NOTICE OF COMPETITION

PREMIO ARCHIMEDE 2020 is organized by studiogiochi and it concerns the creation of new, original boardgames. The award is entitled to the incredible **Alex Randolph**, president of the first seven editions, and, so far, it has helped more than 40 authors in making the dream of having their game published come true. Participation is open to singles or groups, with no age or residence restrictions.

The award is organized in collaboration with the **City of Venice** within an ampler framework of initiatives aimed at spreading the game culture - also as a means of preventing the rampant gambling disorders - and it is recognized by **SAZ** (Spiele-Autoren-Zunft), the International Game Designers Association.

The **closing ceremony** will be held at Sala San Leonardo, in **Venice, on Saturday, October 3, 2020**. A special exhibition of the prototypes that qualified for the final phase will also be set up for the occasion.

The **Musée Suisse du Jeu** will house a display of both the finalist games and the Special Trophies winners.

The Award is also recognized by **PlayRes**, by **UISP** (Unione Italiana Sport per Tutti), and by **GioNa** (Associazione Nazionale delle Città in Gioco) for its socio-cultural and inclusive values, and for its ability in bringing people together, as a recreational activity that promotes the right to play for everyone and at any age.

Thanks to the publishers' support (so far have joined **999 Games**, **Amigo**, **Asmodee**, **Cartamundi**, **CMON**, **Cranio Creations**, **Giochi Uniti**, **Hans im Glück**, **Huch! & friends**, **Kosmos**, **Mandoo Games**, **Oliphante2**, **Pegasus Spiele**, **Piatnik**, **Queen Games**, **Ravensburger**, **Rio Grande Games**, **ThunderGryph Games**, and other companies are in the process of finalizing their contribution) the winning authors will receive €3.500 in advance on the future royalties accrued through the publication of their games.

In addition to the Premio Archimede, the Jury will also assign several other awards, trophies and special prizes, such as:

- **Special Mention Sebastiano Izzo** to the game that would have been a favorite of Sebastiano Izzo, unforgotten "game buddy" that we like to honor in each edition.
- **Special Trophy Cartamundi** to the best card game. Thanks to Cartamundi support, €500 will be granted in advance on future royalties of the game.
- **Special Trophy AIG** (Autori In Gioco) to the game with the most innovative mechanics.
- **Special Trophy Scienza in Gioco** to the best science-themed game with educational and informative purposes, assigned by the Photonic and Nanotechnology Institute of the Consiglio Nazionale delle Ricerche (IFN - CNR).

IFN - CNR will also organize the third edition of the **FOTONICA IN GIOCO** competition, open to **all Italian high school students**, aiming at realizing an original board game with educational or informative purposes (www.fotonicaingioco.it). The classes that will produce the three best projects will take part in the closing ceremony, which will be held simultaneously with the Premio Archimede.

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Rules for participation

To take part, it is required to fill in, sign and send the **Registration Form**, enclosing a €35 payment receipt for registration fees. The complete prototype of the game can be either included or shipped separately (in any case postmarked no later than **May 31, 2020**); this way, the registered designer will be able to produce the prototype using the discount codes provided by Cartamundi or Spielmaterial (see dedicated section).

Shipping address:
PREMIO ARCHIMEDE 2020
c/o studiogiochi
San Polo 3083 - 30125 VENEZIA

Any customs duty fees must be reimbursed by the Author, under penalty of exclusion from the competition. Payment can be made:
1) via Paypal: info@studiogiochi.com
2) via Bank Transfer:
   IBAN IT 57 M 01030 02001 000000592552
   BIC PASCITMMVNZ

Members of **SAZ** and those attending **AIG** events can use a €5 discount coupon on the participation fee (the two are not cumulative).

Payment description should include the Author's name and surname and the game's title (or titles, if participating with several games). Receipt will be issued as required by law.

In addition to the physical prototype, the designers must submit via email to info@studiogiochi.com:
• one or more **pictures** of the game's setup (.jpg format)
• the **game's rules** (.pdf format)

Each admission will receive a participation certificate attesting the game presentation on that specific date. Studiogiochi reserves the right of first refusal on the finalist games (see Registration Form).

Requirements

All games must follow the requirements listed here below, <u>under penalty of exclusion</u>.

The game
• Must be original and unpublished
• Duration must not exceed <u>90 minutes</u>

The prototype

All the components of the game, including the board, must be contained in a <u>rigid cardboard box</u> that should be solid and parallelepipedal, must be of easy opening and at the same time it should remain closed without any issues. The box should be easy to transport and to store (prototypes that are too heavy won't be admitted) and dimensions should be 40x30x10 cm max.; no cylindrical or irregular containers will be allowed.

• The prototype should be functional and must be easy to play for the Jury. Pawns must be stable, spaces must be big enough, cards not too thin, colors should be easy to identify, and materials must be suitable (for instance, it would be better to stay clear of metals).

• If there is the need to use some text on the board, on the cards, or on any other component of the game, that text MUST be in English so that the Jury can play autonomously. All textual parts must be reduced to the bare minimum and be clearly readable.

• There is no need for the quality of the prototype to be as high as production standards: functionality comes before graphics.

• All game pieces must be properly stored and located in order to facilitate the initial set up of the game.

The rules
• Must be written in English and/or Italian.
• Must not exceed 10.000 characters.
• Must be understandable and complete (number of players, materials description, purpose of the game, and so on). We suggest including many images and examples and it would be helpful to have them read by someone not practical of the game, to see if they are able to understand how to play without your input. Should the jurors be unable to understand the rules, they won't be able to properly test the game, or they will play it wrongly, therefore making it impossible to rate it correctly.

• Both the box of the game and the rules must mention the title of the game, the number of players, the Author's name and surname, email address and telephone number.

The organization is not responsible for any losses or damages to prototypes during the event. Designers can reclaim their prototype at the end of the closing ceremony; all unclaimed prototypes won't be sent back (unless otherwise previously agreed with the administrative office up to one month after the final, and at the Author's expenses). Finalists' prototypes and those awarded a special prize won't be given back.

Enjoy the discounts dedicated to the Premio Archimede participants!

Cartamundi ♦ **Make My Game**

Use the Make My Game Cartamundi online platform - which allows you to produce customized games - to realize the prototype to enter the Premio Archimede. You will be granted a **25% discount** and direct shipment of your prototype to Archimede.

To redeem the discount code, get in touch with the Premio Archimede administrative office by sending an email (info@studiogiochi.com) after submitting the registration form and payment receipt.

WWW.SPIELMATERIAL.DE

Buy the materials you need for the prototype to enter the Premio Archimede on www.spielmaterial.de and get a **20% discount**.
To redeem the discount code, get in touch with the

Premio Archimede administrative office by sending an email (info@studiogiochi.com) after submitting the registration form and payment receipt.

Juries, games selection criteria and the final's procedure

There will be two separate juries, working in different phases of the competition.

During the first phase the only input will be from the **Selection Jury**, as of now composed by:

- **Leo Colovini (president)**
- Giuseppe Baggio
- Federico Colovini
- Piero Modolo
- Umberto Rosin
- Dario Zaccariotto

This Jury will rank the games by the following features (in order of importance):

- Originality of the game's mechanics
- Playability, balance and functionality of the mechanics
- Fun
- Publishing potential, i.e. the possibility that the game will be taken into consideration by a publisher
- Theme coherence
- Prototype's functionality and understandability of the rules

The Jury will reveal the Grossa-lista roughly a month before the day of the final, i.e. the list of the worthiest titles (it usually includes 50% of the participants).

After this, the list will be further skimmed to get to the Fina-lista (which generally includes 15-20 titles) to submit to the Final Jury.

At the moment, the **Final Jury** is composed by:

- **Dario De Toffoli - president** (**studiogiochi**, Italy)
- Gonzalo Aguirre Bisi (**ThunderGryph Games**, Spain)
- Michael Bruinsma (**999 Games**, The Netherlands)
- Bernd e Moritz Brunnhofer (**Hans im Glück**, Germany)
- Thomas Cauet (**Asmodée**, France)
- Andrea Chiarvesio (**CMON**, Singapore)
- Stefano De Carolis (**Giochi Uniti**, Italy)
- Silvio De Pecher (**La Tana dei Goblin**, Italy)
- Ulrich Fonrobert (**Queen Games**, Germany)
- Holger Grimm (**Amigo**, Germany)
- Hermann Hutter (**Huch! & friends**, Germany)
- Kevin Kichan Kim (**Mandoo Games**, South Korea)
- Simone Luciani (**Cranio Creations**, Italy)
- Wolfgang Ludtke (**Kosmos**, Germany)
- Klaus Ottmaier (**Pegasus Spiele**, Germany)
- Philipp Sprick (**Ravensburger**, Germany)
- Dieter Strehl (**Piatnik**, Austria)
- Jay Tummelson (**Rio Grande Games**, Stati Uniti)

In the week before the final, each juror will test all the finalist games, recording their impressions in secret and choosing their seven favorite games. During the final, which is open to the public, each jury member will cast their vote, secretly assigning 7 points to their favorite game, 6 points to their second favorite, and so on. Counting of the votes will be in real time in front of the public, and the final ranking will be entirely based upon the sum of the points received by each game.

Both juries will make use of the consultation and collaboration of F. Bortolato, G. Franceschini, C. Giuriato, C. Manfren, G. Marchesin, R. Nardo and selected playtesters.

2018 jurors
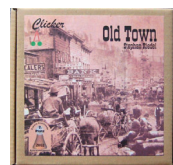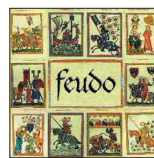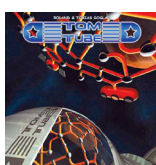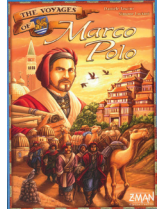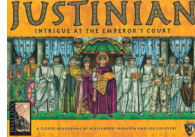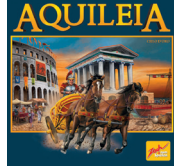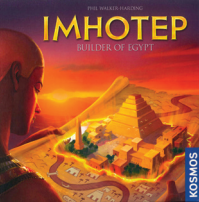
From Archimede to the shelves

Premio Archimede has established itself as an important showcase over the years. Many of the games presented in the competition have already found a publisher, while others are in the process of being published right now.

Hats (*Sunshine & Showers*), Gabriele Bubola, ThunderGryph Games, 2019
Carnavalo (*Messti*), Peter Verhaeghe, 999 Games, 2018
Pass the Bomb Family, part of (*Word up!*), Daan Kreek, Piatnik, 2017
Gho...gho...Ghosty (*Clavigola*), Francesco Sciacqua and Teodoro Mitidieri, Piatnik, 2017
Tolomeo, Diego Allegrini, Dal Tenda, 2017
Imhotep (*Builders of Egypt*), Phil Harding, Kosmos, 2016 - nomination SdJ 2016
Auf den Spuren von Marco Polo (*Marco Polo*), S. Luciani and D. Tascini, Hans im Glück, 2015 - winner of DSP 2015
Cacao, Phil Harding, Abacus Spiele, 2015
Espresso fishing (*Who sleep don't fish*), Davide Rigolone, Piatnik, 2014
Azteka (*Cuzco*), Andrea Mainini, Huch! & Friends, 2014
Ready to rock, Tommaso Bonetti, self-published, 2012
Sheepland (*Nuraghe*), Simone Luciani, Cranio Creations, 2012
Castles, Marco Pozzi, Heidelberger Spieleverlag, 2012
Aquileia, Cielo d'Oro, Zoch, 2011
Drop Site, Dennis B. Hoyle, Gordion Games, 2011
Kalimambo (*Crazy race*), Antonio Scrittore, Zoch, 2011
Campos (*Kebec*), Pietro Vozzolo, Huch! & Friends, 2010
Frutti di mare (*Portobello Road*), Simone Luciani, Piatnik, 2009
Egizia, Virginio Gigli, Hans im Glück, 2009
Strada romana, Walter Obert, Ghenos Games, 2009
Fairy Power, Antonino Calogero, Lanza del Vasto, 2009
Sator Arepo Tenet Opera Rotas (*The muddle maze*), E. Pesce and F. Rinaldi, ScriBabs/Post Scriptum, 2008
Star System, Walter Obert, Scribabs, 2007
Tunnelz, (*Andrew's cage*), Andrea Mainini, Recent Toys International, 2007
Verbindung gesucht (*Trikube*), Luca Borsa, Ravensburger, 2007
Ur, Paolo Mori, What's your game?, 2006
Fischmarkt, Mario Papini, Clementoni, 2006
Walhalla (*Vichinghi*), Alessandro Zucchini, Amigo, 2006
Justinian (*Bisanzio*), Alessandro Saragosa, 999 Games, 2006
König Salomons Schatzkammer (*Moria*), Alessandro Saragosa, Clementoni, 2005
Spin & Trap, Andrea Mainini, Goldsieber Spiel, 2005
Terra Nova (*Terranova*), Gaetano Evola and Rosanna Leocata, Winning Moves, 2004
Criminal mouse, Convicts of the prison of San Vittore, Faro, 2004
Feudo, Mario Papini, Zugames, 2004
Minestrone (*Collection*), Luisa and Francesco Cognetti, Piatnik, 2003
Tom Tube (*Major Tom*), Roland and Tobias Goslar, Kronberger Spiele, 2003
Farb Flitzer (*Cromodrom*), Giuseppe Bonfiglio, Piatnik, 2003
Trigos, Paolo Gasperat, Arg Design, 2003
San Gimignano (*Gnomoni*), Duilio Carpitella, Piatnik, 2002 - recommended by SdJ 2002
Sopravvento, Alberto Zaccagni, Sopravvento, 2001
Old Town, Stephan Riedel, Clicker Spiele, 2000
**Verba game**, Giuliano Parenti and Torquato Lo Mele, Dal Negro, 1999
Oxxo (*Forma o colore?*), Francesco Rotta, Faro, 1999
Algoritmo, Giacomo Dotta, Qualitygame, 1995
C'era una volta, Francesco Lutrario, Carte Segrete, 1994
Kupido, Giovanni Caron, Qualitygame, 1994
Konos, Giovanni Grieco, Andrea Grieco, Norberto Roccasalva, G.E.MI, 1994

premio ARCHIMEDE

dal 1992 **2020**

dedicato ad Alex Randolph
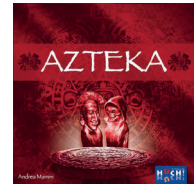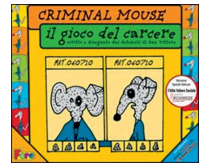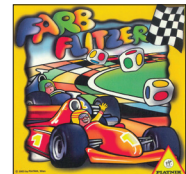
Registration Form

The form must be completed in full, signed by the applicant, and sent to Archimede

PART 1
PARTICIPANT'S PERSONAL DETAILS

Name	
Surname	
Address	
CAP	City/Nation
Email address	
Telephone number	
Fiscal Code	
Date and Place of Birth	
Authors' names	

PART 2:
GAME'S DETAILS

Title	
Number of players	
Recommended age	
Duration	

PART 3:
RIGHT 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. with head office in Venice, San Polo 3083, VAT IT 02925110278, from now on named "Agent", the right of first refusal on the game, in case it accesses the award final, with expiry date December 31, 2023. In case the Agent, within 2023, would stipulate one or more publishing contract, the option would transform into a real agency contract, valid until December 31, 2028. The contract is comprehensive of possible future expansions of the game.
The option implies the following:

• The Agent undertakes to do its utmost in order to conclude contracts to release the GAME with Italian or international publishers. Within the expiry date the Agent will have the right to sign publishing contracts in the name of and for the Author.
• In case of stipulation of one or more contracts, the Agent will pay the Author 50% of the resulting after-tax royalties or will sign contracts that include a direct payment to the Author of 50% of 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 possible contracts 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, including the economic benefits for the Agent.

PART 4:
ACCEPTANCE AND SIGNATURE

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

Author's signature

_____

studiogiochi

Hall of Fame

2018 - Venice, Sala San Leonardo			
Premio Archimede		**Special Awards**	
1st place	**JAP**, Gian Andrea Cappuzzo	Special Award "Sebastiano Izzo"	**Le Cinque Torri** Agostino Recchia
2nd place	**FeudaLink**, Marcello Bertocchi	Special Award Cartamundi	**Conclave X** Felix Bernat Juliàn
3rd place	**Qoobeland**, Alessandro Dentis	Special Award Cartamundi	**Conclave X** Felix Bernat Juliàn
4th place	**Bononia**, Gabriele Bubola	Special Award IDG	**JAP** Gian Andrea Cappuzzo
5th place	**Stonehenge**, Nestore Mangone	Special Award IDG	**JAP** Gian Andrea Cappuzzo
6th place	**Conclave X**, Felix Bernat Juliàn	Special Award AIG	**JAP** Gian Andrea Cappuzzo
7th place	**Sunshine & Showers**, Gabriele Bubola	Special Award AIG	**JAP** Gian Andrea Cappuzzo
8th place	**Lettere di Marca**, Cielo d'Oro	Special Award Scienza e gioco	**Scie Chimiche** Mirko Baldicchi
9th place	**Conestoga**, Walter Obert	Special Award Scienza e gioco	**Scie Chimiche** Mirko Baldicchi
10th place	(ex-aequo) **U.S. Vote Dry**, Geordie Cassamagnaga **La Piramide di Micerino**, Davide Zago	Special Award Fotonica in gioco	**Stop Climate Change** class 5G Liceo Scientifico G. Gandini, Lodi
12th place	**Zoo**, David Zanotto	Special Award Fotonica in gioco	**Stop Climate Change** class 5G Liceo Scientifico G. Gandini, Lodi
13th place	**Repubbliche Marinare**, Matteo Sassi	Special Award Fotonica in gioco	**Stop Climate Change** class 5G Liceo Scientifico G. Gandini, Lodi

Year	Location	Winner
2016	Venice, Sala San Leonardo	**Tergeste**, Eric Orel
2014	Venice, Sala San Leonardo	**Nea Polis**, Ciro Facciolli and Sara Rubino
2012	Venice, Guggenheim Institute	**Marco Polo**, Simone Luciani and Daniele Tascini
2010	Venice, Great Hall, IUAV	**Aquileia**, Cielo d'Oro
2008	Venice, Great Hall, IUAV	**Lorenzo il magnifico**, Paolo Mori
2006	Venice, Terese, IUAV Art and Design faculty	**Clavigola**, QMAM
2004	Venice, Great Hall, IUAV	**Terranova**, Gaetano Evola and Rosanna Leocata
2002	Venice, Ca' Vendramin Calergi	**Magma**, Carlo A. Rossi
2000	Cagli, 8° Festival dei giochi	(ex-aequo) **Bisanzio**, Alessandro Saragosa **Gnomoni**, Duilio Carpitella
1998	Cagli, 6° Festival dei giochi	**Giano**, Furio Ferri
1996	Marina di Carrara, Libriamo&Giochiamo	**Krakatoa**, Walter Obert
1995	Cattolica, Hotel Queen Mary	**Svicolando**, Claudio Serravalli
1994	Marina di Carrara, Estategiochi '94	**Algoritmo**, Giacomo Dotta
1993	Gradara, 4° Festival dei giochi	Demonstrative review

CITTÀ DI VENEZIA

LE CITTÀ IN FESTA

palazzo barbarigo
sul canal grande
venezia

Associazione Veneziana Albergatori

SAZ
Spiele-Autoren-Zunft e.V.
Game Designers Association

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raccontare la Scienza

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Istituto di Fotonica e Nanotecnologie

musée suisse du jeu
schweizer spielmuseum
swiss museum of games

PLAYRES

CITTÀ IN GIOCO
GioNa

UISP
sportpertutti

AIG
AUTORI IN GIOCO

999 GAMES

AMIGO

ASMODEE

Cartamundi

CMON

CranIO CREATIONS

Giochi Uniti

HEL·· VETIQ

HANS IM GLÜCK

HUCH! & friends

KOSMOS

mandoo games

OLIPHANTE LIBRI COSE GIOCHI

Pegasus Spiele

Piatnik · VIENNA ·

Queen GAMES

Ravensburger

RIO GRANDE GAMES

THUNDERGRYPH GAMES