Veritas Certification. It is a guarantee of trustworthiness and traceability: it certifies the origin of a product – guaranteeing that the product was made, assembled or put together in France – and ensures that at least half of its added value is produced in France. And the's really cool! More info at profrance

And the second second







#### **All Bioviva games are eco-designed:** That means:

- Avoid the over-packaging of game boxes (example: adhesive dots instead of classic over-packaging).
- ✓ Use cardboard shims rather than thermoformed plastic, which limit the amount of material, especially non-renewable resources.
- Print with plant-based ink, use paper and cardboard with FSC labels, manufacture 100 % in France (fewer CO2 emissions connected to transport).
- ✓ Optimize the formats to reduce paper waste.
- ✓ Not use batteries or plastic materials.
- Carefully choose our suppliers as well as their raw materials (paper, cardboard, wood, ink, stains and varnishes) including their areas of origin in order to reduce transport.



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# Marity solidarity



#### 

With its partners, Bioviva is pursuing its social mission and from the start of the year, is giving away 1,000,000 educational games to refugee children around the world!

All children in the world have the right to learn and have fun... and therefore to learn in a fun way.

Each human being starts his or her learning in life through play, which when properly supervised has the rare ability to give or restore hope to children in great difficulty. It also allows them to bond, interact with others and open up a special, enchanted space within a world - the refugee camps - which is not their own. Finally, play can

partly compensate for the lack of schooling which is a problem for the vast majority of these children.

A project that promotes French skills, creativity and responsibility:

- ✓ Games made from FSC certified wood from local forests.
- ✓ Concepts imagined in Montpellier.
- Localized production in the Drôme area.
- $\checkmark$  Distribution via NGOs and the French  $\ddot{c}$ diplomatic network.

BONDNDDDDDDDDDDDDDD

For more information, please contact: frederic@bioviva.com

> #PlayForPeace #Games4AllKids #Bioviva4Life



### Messages from «Fans of Bioviva games»





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Bioviva is a member of the Association des Créateurs-Fabricants de Jouets Français (ACFJF).