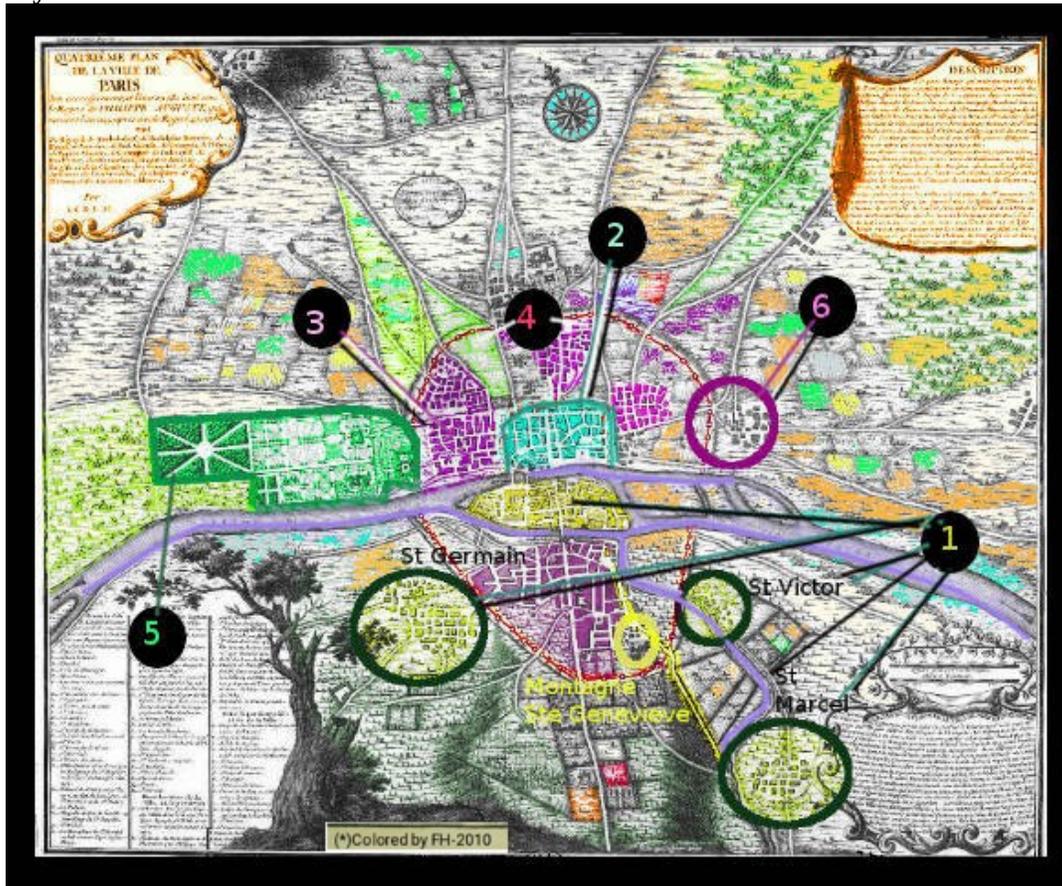


Merian Videogame Preview... 1000 Years in Paris!

The Merian Videogame is based on plans available to the public at large. Most of these plans were downloaded from the BnF, Bibliothèque Nationale de France, and from the French National Archives. Some of these plans were monochrome. Plans colored by the Author are marked with an (*) the fifth plan of Paris(*) 1367 to 1383 from Charles Vth and Charles the VIth have been colored by the Author and ditto for the IVth plan of Paris below dating around the 11th to 12th century(*) or **nearly 1000 Years before today!**



Yellow (1) shows the oldest neighborhoods of Paris, the Montagne Ste Geneviève in the yellow circle, and quartiers St Marcel St Victor St Germain and the Isle of of the Cité before the seventh century.

The turquoise (2) is showing the first extension of Paris on the right bank up to the seventh century which will be followed by the first fortification of Paris outside of the ile de la Cité.

Magenta (3) displays the following expansions of Paris until the twelfth century with the fortification of Philippe Auguste (4) surrounding Paris, this construction was followed by the construction of the fortifications of Charles the VIth, today covered by the Grands Boulevards (Boulevards des Italiens).

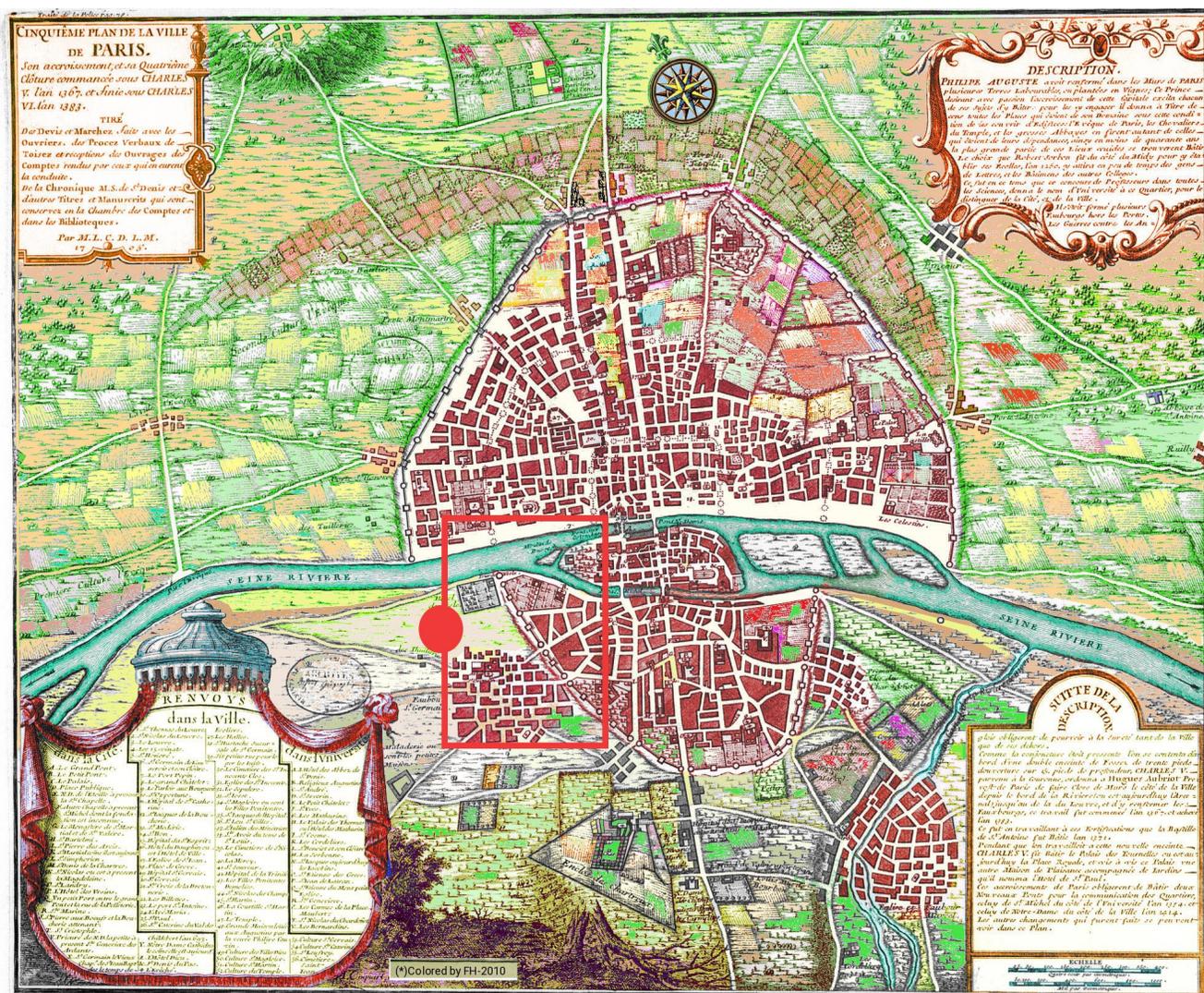
From Philippe Auguste, to the thirteenth century, Paris suburbs were developed further, including the Faubourg St Honoré and later the gardens of the Queen Marguerite(5) which were created in the days of Henry the IVth, and extended to the Ouest from 1600 and across the river Seine, this portion across the river Seine will become the Champs Elysees, around 1800.

In the thirteenth century after the Tuileries, the Faubourg Saint Antoine and the Bastille will see the day, emerging around 1380 (6) and for many centuries the Porte St Antoine besides the Bastille will become the main entrance of Paris.

Les Grands Boulevards around Paris to the West and North appear on the Merian plan in 1636, while the Bastille disappeared in 1789, with the révolution, after 1800 Bonaparte christened the Champs Elysees and the Arc de Triomphe(1836), the development of the western part of Paris followed shortly after, during the time of Baron Haussmann.

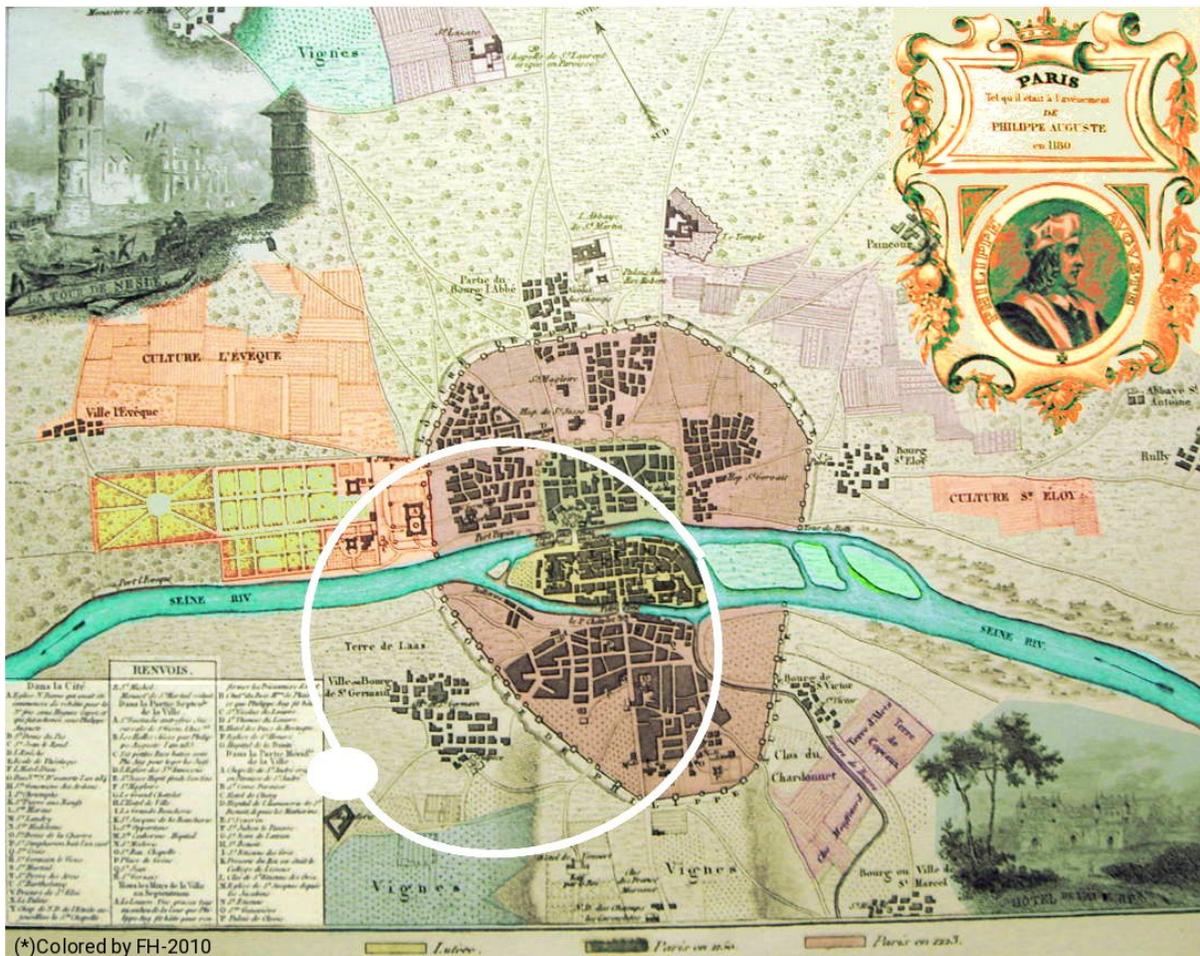
The enclosure of the “Fermier Generaux” created around 1750 still separated Paris from farmland in the West and North until 1850 and later was covered by the “métro aérien” 1900!

Finally after the 1914-18 the Boulevards extérieurs, named after the Marechals of the empire became the new limit of Paris albeit today there is also an outer ring called the Peripherique.

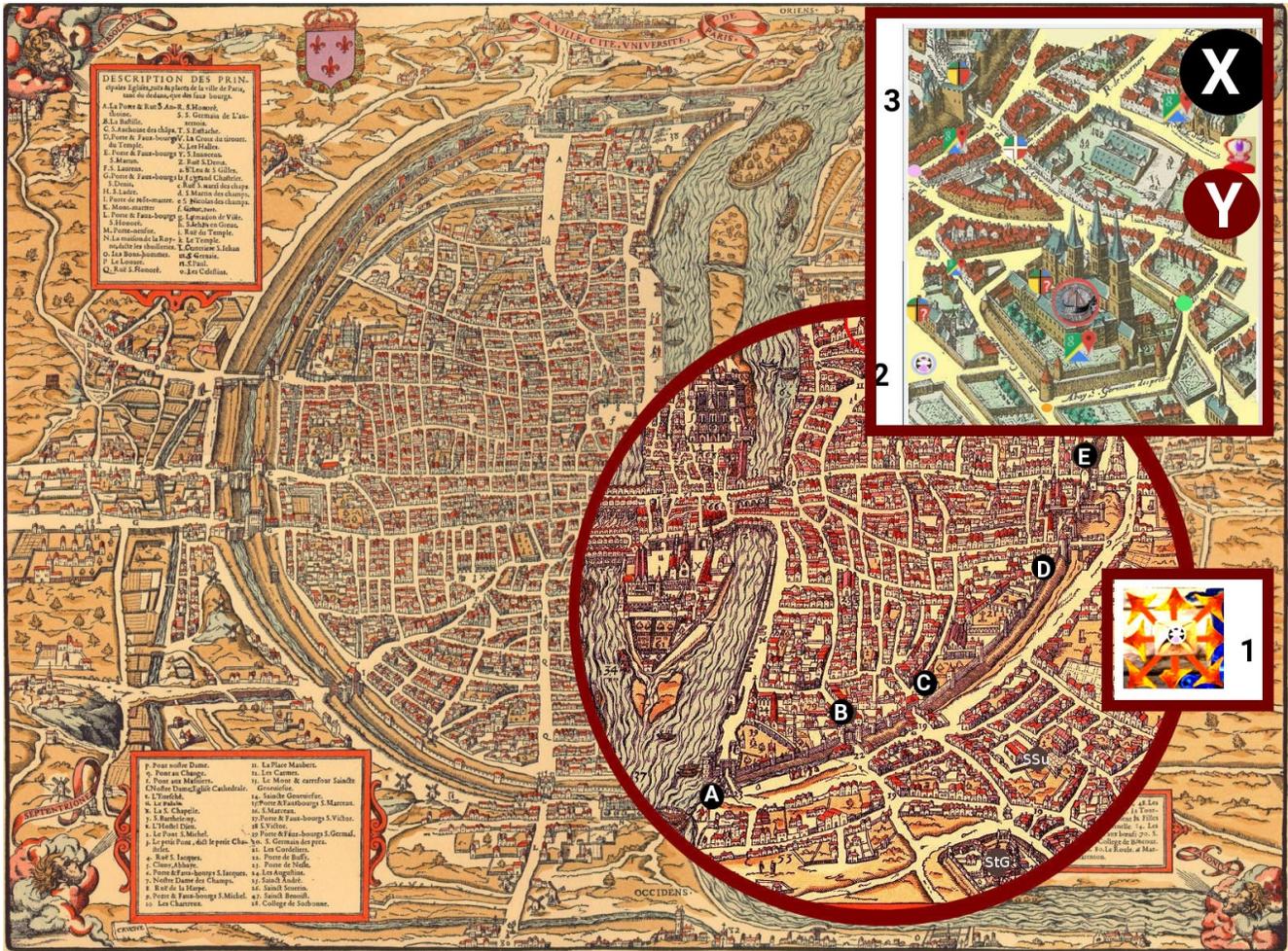


The Merian Videogame takes place in the area above marked in red, around Quartier St Germain below the red circle and the Clos de Laas near the river Seine, today Rue St Andre des Arts, Quartier Latin.

The Merian Videogame is based on the Paris Plan of the same name, the Merian plan is often used by historians for it accurately represents the view of Paris around 1180. The game starts in the Quartier St Germain in the part depicted below in this plan of Philippe Auguste around 1180, Philippe Auguste built the fortifications of the same name visible on the plan.



You will have to pass through the Porte de Bucy, near the Porte and the Tour de Nesles visible above.



X is the actual window of the game on your mobile or Tablet/ Laptop you are viewing it.

You(2) are going around the streets of the Latin Area on this Merian Plan in the 13th Century, your mobile is displaying the direction/ movement you are about choosing to make (1)

Your first destination is the Porte de Bucy(3) that you must reach without been caught by the cyclops(Y).

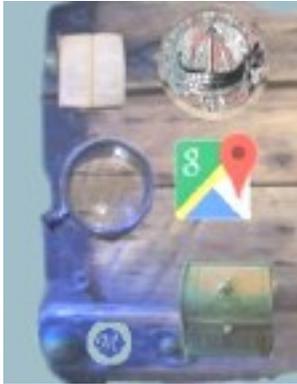
The current street window(X) keep displaying a changing view of the area you are going through. You can decide to go wherever you want in these streets and as you are in motion you may encounter various elements of the game such as Avatars to help you eliminate cyclops or travel through time. The game has also dedicated tags in the streets to display surrounding in details Google maps of Paris Today and clues to help your Quest/ Voyage to the second destination which is the Pont Neuf.

Your Third destination is Notre Dame that you will have to reach through different plans of Paris and travelling through different centuries.

The more general contextual images of Paris you may encounter during tour travel while playing the game can be viewed through the zoom option/ tool , for example here this option displays ABCDE which are the Porte and Tour de Nesles(A). The Porte de Bucy(B). The Porte St Germain(C). The Porte St Michel(D). The Porte St Jacques(E).

The window below is a real time display from your mobile/ tablet showing where you stand, the Porte de Buci is at the top left and you are below the Abbaye of St Germain des Pres.

Practical view of the Game Toolbox/ Options.



The Book Option is the Game Instructions.

The Lutetia Icon is your next Destination description

The Zoom enables to view the surroundings

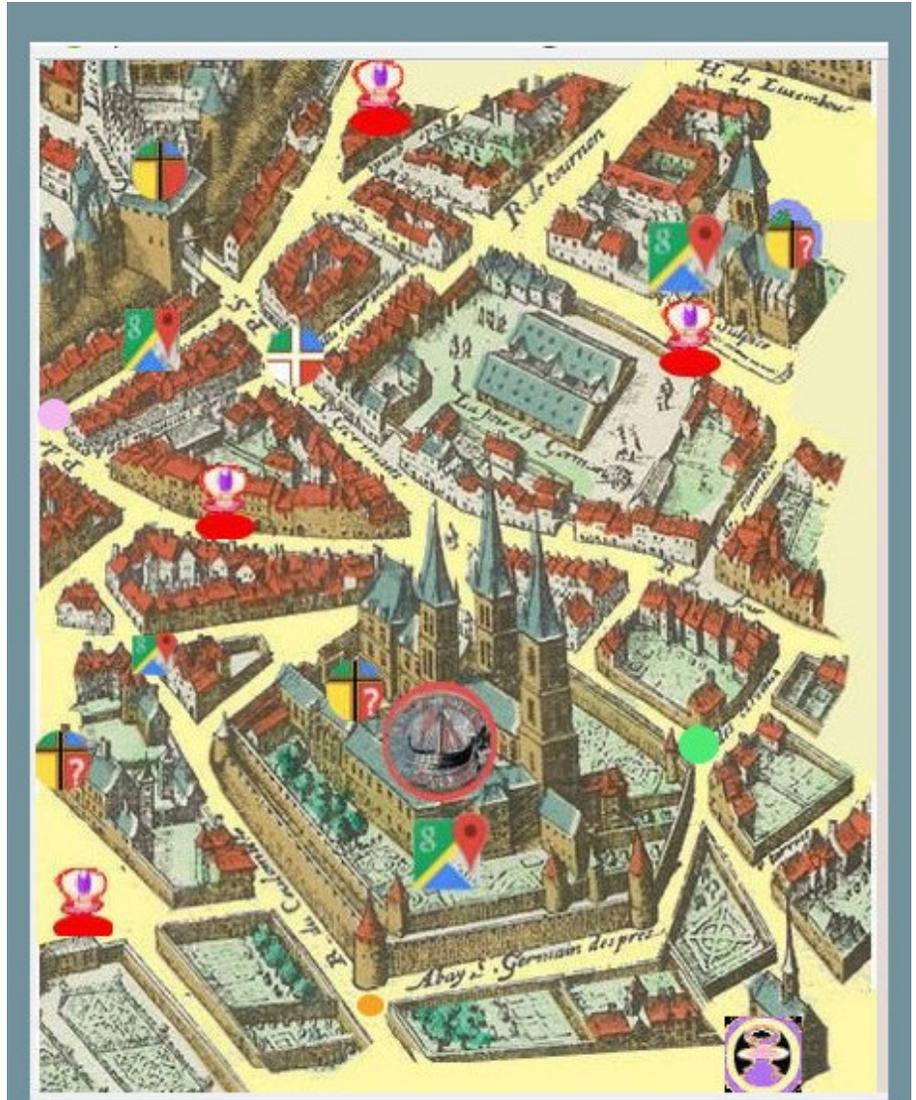
The Google Maps is just that whether you want to see the location today where you stand or are passing by.

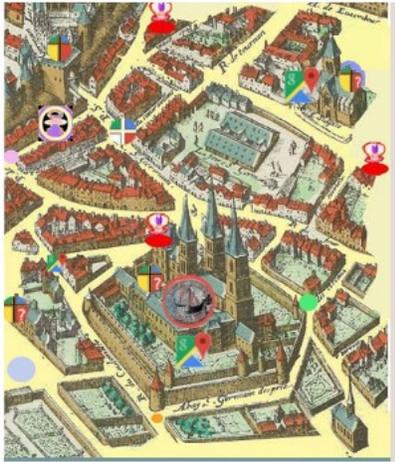
The Coffre may contain some clues at different times

There is also an option to view the other games available or to exit the current game.

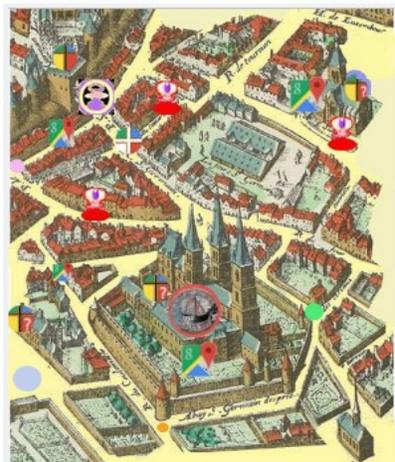
That's about you are now equipped for the Journey!!

The next page describe an example of the Journey and the various Quiz and obstacles encountered.

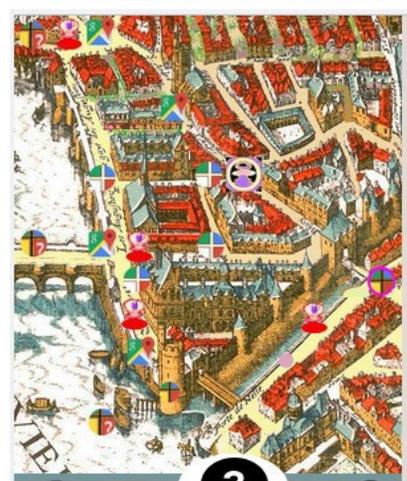




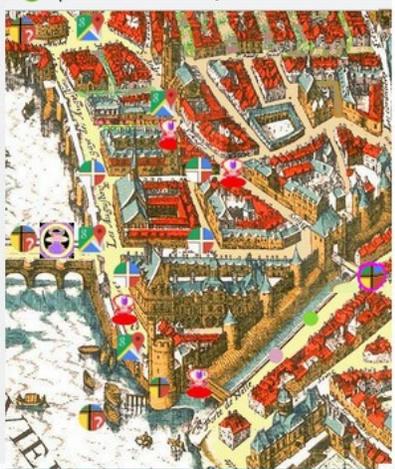
1



2



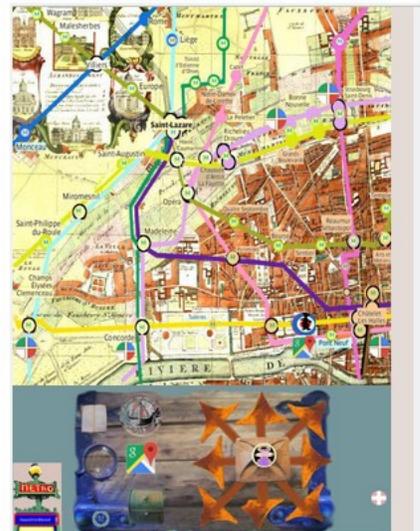
3



4

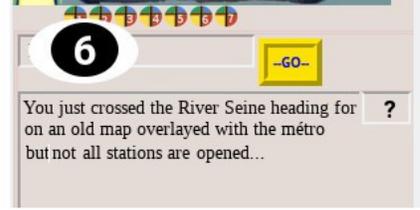


5



6

7 Quiz



In the Scenario above You have avoided the cyclopes then successfully got close to the Porte de Buci(1) then Passed through it(2) entering the rue St Andre des Arts(3) before crossing the Pont Neuf(4) after answering also successfully a quiz(5) and clicking the right answer(1to7) you found yourself on the other side of the river Seine at the Metro Station Pont Neuf but in a very different century where you are asked to transport yourself to a metro station, and moving yourself around with different challenges.

What it means is that the game moves through time and centuries and different challenges on different maps and streets even flying Montgolfieres and/ or navigating the river Seine, each game is different taking different routes with different destinations through quiz avatars and various events taking place.

The game takes place on more than a dozen different maps of Paris from 1000 years ago to today.

A typical example is this segment of the game taking place on the Map of King Louis the Seventh of France.

The Map beside was restored 300 years ago was from the time of King Louis the VIIth (1120-1180) founder of the Paris University and leader of the Second crusade to Jerusalem started in Vezelay by Bernard de Clairvaux in 1146.

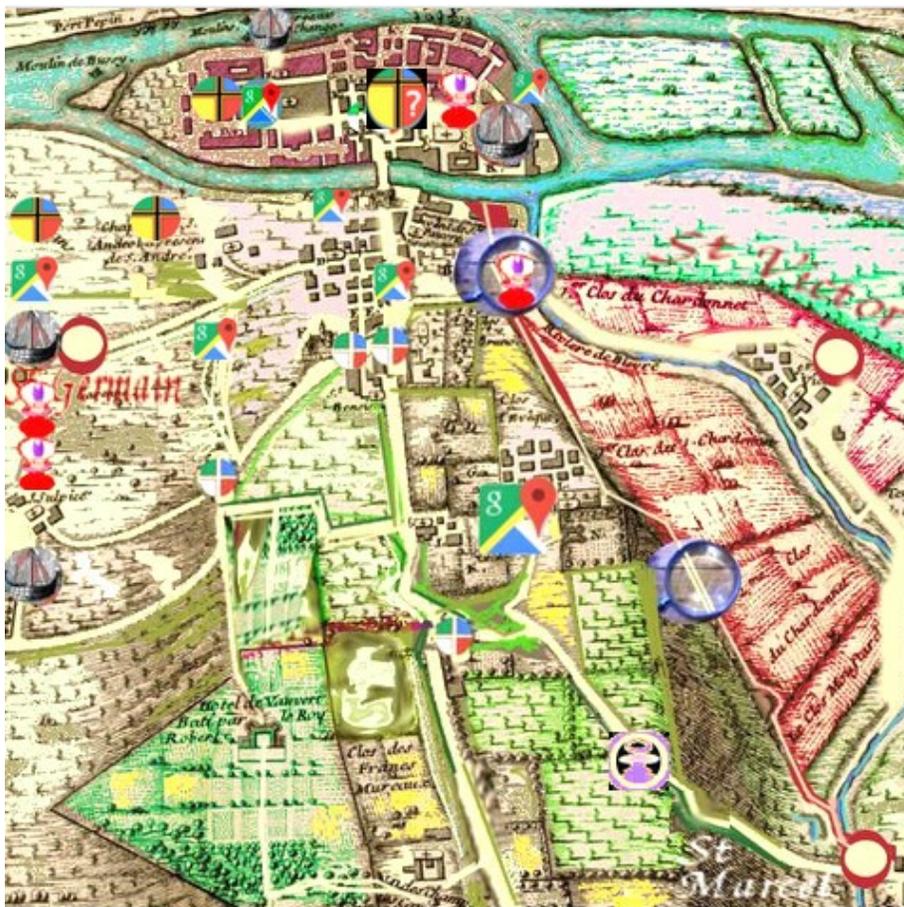
The map is interesting because it shows the oldest area of Paris dating from the earliest days when the legions of Rome entered Paris by the South.

Place d'Italie Rue de la Montagne Ste Genevieve and the Quartier St Marcel named after Marcelo the first Bishop of Paris who entered with the Roman Legions.

The videogame will take you through various places you may have discovered if you watch or read the Da Vinci code.

France is the country of Marie Madeleine and the Rosecrucians with many interesting places to discover in Paris.

Enjoy!



The origin of Paris(Lutèce/ lutetia) dates from well before the map displayed here. This map displays the Paris of one thousand years ago, we are in the days of Louis VII le Jeune who decided to have this historical map of Paris created, a map reedited since many time and restored in 1700, the three areas, St Marcel, St Germain and St Victor are amongst the most ancient part of Paris,

the Montagne Ste Geneviève stands at the centre of the plan with the clos Mouffetard, but your goal is to reach Notre Dame on the other side of the river Seine you need to cross, good luck as you may have to circulate through other historical documents/ maps to get there. Please click the small book beneath the map for more info.



Visit Fran's Videgame and Jukebox Menu for more.

1000 Years in Paris — Paris 2016/17 game!

The Exhibition 1889 gave us Paris as we know it: the city we know from the Museum of France in Brussels, the Conservatoire des Musées Nationaux (the Musée de l'Etat), the Louvre, the Pompidou in Clermont, etc. (Special thank to Philip, and the Strangethru Clermont-Winter Museum for supporting both exhibitions Paris 1889 game and La Ville en 1889).

Documents exhibited on line and during the initial exhibition

Musée de l'Etat, Musée Conservatoire de la Ville de Paris.

French National Archives

Bibliothèque Nationale de France

Bibliothèque Historique de la Ville de Paris

de Paris

Mairie de Paris,

National Library of Congress

INP/ ICHP

Some of these documents may have been re-created by the author.

Numbering on the map is the same as given in the map itself, all other numbering refers to the index on the left of the Street of Paris!

Recreation of the Musée Napoléon (Musée de la Cité) from 1804 until 1810 (page 10)

La Ville des Vikings

La Ville Normande

Ship and bridge

Old Paris de Normandie

Amont de Paris Napoléon pour Napoléon (page 10)

Paris after 1700 (before the French Revolution)

Paris after 1400

Galerie Francois Humbert

Paris 60 years after the French Revolution and extensions since 1841.