

OBJECTIVE

A traveller thirsting for knowledge of your environment, you set off to explore the biosphere. With a curious mind and a healthy sense of humour, you move through the different natural regions of the Earth trying to answer surprising questions and to collect the much sought after Eco Points.

HOW TO PLAY

Starting the game

1. Players decide whether to use the red or green side of the Question Cards throughout the game (neither side is harder or easier to answer).
2. Each player draws a Destination Card and leaves it face up in front of him/her throughout the game. This card indicates the colour of the 12 Eco Points each player needs to collect to complete the game.
3. Each player rolls the die and takes a position on the departure square corresponding to the number rolled. (Departure squares are numbered 1 to 6.) If a player rolls the number of a square already occupied, they must roll the die again.

Moving around the board

For each round of play, each player rolls the die and tries to land on a square containing one of his/her colours, except the player who sits out in order to read the Question Card (For the first round, it is the player at the lowest number destination point on the board. Thereafter, the job of questioner moves clockwise around the table.)

Movements are from square to square following one of 8 possible directions:

YES



Note: you may not change direction during a move

NO



Collecting Eco Points

The questioner for the round draws a Question Card and reads the question and possible answers to all the other players.

After all the players have answered out loud, the questioner gives the correct answer and reads the commentary. He/she then draws and reads an Eco Points Card for the players who answered correctly. The Eco Points won correspond in colour to the square where these players are positioned.

FINISHING THE GAME

The winner is the first player to collect the 12 Eco Points listed on his/her Destination Card, and to form the pieces into the shape of a Sun.

EXAMPLE

A player wants to collect the white Eco Points (tundra and polar regions) listed on his/her Destination Card. For this, he/she must

- roll the die
- move in a straight line as many spaces as the die indicates and land on a square containing the colour white.

1. If the player answers the question correctly, and the Eco Points Card drawn by the questioner indicates that he wins 2 Eco Points, he collects 2 white Eco Points.
2. If the player does not give the correct answer, he wins nothing.

INSTRUCTIONS

1. When a player lands on a square containing none of the natural regions listed on their Destination Card, or if these regions have already been completed, he/she may not answer the question.
2. When a player lands on a square containing several natural regions (and several colours), he/she is free to choose Eco Points in the colour they prefer. So, if a square contains white and blue, and the player wins 2 Eco Points, he/she may choose 2 white points, or 2 blue points, or 1 white point and 1 blue point.
3. When an Eco Points Card indicates that a player wins several points and he/she needs only one to complete the natural region he/she has landed on, he/she may collect only one Eco Point. (Again, taking only what we need.)
4. A player may not move into a square already occupied by another player.
5. Players give their answers one after the other starting with the player seated to the left of the questioner. However the sharing of information can be encouraged.
6. Eco Points that must be shared may also be given to the questioner or someone who has been unable to answer the question
7. The colours of the plants and animals on the game board do not count.
8. When a player reaches the edge of the board, he/she continues from the opposite edge.
9. It is a good idea to listen carefully to the commentaries, because quite a few contain answers to other questions.
10. Several players may win if they complete their Destination Card during the same turn.

ABOUT BIOVIVA

Freshness, humour, enthusiasm!

All the elements of Bioviva contribute to stimulating curiosity and encouraging fun!

THE QUESTION CARDS

- LEARN AND UNDERSTAND -

Surprising and amusing, they tell the story of living things from the birth of the Universe through to the present day. The choice of answers gives each player a chance to win, while the commentaries place the answer in a larger context.

The Eco Points Cards

- TAKE ACTION IN OUR DAILY LIVES -

In addition to awarding Eco Points, these cards provide simple, practical suggestions on how to change our daily behaviour and thereby improve the environment.

The Destination Cards

- EARTH IN THE OBJECTIVE -

Specific to each player, they help locate the different natural regions of the earth and develop a sense of strategy.

The Planisphere

- ALL CITIZENS OF THE WORLD -

Representing the great natural areas of the Earth, rather than countries or political borders, the planisphere game board encourages a new vision of our planet.

Each element of the game has a symbolic shape:

- Pawns shaped like a drop of water, because water is indispensable for life.
- Eco Points that are spiral, one of the most common shapes in Nature.

All the information found in Bioviva, even the most surprising, comes from serious and reliable scientific sources.

All the elements in Bioviva are made from recycled materials.

Please share your comments and suggestions by writing or e-mail to:

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RULES OF THE GAME

The funny and fascinating
game about Nature!