



## NOTICE OF COMPETITION

**PREMIO ARCHIMEDE 2027**, organized by studiogiochi, is focused on the design of unpublished board games.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 **February 28, 2027**.

**AS THIS EDITION OF PREMIO ARCHIMEDE CONTAINS NUMEROUS NEW FEATURES, WE ASK PARTICIPATING AUTHORS TO READ ALL PARTS OF THIS NOTICE CAREFULLY AND TO STRICTLY ADHERE TO THE INSTRUCTIONS GIVEN WITHIN.**

Visit our [website](#)

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

For further information, contact us:

[archimede@studiogiochi.com](mailto:archimede@studiogiochi.com)

The **final ceremony** will take place indicatively in mid **September 2027**, 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:

- **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.

We expect to receive confirmation from our partners soon for the next edition as well.

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.



**FOTONICA in GIOCO**  
Inventare un gioco per raccontare la Scienza

CNR-IFN will also organize the sixth 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.

## WHAT HAPPENS TO A REGISTERED GAME

Once again, this edition of Premio Archimede will be structured in such a way as to increase the quality and number of games admitted to the finals, thereby also increasing their chances of being published.

### Selection Phase

The selection jury will test and evaluate each game in order of arrival (the earlier the prototype arrives, the earlier it will be tested) and will submit an **evaluation sheet** to the designer, with 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 regain ownership of all rights (see "*Part 3: Rights of Option*" in the Option Agreement, further on).

#### b) ADMITTED TO THE FINALS

If the game is admitted directly to the finals, the authors will be promptly notified and the rights of option will come into effect (see "*Part 3: Rights of Option*" in the Option Agreement, further on).

#### c) IN DEVELOPMENT

This verdict will be given if the jury considers the game to be interesting, but not yet at a sufficient level to enter the finals. In this case, the authors will be given the opportunity to implement the jury's suggestions by entering a development phase. The authors must endeavour to send any updated versions of their games, which will then be re-evaluated. This phase will continue **after February 28, 2027**, because the development is NOT linked to the registration deadline and can be continued in the following months. Games that have reached a satisfactory level of quality after this process will fall under case b), while the others will fall under case a). **In any case, the refinement of prototypes can take a long time. We therefore recommend that authors register and submit their games as soon as possible.**

### The Finals

In Venice, during the week preceding the award ceremony, all the finalist games (as many as possible) will be tested, retested, and evaluated by the final jury, consisting of publishers from many of the world's leading publishing houses. During the final ceremony, the winners of both Premio Archimede 2027 and the collateral prizes will be announced.

### Publication

With this system, the games that reach the final will have a very high probability of getting published and thus finding their way to market. To encourage and speed up the decisions of the various publishers, the authors of the **finalist games** will also be asked to send **at least 4 copies** of their prototype.



*The jury of the 2025 edition at work*

## HOW TO PARTICIPATE

To be officially admitted to the competition, you must carefully complete the **following procedure**:

### Game's Registration

Entries for Premio Archimede 2027 can only be submitted using the dedicated [registration form](#), which is also accessible from our [website](#).

- You must complete the registration form **once for each game you wish to register**.
- As part of the registration form, you must upload the **game rules** and a scan of the **Option Agreement, filled out and signed**. The contract can be downloaded directly during registration, but it can also be found at the bottom of this notice.

**NOTE:** By signing the Option Agreement, you grant studiogiochi the right of first refusal on the game, according to the terms of "*Part 3: Rights of Option*" within the Option Agreement. From the moment of registration, **the author may no longer submit their game to publishers without the consent of studiogiochi**, until such time as the game is declared NOT ADMITTED TO THE FINALS and the rights are returned to the author.

Once you have submitted the registration form, our staff will send you a **digital certificate of participation** as soon as payment has been verified and the documents uploaded have been checked. The certificate is valid for all purposes as confirmation of registration.

The **registration** fee is **€80** (for each game submitted); the fee is reduced to **€50** for **SAZ members**, for authors **participating to the Games Inventors Convention** at Spielwarenmesse in Nuremberg, and for authors **participating to IdeaG Parma**. The discount can be obtained by presenting the vouchers that will be issued for this purpose.

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

### Production and Shipment of the Prototype

Once they have received their certificate of participation, confirming their registration to Premio Archimede, participants can proceed with the production and shipment of their prototype. To create their prototype, participants can also rely on **Cartamundi Make My Game** and **Spielmaterial**, using the **discount codes** they will receive with their certificate of participation.

Prototypes **MUST** be sent **no later than February 28, 2027**, under penalty of exclusion (date of shipment will be used as proof).

Any customs charges **must be covered by the authors**, or they'll be disqualified. So, we suggest all authors to indicate €1.00 as the value of the goods, if it's required for shipping.

### Shipping Address:

PREMIO ARCHIMEDE 2027  
c/o studiogiochi  
San Polo 3083  
30125 VENICE  
ITALY

The shipment must contain:

- The **game's prototype**, with full rules
- **The original copy of the signed Option Agreement, attached within the prototype's box**



We recommend that you ship your prototype as soon as possible, so that you have more time for the game's development phase.

In this regard, we would like to point out that, in the last edition, many of the games that reached the top of the final ranking were among the first to be received and were therefore able to benefit from various rounds of improvement.

# REQUIREMENTS

Games must meet the following **requirements**, failure to do so will result in exclusion:

## The Game

- Must be original and unpublished
- Should not exceed 90 minutes in game length

## The Prototype

- All game components, including the board, must be enclosed in a rigid cardboard box. Wooden or metal boxes are not allowed. The box must be sturdy and rectangular in shape, easy to open but also easy to close. It must be convenient to store and transport (prototypes that are too heavy will not be admitted). Envelopes, or containers that are too large, cylindrical, or irregular in shape will not be accepted (maximum dimensions approximately 40x30x10 cm). 

- Must be functional, allowing the jury to play without difficulty. The pieces must stand upright, the squares must be of adequate size, the cards must not be too thin, the colors must be clearly distinguishable, the materials must be appropriate and safe (for example, avoid metals, sharp or pointed objects), etc.
- There is no need for it to be produced as a finished product; the graphic design is secondary to functionality.
- All components must be carefully packaged and sorted in such a way as to facilitate the initial preparations for the game as much as possible.
- Note that the jury will only consider the base game and will ignore any variants, expansions, or extra scenarios.
- To facilitate and speed up the selection process for the various publishers, **only the authors of the finalist games** will be asked to send multiple copies of their prototype.

## In what language should I write my game?

- If you are Italian, the game texts and rules **must be written in good Italian**. However, if your game is admitted to the final, you will also be **required** to produce an **English** version of the prototype and rules.
- If you are not Italian or your level of Italian is not sufficient, all texts must be written in **English**.

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

## The Rules

- Should not exceed roughly 10.000 characters.
- Must be clear and complete (number of players, description of materials, purpose of the game, etc.). We recommend using lots of examples and illustrations. **Have someone who is unfamiliar with the game read it and check whether they can understand how to play without your help.** If the judges are unable to understand it, they will not be able to try it out or will play it incorrectly and therefore will not be able to judge it properly.
- Both the box and the rules must indicate the title of the game, the number of players, and the author's surname, first name, telephone number, and email address.

The organization is not responsible for loss or damage to prototypes during the event.

## Return of Prototype

During registration, authors must indicate whether they want the game to be returned to them if it is not admitted to the final. The cost of return shipping is €25 (costs may be higher for international shipments) and will be requested at the time of non-admission. Studiogiochi will take care of packaging and shipping. Prototypes that have not been requested for return will be dismantled. Finalist prototypes and those that win a special prize will not be returned under any circumstances.

## Take advantage of discounts for Premio Archimede participants:



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.



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**.

# 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.

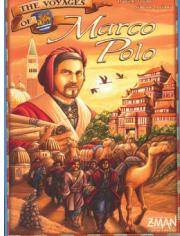
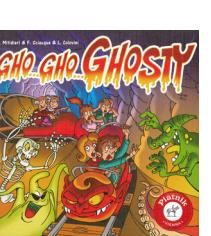
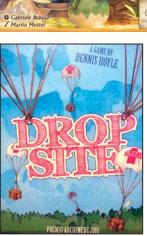
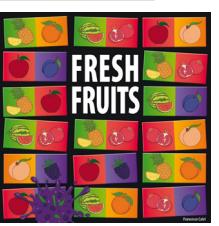
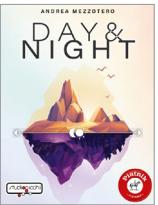
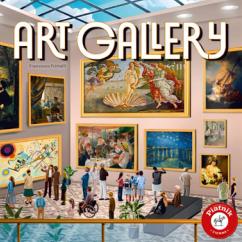
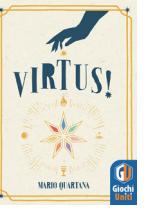
The **Final Jury** of the 2025 edition was made up of the following members, the one for the 2027 edition will be updated in our site, as we finalize their participation:

- **Dario De Toffoli - president (studiogiochi, Italy)**
- Gauthier Althaus (**Iello**, France)
- Anneli Ganser (**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)
- Bert Calis & Larissa Haasdijk (**999 Games**, Netherlands)
- L. De Luca Cuccia & G. Torrente (**Creative Jam**, Italy)
- Peter Eggert (**Deep Print Games**, Germany)
- Ulrich Fonrobert (**Queen Games**, Germany)
- Thorsten Gimmller (**Ravensburger**, Germany)
- M. Donda & A. Montingelli (**Amigo**, Germany)
- Ruud Hermsen (**Gamigoo**, Netherlands / **QP**, China)
- Hermann Hutter (**HUCH!**, Germany)
- Kevin Kichan Kim & Tylor Kim (**Mandoo Games**, South Korea)
- P. Laing (**Cheatwell Games**, England / **Outset Media**, Canada)
- Simone Luciani (**Cranio Creations**, Italy)
- Wolfgang Lüdtke (**Kosmos**, Germany)
- Umberto Rosin (**La Tana dei Goblin**, Italy)
- Leon Scheuber (**Korea Boardgames**, South Korea)
- Michal Šmíd (**Albi**, Czech Republic)
- Severin Strehl (**Piatnik**, Austria)
- Matthias Wagner (**Pegasus Spiele**, Germany)
- Tobias Weierstraß (**Moses**, Germany)
- Frank Weiss (**Game Factory**, Switzerland)

Both juries will avail themselves of the collaboration and advice of selected playtesters.

*The international jury of the 2025 edition*





## FROM ARCHIMEDE TO THE SHELF

Over the years, the Archimede Award has proven to be a highly effective showcase. More than 80 games originating from prototypes presented to Premio Archimede have already found a publisher, and many others are in the process of being published.

**Apnea** - Flavio Foches, Riccardo Foches (2025)



**Magic Mushrooms** - Carlo Scolari (2025)

**OilRock 1864** - Marco Piola Caselli (2025)

**Lords of the Bands** - Edoardo De Matteis (2025)

**Colors of Burano** - Ciro Faccioli, Sara Rubino, Francesco Testini (2025)

**Richelieu!** - Matteo Sassi, Maurizio Giacometti (2025)



**Wicked Vials** - Marco Franchin (2025)

**Jemaa, Souk of Marrakech** - Francesco Testini, Maurizio Giacometti (2025)

**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)

**Magazine (Wunderkammer)** - A. Martini, L. Martini, A. Zappi, Mandoo Games (2025)

**TroubleZ Run! Revenge of the Jellynator (Aiutanti di Noè)** - G. Galbusera, Albi, 2025

**Tai Chi Tiger (Adiós Amigos)** - M. Cimenti, C. Rigon, C. Zanchetta, Kosmos, 2025

**Crazy Worms** - Fabrizio Tronchin, Ghigo Maurizio Buso, Piatnik, 2025

**Virtus! (7 Guilds)** - Mario Quartana, Giochi Uniti, 2025

**Gloomies (Garden Time)** - Ravensburger, 2025

**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 e C. Rigon, Helvetiq, 2023

**Morgan's Magic Map (JAP - Just Another Pirate Game)** - G.A. Cappuzzo, Rio Grande Games, 2023

**OverboKing** - 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

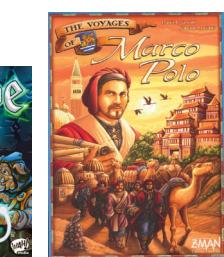
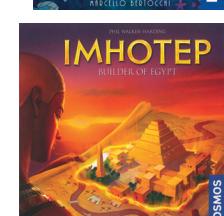
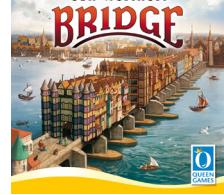
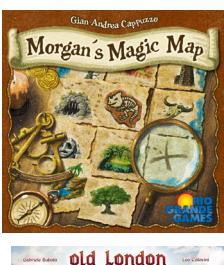
**Aqualin (FeudaLink)** - Marcello Bertocchi, Kosmos, 2020

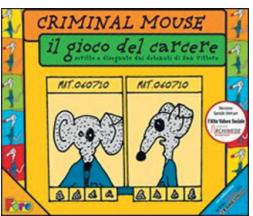
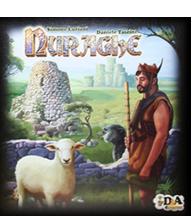
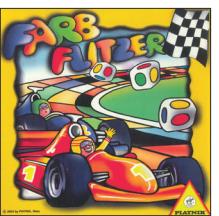
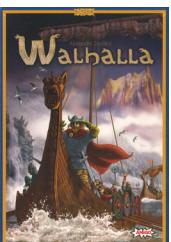
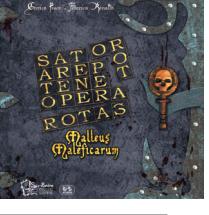
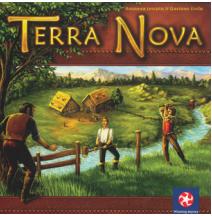
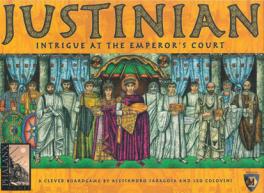
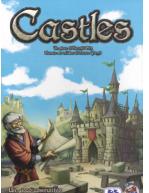
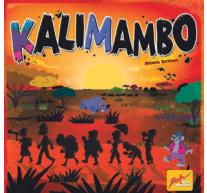
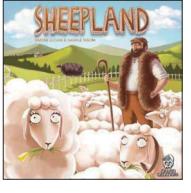
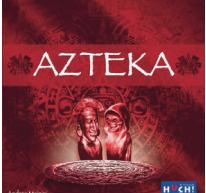
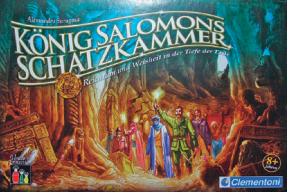
**Garum (Overmatch)** - Ricardo Jorge Gomes, Pythagoras, 2019

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

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

**Carnavallo (Messti)** - Peter Verhaeghe, 999 Games, 2018





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

**Gho...gho...Ghosty** (*Clavigola*) - F. Sciacqua e 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 e 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 e 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 e R. Leocata, Winning Moves, 2004

**Criminal mouse** - Jailmates from the San Vittore jail, Faro, 2004

**Feudo** - Mario Papini, Zugames, 2004

**Minestrone** (*Collection*) - Luisa e Francesco Cognetti, Piatnik, 2003

**Tom Tube** (*Major Tom*) - Roland e 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 for SdJ 2002

**Sopravvento** - Alberto Zaccagni, Sopravvento, 2001

**Old Town** - Stephan Riedel, Clicker Spiele, 2000

**Verba game** - Giuliano Parenti e Torquato Lo Mele, Dal Negro, 1999

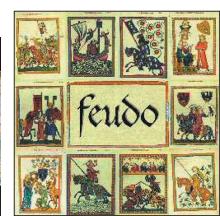
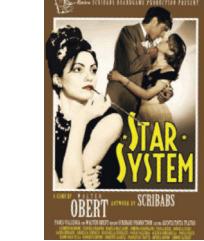
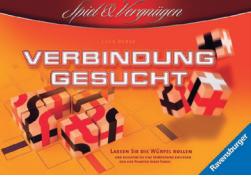
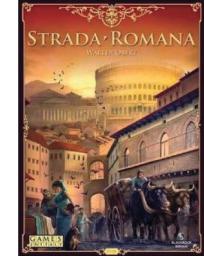
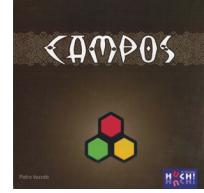
**Oxxo** (*Forma o colore?*) - Francesco Rotta, Faro, 1999

**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:	
.....	
.....	

I further declare that I grant studiogiochi 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 12/31/2030.

In the event that the Agent, by 2030, signs one or more publishing contracts, the option will turn into a full-fledged agency contract valid until 12/31/2035 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 2:

#### GAME'S DATA

title	
number of players	
suggested age	
average game lenght	

### 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.

### 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

### 2025 - IUAV University, Venice - Great Hall

1° classificato	<b>Apnea</b> - Flavio Foches, Riccardo Foches	16° classificato	<b>Chests of the Pirates</b> - Cielo d'Oro
2° classificato	<b>Magic Mushrooms</b> - Carlo Scolari	17° classificato	<b>Reflekt</b> - Serena Fadlun
3° classificato	<b>OilRock 1864</b> - Marco Piola Caselli	18° classificato	<b>Coool!</b> - Luca Catinelli
4° classificato	<b>Lords of the Bands</b> - Edoardo De Matteis	19° classificato	<b>Gem Hunters</b> - Alessandro Cuneo
5° classificato	<b>Colors of Burano</b> - C. Facciolli, S. Rubino, F. Testini	20° classificato	<b>Simian</b> - Guglielmo Cok
6° classificato	<b>Unpair</b> - Zübeyde Sena Şencan, Onur Şencan	21° classificato	<b>Hampers</b> - Igor De Marchi
7° classificato	<b>Richelieu!</b> - Matteo Sassi, Maurizio Giacometti	22° classificato	<b>Hermapollon</b> - Carlo Molinari, Matteo Landi
8° classificato	<b>Wicked Vials</b> - Marco Franchin	23° classificato	<b>One Little Elephant</b> - Filippo Brigo, Renato Millioni
9° classificato	<b>Oh No! It's a Dragon</b> - M. Cimenti, C. Rigon, C. Zanchetta	24° classificato	<b>Quest Giver</b> - Luca Bellini, Sara Valentino
10° classificato	<b>Flight of Dragons</b> - Flavio Foches, Riccardo Foches	25° classificato	<b>The King of the Lake</b> - Enrico Vicario
11° classificato	<b>Koku, the Way of Rice</b> - Filippo Landini	26° classificato	<b>Runes</b> - Angelo Tonin
12° classificato	<b>Janmpù</b> - Davide Iannuzzi	27° classificato	<b>Adventures on Captain Storm's Island</b> Enrico Feresin, Roberto Pitassi
13° classificato	<b>Stacking Frogs</b> - Aaron Kempkes	28° classificato	<b>Zorotella</b> - Marco Emanuele Maria Bressan
14° classificato	<b>Jemaa, Souk of Marrakech</b> - F. Testini, M. Giacometti	29° classificato	<b>Sky Walkers</b> - Fabrizio Tronchin, Maurizio Buso
15° classificato	<b>Forgettable Inventions</b> - Francesco Sciortino	30° classificato	<b>Bazaar</b> - Stefano Castelli

### Special Awards

Special Award "Sebastiano Izzo"	<b>Runes</b> Angelo Tonin	Visual Interface Trophy	<b>Bazaar</b> Stefano Castelli
Special Award Cartamundi	<b>Apnea</b> Flavio Foches, Riccardo Foches	Scienza in Gioco Trophy	<b>Constellations</b> Diego Allegri
SAZ Italia Trophy	<b>Flight of Dragons</b> Flavio Foches, Riccardo Foches	QP Trophy	<b>Pied Piper of Hamelin</b> Cielo d'Oro

2023	<b>Rex Cracoviae</b> - Cielo d'Oro	2004	<b>Terranova</b> - Gaetano Evola, Rosanna Leocata
2021	<b>OverbookKing</b> - Filippo Landini	2002	<b>Magma</b> - Carlo A. Rossi
2018	<b>JAP – Just Another Pirate Game</b> - G. A. Cappuzzo	2000	<b>Bisanzio</b> - Alessandro Saragosa <b>Gnomoni</b> - Duilio Carpitella (ex-aequo)
2016	<b>Tergeste</b> - Eric Orel	1998	<b>Giano</b> - Furio Ferri
2014	<b>Nea Polis</b> - Ciro Facciolli, Sara Rubino	1996	<b>Krakatoa</b> - Walter Obert
2012	<b>Marco Polo</b> - Simone Luciani, Daniele Tascini	1995	<b>Svolando</b> - Claudio Serravalli
2010	<b>Aquileia</b> - Cielo d'Oro	1994	<b>Algoritmo</b> - Giacomo Dotta
2008	<b>Lorenzo il magnifico</b> - Paolo Mori	1993	Demonstrative exhibition
2006	<b>Clavigola</b> - QMAM	1992	Demonstrative exhibition