

schwules
museum

lützowstraße 73
10785 berlin



Presskit | Special Exhibition

RAINBOW ARCADE

QUEER GAMING HISTORY 1985-2018

14. 12.18 – 13. 05.19

- 13.12.18 OPENING EVENT
- 10.04.19 CATALOG LAUNCH
- 11.04.19 GAMES CULTURE CIRCLE
- 13.05.19 CLOSING EVENT

Booster Space
Made with Love in Berlin.

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TEMPLE
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PRESS RELEASE

RAINBOW ARCADE

QUEER GAMING HISTORY 1985-2018
14 DECEMBER 2018 - 13 MAY 2019

For the first time in the world, the queer history of video games will be explored in a major exhibition: RAINBOW ARCADE will open at Schwules Museum Berlin in December 2018 and features a wide variety of exhibits spanning over 30 years of media history, including 12 playable titles, concept drawings, modifications written by fans themselves and documentations of online communities. The exhibition will be taking stock of contemporary pop cultural questions of representation, stereotypical and discriminatory narratives in entertainment media, and our cultural memory. For the first time, research by the LGBTQ Game Archive will be presented in a museum.

RAINBOW ARCADE asks not only how social discourses and developments have been reflected in video games and if there has been any major progress in regards of LGBTIQ* representation in entertainment media. In addition, the exhibition explores issues regarding our digital memory and the unique challenges posed by digital culture to archives and institutions and the archival absence of contemporary (queer) media history.

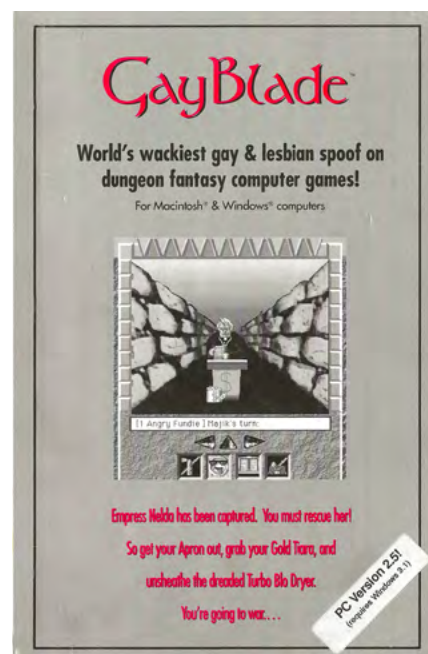
The exhibition is accompanied by an extensive supporting programme with international developers, artists and researchers. Following a successful crowdfunding campaign, the RAINBOW ARCADE catalog will be released in April 2019.

RAINBOW ARCADE is curated by an internationally well networked team of curators, consisting of Sarah Rudolph (herzteile.org), Jan Schnorrenberg (Schwules Museum) and Dr. Adrienne Shaw (Temple University, LGBTQ Game Archive).

RAINBOW ARCADE is funded by the Senate Department for Culture and Europe of Berlin and is under the patronage of Dr. Klaus Lederer, Senator for Culture and Europe of Berlin.

The exhibition itself is supported by a diverse assortment of partners. It is funded by the Berlin Senate Department for Culture and Europe and under the patronage of Dr. Klaus Lederer, Senator for Culture and Europe of Berlin. LGBTQ Game Archive, Temple University and Computerspielemuseum (Video Game Museum) are scientific advisors and provide some of the exhibits, research and technical know-how. Feminist Frequency will produce 3 videos on Queer Tropes in Gaming for the exhibition. The education concept is co-developed with Jugend im Museum e. V.

RAINBOW ARCADE's media partners are Booster Space UG, BerlinGameScene.com, SIEGESSÄULE - WE ARE QUEER BERLIN, L.MAG, exberliner and KALTBLUT Magazine. The exhibition is an official part of gamesweekberlin's 2019 lineup (8-14 April 2019) and a number of events will be organized together with A MAZE / Berlin 2019 - 8th International Games and Playful Media Festival.



PLAYABLE GAMES

The following games will be playable inside the exhibition space for the entire runtime of RAINBOW ARCADE and during the regular opening hours of Schwules Museum.

SECTION 1 | TIMELINE

CAPER IN THE CASTRO

C.M.Ralph (1989, USA)

Mystery / Puzzle Game

Lesbian detective Tracker McDyke has to solve the disappearance of her friend and drag queen Tessy LaFemme in Castro Street.

ELIXIR

Zoyander Street (2016, UK)

Narrative Game

Try to convince the Metaphysician to prescribe you the elixir so that you can ascend to your true form. Discover what your true form is while you experiment with performativity. Crush medical equipment with your bare hands. Smash the system.

SECTION 3 | INDIE GAMES

2064: READ ONLY MEMORIES

Midboss (2015, USA)

Cyberpuk Adventure

A journalist-turned-detective teams up with Turing, the world's first sapient machine, to unmask a conspiracy that will shake the foundations of Neo-San Francisco.

DOMINIQUE PAMPLEMOUSSE 1 + 2

Squinky (2013, Canada)

Stop Motion Detective Musical

The titular protagonist, is a down-on-their-luck private investigator of ambiguous gender only one rent payment away from homelessness

LESBIAN SPIDER-QUEENS FROM MARS

Anna Anthropy (2012, USA)

Arcade Game

The spider-queen's harem of consensual slaves are up in arms and it's up to her to recapture them, armed with a magical staff that fires bondage lasers.

QUEERS IN LOVE AT THE END OF THE WORLD

Anna Anthropy (2012, USA)

Narrative Game

Queer Love and the Apocalypse

THIS IS WHERE I WANT TO DIE

Marcel Weyers (2013, GER)

Visual Novel

A dying person is trying to remember what happened.

SECTION 6 | NEXT LEVEL

BUTTERFLY SOUP

Brianna Lei (2018, USA)

Visual Novel

A visual novel about gay asian girls playing baseball and falling in love.

DREAM DADDY

GameGrumps (2017, USA)

Visual Novel

Play as a Dad and meet and romance other hot Dads!

GENITAL JOUSTING

Free Lives (2018, USA)

Party Game

A story of „John“, a penis who needs to find a date for his high school reunion.

RADIATOR 2

Robert Yang (2018, USA)

Compilation

A gay sex triptychon consisting of three experimental games (Hurt Me Plenty, Succulent and Stick Shift) dealing with male sexuality, punishment, food and driving.

PROGRAMM

OPENING

December 13, 2018, 7 pm
with the curators.

QUEER GAMING TREASURES AND THEIR PRESERVATION

December 15, 2018, 7 pm
Panel with Dr. Adrienne Shaw (RAINBOW ARCADE) and Mascha Tobe (Computerspielemuseum).

GAMING IN COLOR

January 17, 2019, 7 pm
Screening of the crowdfunded documentary film on queer video gamers and designers.

RAINBOW GAME JAM

08. Februar 2019, 19:00
Public presentation of queer video games developed by students in a workshop by Jugend im Museum e. V.

FANFICTION READING

14. März 2019, 19:00
Reading of selected fanfiction with Yasmina Banaszczuk (Journalist and Author).

RAINBOW ARCADE CATALOG

10. April 2019, 19:00
Launch of the official catalog. With Mx. Dietrich Squinkifer (Dominique Pamplemousse), Zoyander Street (Elixir), Robert Yang (Radiator) and Naomi Clark (Consentacle).

GAMES CULTURE CIRCLE RELOADED

11. April 2019, 19:00
with Mx. Dietrich Squinkifer and Zoyander Street as part of A MAZE. / BERLIN 8th International Games and Playful Media Festival (SEZ Berlin).

GAY REPRESENTATION AND DIVERSITY IN DATING SIMULATORS (TENTATIVE)

07. Mai 2019, 19:00
Talk with the developers of Dream Daddy: Leighton Gray and Vernon Shaw (aka GameGrumps).

CLOSING

13. Mai 2019, 19:00
Closing talk with C.M.Ralph (Caper in the Castro) and Ryan Best (GayBlade), pioneers of queer video game. Presented by Dr. Adrienne Shaw.

CATALOG



»The first comprehensive introduction to queer gaming history.«

Release: April 2019
Price (excluding shipping): 32,50€
Around 152 pages

The official RAINBOW ARCADE exhibition catalog will be released in April 2019. The first comprehensive introduction to queer gaming history in print has been funded completely via Kickstarter and even overtook its funding goal of 25.000€: 764 supporters from all over the world raised a total of 28.887€.

It contains and presents the extensive research behind RAINBOW ARCADE and the LGBTQ Game Archive and is designed as a stand-alone reading experience. Like the exhibition itself, it is meant as an appraisal and a contribution to our ongoing conversations on diversity, representation, discrimination and politics in popular culture.

This is why it will not only include a detailed exhibition directory featuring all games shown from 1985 to 2018 and supplementary texts, but also additional essays by and interviews with developers, artists and researchers. Included will be interviews with C.M.Ralph (Caper in the Castro) and Ryan Best (GayBlade) in addition to exclusive essays written by Mx. Dietrich Squinkifer, Zoyander Street, Robert Yang, Naomi Clark and Katherine Cross.

Just like the exhibition itself, the catalog is geared towards an international audience and will be published in English.

CURATORS + TEAM



CURATOR

Sarah Rudolph

studied Digital Journalism and Media in Cologne and is Co-Founder and Editor in Chief of the alternative teen magazine [brause*mag](#). They have been obsessing over the intersections of digital media and social justice for almost a decade and wrote their bachelor thesis in 2012 about, Social Movements and Social Media by the example of cyberfeminism. A year later they co-founded video game culture blog [herzteile](#) and have been talking, writing and podcasting about games, gender, politics and their cultural implications ever since.

CURATOR

Jan Schnorrenberg

works in the PR department of [Schwules Museum](#). He wrote his bachelor thesis on digital privacy; his work is centered on the interactions of digital media, political discourse and progressive movements. Besides working on RAINBOW ARCADE, he is currently finishing his masters degree at Humboldt-University of Berlin with a thesis on narrative strategies employed by european right-wing parties to appeal to LGBTIQ* voters.

CURATOR

Adrienne Shaw

is an Associate Professor in Temple University's Department of Media Studies and Production, a member of the Klein College Media and Communication graduate faculty. Her book [Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture](#) (University of Minnesota, 2014) won the 2016 Outstanding Book Award from the Popular Communication Division of the

International Communication Association. She also co-edited [Queer Game Studies](#) (University of Minnesota Press, 2017) with Bonnie Ruberg, [Queer Technologies](#) (Routledge, 2017) with Katherine Sender, and [Interventions: Communication Research and Practice](#) (Peter Lang, 2018) with D. Travers Scott. Her ongoing research project is the [LGBTQ Game Archive](#).

ART DIRECTOR

Nicolas Simoneau

is an art director based in Berlin. Best known as the co-founder of [KALTBLUT Magazine](#), he graduated as art designer in Paris. His work as curator for "Volume Art Festival" and "Digital Luv" goes side by side with art direction for online and print publications, including clients like Bruno Gmünder and Axel Springer.

EXHIBITION ASSISTANCE

Iliane Kiefer

has a background as a cultural scientist and holds a Master's degree in Curating Art from Stockholm University, focussing in her final project on feminist and collaborative curatorial practices. She has worked as a gallery assistant at Galerie Schwind (2013-2014), representing artists of the 'Leipziger Schule' and realised in Stockholm curatorial projects like 'Rethinking Flânerie' (2016) at the museum marabouparken.

EXHIBITION

Runtime	December 14, 2018 - May 13, 2019
Opening Event	December 13, 2018, 7 pm
Press Tour	December 13, 2018, 11 am
Exhibition Area	142 qm
Scope	130 Exhibits, 12 playable Games
Where	Schwules Museum, Lützowstraße 73, 10785 Berlin
Opening Hours	Su, Mon, Wed, Fri: 2-6 pm, Thu 2-8pm, Sat 2-7pm, Tue closed
Admission	Regular 7.50 €, Reduced 4 €

TEAM

Curators	Sarah Rudolph, Jan Schnorrenberg, Dr. Adrienne Shaw
Exhibition Design	Iliane Kiefer
Art Director	Nicolas Simoneau
Education Concept	Svenja Anhut
Technical Implementation	Mathias Obrist
Construction	Anne Hierzi, Alexia/Lautaro Apolinario, Tomka Weiß, Joris Bas Backer, Julius Franklin, Jörg Krüger
Translation	Andreas Dohmen
Board of Directors	Dr. Birgit Bosold, Dr. Farzada Farkhooi, Vera Hofmann, Christopher Izgin, Ben Miller, Jan-Claus Müller, Brigitte Oytoy, Heiner Schulze
Administration	Uta Stapf, Tom Nehiba

PARTNERS

Funding (Exhibition)	Senate Department for Culture and Europe of Berlin
Patronage (Exhibition)	Dr. Klaus Lederer, Senator for Culture and Europe of Berlin
Project Partners	LGBTQ Game Archive , Computerspielemuseum Berlin , Temple University , Feminist Frequency , Jugend im Museum e.V. , A MAZE , 908video gmbh
Media Partners	Booster Space UG , gamesweekberlin 2019, BerlinGameScene.com , SIEGESSÄULE , L.MAG , exberliner

SPECIAL THANKS TO

Andrew Borman, Jason Scott, Joshua Savage, Claudia Lo, Christopher Sawula, Lena Uskoreit, Andreas Lange, Mascha Tobe, Thorsten S. Wiedemann, Lorenzo Pilia, Mihael Liebe, Manuel Klein, Clémentine Decremps, Cyprien Leduc, Thibaut D'Alton

PRESS PHOTOS

All press photos are available on schwulesmuseum.de

They may be used exclusively to report on RAINBOW ARCADE with complete indication of the source.



RAINBOW ARCADE Key Visual
Design: Nicolas Simoneau
Schwules Museum Berlin



RAINBOW ARCADE Catalog: Cover & Backside Mock Up (preliminary)
Design: Nicolas Simoneau



RAINBOW ARCADE Catalog: Index Mock Up (preliminary)
Design: Nicolas Simoneau
Schwules Museum Berlin



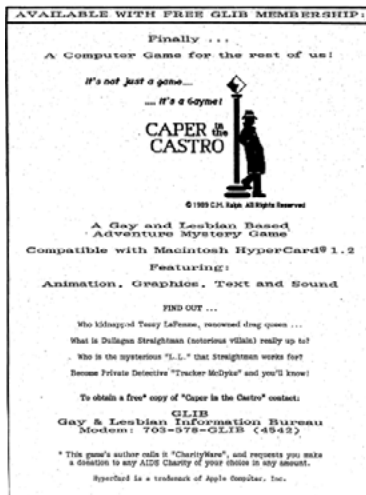
RAINBOW ARCADE Key Visual
Design: Nicolas Simoneau
Schwules Museum Berlin



Caper in the Castro (1989): Original Disc. Developer: C.M.Ralph. Source: Private Collection of C.M.Ralph



Caper in the Castro (1989): Screenshot. Developer: C.M.Ralph. Source: LGBTQ Game Archive



Caper in the Castro (1989): Advertisement (Washington Blade, 30 June 1989). Source: LGBTQ Game Archive



"Tracker McDiye matches wits with Dullagan Straightman" Newspaper Article on Caper in the Castro (Washington Blade, 03 November 1989), Source: LGBTQ Game Archive

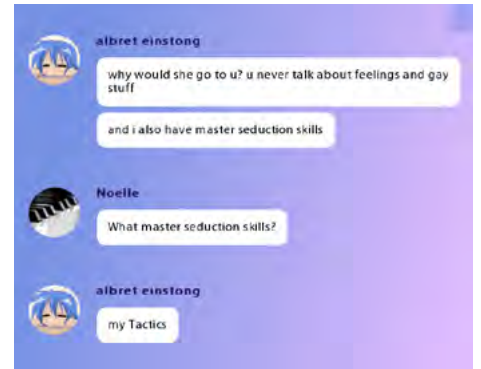
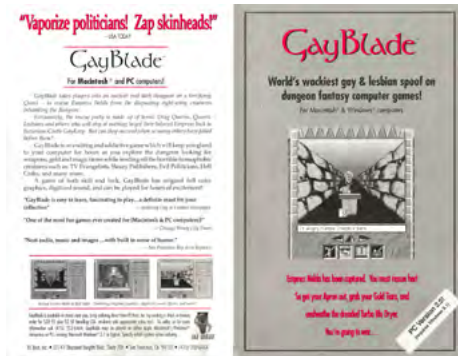


Foobar vs. the DEA (1996): Screenshot. Source: LGBTQ Game Archive

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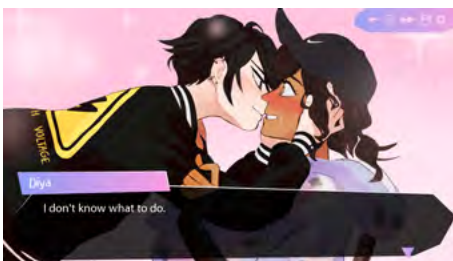
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“Vaporize politicians! Zap skinheads!”
GayBlade (1992): Instruction Manual
Developer & Source: Ryan Best

“Dungeons and Drag Queens”
Advertisement: GayBlade (1992)
Developer & Source: Ryan Best

“why would she go to u? u never talk
about feelings and gay stuff
and i also have master seduction
skills” Screenshot: Butterfly Soup
(2018). Developer: Brianna Lei



“How dare you. Just last week, I
went to Safeway with my mom.”
Screenshot: Butterfly Soup (2018).
Developer: Brianna Lei

“I don't know what to do.”
Screenshot: Butterfly Soup (2018).
Developer: Brianna Lei

“You say that like I'd be interested
just because it's gay” Screenshot:
Butterfly Soup (2018).
Developer: Brianna Lei



“Bathroom signs: the bane of my
existence. Which one's supposed
to be me?” Screenshot: Dominique
Pamplemousse (2013). Developer:
Mx. Dietrich Squinkifer

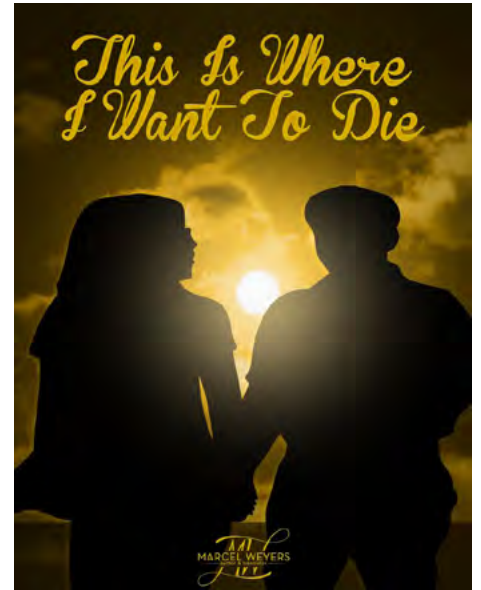
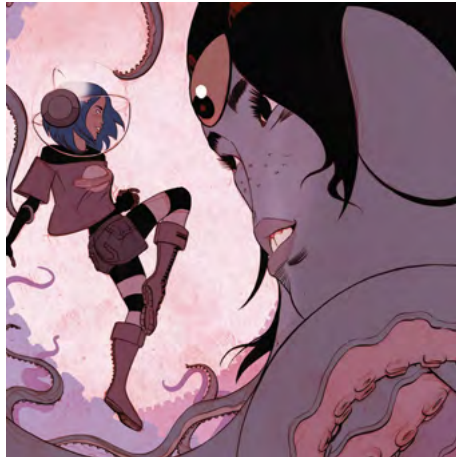
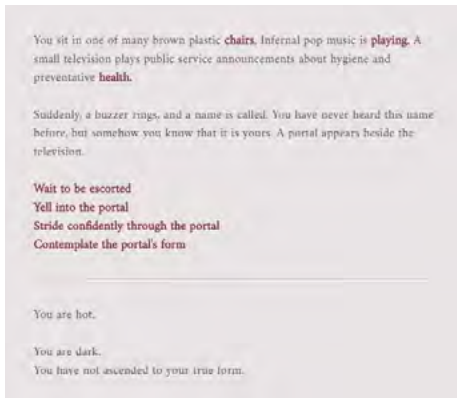
“One of you must absorb me”
Screenshot: Dominique
Pamplemousse (2017). Developer:
Mx. Dietrich Squinkifer

Genital Jousting (2018): Key Visual.
Developer: Free Lives

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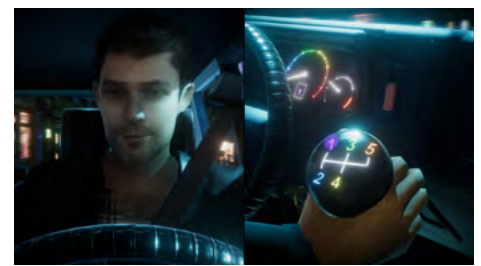
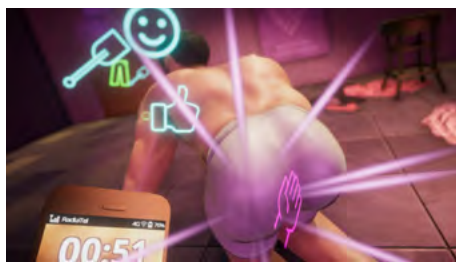
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"You are hot. You are dark. You have not ascended to your true form."
Screenshot: Elixir (2016), Developer: Zoyander Street

Boxart: Consentacle (2017),
Developer: Naomi Clark, Artwork by James Harvey

This Is Where I Want To Die (2013):
Key Visual. Developer: Marcel Weyers



Radiator 2 / Succulent (2017):
Screenshot, Developer: Robert Yang

Radiator 2 / Hurt me Plenty (2017):
Screenshot, Developer: Robert Yang

Radiator 2 / Stick Shift (2017):
Screenshot, Developer: Robert Yang