

NOTICE OF COMPETITION

The **PREMIO ARCHIMEDE 2023**, organized by studio-giochi, is centered around the invention of new, original board games. The prize is dedicated to the great **Alex Randolph** - who was its president for the first 7 editions - and so far has helped over 50 authors to fulfill the dream of having their game published. The participation (single or group) is open to everyone, with no age or residence restriction. The participating games must be sent **by March 31st, 2023**.

The **closing ceremony** will take place approximately around **mid-September 2023 in Venice** thanks to the collaboration of the **City of Venice**, within an ampler framework of initiatives aimed at the spreading of gaming culture and at preventing the rampant gambling disorders. Thanks to the publishers' support, the winning authors will receive a total of **€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, forgotten "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 Scienza in Gioco** to the best science themed game with educational and informative purposes, assigned by the Institute for Photonics and Nanotechnologies of the Consiglio Nazionale delle Ricerche (IFN - CNR).
- **Special Trophy SAZ Italia** to the best developed game that improved the most compared to the first original version submitted. To the winner a free entry of one day to IdeaG nazionale.

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 **SAZ** (Spiele-Autoren-Zunft, the international game designers association), by **UISP** (Unione Italiana Sport per Tutti) and by **GioNa** (Associazione Nazionale delle Città in Gioco) for its socio-cultural and inclusive values; it is in fact a playful and recreational activity that promotes the right to play, for everyone and for all ages.



The audience during the Closing Ceremony at the 2018 edition

MORE AND BETTER GAMES, READY TO BE TESTED!

This year, Premio Archimede will display a whole new structure, aimed at increasing the quality and number of games admitted to the final, thus also increasing their likelihood of publication.

The selection and development stage. Upon receipt of each prototype, the Selection Jury will test and evaluate, the potential of the game. This edition's biggest novelty will be that the Jury will immediately contact the authors of the most interesting games in order to suggest, where necessary, possible improvements to perfect the game. The contacted authors will be able to try to implement the Jury's suggestions, taking care to send any updated versions of their games, which will be then re-evaluated.

In this way, even the games that in the past would not have reached the finals (because they needed further development, even if they displayed a good potential), will now be able to aspire to it. The games that after this process will reach a level of quality deemed satisfactory, will be admitted among the finalists.

Development timing. The refinement of the prototypes may take a long time, so we suggest the authors to register and send their games as soon as possible: the sooner the prototypes arrive, the more time there is to complete their development.

The final. In Venice, during the week preceding the closing ceremony, all finalist games will be played, tested and evaluated by the Final Jury, composed of editors from many of the major publishing companies in the world. Finally, the winners of the Premio Archimede 2023 (and of the collateral awards) will be announced during the closing ceremony.

Publication. With this new system, the games that make it to the finals will have a very high chance of being published and thus find the way to commercialization. To facilitate and speed up the decision process of the various publishers, the authors of the finalist games will be asked to send more copies of their prototype.

IFN - CNR will also organize the fourth 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.

The **Matematica in Gioco** project is a school-work alternation course organized by the Pop-mat laboratory and by the Fablab of the **University of Trento**, in which games designed by Mathematics students will be analyzed, perfected and manufactured by a team of high school students of different specializations. Among the games developed in this context, one will be selected for participation in the Premio Archimede.

A selection of games from the beautiful exhibition **The Game - The role of Emergency**, which was held in the Venice headquarters of **EMERGENCY**, of which Mara Rumiz is in charge, will also participate in the Premio Archimede 2023; the games were created by the students of the Communication Design Laboratory 3 of the Master's Degree Course in Communication Design at the **IUAV**, conducted by Paola Fortuna and Luciano Perondi.



The Game
Il ruolo di
Emergency

Dal 16 febbraio
al 30 marzo 2023
Emergency
Sede di Venezia

**PROROGATA FINO
AL 29 APRILE 2023**

Orari di apertura
Mercoledì, giovedì e venerdì
dalle 11 alle 16

 **EMERGENCY**

I
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V

Participation

To be officially admitted to the competition it is necessary to carefully complete **all the steps of the following procedure**:

GAME REGISTRATION

Send an e-mail to archimede@studiogiochi.com with the following attachments:

- a scan in .pdf format of the **registration form**, which must be filled in and signed.
- the receipt of payment of the **registration fee**, equal to €35 (for each game presented). The fee is reduced by €5 (for each game presented) if you are using the vouchers issued by **SAZ** to its members.

The payment must be made by **bank transfer** to the following IBAN:

IT 57 M 01030 02001 000000592552

BIC PASCITMMVNZ

payable to Studiogiochi srl

The **name and surname** of the author and the **title of the game** must be entered in the reason for payment. If you participate with more than one game, it is sufficient to make a single payment, indicating the titles of all the games entered in the reason for payment. A receipt will be issued in accordance with the law.

PREPARING AND SENDING THE PROTOTYPE

To produce their prototype, participants can use the dedicated **discounts** issued by **Cartamundi** and **Spielmaterial**. The prototypes **MUST** be **postmarked no later than March 31st, 2023**, under penalty of exclusion. Any customs duties must be fulfilled by the authors, under penalty of exclusion.

Shipping address:

PREMIO ARCHIMEDE 2023

c/o studiogiochi

San Polo 3083

30125 VENICE, Italy

The shipment must include:

- The **prototype of the game** with printed rules
- The **original copy of the registration form**, which must be inserted in the prototype's box

In addition to physically sending the prototype, authors must also **send an e-mail** to archimede@studiogiochi.com with the following attachments:

- one or more **photographs** of the game set up and ready to be played (.jpg format)
- the **rules** of the game (.pdf format)

CONFIRMATION OF PARTICIPATION

For each game admitted, a certificate of participation (in digital copy) will be issued to testify and certify the game's participation in the Premio Archimede 2023.

Studiogiochi reserves the right of option on the finalist games (see participation form).

Take advantage of the discounts dedicated to Premio Archimede's participants

Cartamundi 

Make My Game


Use the **Make My Game** online platform, powered by Cartamundi, which allows you to produce customized games with high quality materials.

You will be granted a **25% discount** and direct shipment of your prototype to studiogiochi.

After submitting the registration form and paying the registration fee to studiogiochi, get in touch with Archimede's administrative office by sending an e-mail (archimede@studiogiochi.com) to redeem the discount code.



Buy the materials you need for the prototype of your Archimede game on www.spielmaterial.de and get a **20% discount**.

To redeem the discount code, get in touch with the

Archimede's administrative office by sending an e-mail (archimede@studiogiochi.com) after submitting the registration form and paying the registration fee to studiogiochi.

Requirements

All games must follow the **requirements** listed here below, **under penalty of exclusion**.

The game

- Must be original and unpublished
- Its playing time must not exceed 90 minutes

The prototype

- All the components of the game, including the board, must be contained in a rigid cardboard box that should be solid and parallelepipedal, must be of easy opening but it should also 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 read, and materials must be suitable (for instance, it would be better to stay clear of metals).
- It doesn't need to have the quality of a finished product, graphics are subordinate to functionality.
- Components must be accurately packaged and divided so that it is easy to set the game up during its first playthrough.
- To speed up and facilitate the editors' decision processes, the authors of the finalist games will be asked to send us more copies of their prototype. Keep this in mind when designing your game.

Which language should I use?

- If you are Italian, the game's texts and rules **must be written in good Italian**. However, if your game will be admitted to the finals, it will be **mandatory** to produce an **English** version of the prototype (and, preferably, of the rules as well).
- If you are not Italian, all texts must be written in **English**.

The Jury reserves the right to contact the authors for any additions or clarifications.

The rules

- Cannot exceed (indicatively) 10.000 characters.
- Must be clear and complete (number of players, description of the components, aim of the game, etc.). We suggest to use extensive examples and pictures. We also strongly suggest, as an additional measure, that you have someone else read the rules, someone who doesn't know the game, to see if they are able to play without any input from your part. If the jurors are unable to understand the rules, they won't be able to properly test the game, or they will play it the wrong way, therefore making it impossible to rate it correctly.
- Both the rules and the box of the game must include the title of the game, the number of players, the author's name and surname, an e-mail address and a 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 returned (unless the Author explicitly requires so within one month after the closing ceremony; all shipping costs will be at the Author's expenses). Finalists' prototypes and those awarded a special prize won't be returned.



The 236 prototypes of the 2021 edition

Juries, games selection criteria and the final's procedure

There will be two separate Juries, who will work in different phases of the competition. During the 1st phase, only the **Selection Jury** will work on the games. Its members are:

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

The Jury will evaluate all the prototypes, keeping in mind the following criteria, in order of importance:

- **Publishing potential**, i.e. the chances the game has of being considered by a publisher
- **Originality** of the game's mechanics
- **Playability, balance and functionality** of the mechanics
- **Fun**
- **Functionality** of the prototype and clarity of the rules

It must be specified that while the quality of the prototype (and, above all, of the rules) weighs little on the overall evaluation of the game, at the same time it is a fundamental condition for a correct playthrough of the game and the enjoyment of all the other features.

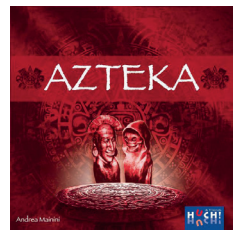
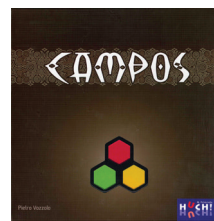
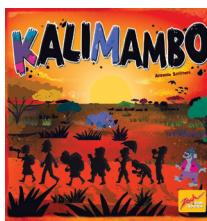
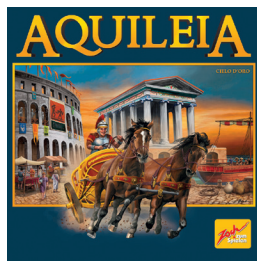
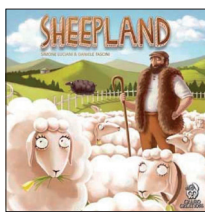
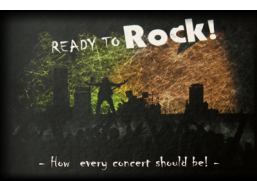
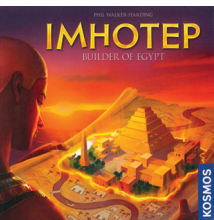
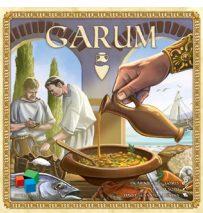
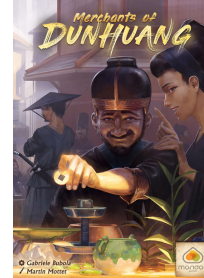
The **Final Jury**, at the moment, is composed by:

- **Dario De Toffoli - president (studiogiocchi, Italy)**
- Hadi Barkat (**Helvetiq**, Switzerland)
- G. Aguirre Bisi & V. Emer (**ThunderGryph Games**, Spain)
- Luca Borsa (**SAZ Italia**, Italy)
- Bernd & Moritz Brunnhofer (**Hans im Glück**, Germany)
- Stefano De Carolis (**Giochi Uniti**, Italy)
- François Décamp (**Asmodée**, France)
- Erik de Jong (**999 Games**, The Netherlands)
- L. De Luca Cuccia & G. Torrente (**Creative Jam**, Italia)
- Thorsten Gimmler (**Ravensburger**, Germany)
- M. Donda & A. Montingelli (**Amigo**, Germany)
- Hermann Hutter (**Huch! & friends**, Germany)
- David Junglas (**Moses**, Germany)
- Kevin Kichan Kim (**Mandoo Games**, Korea)
- Simone Luciani (**Cranio Creations**, Italy)
- Wolfgang Ludtke (**Kosmos**, Germany)
- Conor McGoey (**Inside Up Games**, Canada)
- Matthias Wagner (**Pegasus Spiele**, Germany)
- Umberto Rosin (**La Tana dei Goblin**, Italy)
- Michal Šmíd (**Albi**, Czech Republic)
- Dieter Strehl (**Piatnik**, Austria)
- Jay Tummelson (**Rio Grande Games**, United States)

Both Juries will rely on the collaboration and advice from other selected playtesters.

The jurors of the 2021 edition





From Archimede to the shelves

In recent years, Premio Archimede has proven itself as an incredibly effective display. Many of the games developed from the prototypes submitted to the Premio Archimede have already found a publisher, and many others are in the process of being published.

Un giorno al Museo, Francesco Frittelli (2021)

Hackers, Davide Sassoli (2021)

7 Guilds, Mario Quartana (2021)

Your Majesty, Gabriele Bubola (2021)

Watch Out!, M. Cimenti, C. Zanchetta, C. Rigon (2021)

Qoobeland, Alessandro Dentis (2018)

Tergeste, Eric Orel (2016)

Santa's workshop, Gabriele Ausiello (2016)

Nea Polis, Ciro Faccioli, Sara Rubino (2014)

COMING
SOON

COMING
SOON

COMING
SOON

Morgan's Magic Map (*JAP - Just Another Pirate Game*), G.A. Cappuzzo (2018)

OverbookKing, Filippo Landini, HUCH!, 2022

Fresh Fruits (*Happy fruits*), Francesco Calvi, HUCH!, 2022

Old London Bridge (*Bononia*), Gabriele Bubola, Queen Games, 2022

Just Wild (*Rus in urbe*), Marco Franchin, Helvetiq, 2021

Day & Night (*Tricky days*), Andrea Mezzotero, Piatnik, 2021

De Schat van Kadora (*Cónclave X*), Félix Bernat Julián, 999 Games, 2020

Cónclave (*Cónclave X*), Félix Bernat Julián, Reverse Games, 2020

Kleine Kläffer (*Cónclave X*), Félix Bernat Julián, Piatnik, 2020

Merchants of Dunhuang (*Bazar di Tabriz*), G. Bubola, Mandoo Games, 2020

Aqualin (*FeudaLink*), Marcello Bertocchi, Kosmos, 2020

Garum (*Overmatch*), Ricardo Jorge Gomes, Pythagoras, 2019

Wizard Würfelspiel (*On-a-roll*), Daan Kreek, Amigo, 2019

Hats (*Sunshine & Showers*), Gabriele Bubola, ThunderGryph Games, 2019

Carnaval (*Messti*), Peter Verhaeghe, 999 Games, 2018

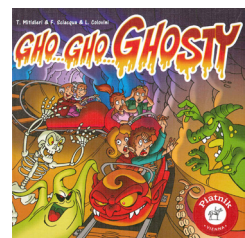
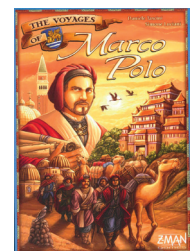
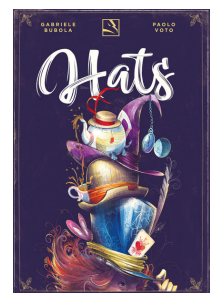
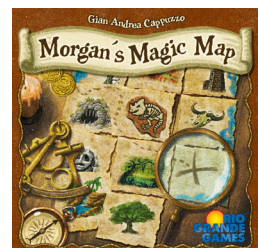
Pass the Bomb Family, part of (*Word up!*), Daan Kreek, Piatnik, 2017

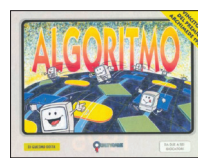
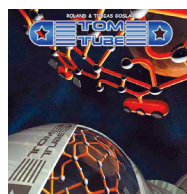
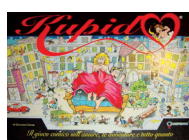
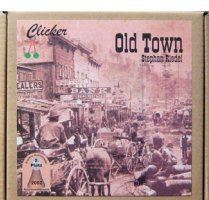
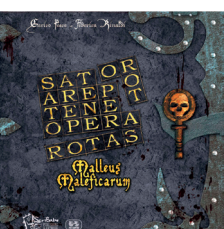
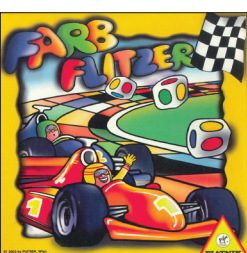
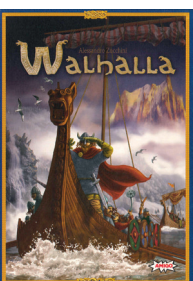
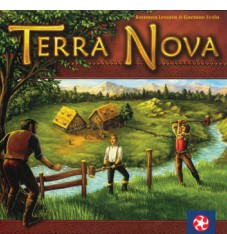
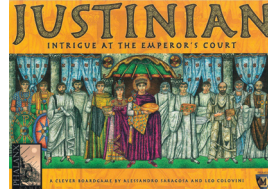
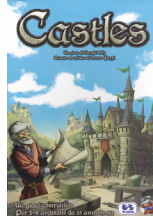
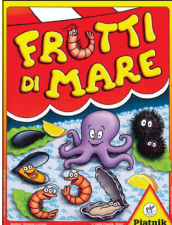
Gho...gho...Ghosty (*Clavigola*), F. Sciacqua and T. Mitidieri, Piatnik, 2017

Tolomeo, Diego Allegrini, Dal Tenda, 2017

Imhotep (*Builders of Egypt*), P. 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 Spielverlag, 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*), A. Saragosa, Clementoni, 2005

Spin & Trap, Andrea Mainini, Goldsieber Spiel, 2005

Terra Nova (*Terranova*), G. Evola and R. 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

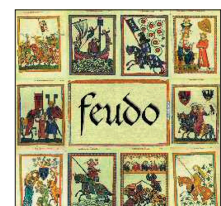
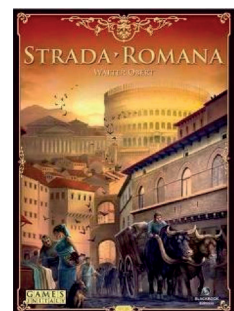
Oxxo (*Forma o colore?*), Francesco Rotta, Faro, 1999

Algoritmo, Giacomo Dotta, Qualitygame, 1995

C'era una volta, Francesco Lutrario, Carte Segrete, 1994

Kupido, Giovanni Caron, Qualitygame, 1994

Konos, Giovanni and Andrea Grieco, Norberto Roccasalva, G.E.MI, 1994



Registration Form

The form must be filled in completely, signed by the applicant, and sent to Archimede's administrative office

PART 1

PARTICIPANT'S PERSONAL DATA

name	
surname	
address	
postal code	city/nation
e-mail address	
telephone number	
date and place of birth	
author names	

PART 2:

GAME'S DETAILS

title
number of players
recommended age
average playing time

PART 3:

RIGHT OF FIRST REFUSAL

I hereby 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.

I further declare that I grant studiogiocchi srl, with registered office in Venice, San Polo 3083, VAT no. 02925110278, hereinafter referred to as "Agent" the exclusive right of option to the game, expiring 12/31/2023. Should the game qualify among the finalists or be awarded with a special prize, the option will automatically renew until 12/31/2026. Instead, the rights to the games that were not admitted to the finals and did not win any special prizes will automatically revert to the authors on 12/31/2023.

Should the Agent, by 2026, enter into one or more publishing contracts, the option would turn into a full-fledged agency contract valid until 12/31/2031. 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 cannot stipulate licensing contracts without the Agent.
- After the expiry date, the option will automatically be renovated every year, unless one party gives written notice 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:

AGREEMENT AND SIGNATURE

I hereby agree 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

Hall of Fame

2021 - Hotel Palazzo Barbarigo

Premio Archimede		Special Awards	
1 st place	OverbookKing by Filippo Landini	Special Award “Sebastiano Izzo”	EkoHouse by M. Castellvi Barnes and R. Brunet Espinosa
2 nd place	Un giorno al Museo by Francesco Frittelli		
3 rd place	Watch Out! by M. Cimenti, C. Zanchetta, C. Rigon	Special Award Cartamundi	OverbookKing by Filippo Landini
4 th place	Happy Fruits by Francesco Calvi		
5 th place	Your Majesty by Gabriele Bubola	Special Award AIG	Watch Out! by M. Cimenti, C. Zanchetta, C. Rigon
6 th place	Tankograd by Marcello Mugnai		
7 th place	EkoHouse by M. Castellvi Barnes & and Brunet Espinosa	Special Award Scienza in Gioco	2099, la sfida del secolo by Paolo Agrippino
8 th place	Leave and Let Dice by Mauro Vettori	Special Award Fotonica in gioco	Cromoladro by Liceo Artistico E. Lussu – Sant’Antioco (SU)
9 th place	Loyalty by Nicholas Paschalis		
10 th place	7 Guilds by Mario Quartana	Special Mention Fotonica in Gioco	Ecogame by Istituto Fedi Fermi - Pistoia Il miglior gioco da tavola periodica by Liceo Scientifico Delfico - Teramo La scientifica commedia by Liceo scientifico Majorana - Latina
11 th place	Tlaloc Pyramid by Joel and Rafael Escalante		
12 th place	Dead Man’s Chests by Marco Guidara		
13 th place	Rhyolite by Alessandro Dentis		
14 th place	Hackers by Davide Sassoli		
15 th place	Memento Mori by S. Ancillai and T. Palazzotti		
16 th place	Crazy Party by Banana C. Games		
17 th place	Planetary by Luca Frascatani		

2018	Venice, Sala San Leonardo	JAP – Just Another Pirate Game by Gian Andrea Cappuzzo
2016	Venice, Sala San Leonardo	Tergeste by Eric Orel
2014	Venice, Sala San Leonardo	Nea Polis by Ciro Faccioli and Sara Rubino
2012	Venice, Guggenheim Institute	Marco Polo by Simone Luciani and Daniele Tascini
2010	Venice, Great Hall, IUAV	Aquileia by Cielo d’Oro
2008	Venice, Great Hall, IUAV	Lorenzo il magnifico by Paolo Mori
2006	Venice, Terese, IUAV Art and Design faculty	Clavigola by QMAM
2004	Venice, Great Hall, IUAV	Terranova by Gaetano Evola and Rosanna Leocata
2002	Venice, 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
1996	Marina di Carrara, Libriamo&Giochiamo	Krakatoa by Walter Obert
1995	Cattolica, Hotel Queen Mary	Svicolando by Claudio Serravalli
1994	Marina di Carrara, Estategiochi '94	Algoritmo by Giacomo Dotta
1993	Gradara, 4° Festival dei giochi	Demonstrative review

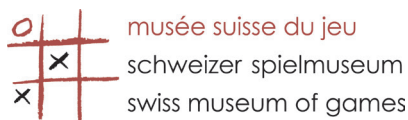


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