premio ARCHIMEDE

dedicated to Alex Randolph

XIII edition

2014

PREMIO ARCHIMEDE 2014, organized by studiogiochi, concerns the invention of unpublished board games. The Prize, dedicated to the great **Alex Randolph**, who was its President during the first seven editions, made the wishes of more than 30 authors come true thanks to the pubblication of their games.

Everybody can participate, there are no age nor nationality limits. Authors can participate either as a single person or as a group.

The Prize is supported by the patronage of the Comune di Venezia and the **J.P. Halvah Foundation** (founded by the very same Randolph and directed by Herbert Feuerstein who offers a support of **€3.500** to the winners (**to be spent within the 30 of April 2015**), in form of scholarships, stages, contributions for the publication, etc. The final ceremony will take place in Venice on **September 2014** (the exact day will be comunicated as asoon as possible). During this occasion there will be a commemoration of Alex Randolph and an exhibition of the finalist games. The official magazine for the competition is **Settimana Logika**. The Prize is also supported by the cooperation of the **Musée Suisse du Jeu** (Swiss Museum of games) that will organize an exhibition of the winner games. All the companies that participate to the event will receive informations about the games competing and will be able to take a look at them.

To participate, please fill in the participation form and send a prototype of the game within the 31th of May 2014 to:
PREMIO ARCHIMEDE 2014 c/o studiogiochi
S. Polo 3083
30125 VENEZIA

The authors are required to pay a participation fee of €25 for each game, that must be sent with the prototype. This fee is ment to support part of the organization costs. The eventual costum charges must be payed by authors

otherwise the game might be disqualified. Studiogiochi will have the right of first refusal on the finalist games (see the participation form).

For the payment, please attach to the rules a nontransferable cheque to studiogiochi or else an international postal cheque. There will be a participation certificate for each admitted game, to witness and certify the presence of the game to this edition.

Besides the Archimede Prize, the jury will assign the Special Prize **Sebastiano Izzo** and many other Awards such as:
• **Carta Mundi Special Prize** for the best card game: the prize consists in 1.000 copies made by Carta Mundi for free given to its creator. The game must be composed by one or two decks of cards and will be produced with its rules and its box.
• **Special Prize IDG** for the best game entirely created by an author that never published one of his games. For the prototypes with more than one author, if one of them already published a game, they can't be possible candidates.

All the finalists will receive many games offered by the publishers that sponsor the prize.

www.spielmaterial.de offers also a 20% discount to anyone who makes an order and partecipates to Archimede. Take this chance to realize your prototype in a professional way. Please contact the Premio Archimede secretary to recieve the discount code.

Requirements to participate

All the games will need the requirements below. Without these requirements they won't be allowed to the final.

The game
- Has to be original and unpublished.
- Can't last more than 90 minutes.

The rules
- Have to be in Italian and/or English and printed.
- Have to be easy to understand and exhaustive (including the indication of the contents of the material and the number of players). The jury must not have a hard time understanding them. It is advisable to use examples and figures.
- Can't be written in more than 10.000 characters.
- Advice: Before you send the game, let it be played by the testers without giving any help explaining the rules, and observe how it works! That way you will know how to refine and perfection your rules and even your game.

The prototype
- Needs to be contained in a solid cardboard box similar to the games officially produced (gameboard included). The box has to be easy to open, but also well closed. It must be easy to carry, not too heavy and not bigger than approximately 40x30x10 cm.
- It has to be functional. For instance the pawns have to be able to

stand easily, the spaces have to be enough big, thee cards must not be too thin, the colours have to be easy to identify, etc.
- the game should not depend on its language. If there is any text necessary it is adviced to use english so that the final jury is able to be indipendent.
- It is not necessary for the game to be presented as a final version, the graphic aspect comes after its use.
- The pieces of the game have to be wrapped separately in order to make it easy to get ready for the game.
- If necessary, the board has to be folded to fit into the box.
- The organization is not responsible for any loss or damage of the prototype during the event.

Information about the authors
On the box and on the rules there must be the name of the game, the name and surname of the authors, their full address, telephone number, and eventual e-mail address.

Participation form
The participation form has to be completely filled in and signed for each participating game.

Restitution of the prototypes
The authors may recollect their prototypes at the end of the final ceremony; all the non recollected prototypes won't be returned.

The jury, the criteria and procedures for the selection of the games

There will be two separate juries, both directed by **Niek Neuwahl**: During the first part of the competition only the **selection jury** is working:
• **Niek Neuwahl (president)**
• **Leo Colovini (spokesman)**
• Giuseppe Baggio
• Mauro Gaffo (Focus Brain Trainer, Italy)
• Dario Zaccariotto
• Alfredo Berni
• Andrea Ligabue
• Carlo A. Rossi
• Alessandro Zucchini

The selection jury will carefully study all game rules, dividing them among its members
• During the jury meetings each member explains to the others the rules he read. Each game will be played by at least 50% of the selection jury members. If during playing the game is judged as not appropriate its playing can be interrupted before the end of the game.
• Each jury member will evaluate the game according to the evaluation criteria. The average of the sum of all votes gives a position to each game that will determine what game will make it to the final.
• The first 30 games will all be played once more by all selection jury members, and among them the finalists will be selected.

The jury will consider the games accordingly to the following criteria (in order of importance):
- Originality of the game mechanisms.
- Playability, balance and functionality of the mechanisms.
- Amusement.
- Interaction between players.
- The possibility that the game will be taken into consideration from editors to be published.
- Theme coherence.
- Quality of the prototype.

At this point the **final jury** come into play:
• **Niek Neuwahl (president)**
• Michael Bruinsma (Phalanx, The Netherlands)
• Bernd and Moritz Brunnhofer (Hans im Glück, Germany)
• Silvio De Pecher (la tana dei Goblin, Italy)
• Dario De Toffoli (studiogiochi, Italy)
• Uwe Molter (Amigo, Germany)
• Philipp Sprick (Ravensburger, Germany)
• Dieter Strehl (Piatnik, Austria)
• Albrecht Werstein (Zoch, Germany)

The final jury will meet about one week before the final and each member will play every finalist game, secretly voting and writing down his impressions about his 7 favourite ones.
During the final ceremony, there will be a voting in front of the public to decide the winner. Each jury member will give 7 points to his favourite game, 6 points to his second favourite, and so on. The votes will then be imediately counted to determine the winner of the Edition.

The selection jury will also choose the 3 best card games, indifferently if they are or not among the finalists. These 3 games will be judged separately by the final jury + Luc Martens from Cartamundi. Each jury member will assign 3 points to its favourite card game, 2 points to the next game, and so on. The winner will recieve the Cartamundi Special Prize.

Both groups will be joined by Fabrizio Berger, Giulia Franceschini, Giorgia Marchesin, Elisa Marzorati and Rossana Nardo for consultancy.

Published Archimede Games

The Premio Archimede, has demonstrated throughout the years to be an outstanding showcase. Already 35 the published games that participated to the Prize.

• **Castles** (2010) by Marco Pozzi, ed.Heidelberger Verlag.
• **Aquileia** (2010) by Pier Volontè, Zoch and 999 games.
• **Crazy race** (2010) by Antonio Scrittore, Zoch and 999 games (Kalimambo)
• **Drop Site** (2010), by Dennis Hoyle, Giorgion games.
• **Quebec** (2008) by Pietro Vozzolo, Huch & Friends (Campos)
• **Portobello Road** (2008) by Simone Luciani, Piatnik (Frutti di mare)
• **Egizia** (2008) by Virginio Gigli, Hans im Glück
• **Strada romana** (2008) by Walter Obert, Ghenos
• **Fairy Power** (2008) by Antonino Calogero, coop. sociale Lanza del Vasto di Genova
• **Ur** (2006) by Paolo Mori, What's your game
• **Star System** (2006) by Walter Obert, Scribabs
• **The muddle maze** (2006) by Enrico Pesce and Federica Rinaldi, Scribabs/Post sciptum (Sator Arepo Tenet Opera Rotas)
• **Terranova** (2004) by Gaetano Evola and Rosanna Leocata, Winning Moves
• **Moria** (2004) by Alessandro Saragosa, Clementoni (König Solomons Schatzkammer)
• **Al Fischmarkt** (2004) by Mario Papini, Clementoni
• **I vichinghi** (2004) by Alessandro Zucchini, Amigo (Walhalla)
• **Criminal mouse** (2004) by the prisoners of San Vittore, Faro
• **Feudo** (2004) by Mario Papini, Zugames
• **Andrew's cage** (2002) by Andrea Mainini, Recent Toys International come Tunnelz
• **Spin & Trap** (2002) by Andrea Mainini, Gold Sieber and Recent Toys
• **Collection** (2002) by Luisa and Francesco Cognetti, Dal Negro and Piatnik (Minestrone)
• **Major Tom** (2002) by Roland and Tobias Goslar, Kronberger Spiele (Tom Tube)
• **Old Town** (2002) by Stephan Riedel, Clicker Spiele
• **Cromodrom** (2002) by Giuseppe Bonfiglio, Piatnik (Farb Flitzer)
• **Bisanzio** (2000) by Alessandro Saragosa, 999 games (Justinianus)
• **Gnomoni** (2000) by Duilio Carpitella, Piatnik (San Gimignano), nomination SdJ 2002
• **Sopravvento** (2000) by Alberto Zaccagni, Sopravvento
• **Verba game** (1998) by Giuliano Parenti and Torquato Lo Mele, Dal Negro
• **Trikube** (1998) by Luca Borsa, Ravensburger (Verbindung gesucht)
• **Trigos** (1998) by Paolo Gasperat, Arg Design
• **Forma o colore?** (1996) by Francesco Rotta, Hiku Spiele and Faro (Oxxo)
• **Algoritmo** (1994) by G.Dotta, Qualitygame
• **Kupido** (1994) by Giovanni Caron, Qualitygame
• **C'era una volta** (1994) by Francesco Lutrario, Carte Segrete
• **Konos** (1994) by G.Grieco, A.Grieco, N. Roccasalva, GE.MI

Participation form
to be completely filled in and signed for each participating game

PART 1
PERSONL DATA OF THE PARTECIPANT

name	
surname	
address	
Zip code	city/country
e-mail address	
telephone number	
tax code (alphanumerical code for personal identification)	
place and date of birth	
name of the authors:	

PART 2:
DATA OF THE GAME

title	
number of players	
age	
duration	

PART 3:
RIGHTS OF FIRST REFUSAL

Hereby I declare to be the exclusive owner of the rights of the game described in PART 2 of this form, representing all the authors indicated in PART 1.

Moreover I give to studiogiochi sas, of Dario De Toffoli, Leo Colovini, Dario Zaccariotto & c. sas with head office in Venice, San Polo 3083, P. IVA 02925110278, from now on named "Agent", the right of first refusal on the game, in case it accesses to the final of the prize with expiry date 31 December 2017.
This means that:
• The Agent will try to its best to find Italian as well as foreign publishers for the GAME. Within the expiry date the Agent will have the right to sign publishing contracts in name and for the author.
• In case of stipulation of one or more contracts, the Agent will pay the author 50% of the resulting pre-tax royalties.
• Until the expiry date the author can't stipulate license contracts without the Agent.
• After the expiry date the right of first refusal will automatically be renovated every year, unless there is a retraction from one or the other side, at least 6 (six) months before the original or renovated expiry. The contracts eventually stipulated by the Agent before the original or renovated expiry date of the right of first refusal will remain valid until their own expiry date.

PART 4:
ACCEPTANCE AND SIGNATURE

I accept and sign all the conditions of this participation form including what is written in PART 3 about the rights of first refusal.

Signature of the author

Albo d'oro

2012
Venice, Istituto Guggenheim

Premio Archimede	**Marco Polo** by Simone Luciani and Daniele Tascini
2nd place	**Romanesque** by Simone Luciani and Paolo Mori
3rd place	**Beekeeper** by Nestore Mangone
4th place	**Free Climbing** by Luca Bellini

5thANTICO by David Zanotto,
6th RUS by Alessandro Saragosa,
7th ACRI by Cielo d'Oro,
8th NECKAR by Ciro Facciolli e Sara Rubino,
9th Who sleeps won't fish by Davide Rigolone,
10th PORTO BELO by Francesco Sciacqua,
11th TEMPLE OF THE SUN by Phil Harding,
12th EDELWEISS by Antonio Scrittore,
13th DYUTHREE by Antonio Scrittore,
14th BUIO by Luca Bellini,
15th PIRATES TAVERN by Jim Dratwa

Special Prize Carta Mundi to the best card game: **BUIO** by Luca Bellini.
Special Prize Focus Brain Trainer: **Terra4mars** by Giuseppe Carlo Roncari e Lord Max,
Special Prize Sebastiano Izzo: **Il gioco di Nala** by Furio Honsell.
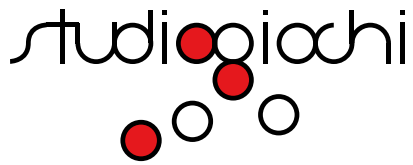*Special Prize Winning Moves*: **Antico** by David Zanotto

2010
Venice, Aula Magna, University of Architecture

Premio Archimede	**Aquileia** by Pier Volontè
2nd place	**Builders of Egypt** by Phil Harding
3rd place	**Cacao** by Phil Harding
4th place	**Abate Lappesca** by Teodoro Mitidieri, Francesco Sciacqua and Pietro Rubolino

5th CRAZY RACE by Antonio Scrittore,
6th CASTLES by Marco Pozzi,
7th DROP SITE by Dennis Hoyle,
8th GOSIX by Pierre Canuel,
9th (ex-aequo) BALANCE by Carlo Emanuele Lanzavecchia,
9th QUANTUM RACE by Fabio Chiarello,
11th PAX ROMANA by Alessandro Saragosa,
12th IL GRANDE GIOCO DELLE BUONE AZIONI by Fabio Chiarello, 13th PIAZZA MERCATO by Pier Volontè for Celo Doro,
14th Q - IL GIOCO DELLE CARTE by Enrico Trincherini,
15th GUADO by Lorenzo Pigozzo and Alessandro Santacroce,
16th IRIGEM by David Zanotto.

Special Prize Carta Mundi to the best card game: **Drop Site** by Dennis Hoyle.
Special Prize Focus Brain Trainer: **Quantum race** by Fabio Chiarello,
Special Prize Sebastiano Izzo: **Memomat** by Hiroaki Ota.
Special Prize Winning Moves: **Cacao** by Phil Harding
Special Prize IdG: **Aquileia** by Pier Volontè

2008
Venice, Aula Magna, University of Architecture

Premio Archimede	**Lorenzo il magnifico** by Paolo Mori
2nd place	**Strada romana** by Walter Obert
3rd place	**Timbuctu** by Alex Saragosa
4th place	**Egizia** by Virgilio Gigli

Special Prize Carta Mundi to the best card game: **Portobello road** by Simone Luciani.
Special Prize Focus Brain Trainer: **Triple** by Paolo Durighello,
Special Prize Sebastiano Izzo: **Exagon** by Alimberto A. Torri.
Special Prize Winning Moves: **Strada romana** by Walter Obert

2006
Venice, Terese, University of Architecture

Premio Archimede	**Clavigola** by QMAM
2nd place	**Rapina al treno di El Paso** by Luca Borsa
3rd place	**Rapa Nui** by Alex Saragosa
4th place	**Tiago** by Celo D'oro

2004 Venezia, Aula Magna dello IUAV	**Terranova** by Gaetano Evola and Rosanna Leocata
2002 Venezia, Ca' Vendramin Calergi	**Magma** by Carlo A. Rossi
2000 Cagli, 8° Festival dei giochi	(ex-aequo) **Bisanzio** by Alessandro Saragosa **Gnomoni** by Duilio Carpitella
1998 Cagli, 6° Festival dei giochi	**Giano** by Furio Ferri
Premio Archimede **1996** Marina di Carrara, Libriamo&Giochiamo	**Krakatoa** by Walter Obert
Premio Archimede **1995** Cattolica, Hotel Queen Mary	**Svicolando** by Claudio Serravalli
Premio Archimede **1994** Marina di Carrara, Estategiochi '94	**Algoritmo** by Giacomo Dotta
Premio Archimede **1993** Gradara, 4° Festival dei giochi	demonstrative exhibition

The Premio Archimede 2012 is organized by studiogiochi in collaboration with the J.P. Halvah Foundation and the Swiss Museum of Games.

studiogiochi

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A
V

musée suisse du jeu
schweizerisches spielmuseum
swiss museum of games

Contributors:

999 GAMES

Zoch zum Spielen

iDG inventoridigiochi.it

AMIGO

HANS IM GLÜCK

Cartamundi

Piatnik

Ravensburger

La Tana dei Goblin

The participants to the final will recieve games and materials for the creation of new prototypes from:

OLIPHANTE GIOCHI

Clementoni

WWW.SPIELMATERIAL.DE

dV GIOCHI

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