

PREMIO ARCHIMEDE 2012, organized by studiogiocchi, concerns the invention of unpublished board games.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 thirty authors come true thanks to the publication of their games. Great success and many good expectations from the past edition: so far six games are about to be published by the best international publishers. Everybody can participate, there are no age nor nationality limits.

The 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 2013**), in form of scholarships, stages, contributions for the publication, etc. The final ceremony will take place in Venice on the **29 of September 2012**. During this occasion there will be a commemoration of Alex Randolph. The official magazine for the competition is **Focus Brain Trainer**.

The Prize is also supported by the cooperation of the **Musée Suisse du Jeu** (Swiss Museum of games) that will organize an exposition of the final games. All the associations 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 2012 to:

PREMIO ARCHIMEDE 2012 c/o studiogiocchi  
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.

## The jury

There will be two separate juries, both directed by **Niek Neuwahl**:

- the **selection jury** will assign special awards and choose the games admitted to the finals and among them the finalists.
- the **final jury** will vote in front of the public, during the final ceremony, deciding the winners, for the Archimede Prize as well as for the Carta Mundi Prize.

### selection jury

- Giuseppe Baggio
- Alfredo Berni
- Leo Colovini
- Andrea Ligabue
- Carlo A. Rossi
- Gianluigi Pescolderung (IUAV)
- Dario Zaccariotto
- Alessandro Zucchini



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. Studiogiocchi 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 studiogiocchi or else an international postal cheque. There will be a participation certificate for each admitted game, indicating the day of the presentation of the game.

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.

The game must be composed by one or two decks of cards only and it will be produced with its rules and its box. The graphics will be realized for free by ScriBabs.



- **Special Prize IDG** for the best game entirely created by an author that never participated to the Premio Archimede and never published one of his games.

All the finalists will receive many games offered by the publishers that sponsor the prize, and materials for the creation of new prototypes kindly offered from Spiel-material.de.



**www.spielmaterial.de** offers also a 20% discount to anyone who makes an order and partecipates to Archimede. Please contact the Premio Archimede secretary to recieve the discount code.

### final jury

- Michael Bruinsma (Phalanx, The Netherlands)
- Bernd Brunnhofer (Hans im Glück, Germany)
- Silvio De Pecher (la tana dei Goblin, Italy)
- Dario De Toffoli (studiogiocchi, Italy)
- Mauro Gaffo (Focus Brain Trainer, Italy)
- Mike Gray (Hasbro, USA)
- Uwe Molter (Amigo, Germany)
- Ulrich Schaedler (Musée Suisse du Jeu, Switzerland)
- Philipp Sprick (Ravensburger, Germany)
- Dieter Strehl (Piatnik, Austria)
- Albrecht Werstein (Zoch, Germany)

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

## 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 advised to use english so that the final jury is able to be independent.
- 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.

## Evaluation standards for games

The jury will consider the games accordingly to the following features (in order of importance):

- Originality of the game mechanisms.
- Playability, balance and functionality of the mechanisms.
- Amusement.

## Published Archimede Games

- **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 scriptum (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

- 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 eventually e-mal 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.

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- Interaction of the players.
- The possibility that the game will be taken into consideration from editors to be published.
- Theme coherence.
- Quality of the prototype.

- 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



About to be published: **Builders of Egypt** (2010) by Phil Harding, **Cacao** (2010) by Phil Harding, **Castles** (2010) by Marco Pozzi.

## Participation form

to be completely filled in and signed for each participating game

### PART 1 PERSONAL DATA OF THE PARTICIPANT

name	
surname	
address	
Zip code	city/country
e-mail address	
telephone number	
tax code (alphanumeric 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 2013.

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

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## Albo d'oro

2010	
Venice, Aula Magna, University of Architecture	
Premio Archimede	<b>Aquileia</b> by Pier Volontè
2nd place	<b>Builders of Egypt</b> by Phil Harding
3rd place	<b>Cacao</b> by Phil Harding
4th place	<b>Abate Lappesa</b> by Teodoro Mitidieri, Francesco Sciacqua and Pietro Rubolino
5th <b>CRAZY RACE</b> by Antonio Scrittore, 6th <b>CASTLES</b> by Marco Pozzi, 7th <b>DROP SITE</b> by Dennis Hoyle, 8th <b>GOSIX</b> by Pierre Canuel, 9th (ex-aequo) <b>BALANCE</b> by Carlo Emanuele Lanzavecchia, 9th <b>QUANTUM RACE</b> by Fabio Chiarello, 11th <b>PAX ROMANA</b> by Alessandro Saragosa, 12th <b>IL GRANDE GIOCO DELLE BUONE AZIONI</b> by Fabio Chiarello, 13th <b>PIAZZA MERCATO</b> by Pier Volontè for Celo Doro, 14th <b>Q - IL GIOCO DELLE CARTE</b> by Enrico Trincherini, 15th <b>GUADO</b> by Lorenzo Pigozzo and Alessandro Santacroce, 16th <b>IRIGEM</b> by David Zanotto.	
Special Prize Carta Mundi to the best card game: <b>Drop Site</b> by Dennis Hoyle. Special Prize Focus Brain Trainer: <b>Quantum race</b> by Fabio Chiarello, Special Prize Sebastiano Izzo: <b>Memomat</b> by Hiroaki Ota. Special Prize Winning Moves: <b>Cacao</b> by Phil Harding Special Prize IdG: <b>Aquileia</b> by Pier Volontè	

2008	
Venice, Aula Magna, University of Architecture	
Premio Archimede	<b>Lorenzo il magnifico</b> by Paolo Mori
2nd place	<b>Strada romana</b> by Walter Obert
3rd place	<b>Timbuctu</b> by Alex Saragosa
4th place	<b>Egizia</b> by Virgilio Gigli
Special Prize Carta Mundi to the best card game: <b>Portobello road</b> by Simone Luciani. Special Prize Focus Brain Trainer: <b>Triple</b> by Paolo Durighello, Special Prize Sebastiano Izzo: <b>Exagon</b> by Alimberto A. Torri. Special Prize Winning Moves: <b>Strada romana</b> by Walter Obert	

2006	
Venice, Terese, University of Architecture	
Premio Archimede	<b>Clavigola</b> by QMAM
2nd place	<b>Rapina al treno di El Paso</b> by Luca Borsa
3rd place	<b>Rapa Nui</b> by Alex Saragosa
4th place	<b>Tiago</b> by Celo D'oro
Special Prize Sebastiano Izzo: <b>Kra</b> by Antonio Scrittore Special Prize for the best game made by the IUAV students: <b>Esà</b> by Andrea Buran Special Prize Carta Mundi to the best card game: <b>Star system</b> by Walter Obert Special Prize SuGioKo Dal Negro: Marco Minetti	

2004	
Venice, Aula Magna, University of Architecture	
Premio Archimede	<b>Terranova</b> by Gaetano Evola and Rosanna Leocata
2nd place	<b>Moria</b> by Alex Saragosa
3rd place	<b>Al Fischmarkt</b> by Mario Papini
4th place	<b>Fatocrazia</b> by Fabio Chiarello
Special Prize Sebastiano Izzo: <b>Magnetic Game</b> by Cristian Salardi Special Prize for sport simulation: <b>La maglia rosa</b> by Giovanni Sirio Special Prize for the best game mad by the IUAV students: <b>Cruzade</b> by Beatrice Arman and Silvia Serra Special Prize for the high social value: <b>Criminal mouse</b> by the prisoners and volunteers of the S.Vittore prison Special prize for the foreign participation: <b>Dome Quest</b> by Greg Babic (Australia)	

2002	
Venice, Ca' Vendramin Calergi	
Premio Archimede	<b>Magma</b> by Carlo A. Rossi
2nd place	<b>Old Town</b> by Stephan Riedel (Germany)
4th place	<b>Maya</b> by Alex and Manuel Saragosa
Special Prize Sebastiano Izzo: <b>Kaskad</b> by Valere Fourcade (France) Best game for children: <b>Cromodrom</b> by Giuseppe Bonfiglio. Special Prizes: <b>1-2-3War</b> by Gaetano Evola and Rosanna Leocata, <b>L'Azteco</b> by Andrea Carpentieri and Luciano Cuni, <b>Genoma guys</b> by Fabio Chiarello, <b>I collezionisti</b> by Roberto Magioncalda, <b>Il principe</b> by Alessandro Saragosa, <b>Talata</b> by Angelo Iozzolino, <b>Collection</b> by Luisa and Francesco Cognetti	

<b>2000</b> Cagli, 8° Festival dei giochi	(ex-aequo) <b>Bisanzio</b> by Alessandro Saragosa <b>Gnomoni</b> by Duilio Carpitella
<b>1998</b> Cagli, 6° Festival dei giochi	<b>Giano</b> by Furio Ferri
Premio Archimede <b>1996</b> Marina di Carrara, Libriamo&Giochiamo	<b>Krakatoa</b> by Walter Obert
Premio Archimede <b>1995</b> Cattolica, Hotel Queen Mary	<b>Svicolando</b> by Claudio Serravalli
Premio Archimede <b>1994</b> Marina di Carrara, Estate-giochi '94	<b>Algoritmo</b> by Giacomo Dotta
Premio Archimede <b>1993</b> Gradara, 4° Festival dei giochi	demonstrative exhibition

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



musée suisse du jeu  
schweizerisches spielmuseum  
swiss museum of games

Contributors:



Focus Brain Trainer  
Official Magazine of  
Premio Archimede 2012

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

