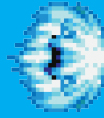
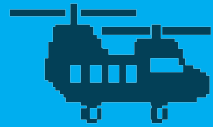




VERSAILLES



# GAME STORY

## THE STORY OF VIDEO GAMES

EXHIBITION  
19 OCTOBER 24 > 13 APRIL 25

ANCIENNE POSTE

3 AVENUE DE PARIS\_VERSAILLES

20<sup>e</sup>  
anniversaire



Préserver



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Rejouer

ASSOCIATION  
MO5

BOOKING  
REQUIRED:  
VERSAILLES.FR / GAME STORY



EUROPE'S LARGEST RETROSPECTIVE OF PLAYABLE VIDEO GAMES!  
PRICE 7€ / REDUCED FEE 5€ / FREE ENTRY FOR UNDER 6-YEAR-OLDS

GAME ONE

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MICROIDS

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arte

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transilien

**VIDEO GAMES. A REVOLUTION  
AT THE FRONTIERS OF ART,  
ENTERTAINMENT AND TECHNOLOGY**

I am delighted to present the Game Story exhibition on the dazzling and fascinating story of video games, hosted by the Ancienne Poste. This new cultural and events venue, managed by the City of Versailles, is dedicated to popular culture. It is ideally located at the crossroads of all Versailles' districts and is open to all generations –especially the young.

From a mere university experience to a global entertainment empire, video games now represent a major form of entertainment and a thriving industry. The exhibition revisits the milestones in the fascinating history of video games: the early 1950s when computers were still tools for scientific research and experiment; the 1970s and the beginnings of commercial video games; the 1980s with the arrival of home consoles; the 1990s and the transition from 2D to 3D; the 2000s with new-generation consoles and the advent of online games. At the dawn of the 21st century, video games had become a global phenomenon –promoting e-sports and multiplayer gaming on a massive scale– and a multi-billion-dollar industry rivalling with the film and music industries.

Video games are a cornerstone of the world's digital culture. They influence cinema, music, fashion, education, the economy, health and even social and cultural relations, while continuing to push back the boundaries of technology and creativity.

I would like to thank the association M05, curator of the exhibition. This team of enthusiasts preserves, maintains and promotes the mythical machines that engendered the amazing adventure of video games, marked by fast development and overwhelming popularity throughout the world.

After the creation six years ago of its Esports Tournament, which takes place every year in March, it was only natural that Versailles –the city of all cultures–should bear witness to an artistic and technological movement that involves millions of fans.

Enjoy your visit!

François de Mazières  
Mayor of Versailles  
Chairman of Versailles Grand Parc  
conurbation authority

**THE NEED TO PRESERVE  
OUR CULTURE AND DIGITAL HERITAGE**

Since the advent of digital technology, computing and video games, these have substantially changed our civilization. From the 1980s, computers and game consoles gradually invaded every home in the world. Although today we talk of global ecosystems such as Google, Apple, Amazon, Microsoft, etc –the famous GAFAM– this hasn't always been the case, quite the contrary.

The worldwide development of digital technology in the 1970s, with its tremendous creative potential, led to the creation of thousands of companies of all sizes who released thousands of machines on the market, all different and not often compatible. Millions of men and women created digital works, software and video games for those platforms; over 4 million have been created, and some have already disappeared for good. They represent an important part of our culture and reflect human creativity, and so naturally form part of the heritage of humanity.

It is this heritage that our association (M05) and all its volunteers have set themselves the task of preserving. The task is gargantuan, Sisyphean, but necessary to keep track of all this history and its developments, whereas digital technology is the most modern, but also the most fragile, medium that mankind has ever known.

M05 and its volunteers have done their utmost to ensure you can enjoy the machines and works they preserve in this retrospective.

So, get hold of those controllers now and come play with us!

Association M05  
Curator of the exhibition



VERSAILLES

# GAME STORY

## THE STORY OF VIDEO GAMES

FROM 19 OCTOBER 2024 TO 13 APRIL 2025  
AT THE ANCIENNE POSTE IN VERSAILLES

The City of Versailles and M05, an association dedicated to protecting the video game heritage, present Europe's largest exhibition of playable video games at the Ancienne Poste (old post office) opposite the Palace of Versailles.

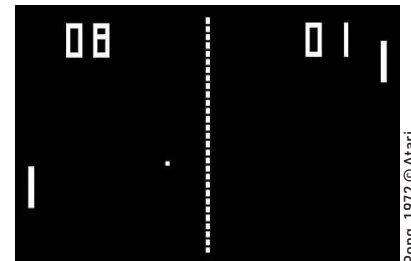
The exhibition, running from 19 October 2024 to 13 April 2025, showcases 70 years of video game history, from arcade terminals to consoles and PCs.

With more than 100 playable machines and up to 500 games, it will give you the opportunity to discover or rediscover the world of video games.

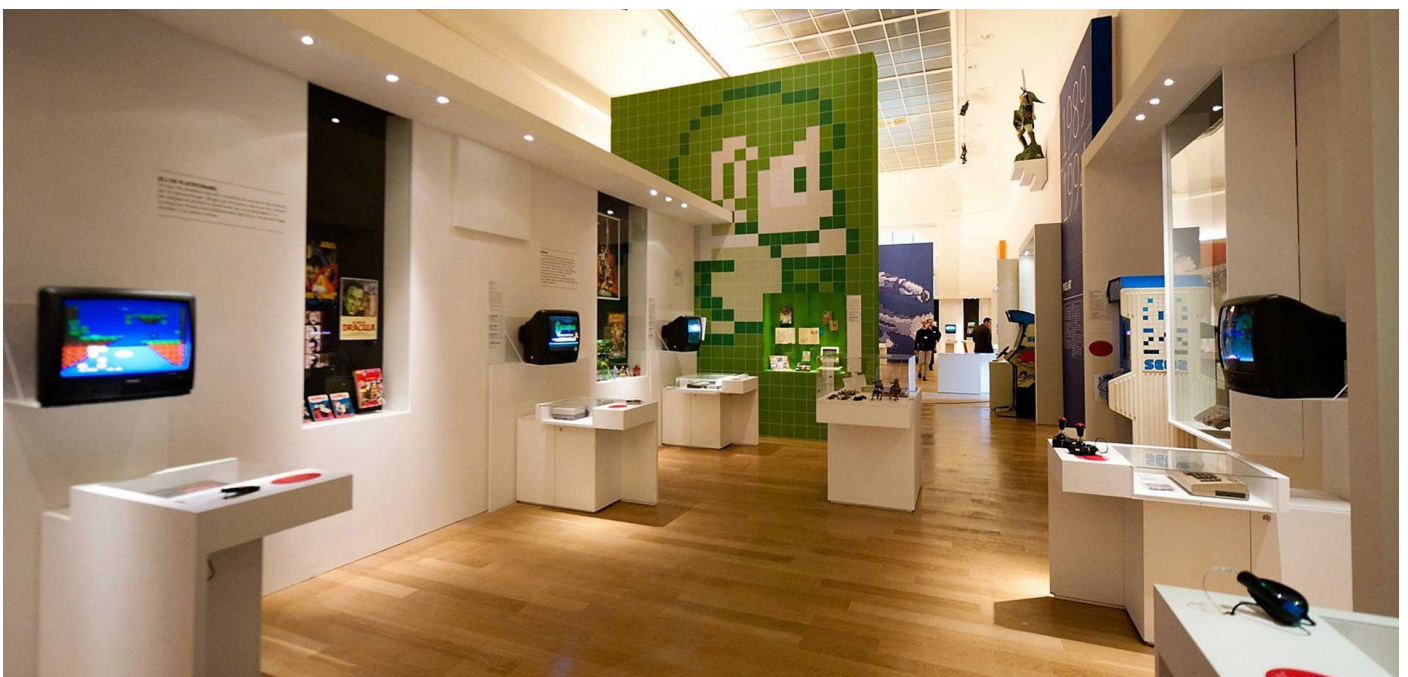
**+ 100**  
**playable**  
**machines**

and a selection of famous works from the history of video games, created by some of the world's greatest developers, will be on display for visitors, from the world's first video game, Tennis For Two (1958) to the first arcade terminal, Computer Space (1971), as well as Pong and the first game consoles by Atari, Nintendo, SEGA, etc.

The Game Story experience concludes with a selection of modern video games including virtual reality, with a special focus on French creations.



Pong, 1972 © Atari



Game Story, Grand Palais, 2011-2012. © AFJV

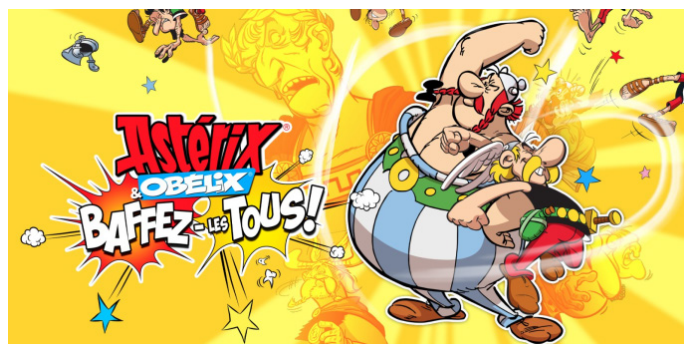


Game Story, Grand Palais, 2011-2012. © AFJV



## FIVE ICONIX VIDEO GAMES

- **Pong** (arcade terminal), the first ball game, which is still great fun to get to grips with because it is so simple!
- **Prince Of Persia** (Apple II), the video game that made its developer (Jordan Mechner) famous, is renowned the world over for its high quality and rotoscope animations.
- **Streets Of Rage 4**, 25 years after the release of the last episode in Japan, this fourth opus in Sega's famous saga of street fighting games is partially produced in France and is a huge success worldwide!
- **Dead Cells**, the edgy, retro-modern video game platform created in Bordeaux is a worldwide favourite on consoles, PCs and mobile platforms.



Asterix et Obélix, Baissez les tous ! 2021 © Microïds

- **Asterix & Obélix Baissez les tous !** is an arcade console game from Microïds, featuring the famous heroes of the eponymous comic strip!

In addition, the event will be hosting conferences and round-table discussions during the exhibition with leading figures from the video game and digital industries.

**Workshops** will also be run by the association's volunteers, repairing and maintaining historic machines, as well as machines brought in by visitors.

**A shop** will be open to visitors where they can buy items related to this half-century-old culture, as a memorable souvenir of their visit.



Dead Cells, 2018 © Motion Twin



## EIGHT DATES IN THE HISTORY OF VIDEO GAMES

### EN FRANCE

#### Early 1980s

This was a transition period for video games in France. Second-generation consoles, such as Atari VCS and Intellivision, were flourishing. In September 1982, the first French magazine dedicated to video games, Tilt, was launched. Companies such as Infogrames, Loriciel and Cobrasoft were founded, professionalising the sector.

#### The 1990s

The French video game market went through its first crisis between 1993 and 1996, due to the economic downturn. However, the success of Sony's PlayStation revived the sector. By the end of the 1990s, there were around 1,200 companies in France employing more than 25,000 people.

#### From 2000 onwards

Some of the old players in the French video game industry disappeared and new studios were founded. With this reorganisation of the sector, two unions, SNJV and SELL, were created to protect it. The CNC became CNCia, which protects newly created studios through tax credits.

### WORLDWIDE

The history of video games began in the 1950s.

#### Up to 1970

The first video games, such as Tennis For Two and Spacewar, made their appearance in laboratories, then in universities. At the time, they were not widely available to the public.

#### The 1970s

Arcade terminals, PCs and the first video game consoles made their appearance. Atari's Pong was the first success and set the trend.

#### The 1980s

This was the heyday of arcade terminals with iconic games such as Pac-Man and Space Invaders. PCs and game consoles continued to develop

#### The 1990s

The video game industry went global, with companies and developers from all over the world. The Internet was born.

#### From 2000 onwards

The video game industry continued to grow. By 2021, **nine generations of consoles had come and gone**, and video games also spread to PCs and smartphones. Digital delivery via platforms such as Steam played a key role in this development.

## VIDEO GAMES TODAY

In France, the video game industry achieved

a record turnover of

**EUR 6,1m** in 2023

Video games were the only cultural sector to grow during the health crisis in 2020 (+21%). There are 39.1 million gamers, 90% of households are equipped and 99% of teenagers, regardless of gender, play video games. Video games are played on consoles, mobile phones and televisions; they are in every home and have their own codes and tools. Video game experiences are shared through the media and across all types of public, creating a standard, not to say a culture, that extends far beyond the gamer population.

## FRENCH STUDIOS AND PUBLISHERS

Since the 1980s, French studios and publishers have been recognized for their expertise: Delphine Software, Microïds, Infogrames, Lankhor, Loricel, Silmarils, etc. These companies often start with publishing and then move into development. Ubisoft, initially a family business involved in video game distribution, grew into a multinational with studios all over the world in 2023.



Prince Of Persia, 1989 © Jordan Mechner

In 2018, according to a study by the DGE, there were 958 economic players in the French video game industry, including 496 studios and 53 publishers.

A sign that the health crisis had no impact on the industry is that, in 2023, there were

**600** development studios in France

among **1 000** video game companies

The majority of these are production companies. Major international publishers regularly call on French studios such as Asobo Studio, Quantic Dream, Arkane Studios, etc., to develop their games.



## Ancienne Poste in Versailles

After two years of refurbishment, the Ancienne Poste in Versailles has been converted into a multi-modal venue dedicated to hosting exhibitions and private events in the City of Versailles. Located in the town centre opposite the Palace, this strategic location will be hosting its first major exhibition: Game Story!



# VERSAILLES

## USEFUL INFORMATION

ANCIENNE POSTE  
3 AVENUE DE PARIS  
VERSAILLES  
WEDNESDAY TO FRIDAY  
12 P.M. > 7 P.M.  
SATURDAY AND SUNDAY  
10 P.M. > 7 P.M.  
PRICE : 7€  
REDUCED FEE : 5€  
FREE ENTRY FOR UNDER  
6-YEAR-OLDS

## PRESS CONTACT

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CLAUDE-AGNES.MARCEL@VERSAILLES.FR

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