

Background

Spilmuseet's collection and exhibition is private, and is run without any form of subsidy or support from the public, institutions, organizations or other companies.

In Denmark, it is the state's responsibility to collect, preserve and make available works in specimen form. This is a large-scale project to preserve our common cultural heritage for posterity, which involves hundreds of people and costs several hundred million DKK annually.

The approximately 25,000 games that have been published in Denmark since 1997 are all covered by the law, and thus should have been collected, preserved and made available, just as films, books and music are. Instead, the games have largely been ignored or even destroyed by the responsible state institutions.

Since 2002, Spilmuseet has been fighting with the state institutions, including the Ministry of Culture and the Danish Parliament, to ensure that video games are treated as comparable media, and as the law demands.

Despite repeated promises from politicians and civil servants, countless articles, radio and TV appearances and pressure from industry professionals, artists and ordinary people, who understand that video games are just as relevant as films, books and music, nothing decisive has happened.

In reality, the state fails to recognize video games as cultural media, even though it was decided more than 25 years ago. Therefore, the video game medium has been lost in public domain in Denmark.

And therefore Spilmuseet is now a purely private project.



Spilmuseet is the world's largest video game collection and playable exhibition of video game history. The 1,600 m² large exhibition in North Jutland in Denmark contains more than 450 playable arcade machines, more than 50 playable consoles and more than 20,000 games.

The collection and exhibition are private, but with membership of the museum's support association, it is possible to visit the collection and play the games. The exhibition comprises approx. one third of the collection.

SPIL:MUSEET

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spilmuseet.dk • facebook.com/spilmuseet • instagram.com/spilmuseet

Rules

Membership of Spilmuseet's support association is available for people over 18 years of age, and requires the provision of name, address and contact details, all of which are registered. Access to the exhibition requires a member number and photo ID.

Persons under the age of 18 can gain access to the exhibition as guests, who must be accompanied by adult members during the entire visit. There can be a maximum of one guest per member, and the member is responsible for the guest.

Visits at Spilmuseet are at your own risk. Any form of vandalism, theft or other illegal behavior is reported to the police. Unacceptable behavior leads to exclusion and expulsion. This covers e.g. insensitive treatment of the exhibition, use of coarse language, bothering other guests, failure to comply with guidelines and general opposition to Spilmuseet.

The premises are protected by alarms and video monitoring. The recordings are saved for a period of time, for the purpose of identifying and prosecuting any illegalities. There is no cash at the premises and the items are registered and tagged. Food, drinks and the like must not be present in exhibition areas, but only outside or in the entrance area.

Payment of membership and guest visits gives tokens of the same value.

Silver: DKK 500 / €70 per year

Bronze: DKK 250 / €35 per year (students and pensioners)

Platinum: DKK 5.000 / €700 per year (full access)

Guest visits: DKK 100 / €15 per visit

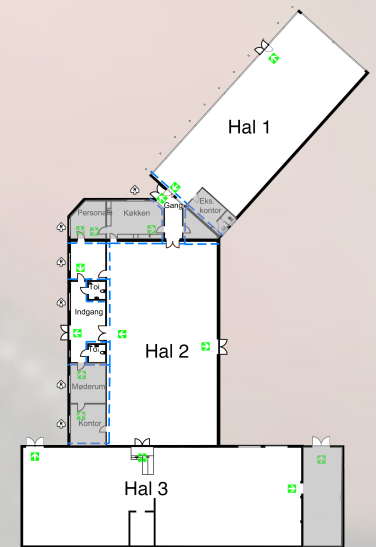
Extra tokens: DKK 100 / €15 per 30 tokens

Group visits and tours can be arranged by appointment.

Practical

After admission, there is free access to view the entire exhibition, which is spread over three halls. Touching of displayed objects is only permitted if it occurs naturally in active play. There is access to play on switched-on machines and systems in the exhibition.

Arcade machines require payment of one token for one play. Tokens can be purchased at the entrance, by paying with Mobile-Pay or PayPal. Do not use other types of coins and please return unused tokens, which can be registered for the next visit.



Information about the individual machine can be found by scanning the QR code, by the number on the light sign on each machine. The sign lights up in the colors:

Green: the machine is on

Yellow/light green: the machine can be switched on

Red: the machine cannot be switched on



A machine or system may be requested to be turned on if you wish to play on it. Request via the QR code or ask the staff who will decide whether the request is granted.

Please inform the staff as soon as possible if a switched-on machine breaks, or has a defect or deficiency.

High scores can be registered in the museum's Hall Of Fame via the QR code or the staff. Each new top 10 score is rewarded with an extra token.