

## NOTICE OF COMPETITION

**PREMIO ARCHIMEDE 2025**, organized by studiogiocchi, is focused on the design of unpublished board games. The competition, dedicated to the great **Alex Randolph** who was its president for the first 7 editions, has so far allowed more than 60 authors to crown their dream of seeing their game published.

Participation (single or group) is open to all, with no limit of residence or age. Participating games must be sent in by **March 31, 2025**.

The **final ceremony** will take place indicatively in **September 2025 in Venice** thanks to the collaboration of the **City of Venice** within a broader framework of initiatives aimed at spreading the culture of the gaming culture, also as an effective means of preventing the rampant gambling disorders.

Thanks to the support of the publishers, the winners will be awarded a total advance of **3,500 euros** on future royalties accrued from the publication of their games.

In addition to Premio Archimede, the jury will assign other awards, trophies and category prizes such as:

- **Sebastiano Izzo Special Mention** to the game that Sebastiano Izzo, unforgettable "fellow gamer" whom we love to remember at every edition, would have liked best.
- **Cartamundi Trophy** for the best card game. Thanks to Cartamundi's support, an additional advance of 500 euros will be awarded on future royalties.
- **QP Trophy** for the most innovative physical game design.

- **Scienza in Gioco Trophy** to the best science-themed game with educational and informative purposes, assigned by the Institute for Photonics and Nanotechnology of the Consiglio Nazionale delle Ricerche (CNR-IFN).
- **SAZ Italia Trophy** for the Italian author who will have best distinguished himself through his proposals. To the winner a free one-day admission to IdeaG Parma.
- **Visual Interface Trophy** for the game with the best visual aspects of its components, in view of the prototype's functionality and playability, in terms of colour, contrast, font, spatial configuration and component access. The prize is awarded by the University of Milan.

Premio Archimede is recognized by **UISP** ("Unione Italiana Sport per Tutti" Italian Union of Sport for All) for its socio-cultural and aggregation and inclusion value; in fact, it is an activity with a playful-recreational character and promoting the right to play, for everyone and all ages.

Premio Archimede is collaborating with **Spielwarenmesse** and the **Bavarian Games Archive** as part of the **Games Inventors Convention** in the context of the annual Nuremberg trade fair, a gathering for game authors from around the world, publishers and agencies.

**SINCE THIS NEW EDITION OF PREMIO ARCHIMEDE INCLUDES MANY CHANGES, WE KINDLY ASK THE PARTICIPATING AUTHORS TO CAREFULLY READ ALL PARTS OF THE NOTICE AND STRICTLY ADHERE TO ITS CONTENTS.**

Visit our [website](#)

Any doubts? Check out our [FAQs!](#)

For further information, contact us: [archimede@studiogiocchi.com](mailto:archimede@studiogiocchi.com)



*The audience at the award ceremony of the 2018 edition*



### MORE, BETTER, AND READY-TO-TEST GAMES!

Again this year, Premio Archimede will have a structure designed to increase the quality and number of games admitted to the finals, increasing their chances of publication.

**The selection and development process.** The selection jury will test and evaluate each game, proceeding in order of arrival (the earlier the prototype arrives, the earlier it will be reviewed). At the end of the evaluation, the author will receive an **evaluation sheet** that can have one of the following verdicts:

- (a) **NOT ADMITTED TO THE FINALS:** If it is deemed that the game does not have sufficient potential, it will not be admitted to the finals and the authors will immediately resume ownership of all rights (see “Part 3: Rights of option” in the Option Agreement, further). They can also immediately request the return of the prototype, which will be done at their own expense.
- (b) **ADMITTED TO THE FINALS:** If the game is admitted directly to the final stages, prompt notice will be given to the authors and the rights of option will be triggered (see “Part 3: Rights of option” in the Option Agreement, further).
- (c) **IN DEVELOPEMENT:** This verdict appears in the event that the jury thinks the game is interesting, but not yet at a sufficiently high level to enter the finals. In that case, authors can try to implement the jury's suggestions by entering a development phase. Authors should be careful to send in any updated versions of their games, which will then be reevaluated. This phase will proceed even **after** March 31, 2025, because the development is NOT tied to the application deadline and can be continued in the following months. Games that have reached a level of quality deemed satisfactory after this process will fall under case (b), the others under case (a). In any case, the fine-tuning of the prototypes can take quite some time, so we suggest that authors register and **send their games as soon as possible**.

**The finals.** In Venice, during the week prior to the awarding of the prizes, all the finalist games (as many as possible) will be tested, retested and voted on by the final jury, composed of editors from many of the world's leading publishing houses. At the final ceremony, the winners of Premio Archimede 2025 and of the collateral prizes will finally be announced.

**Publication.** Through this approach, those games that make it to the finals will have a very high probability of being published and thus find their way to the marketing stage. To facilitate and speed up the choices of the various publishers, the authors of the finalist games will also be asked to send multiple copies of their prototype.



The 2023 edition jury tests the games



The award ceremony of the 2023 edition

CNR-IFN will also organize the fifth 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](http://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.

## Participation Process

To be officially admitted to the competition, you must scrupulously complete **all of the following procedure**:

### REGISTRATION OF THE GAME

Entries for Premio Archimede 2025 can only be made through the appropriate [registration form](#), which can also be accessed from our [website](#).

- You must fill out the entry form **once for each game** you intend to submit.
- Within the entry form you must upload the **game rules** and a scan of the **filled out and signed option agreement**. The agreement can be downloaded directly during registration, but can also be found at the end of this notice.

NOTE: By signing the option agreement, you are assigning your option right on the game to studiogiochi, according to the terms of "*Part 3: Rights of Option*" within the agreement.

Once the registration form has been submitted, the staff will send a **certificate of participation** as soon as payment of fees and correctness of uploaded documents are verified.

The **registration fee** is **60€** (for each submitted game). The fee is reduced to **40€** for **SAZ members** and authors who participated with a table at National **IdeaG 2024** (Parma). The reduction will also be valid for the 2025 edition of IdeaG Parma. SAZ members can get the discount by enclosing the **voucher** they received from SAZ. Those who did not receive it can request it from SAZ itself.

Payment of fees can be made by SEPA bank transfer or by PayPal ("PayPal" is mandatory for all non-EU members). All details for payment are described in the registration form.

### PRODUCTION AND SHIPMENT OF THE PROTOTYPE

Once participants receive a certificate of participation, confirming that they have entered the competition, they can proceed with the production and submission of their prototype.

To produce their prototype, participants can also rely on **Cartamundi Make My Game** and **Spielmaterial**, taking advantage of the **discount codes** they will receive with their certificate of participation.

Prototypes **MUST** be shipped **no later than 31/03/2025**, under penalty of disqualification (date of shipment will be taken as proof).

Any customs charges **will have to be reimbursed by the authors**, under penalty of exclusion; we therefore suggest that all authors indicate—where required for shipping—€1.00 as the value of the goods.

### Shipping Address:

PREMIO ARCHIMEDE 2025  
c/o studiogiochi  
San Polo 3083  
30125 VENICE  
ITALY

The shipment must include:

- The **prototype of the game** complete with rules
- **The original copy of the option agreement, placed inside the prototype box**

**It is recommended to send the prototype as soon as possible so that there is more time for the possible development phase of the game.**

## Take advantage of discounts dedicated to participants of Premio Archimede:

 **Make My Game**  


Create your prototype to compete in Premio Archimede with **Make My Game**, Cartamundi's online platform where you can assemble your own game.

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

  
[WWW.SPIELMATERIAL.DE](http://www.spielmaterial.de)

Buy the materials you need for the prototype of your Archimede game on [www.spielmaterial.de](http://www.spielmaterial.de) and get a **10% discount**.

# 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 game components, including the board, must be contained in a rigid cardboard box. No wooden or metal boxes are allowed. The box must be sturdy and box-like; it must be able to open easily but also stay closed smoothly. It must be convenient to store and transport (prototypes that are too heavy will not be accepted). Envelopes or containers that are too large, cylindrical or irregular in shape will not be allowed (maximum approximate size 40x30x10 cm).



- Must be functional, allowing the jury to play without difficulty. Pawns should stand well, squares should be of appropriate size, cards should not be too thin, colors should be clearly distinguishable, materials should be appropriate (e.g., avoid metals), etc.
- Does not need to be realized like a finished product; the graphical aspect takes second place to the functionality.
- The components should be carefully packed and divided in such a way as to make the initial setup of the game as easy as possible.
- It should be noted that the jury will only consider the **base game**, while ignoring—if any—variants, expansions or extra scenarios.
- To facilitate and expedite the choices of the various publishers, the authors of the finalist games will also be asked to send multiple copies of their prototype.

## In what language should I write the texts of my game?

- If you speak fluent Italian, the texts of the game and rules **must be written in good Italian**. However, should your game be admitted to the finals, it will be **mandatory** to also produce an **English version** of the prototype and rules).
- If you don't speak fluent 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 10,000 characters indicatively.
- Must be clear and complete (number of players, description of materials, purpose of the game, etc.). We recommend using many examples and figures. Have someone who is not familiar with the game read it and see if they can figure out how to play it without your help. If the jurors cannot decipher it, they will not be able to test it or they will play it the wrong way and consequently will not be able to judge it appropriately.
- The title of the game, number of players, last name and first name, phone number and email address of the author should be indicated on both the box and the rules.

The staff is not responsible for lost or damaged prototypes during the event.

## RETURN OF THE PROTOTYPE

Authors may have their prototypes not admitted to the finals sent back (at their own expense). Unsolicited prototypes will be dismantled **one month after the finals**. Finalist prototypes and those that will be awarded a special prize will not be returned in any case.



*The 236 prototypes of the 2021 edition*

## Juries, game selection criteria, and finals procedure

There will be two separate Juries, who will work in different phases of the competition. During the 1<sup>st</sup> 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.

It will be the task of the selection jury to support the authors in editing the games in development, if they are deemed interesting but not yet ready for the finals.

The provisional **Final Jury** is as follows, it will be gradually updated with the final memberships on our website:

- **Dario De Toffoli - president (studiogiochi, Italy)**
- Gauthier Althaus (**Iello**, France)
- Hadi Barkat (**Helvetiq**, Switzerland)
- G. Aguirre Bisi & P. Paoletti (**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 & Bert Calis (**999 Games**, The Netherlands)
- L. De Luca Cuccia & G. Torrente (**Creative Jam**, Italy)
- P. Eggert / M. Nagy (**Deep Print Games**, Germany)
- Ulrich Fonrobert (**Queen Games**, Germany)
- Thorsten Gimmler (**Ravensburger**, Germany)
- M. Donda & A. Montingelli (**Amigo**, Germany)
- Ruud Hermsen (**Gamigoo**, The Netherlands / **QP**, China)
- Hermann Hutter (**HUCH!**, Germany)
- Tobias Weierstraß (**Moses**, Germany)
- Kevin Kichan Kim (**Mandoo Games**, South Korea)
- Paul Laing (**Cheatwell Games**, England/**Outset Media**, Canada)
- Simone Luciani (**Cranio Creations**, Italy)
- Wolfgang Ludtke (**Kosmos**, Germany)
- Umberto Rosin (**La Tana dei Goblin**, Italy)
- Leon Scheuber (**Korea Boardgames**, South Korea)
- Dieter Strehl & Severin Strehl (**Piatnik**, Austria)
- Matthias Wagner (**Pegasus Spiele**, Germany)
- Frank Weiss (**Game Factory**, Switzerland)

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

*The international jury of the 2023 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.

- Wunderkammer, Andrea Martini, Lorenzo Martini, Alessandro Zappi (2023)
- Adiós Amigos!, M. Cimenti, C. Zanchetta, C. Rigon (2023)
- Aiutanti di Noè, Giorgio Galbusera (2023)
- Crazy Worms, Fabrizio Tronchin, Maurizio Buso (2023)
- Garden Time, Filippo Landini (2023)
- Ikebana, Francesco Testini (2023)
- Let's Wall, Francesco Angileri, Francesco Timo (2023)
- Rex Cracoviae, Cielo D'Oro (2023)
- Soaring Skies, Aaron Kempkes (2023)
- Una giornata sfortunata, Cielo D'Oro (2023)
- 7 Guilds, Mario Quartana (2021)
- Tergeste, Eric Orel (2016)

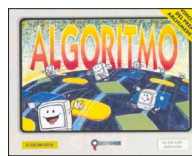
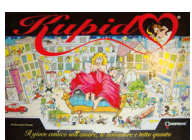
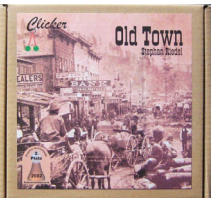
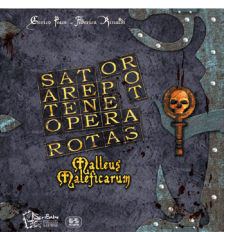
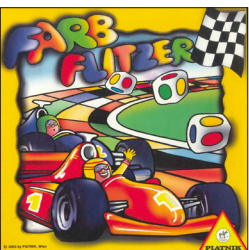
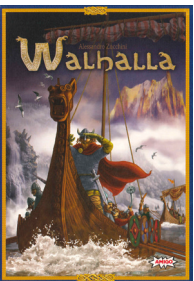
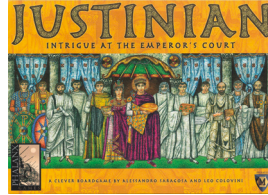
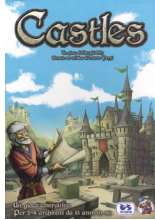
COMING SOON

COMING SOON

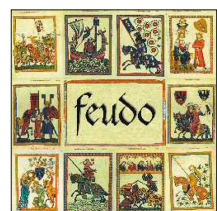
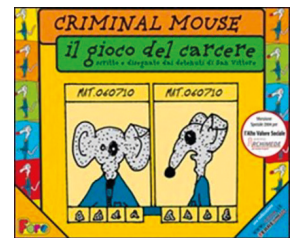
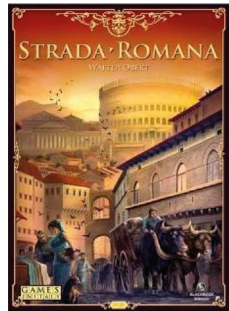
COMING SOON

- On the Road (*Your Majesty*), Gabriele Bubola, Helvetiq, 2023
- Art Gallery (*Un giorno al Museo*), Francesco Frittelli, Piatnik, 2023
- Crazy Pilot (*Watch Out!*), M. Cimenti, C. Zanchetta and C. Rigon, Helvetiq, 2023
- Morgan's Magic Map (*JAP - Just Another Pirate Game*), G.A. Cappuzzo, Rio Grande Games, 2023
- 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
- Carnavalo (*Messti*), Peter Verhaeghe, 999 Games, 2018
- Pass the Bomb Family, parte di (*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 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*), A. Saragosa, Clementoni, 2005  
**Spin & Trap**, Andrea Mainini, Goldsieber Spiel, 2005  
**Terra Nova** (*Terranova*), G. Evola and R. Leocata, Winning Moves, 2004  
**Criminal mouse**, Inmates of the San Vittore prison, 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



## Option Agreement

To be filled out in its entirety, signed, and sent to Premio Archimede in original copy along with the prototype

### PART 1

#### PARTICIPANT'S PERSONAL DATA

name	
surname	
address	
postal code	city/nation
e-mail address	
telephone number	
place and date of birth	
names of the authors:	
.....	
.....	

### PART 2:

#### GAME'S DATA

title
number of players
suggested age
average game length

### PART 3:

#### RIGHTS OF OPTION

I hereby declare that I am the exclusive owner of the rights to the game described in Part 2 of this form, on behalf of all the authors named in Part 1.

I also declare that the game is unpublished, that it is not in vision with any publisher, and I agree not to show it to any publisher for the duration of this option.

I further declare that I grant studiogiocchi srl, located in Venice, San Polo 3083, VAT no. 02925110278, hereinafter referred to as "Agent" the exclusive right of option to the game, without the possibility of withdrawal.

Rights to the game will automatically revert to the author upon notification of non-admission to the finals, which will occur as soon as the game is tested and evaluated by the selection jury.

If the game is admitted to the finals, the option is automatically extended until 12/31/2028.

In the event that the Agent, by 2028, signs one or more publishing contracts, the option will turn into a full-fledged agency contract valid until 12/31/2033 and inclusive of any future expansions/variants/scenarios of the game.

The option stipulates the following:

- The Agent agrees to make every effort in order to sign publishing contracts for the GAME with possible Italian or foreign publishers, inclusive of the cooperation for developments that may be necessary. Within the terms of the option, the Agent may sign publishing contracts on behalf of the author.
- In the case of the signing of one or more contracts, the Agent will either pay 50% of the net royalties accrued to the Author or enter into contracts providing for direct payment to the Author of 50% of the royalties.
- Until the option expires, the author may not offer the game for viewing to any publisher without the written consent of the Agent, and in any case may not enter into licensing agreements for this game except through the Agent.
- After the expiration date, the option shall be deemed automatically renewed from year to year unless one party gives written notice of termination to the other, at least six (6) months prior to the original or extended expiration date. Any contracts signed by the Agent within the original or extended expiration date of the option shall remain in effect until their expiration date, including financial benefits to the Agent.

### PART 4:

#### AGREEMENT AND SIGNATURE

I accept and subscribe to all the conditions contained in the notice of participation including the provisions of Part 3 of this contract regarding the assignment of the rights of option.

Participant's signature

---



# Hall of Fame

2023 - Sala San Leonardo, Venice

## Premio Archimede

1 <sup>st</sup> place	<b>Rex Cracoviae</b> by Cielo D'Oro	12 <sup>th</sup> place	<b>Soaring Skies</b> by Aaron Kempkes
2 <sup>nd</sup> place	<b>Garden Time</b> by Filippo Landini	13 <sup>th</sup> place	<b>Up &amp; Down</b> by Marco Rava, Simona Greco
3 <sup>rd</sup> place	<b>Wunderkammer</b> by A. Martini, L. Martini, A. Zappi	14 <sup>th</sup> place	<b>Borgopietra</b> by Guglielmo Cok
4 <sup>th</sup> place	<b>Una Giornata Sfortunata</b> by Cielo D'Oro	15 <sup>th</sup> place	<b>Building Up</b> by Pietro Gabrielli <b>Puzzle World</b> by David Spada
5 <sup>th</sup> place	<b>Le Botteghe di Firenze</b> - A. Cuneo	17 <sup>th</sup> place	<b>Blood &amp; Glory</b> by Maria Chiara Bagli <b>Pond Salad</b> by Richard De Rijk
6 <sup>th</sup> place	<b>Adiós Amigos!</b> by M. Cimenti, C. Zanchetta, C. Rigon	19 <sup>th</sup> place	<b>Aiutanti di Noè</b> by Giorgio Galbusera
7 <sup>th</sup> place	<b>Covens</b> by Félix Bernat Julián	20 <sup>th</sup> place	<b>Crazy West</b> by M. Buso, F. Tronchin
8 <sup>th</sup> place	<b>Ikebana</b> by Francesco Testini	21 <sup>th</sup> place	<b>Frutta e Verdura</b> by Cielo D'Oro
9 <sup>th</sup> place	<b>Croak a Lot</b> by Carlo Sgattoni	22 <sup>th</sup> place	<b>Crazy Worms</b> by F. Tronchin, M. Buso
10 <sup>th</sup> place	<b>Let's Wall</b> by F. Angileri, F.Timo	23 <sup>th</sup> place	<b>La Forgia dei Nani</b> by Francesco Frittelli
11 <sup>th</sup> place	<b>Dragomuro</b> by R. Perenzin, F. Tonon, M. Sponza	24 <sup>th</sup> place	<b>Dice Cream</b> by Gabriele Rolandini

## Special Awards

<b>Special Award "Sebastiano Izzo"</b>	<b>Dragomuro</b> by R. Perenzin, F. Tonon, M. Sponza	<b>Fotonica in Gioco Award</b>	<b>Smonta la Fake</b> by Liceo Scientifico Statale G. Ulivi di Parma
<b>Special Award Cartamundi</b>	<b>Adiós Amigos!</b> by M. Cimenti, C. Zanchetta, C. Rigon	<b>Scienza in Gioco Trophy</b>	<b>Fibonacci</b> by Angela ed Emanuela Cavinato
<b>SAZ Italia Trophy</b>	<b>Croak a Lot</b> by Carlo Sgattoni	<b>Matematica in Gioco</b> (University of Trento)	<b>Millennium</b> by Leonardo Errati and others collaborators

<b>2021</b>	Venice, Hotel Palazzo Barbarigo	<b>OverbookKing</b> by Filippo Landini
<b>2018</b>	Venice, Sala San Leonardo	<b>JAP – Just Another Pirate Game</b> by Gian Andrea Cappuzzo
<b>2016</b>	Venice, Sala San Leonardo	<b>Tergeste</b> by Eric Orel
<b>2014</b>	Venice, Sala San Leonardo	<b>Nea Polis</b> by Ciro Facciolli and Sara Rubino
<b>2012</b>	Venice, Guggenheim Institute	<b>Marco Polo</b> by Simone Luciani and Daniele Tascini
<b>2010</b>	Venice, Great Hall, IUAV	<b>Aquileia</b> by Cielo d'Oro
<b>2008</b>	Venice, Great Hall, IUAV	<b>Lorenzo il magnifico</b> by Paolo Mori
<b>2006</b>	Venice, Terese, IUAV Art and Design faculty	<b>Clavigola</b> by QMAM
<b>2004</b>	Venice, Great Hall, IUAV	<b>Terranova</b> by Gaetano Evola e Rosanna Leocata
<b>2002</b>	Venice, Ca' Vendramin Calergi	<b>Magma</b> by Carlo A. Rossi
<b>2000</b>	Cagli, 8° Games' Festival	<b>Bisanzio</b> by Alessandro Saragosa <b>Gnomoni</b> by Duilio Carpitella (ex-aequo)
<b>1998</b>	Cagli, 6° Games' Festival	<b>Giano</b> by Furio Ferri
<b>1996</b>	Marina di Carrara, Libriamo&Giochiamo	<b>Krakatoa</b> by Walter Obert
<b>1995</b>	Cattolica, Hotel Queen Mary	<b>Svicolando</b> by Claudio Serravalli
<b>1994</b>	Marina di Carrara, Estategiochi '94	<b>Algoritmo</b> by Giacomo Dotta
<b>1992-3</b>	Gradara, 3rd and 4th Games' Festival	Demonstrative exhibitions

CITTÀ DI VENEZIA



LE CITTÀ IN FESTA



FOTONICA in GIOCO

Inventare un gioco per raccontare la Scienza



UNIVERSITÀ DEGLI STUDI DI MILANO



Cartamundi



QP Group

