

PREMIO ARCHIMEDE 2010

for unpublished games – XI edition



PREMIO ARCHIMEDE 2010, organized by studiogiocchi, concerns the invention of board games.

The Prize is dedicated to the great **Alex Randolph**, who was the President of this competition during the first seven editions.

Everybody can participate, there are no age nor nationality limits.

The authors must be non-professionals (this means that the activity of inventing games can't be their main occupation and they must not be well known in the international scene). 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). The Foundation offers a support of **€ 3.500** to the winners, in form of study trips, stages, contributions for the publication, etc. The University Institute for Architecture of Venice (**IUAV**) will host the final ceremony, like in the previous three editions, that will take place on the 2nd of October 2010. 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. 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 30th of June 2010 to:

PREMIO ARCHIMEDE 2010

c/o studiogiocchi

S. Polo 3083

30125 VENICE

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 a part of the organization costs.

As in literature prizes, starting from this edition, 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 non-transferable 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 Award, the jury will assign the Special Award Sebastiano Izzo and many other Awards such as:

- **Winning Moves Special Trophy**, for the best family strategic game. The winner game will be exposed at the Winning Moves stand, during the fair of Essen 2008.

- **Carta Mundi Special Trophy** for the best card game: the prize consists in 1000 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 case. The graphics will be realized for free by the ScriBabs, that published the winner game of the previous year.

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.



The jury

For the judgment of the games there will be two separate working groups:

- **the selection jury** that will choose the games admitted to the finals and will assign special awards.
- **the final jury** that will vote in front of the public, during the final ceremony, deciding the winners, for the prize as well as for the Winning Moves and Carta Mundi trophies.

Selection jury

- Niek Neuwahl (President)
- Giuseppe Baggio
- Alfredo Berni
- Leo Colovini
- Marco Maggi
- Francesco Nepitello
- Carlo A. Rossi
- Dario Zaccariotto
- Alessandro Zucchini



Final jury

- Niek Neuwahl (president)
- Michael Bruinsma (Phalanx, Holand)
- Bernd Brunnhofer (Hans im Glück, Germany)
- Dagmar De Cassan (Win magazine organizer for the SpieleFest of Vienna, Austria)
- Silvio De Pecher (la tana dei Goblin, Italy)
- Dario De Toffoli (studiogiocchi, Italy)
- Paolo Fasce (Il secolo XIX, Italy)
- Mauro Gaffo (Focus Brain Trainer, Italy)
- Mike Gray (Hasbro, USA)
- Uwe Molter (Amigo, Germany)
- Ennio Peres (Journalist)
- Philipp Sprick (Ravensburger, Germany)
- Albrecht Werstein (Zoch, Germany)

Both groups will be helped in their tasks by the valian effort of Gigi Pescolderung, Giuseppe Baù, Fabrizio Berger, Giulia Franceschini, Giorgia Marchesin, Elisa Marzorati, Stefano Mondini, Rossana Nardo, Giorgio Salvadego and Massimo Tonizzo.

Requirements to participate

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

The game

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

The rules

- Have to be typewritten (typewriter or computer) and printed in Italian and/or English.

- Have to be easy to understand and exhaustive (including the indication of the contents of the material and the number of players). The jury will use them to learn to play the game. It is advisable to use examples and figures.

- Can't be written in more than 10.000 characters.

- Advice: Before you send the game, find a group of testers and let them play it without giving any help explaining the rules, and observe how it works! That way you will know how you can refine and perfect your rules and even your game.

The prototype

- Has to be contained in a solid cardboard box similar to the games officially produced. 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.

- Has to be functional. For instance the pawns have to be able to stand easily, the spaces have to be big enough, the cards must not be too thin, the colours have to be easy to identify, etc.

- It is not necessary to be presented as a final version, the graphic aspect should not worsen the usability.

- 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 to 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 possibly 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 during the final ceremony; all the non recollecting prototypes won't be returned.

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.

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

Published games

- **Portobello Road** (2008) by S. Luciani, ed. by Piatnik as Frutti di mare
- **Egizia** (2008) by V. Gigli, ed. by Hans im Glück as Nilo
- **Strada romana** (2008) by W. Obert, ed. by Ghenos
- **Fairy Power** (2008) by A. Calogero, ed. by Lanza del Vasto di Genova
- **Ur** (2006) by P. Mori, ed. by What's your game
- **Star System** (2006) by W. Obert, ed. by Scribabs
- **The muddle maze** (2006) by E. Pesce and F. Rinaldi, ed. by Scribabs/Post scriptum (title Sator Arepo Tenet Opera Rotas)
- **Terranova** (2004) by G. Evola and R. Leocata, ed. by Winning Moves
- **Moria** (2004) by A. Saragosa, ed. by Clementoni as König Solomons Schatzkammer and Indiana Jones
- **Al Fischmarkt** (2004) by M. Papini, ed. by Clementoni as Fishmarkt
- **I vichinghi** (2004) by A. Zucchini ed. by Amigo as Walhalla
- **Criminal mouse** (2004) by the prisoners of San Vittore, ed. by Faro
- **Feudo** (2004) by M. Papini, ed. by Zugames
- **Andrew's cage** (2002) by Andrea Mainini, ed. by Recent Toys International come Tunnelz
- **Spin & Trap** (2002) by A. Mainini, ed. by Gold-Sieber and Recent Toys
- **Collection** (2002) by Luisa and Francesco Cognetti, ed. by Dal Negro; then by Piatnik as Minestrone
- **Major Tom** (2002) by Roland and Tobias Goslar, ed. by Kronberger Spiele as Tom Tube
- **Old Town** (2002) by S. Riedler, ed. by Clicker Spiele
- **Cromodrom** (2002) by G. Bonfiglio, ed. by Piatnik as Farb Flitzer
- **Gnomoni** (2000) by D. Carpitella, ed. by Piatnik as San Gimignano - nomination Spiel des Jahres 2002
- **Sopravvento** (2000) di A. Zaccagni, ed. Sopravvento
- **Verba game** (1998) by G. Parenti and T. Lo Mele, ed. by Dal Negro
- **Trikube** (1998) by Luca Borsa, ed. by Ravensburger come Verbindung gesucht
- **Trigos** (1998) di P. Gasperat, ed. Arg Design
- **Forma o colore?** (1996) by P. Gasperat, ed. by Arg Design
- **Algoritmo** (1994) by G. Dotta, ed. by Qualitygame
- **Kupido** (1994) by G. Caron, ed. by Qualitygame
- **C'era una volta** (1994) by F. Lutrario, ed. by Carte Segrete

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	
names of the authors:	
.....	
.....	

PART 2: DATA OF THE GAME

title
number of players
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. 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 finals of the prize, with expiry date 31 December 2011.

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 be able 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 with 50% of the resulting pre-tax royalties.
- until the expiry date the author can't stipulate license contracts without going through 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 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 right of first refusal.

Signature of the author

Previous award winners

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
5° Exagon by Alimberto A. Torri, 6° Provincia romana by Simone Luciani and Paolo Mori, 7° Portobello road by Simone Luciani, 8° Compagnie di ventura by David Zanotto, 9° Amongst thieves by Brett J. Gilbert, 10° Expo by Pier Volontè, 11° Nuraghe by Simone Luciani, 12° Copan by Fabrizio Angeletti, 13° Vices & virtues by Patrick Christenson, 14° Kebec by Pietro Vozzolo, 15° Itzama by Riccardo Foches.	
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": Esagon by Alimberto A. Torri Special Prize Winning Moves: Strada romana by Walter Obert	

2006	
Venezia, Faculty of Design and Arts of the IUAV	
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
Special Prize "Sebastiano Izzo": Kra by Antonio Scrittore Special Prize to the Best game of the IUAV students: Esa by Andrea Buran Special Prize Carta Mundi to the Best card game: Star System by Walter Obert Special Prize SuGioKo Dal Negro: Marco Minetti	

2004	
Venezia, Aula Magna, University of Architecture	
Premio Archimede	Terranova by G. Evola and R. Leocata
2nd place	Moria by Alex Saragosa
3rd place	Al Fischmarkt by Mario Papini
4th place	Fatocrazia by Fabio Chiarello
Special Prize: Magnetic Game by Cristian Salardi Special Prize for sport simulation: La maglia rosa by Giovanni Sirio Special Prize for the IUAV students: Cruzade by Beatrice Arman e Silvia Serra Special Prize for the high social value: Criminal mouse of the detained and volunteers of the San Vittore prison Special Prize for the foreign participation: Dome Quest by Greg Babic (Australia)	

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

2000	
Cagli, 8th Festival dei giochi	
Premio Archimede (ex-aequo)	Bisanzio by Alessandro Saragosa Gnomoni by Duilio Carpitella
3rd place	Arabesque di Rosanna Leocata e Gaetano Evola
Special Prize Sebastiano Izzo: Chain by Paolo Franzoso Best game for children: Cling clang by Roberto Fraga Special Award: Parapalline by the Ingegneria del buon sollazzo, Sopravvento by Alberto Zaccagni, Spin and Trap by Andrea Mainini	

1998	
Cagli, 6th Festival dei giochi	
Premio Archimede	Giano by Furio Ferri
Special Prize Sebastiano Izzo: Cuzco by Andrea Mainini Best card game: Verba game by G. Parenti e T. Lo Mele Best strategic gam: Semiramide by Gioachino Prestigiaco Best family game: Magic Mills by Jürgen Elias (Germania), Award-Fantasy: La popart by Vincenzo Lisena Award-aesthetics Doremifà by Monica Mariani Award-affinity È qui la festa? by M. Bertarini J. Casajus	

Premio Archimede	Krakatoa by Walter Obert
1996 Marina di Carrara, Libriamo&Giochiamo	
Premio Archimede	Svicolando by Claudio Serravalli
1995 Cattolica, Hotel Queen Mary	
Premio Archimede	Algoritmo by Giacomo Dotta
1994 Marina di Carrara, Estategiochi '94	
Premio Archimede	demonstrative exhibition
1993 Gradara, 4° Festival dei giochi	

Premio Archimede 2010 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 2010

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

