

SELARL EVOLHUIS



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Constat n° C22007

PROCES VERBAL DE CONSTAT



L'AN DEUX MILLE VINGT CINQ ET LE DIX NEUF NOVEMBRE

A LA REQUETE DE :

La **Société OVOGAME**, SASU, dont le siège social est à 38510 MORESTEL , 17 chemin sur CHANOZ, inscrite au RCS de Vienne , sous le numéro 887 680 478, agissant par son Président en exercice Monsieur COTTIER Jean-Claude.

LEQUEL M'A EXPOSÉ :

Je vous demande de bien vouloir constater la présence de contenus publiés par Meta Platforms, Inc. sur Internet, en utilisant mon compte personnel afin d'en attester la réalité, la date et le contenu exact, soit :

- les publications officielles du blog développeurs Meta / Facebook relatives à Instant Games.
- les publications visibles sur le groupe Facebook "Approved Partner Program", consultées via mon compte personnel ;
- la date et le contenu des dernières communications officielles de Meta dans ce groupe ;
- mon statut en tant que Moderateur sur l'un de ces groupes.

Déférant à cette réquisition,

J'ai Maître PRIEUR Laure-Elise, Commissaire de Justice associé, au sein de la SELARL EVOLHUIS, titulaire d'un Office de Commissaire de Justice à 38510 MORESTEL, 123 rue Paul Claudel, Commissaires de Justice associés,

Certifie avoir procédé aux constatations suivantes ce jour le :

MERCREDI DIX NEUF NOVEMBRE DEUX MILLE VINGT CINQ A NEUF HEURES CINQUANTE CINQ,
Sur mon ordinateur situé 123 RUE PAUL CLAUDEL 38510 MORESTEL dans les locaux de l'étude.

Préalablement à mes constatations, j'ai effectué les opérations suivantes :

Dans un premier temps j'ai supprimé les fichiers Internet temporaires, les cookies, l'historique, les formulaires, les mots de passe, les fichiers et paramètres stockés par les modules complémentaires en utilisant les fonctions intégrées de Microsoft et développées par l'équipe de I-Constat.

Le moteur de navigation utilisé est celui de Edge (version 1.0.3537.50.0).

J'ai synchronisé l'horloge de mon ordinateur avec l'horloge atomique du serveur NTP time.nist.gov.

J'ai ensuite rédigé la liste des informations techniques concernant le matériel sur lequel a été effectué le constat (descriptif ci-après).

Lorsque toutes les conditions ont été remplies j'ai commencé la navigation.

L'heure de départ du constat a été déterminée par l'heure d'affichage de la page de démarrage et l'heure de fin de constat a été déterminée par l'affichage de la dernière page dans le navigateur.

Ce constat est conçu à l'aide du logiciel iConstat en accord avec la norme AFNOR NF-Z67-147.

Copies écran des checklists des vidanges caches et systèmes

Contrôles et vidanges diverses

CONTROLES ET VIDANGES AVANT NAVIGATION	
Vérification des données de l'étude	Complet
Vidange de la corbeille	Terminé
Vidange du spooler d'impression	Terminé
Mise à l'heure atomique	Terminé

Vidange des caches du navigateur

VIDANGE DES CACHES DE NAVIGATION	
Vidange des cookies	Terminé
Vidange du cache	Terminé
Vidange de l'historique	Terminé

Informations techniques sur le matériel utilisé pour la navigation

Informations sur l'ordinateur utilisé lors du constat

Nom de l'ordinateur : PORTABLE-SARAH.

Description de l'ordinateur : PC TELETRAVAIL.

Marque de l'ordinateur : DELL.

Mémoire : 8,316 Go.

Carte graphique :

Intel(R) Iris(R) Xe Graphics.

\.\DISPLAY2.

Nombre d'écrans : 3.

Nom de l'écran : Generic PnP Monitor.

Résolution : 1920 x 1080.

Profondeur des couleurs : 32 Bits.

Fréquence de l'écran : 60 Hz.

Version de Windows : Microsoft Windows 11 Professionnel.

Version du service pack : Pas de Service Pack.

Nom de l'antivirus installé : Antimalware Bitdefender Endpoint Security Tools.

Etat de l'antivirus : Antivirus actif et à jour.

Nom de l'antispam installé : Non détecté.

Informations Internet

Modèle du routeur : KOESIO.

Nom du pare-feu : PARE-FEU INTEGRE WINDOWS 11.

Mode de partage internet : Modem Routeur Fibre FFTH.

Nom du fournisseur internet : KOESIO VI ORANGE.

Nature de l'offre : FIBRE FFTH.

N° de contrat : 12012864.

Technologie de la connexion internet : ROUTEUR.

Débit commercial de la connexion internet : 1Gbps /320 kbps.

Informations réseau

Routage IP : Pas de routage IP.

Proxy (Wins, HTTP, SSL, FTP, Gopher) : Pas de proxy.

Carte Ethernet : Realtek USB GbE Family Controller.

DHCP : Oui.

Masque de sous-réseau : 255.255.255.0.

Passerelle par défaut : 192.168.0.50.

Serveur DNS : 8.8.8.8 - 1.1.1.1.

IP Locale : 192.168.0.141.

Adresse MAC : 60:5B:30:06:37:7D.

IP Wan : 154.45.243.13.

Périphériques

Disques durs connectés : C (OS) - N° de série : 1054022047 - Espace total : 489 Go - Espace libre : 296 Go.

Imprimante en cours : IMP N&B R/V (lp9rv).

Imprimante par défaut : IMP N&B R/V (lp9rv).

Liste des imprimantes connectées :

Send To OneNote 2016.

Poubelle (lpvide).

PDFCreator.

OneNote (Desktop).

Microsoft XPS Document Writer.

Microsoft Print to PDF.

Imprimante R/V (lp7rv).

IMPRIMANTE R/V (lp3rv).

IMPRIMANTE R/V (lp11rv).

Imprimante LR (lp7lr).

IMPRIMANTE LP3 ROUGE (lp3r).

IMPRIMANTE LP10 LR (lp10lr).

Imprimante (lp7).

IMPRIMANTE (lp3).

IMPRIMANTE (lp11).

IMPRIMANTE (lp10rv).

IMPRIMANTE (lp10).

IMP N&B Recto (lp9).

IMP N&B R/V (lp9rv) (imprimante par défaut).

Fax.

COPIEUR R/V (lp2rv).

COPIEUR R/V (lp12rv).

Copieur Couleur LP2.

COPIEUR (lp2).

COPIEUR (lp12).

CHEQUES (lp9chq).

Matériel bluetooth connecté : Pas de périphériques Bluetooth.

Matériel USB/Twain connecté :

Canon DR-C240 TWAIN.

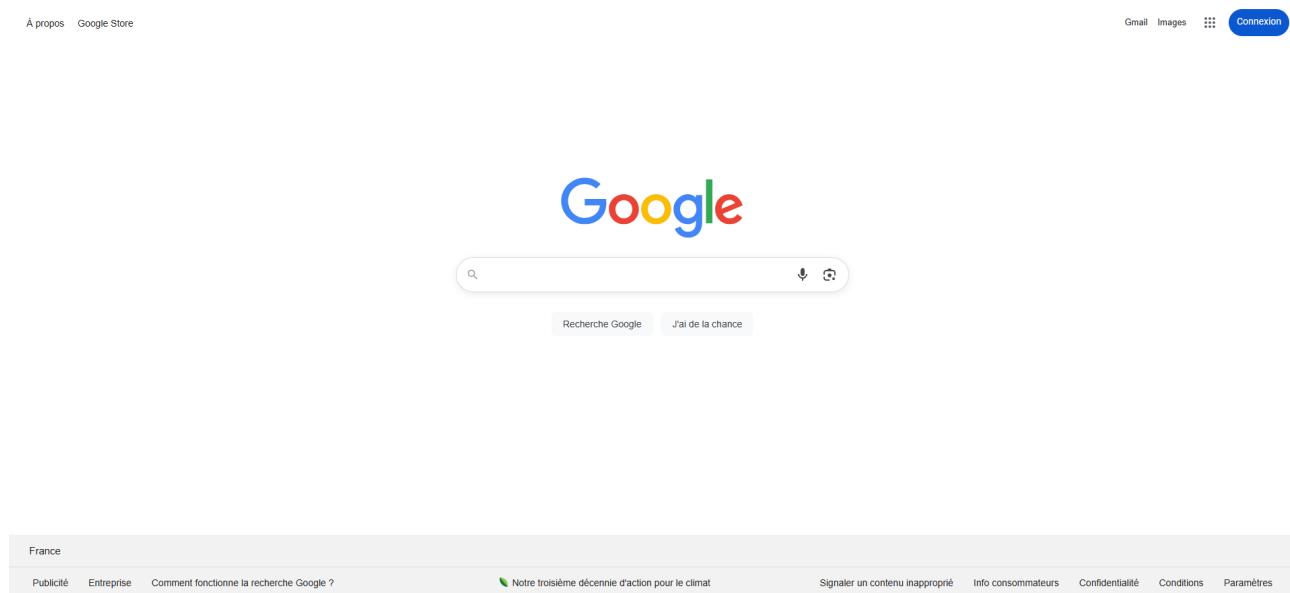
Le périphérique utilisé par défaut est : Canon DR-C240 TWAIN.

Description de la navigation

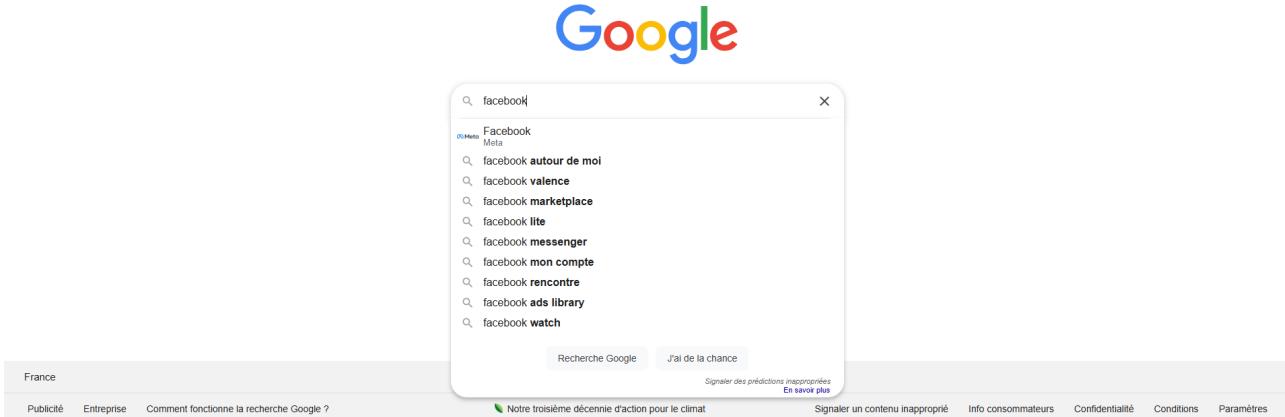
09:55:53 - J'ai vidangé les cookies du navigateur
09:55:53 - J'ai vidangé l'historique du navigateur
09:55:53 - J'ai vidangé le cache du navigateur
09:55:53 - J'ai démarré la navigation
09:55:54 - Je suis arrivé à la page : <https://www.google.com/>
09:55:55 - J'ai cliqué dans la page
09:55:55 - J'ai capturé le clic sur la page



09:55:57 - J'ai capturé la page affichée en cours
URL : <https://www.google.com/>



09:56:07 - J'ai capturé la page affichée en cours
URL : <https://www.google.com/>



Voir en annexe la capture n°2

09:56:08 - J'ai cliqué dans la page

09:56:08 - J'ai capturé le clic sur la page



09:56:09 - J'ai tapé "facebook" dans la zone de saisie et j'ai validé

09:56:09 - Je suis arrivé à la page :

https://www.google.com/search?q=facebook&sca_esv=8994b4a378b58ce1&source=hp&ei=EYYdafKXDvrU7M8P-r

W0QI&iflsig=AOw8s4IAAAAaR2UIU1AoCnb8T25kmrBCULsFRH4Z5SL&ved=0ahUKEwiy5NH36_2QAxV6KvsDHfqfJSQ4dUDCA8&uact=5&oq=facebook&gs_lp=Egdnd3Mtd2l6IghmYWNIYm9vazlUEC4YgAQYsQMY0QMYgwEYxwEYyQMyCxAAGIAEGJIDGLgEMgsQABiABBiSAxiKTILEAAygAQYsQMYgwEycBAAGIAEGLEDMgsQABiABBixAxiDATILEAAygAQYsQMYgwEycBAAGIAEGLEDMgsQABiABBixAxiDATIFEAAygARlxINQ9wRYrhBwAngAkAEAmAFboAG3A6oBATi4AQPIAQD4AQGYAgqgAuUDqAIKwgIKEAAYAxjqAhiPAcICChAuGAMY6gIYjwHCAhEQLhiABBixAxjRAxiDARjHAclCDhAuGIAEGLEDGNEDGMcBwgILEC4YgAQYsQMYgwHCAGgQLhiABBixA8ICBRAuGIAEwgIOEEAYgAQYsQMYgwEYigWYAwjxBeprRPAHAPm1kgcCMTCgB91KsgcBOLgH2gPCBwUwLjUuNcgHHw&sclient=gws-wiz

09:56:10 - Je suis arrivé à la page :

https://www.google.com/search?q=facebook&sca_esv=8994b4a378b58ce1&source=hp&ei=EYYdafKXDvrU7M8P-r

W0QI&iflsig=AOw8s4IAAAAaR2UIU1AoCnb8T25kmrBCULsFRH4Z5SL&ved=0ahUKEwiy5NH36_2QAxV6KvsDHfqfJSQ4dUDCA8&uact=5&oq=facebook&gs_lp=Egdnd3Mtd2l6IghmYWNIYm9vazlUEC4YgAQYsQMY0QMYgwEYxwEYyQMyCxAAGIAEGJIDGLgEMgsQABiABBiSAxiKTILEAAygAQYsQMYgwEycBAAGIAEGLEDMgsQABiABBixAxiDATILEAAygAQYsQMYgwEycBAAGIAEGLEDMgsQABiABBixAxiDATIFEAAygARlxINQ9wRYrhBwAngAkAEAmAFboAG3A6oBATi4AQPIAQD4AQGYAgqgAuUDqAIKwgIKEAAYAxjqAhiPAcICChAuGAMY6gIYjwHCAhEQLhiABBixAxjRAxiDARjHAclCDhAuGIAEGLEDGNEDGMcBwgILEC4YgAQYsQMYgwHCAGgQLhiABBixA8ICBRAuGIAEwgIOEEAYgAQYsQMYgwEYigWYAwjxBeprRPAHAPm1kgcCMTCgB91KsgcBOLgH2gPCBwUwLjUuNcgHHw&sclient=gws-wiz&sei=KYYdaaPnPFPzV7M8P_vefkQI

09:56:13 - J'ai capturé la page affichée en cours

URL :

https://www.google.com/search?q=facebook&sca_esv=8994b4a378b58ce1&source=hp&ei=EYYdafKXDvrU7M8P-r

W0QI&iflsig=AOw8s4IAAAAaR2UIU1AoCnb8T25kmrBCULsFRH4Z5SL&ved=0ahUKEwiy5NH36_2QAxV6KvsDHfqfJSoQ4dUDCA8&uact=5&oq=facebook&gs_lp=Egdnd3Mtd2l6lghmYWNIYm9vazlUEC4YgAQYsQMYgwEycBAAGIAEGLEDMgsQABiABBixAxiDATILEAAgAQYsQMYgwEycBAAGIAEGLEDMgsQABiABBixAxiDATIFEAAgAaRlxINQ9wRYrhBwAngAkAEAmAFboAG3A6oBATi4AQPIAQD4AQGYAgqgAuUDqAIKwgIKEAAYAxjqAhIPAcICChAuGAMY6gIYjwHCAhEQLhiABBixAxjRAxiDARjHAcICDhAuGIAEGLEDGNEDGMcBwgILEC4YgAQYsQMYgwHCAggQLhiABBixA8ICBRAuGIAEwgIOEAAYgAQYsQMYgwEYigWYAwjxBeprRPAHPm1kgcCMTcgb91KsgcBOLgH2gPCBwUwLjUuNcgHHw&sclient=gws-wiz&sei=KYYdaaPnPFPzV7M8P_vefkQI

Google

facebook

Tous Images Vidéos Vidéos courtes Actualités Web Livres Plus Outils

Facebook <https://www.facebook.com> ...

Facebook - Connexion ou inscription

Créez un compte ou connectez-vous à Facebook. Connectez-vous avec vos amis, la famille et d'autres connaissances. Partagez des photos et des vidéos...

Se connecter

Connectez-vous à Facebook pour commencer à partager et ...

Démarrer

Rejoignez Facebook. Communiquez avec vos ...

Rejoignez Facebook

Inscrivez-vous sur Facebook et retrouvez vos amis. Créez un ...

Vous connecter à votre compte ...

Comment vous connecter à votre compte Facebook à l'aide de ...

Connexion

Découvrez la marche à suivre si vous rencontrez des difficultés ...

Autres résultats sur facebook.com >

Meta [Réseau social](#)

Meta Platforms ou Meta, anciennement connue sous le nom de Facebook Inc., est une multinationale américaine fondée en 2004 par Mark Zuckerberg et des camarades de l'université Harvard. Elle est un des géants du Web, regroupés sous l'acronyme GAFAM, aux côtés de Google, Apple, Amazon et Microsoft.

Source : [Wikipedia](#)

Fondateurs : Mark Zuckerberg, Eduardo Saverin, Dustin Moskovitz, Andrew McCollum, Chris Hughes
Création : 4 février 2004, Cambridge, Massachusetts, États-Unis
PDG : Mark Zuckerberg (juli. 2004-)
Directrice financière : Susan Li
Directeur d'exploitation : Javier Olivan
Directeur technique : Andrew Bosworth
Siège social : Menlo Park, Californie, États-Unis

Profils

Instagram YouTube Facebook LinkedIn

Voir en annexe la capture n°3

09:56:13 - J'ai cliqué dans la page

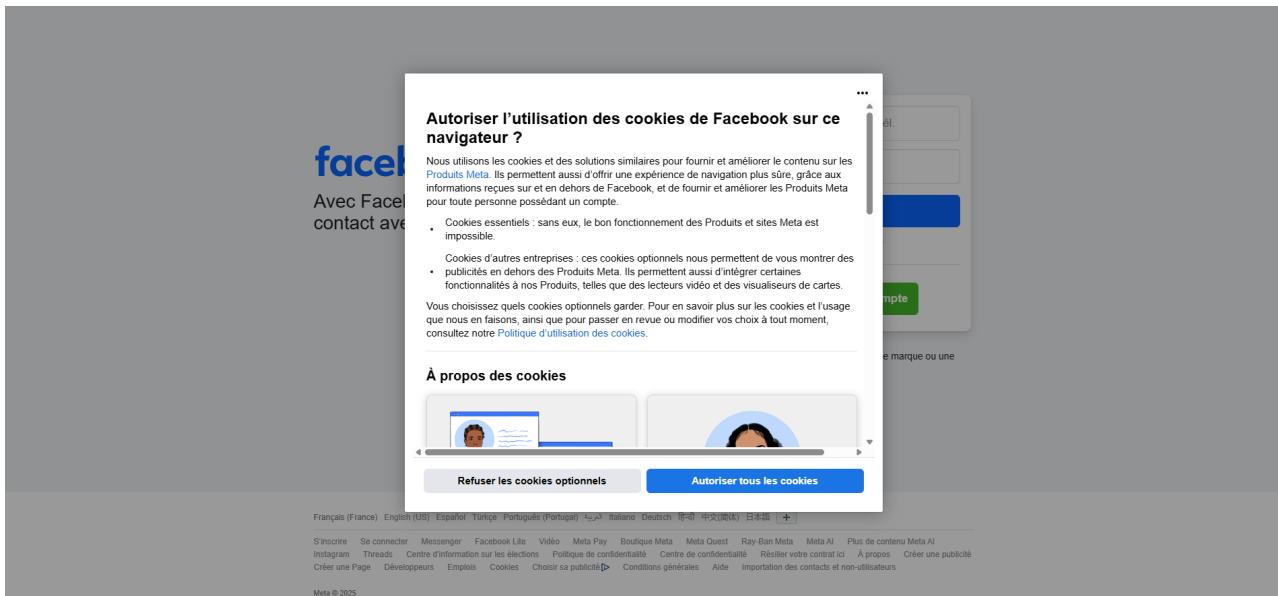
09:56:14 - J'ai capturé le clic sur la page



09:56:15 - Je suis arrivé à la page : https://www.facebook.com/?locale=fr_FR

09:56:18 - J'ai capturé la page affichée en cours

URL : https://www.facebook.com/?locale=fr_FR



Voir en annexe la capture n°4

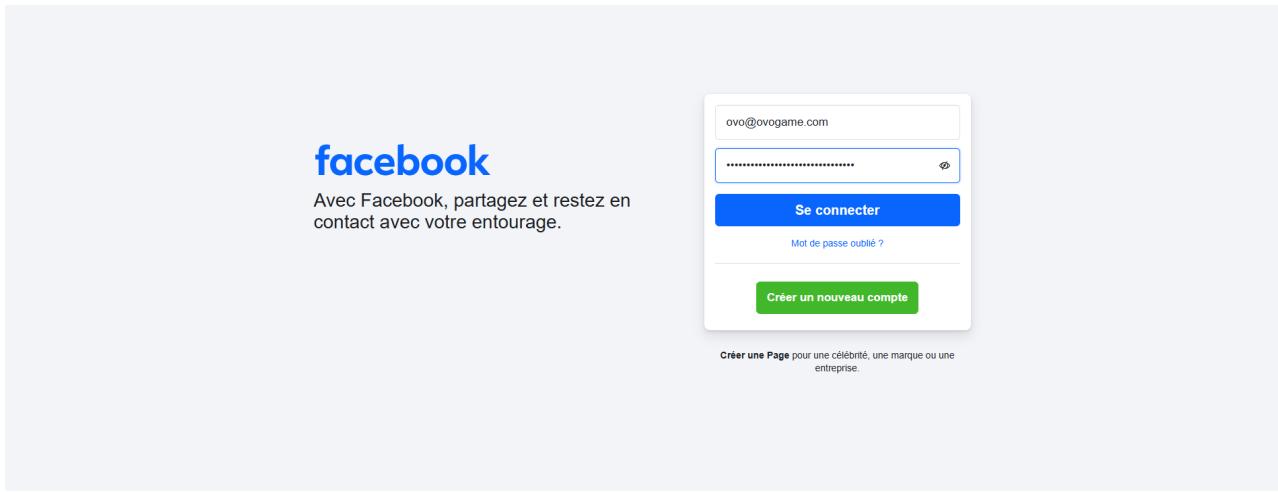
09:56:19 - J'ai cliqué dans la page

09:56:19 - J'ai capturé le clic sur la page



09:57:30 - J'ai capturé la page affichée en cours

URL : https://www.facebook.com/?locale=fr_FR



Voir en annexe la capture n°5

09:57:31 - J'ai cliqué dans la page

09:57:31 - J'ai capturé le clic sur la page

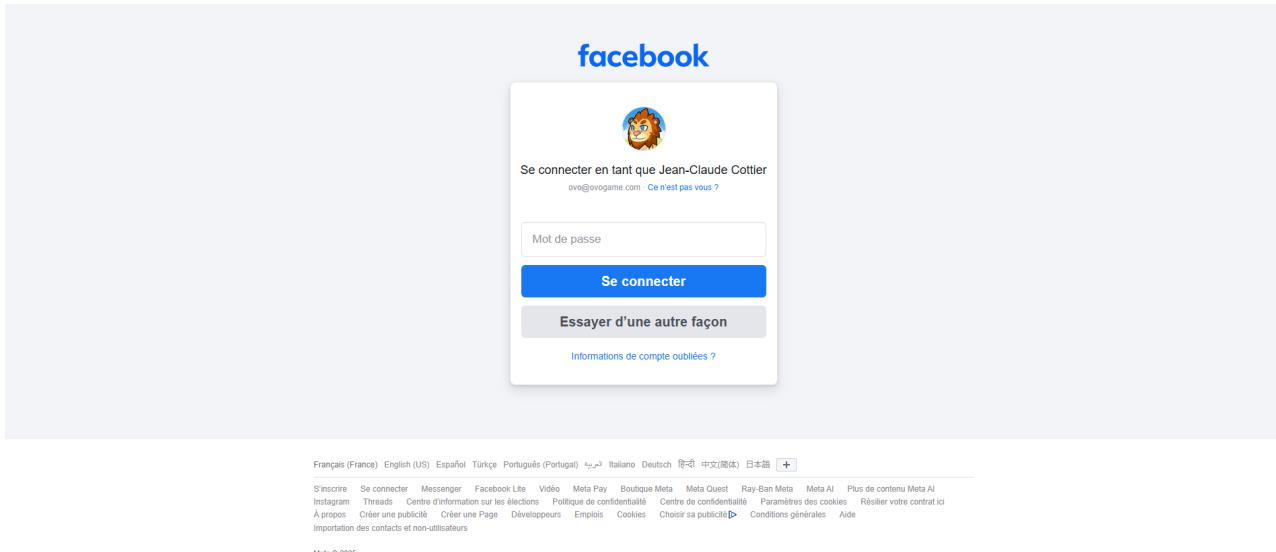
Se connecter

09:57:39 - Je suis arrivé à la page :

https://www.facebook.com/login/web/?email=ovo@ovogame.com&is_from_lara=1

09:57:52 - J'ai capturé la page affichée en cours

URL : https://www.facebook.com/login/web/?email=ovo@ovogame.com&is_from_lara=1



Voir en annexe la capture n°6

09:58:43 - Je suis arrivé à la page : https://www.facebook.com/login/device-based/regular/login/?login_attempt=1&lww=101

10:00:05 - J'ai cliqué dans la page

10:00:05 - J'ai capturé le clic sur la page

Se connecter

10:00:15 - Je suis arrivé à la page :

https://www.facebook.com/two_step_verification/two_factor/?encrypted_context=ARHX9mnt5Eo_1e3z_qZgYtWZCVX5I234bskhikQGtKGNkpoppaCJZikpy4l8KMstClsvpHdLP7xHkyFvY79yEo9kFHjB_XkCeJwjU8u8fzMtluci3Ayrw5YrTFfjJ2YeFVMIgz9pD0dtOocTEJArTdoOS-BOeQ2JQNzlsLieHTM70j5udtyr7dRL-3quf0r1u0FKU2dwAxKLyeSs27VrzTvW3Vob7Qzj5sPBctPT5pPI-8kJED0mhgP8Hj0FautqY1tlC3ypVVQPdEkpz2w8Msax3GDcdv0rg2YCypgSi0ZGhVr6tbvm3iRQUPjjOLJn9TJU44M5Qw4R36SKYY41AiN9jvZQgoBU2FaZP-qby7lwAXkXwLnKUSgvjj6xWF_rnPrlfD1bBAvNPJ8ycAjN2ygBIYtWy77QLYemwU0m__7ocDIBhX8Wq4zXa7n2dkUe5YWw9PJ5DpbDrApJ7P8DPYKn6H_3LzGVE6xp3UwFr6zKnsI7WcWWW-EyU86kMw&flow=two_factor_login&next

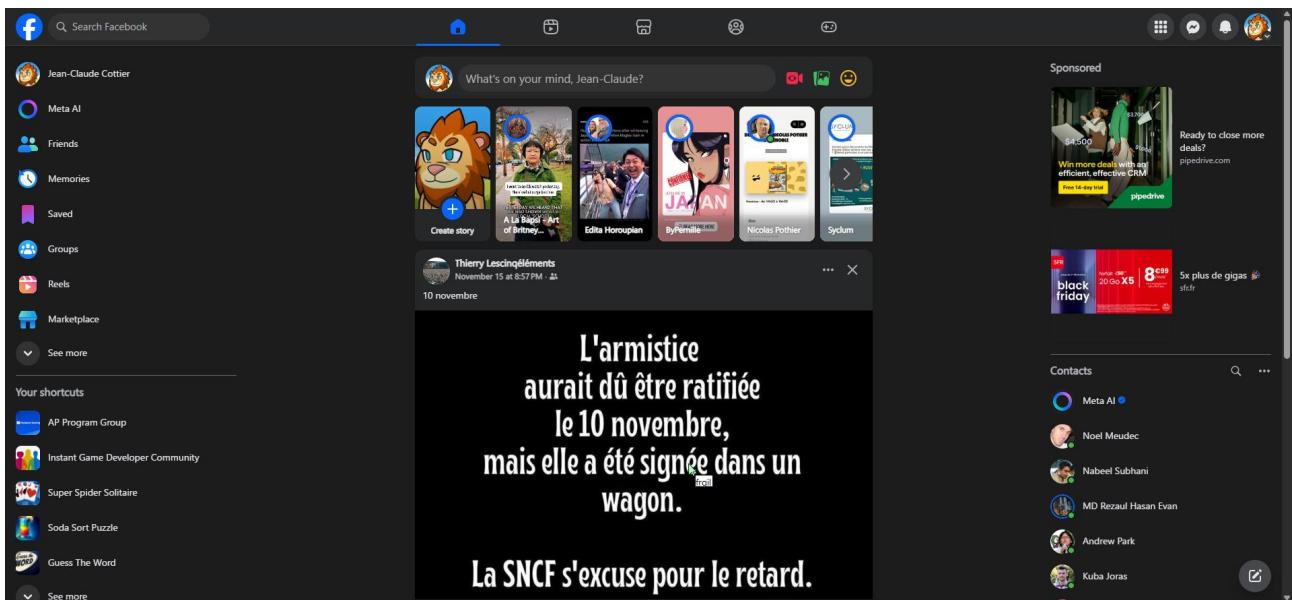
10:01:16 - Je suis arrivé à la page :

https://www.facebook.com/two_factor/remember_browser/?encrypted_context=ARHX9mnt5Eo_1e3z_qZgYtWZCVX5I234bskhikQGtKGNkpoppaCJZikpy4l8KMstClsvpHdLP7xHkyFvY79yEo9kFHjB_XkCeJwjU8u8fzMtluci3Ayrw5YrTFfjJ2YeFVMIgz9pD0dtOocTEJArTdoOS-BOeQ2JQNzlsLieHTM70j5udtyr7dRL-3quf0r1u0FKU2dwAxKLyeSs27VrzTvW3Vob7Qzj5sPBctPT5pPI-8kJED0mhgP8Hj0FautqY1tlC3ypVVQPdEkpz2w8Msax3GDcdv0rg2YCypgSi0ZGhVr6tbvm3iRQUPjjOLJn9TJU44M5Qw4R36SKYY41AiN9jvZQgoBU2FaZP-qby7lwAXkXwLnKUSgvjj6xWF_rnPrlfD1bBAvNPJ8ycAjN2ygBIYtWy77QLYemwU0m__7ocDIBhX8Wq4zXa7n2dkUe5YWw9PJ5DpbDrApJ7P8DPYKn6H_3LzGVE6xp3UwFr6zKnsI7WcWWW-EyU86kMw&flow=two_factor_login&next

8kAJED0mhgP8Hj0FautqY1tlC3ypVVQPdEkpz2w8Msax3GDcdv0rg2YCypgSi0ZGhVr6tbvm3iRQUPjjOLJn
9TJU44M5Qw4R36SKYy41AiN9jvZQgoBU2FaZP-
qb7lwAXkXwLnKUSgvjj6xWF_rnPrlfD1bBAvNPJ8ycAjN2ygBIYtWy77QLYemwU0m__7ocDIBhX8Wq4zXa
7n2dkUe5YWw9PJ5DpbDrApJ7P8DPYKn6H_3LzGVE6xp3UwFr6zKnsI7WcWWW-EyU86kMw&next=
10:01:25 - J'ai cliqué dans la page
10:01:25 - J'ai capturé le clic sur la page



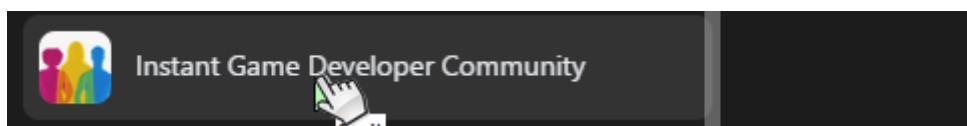
10:01:29 - Je suis arrivé à la page : <https://www.facebook.com/>
10:01:39 - J'ai capturé la page affichée en cours
URL : <https://www.facebook.com/>



L'armistice aurait dû être ratifiée le 10 novembre, mais elle a été signée dans un wagon. La SNCF s'excuse pour le retard.

Voir en annexe la capture n°7

10:01:47 - J'ai cliqué dans la page
10:01:47 - J'ai capturé le clic sur la page



10:02:09 - J'ai capturé la page affichée en cours
URL : <https://www.facebook.com/groups/instantgamedevelopers>

This screenshot shows the Facebook group page for 'Instant Game Developer Community'. The group has 12.1K members and was last updated on May 6, 2021. The main feed shows a post from Garfield Mitchell asking about game approval status, followed by a post from Terik Agouzar saying 'THE END...'. The 'About' section describes the group as a place for developers to connect, get support, and hear announcements. It includes options for 'Public' or 'Visible' visibility settings.

Voir en annexe la capture n°8

10:02:43 - J'ai capturé la page affichée en cours

URL : <https://www.facebook.com/groups/instantgamedevelopers>

This screenshot shows a specific post in the group. Vivek Bhava asks if he can apply for the Approved Partner program by May 6th. Trujillo Ismael replies, 'Hello, after 6th may, can I apply for approved partner program???please help me ASAP'. Jean-Claude Cottier, a moderator, responds, 'Yes, you should be able.' Facebook Gaming, an admin, then posts a general message welcoming new members and informing them that only Approved Partners will have Instant Games on the platform after May 5th. The post has 2 replies and 1 comment.

Voir en annexe la capture n°9

10:02:55 - J'ai capturé la page affichée en cours

URL : <https://www.facebook.com/groups/instantgamedevelopers>

Search Facebook

Instant Game Developer Community
Public group · 12.1K members

Manage

Community home Overview Moderator tools

Participation questions Pending posts 0 new today Potential spam 0 new today Activity log Member-reported content 0 new today Moderation alerts 0 new today Support Help Center Groups Hub

Vivek Bhava May 5, 2021 · 4y View all 2 replies

Hello, after 6th may, can I apply for approved partner program???.please help me ASAP

Trujillo Ismael · 1 comment

Send Commenting has been turned off for this post.

Jean-Claude Cottier Moderator · 4y Yes, you should be

Moderator You manage the membership and posts for Instant Game Developer Community. Only group members can see this badge.

Facebook Gaming Admin · May 5, 2021 Thank you for being part of the Instant Game Developer Community! We're excited to have you on board. As you may know, there are changes coming to the Approved Partner Program effective May 5th. Therefore... See more

See all moderators

About

Connect with other developers building Instant Games for Facebook. Get support and the latest announcements.

Public Anyone can see who's in the group and what they post.

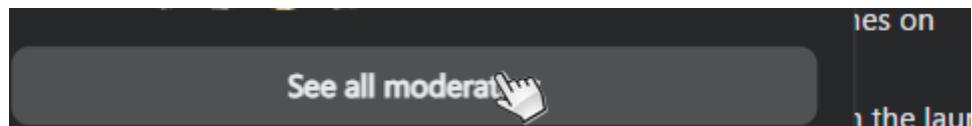
Visible Anyone can find this group.

Learn more about this group

Voir en annexe la capture n°10

10:03:06 - J'ai cliqué dans la page

10:03:06 - J'ai capturé le clic sur la page



10:03:13 - J'ai capturé la page affichée en cours

URL : https://www.facebook.com/groups/744264762436352/members/badges/?badge_type=MODERATOR

Search Facebook

Instant Game Developer Community
Public group · 12.1K members

Manage

Community home Overview Moderator tools

Participation questions Pending posts 0 new today Potential spam 0 new today Activity log Member-reported content 0 new today Moderation alerts 0 new today Support Help Center Groups Hub

Discussion Featured Events Media Files

Members · 12,089 New people and Pages who join this group will appear here. Learn More

Find a member

Moderators · 4

Aayush Gupta Moderator Add friend

Colin Creitz Moderator Sunnyvale, California

Jean-Claude Cottier Moderator President at Ovogame

Subeesh Basheer Moderator Works at Meta

Voir en annexe la capture n°11

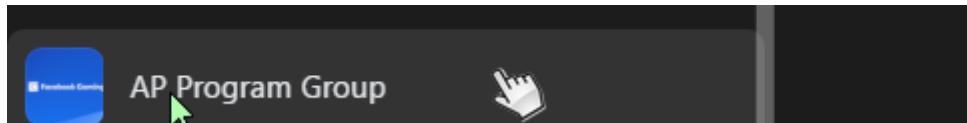
10:03:32 - J'ai cliqué dans la page

10:03:32 - J'ai capturé le clic sur la page



10:03:39 - J'ai cliqué dans la page

10:03:39 - J'ai capturé le clic sur la page



10:03:45 - J'ai capturé la page affichée en cours

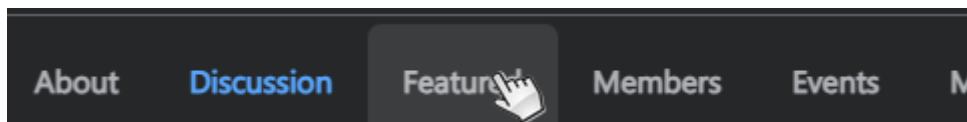
URL : <https://www.facebook.com/groups/approgramgrp>

The screenshot shows a Facebook group page for 'AP Program Group'. The page has 503 members. A post from Michael Samuel is visible, asking for advanced access to instant games. The 'Discussion' tab is active. The 'About' section is also visible.

Voir en annexe la capture n°12

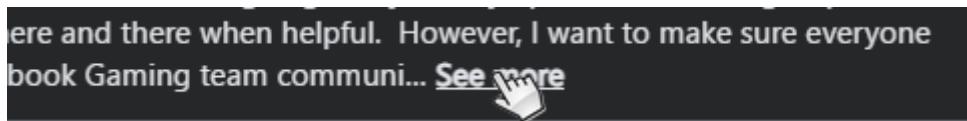
10:04:30 - J'ai cliqué dans la page

10:04:30 - J'ai capturé le clic sur la page



10:05:06 - J'ai cliqué dans la page

10:05:06 - J'ai capturé le clic sur la page



10:05:55 - J'ai capturé la page affichée en cours

URL : <https://www.facebook.com/groups/approgramgrp/announcements>

The screenshot shows a Facebook group page titled "AP Program Group". The group has 503 members. A post by Jason Rubin from May 18, 2021, discusses the challenges of getting game titles approved by publishers and the desire for a more transparent review process. The post has 4 likes and 2 replies. To the right of the post is an "About" section which states: "This is a closed group for members of the Approved Partner Program." It includes visibility settings: "Private" (only members can see who's in the group and what they post), "Visible" (anyone can find this group), and a link to edit the settings.

Voir en annexe la capture n°13

10:06:05 - J'ai capturé la page affichée en cours

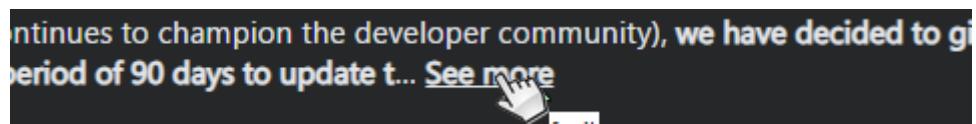
URL : <https://www.facebook.com/groups/approgramgrp/announcements>

The screenshot shows a Facebook group page titled "AP Program Group". A post by Stephen Reid from June 7, 2021, announces that games not passing the Game Quality Guidelines will be deactivated on June 9th. It also mentions a grace period of 90 days to update the games. The post has 2 likes and 2 replies. To the right of the post is an "About" section which states: "This is a closed group for members of the Approved Partner Program." It includes visibility settings: "Private" (only members can see who's in the group and what they post), "Visible" (anyone can find this group), and a link to edit the settings. Below the post is a photograph of a developer working at a desk with multiple monitors.

Voir en annexe la capture n°14

10:06:12 - J'ai cliqué dans la page

10:06:12 - J'ai capturé le clic sur la page



10:06:20 - J'ai capturé la page affichée en cours

URL : <https://www.facebook.com/groups/approgramgrp/announcements>

We previously announced that Approved Partners (ie, you in this group) with games not passing our Game Quality Guidelines (<https://developers.facebook.com/.../quality-guidelines>) will have their games deactivated on June 9th.

After further discussions and feedback from our developers (with special thanks to Jean-Claude Cottier who continues to champion the developer community), we have decided to give Approved Partners a grace period of 90 days to update their games and resubmit for review.

Therefore, games from Approved Partners that do not pass our Game Quality Guidelines will now be deactivated on Sept 9th.

It is our hope that the additional 90 days will provide enough time for Approved Partners to update their game accordingly.

Please ensure you follow our best practices on game submissions when making any updates:
<https://www.facebook.com/.../best-practices-game-submissions>

Voir en annexe la capture n°15

10:06:33 - J'ai capturé la page affichée en cours
URL : <https://www.facebook.com/groups/approgramgrp/announcements>

4y Like Reply Edited

Stephen Reid June 21, 2021 · ②

Leveling Up the Player Experience & Game Categories

Facebook continuously strives to improve our gaming experience and surfaces for players and developers alike. As part of this we have launched a new site experience on [fb.gg/play](#) across Android and Web. We believe this will drive better game discovery and better player retention for all our developers and their games. As part of this new experience, we are also revising our game categories and assigning all games to the new categories.

... See more

Genre	Description
Action	A game genre that emphasizes physical challenges, including hand-eye coordination and reaction.
Adventure	A game in which the player assumes the role of a protagonist in an interactive story driven by exploration and/or puzzle-solving.
Arcade	A game that mimics the gameplay of classic arcade games, including pinball, platformers, and space blasters.
Battle	A game where players participate in battles against each other or a simulated opponent with the goal of being the last fighter to survive.
Board	A game that mimics the gameplay of a classic board game.
Builder	A game where the player manages the growth and resources of a designated world, city, or space.
Card	A game that uses cards as the primary device for gameplay.
Casino	A game that is closely aligned with what one might find in a casino.
Design	A game whose gameplay focuses on art, fashion, interior design or other design element.
Match	A game that requires players to match similar elements.
Merge	A game that uses a merge mechanic to move objects or characters to the next level.
Puzzle	A game that emphasizes puzzle solving.
Quick Play	A game with a minimalist interface and simple mechanics that is easy to begin playing right away.
Quiz and Trivia	A game that uses questions and answers as the primary device for gameplay.
Racing	A game where players compete against each other in a race.
Role-Playing	A game where players assume the role of characters within the game and make choices regarding character development (either through actions or stats).
Runner	A linear game with no end and no pauses or breaks for rest.

Voir en annexe la capture n°16

10:07:00 - J'ai capturé la page affichée en cours
URL : <https://www.facebook.com/groups/approgramgrp/announcements>

The screenshot shows a Facebook group page for 'Approved Partner Program'. A post by Stephen Reid titled 'IG Game Submission Limit Increase' discusses the upcoming increase from one to three games per seven calendar days. The post has 6 comments. The 'About' section indicates the group is closed and private.

Voir en annexe la capture n°17

10:07:06 - J'ai capturé la page affichée en cours

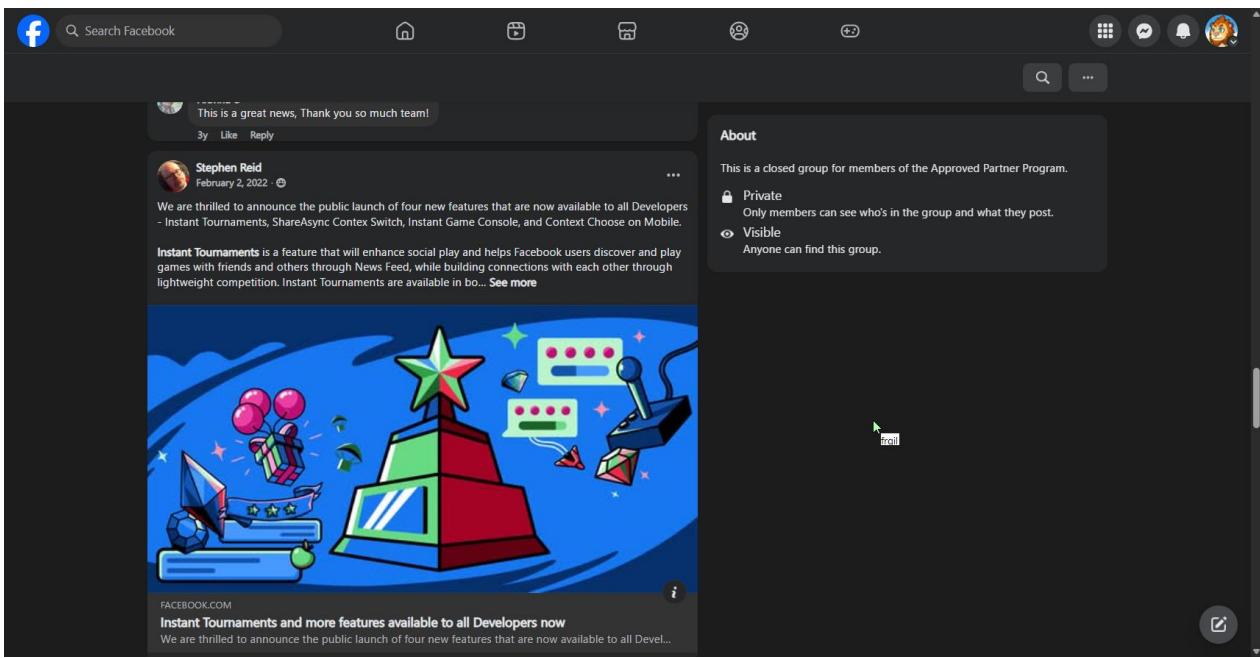
URL : <https://www.facebook.com/groups/approgramgrp/announcements>

The screenshot shows a Facebook group page for 'Approved Partner Program'. A post by Trujillo Ismael announces the start of Concierge Support. It includes a link to <https://developers.facebook.com/~/managed-developers...>. The 'About' section indicates the group is closed and private.

Voir en annexe la capture n°18

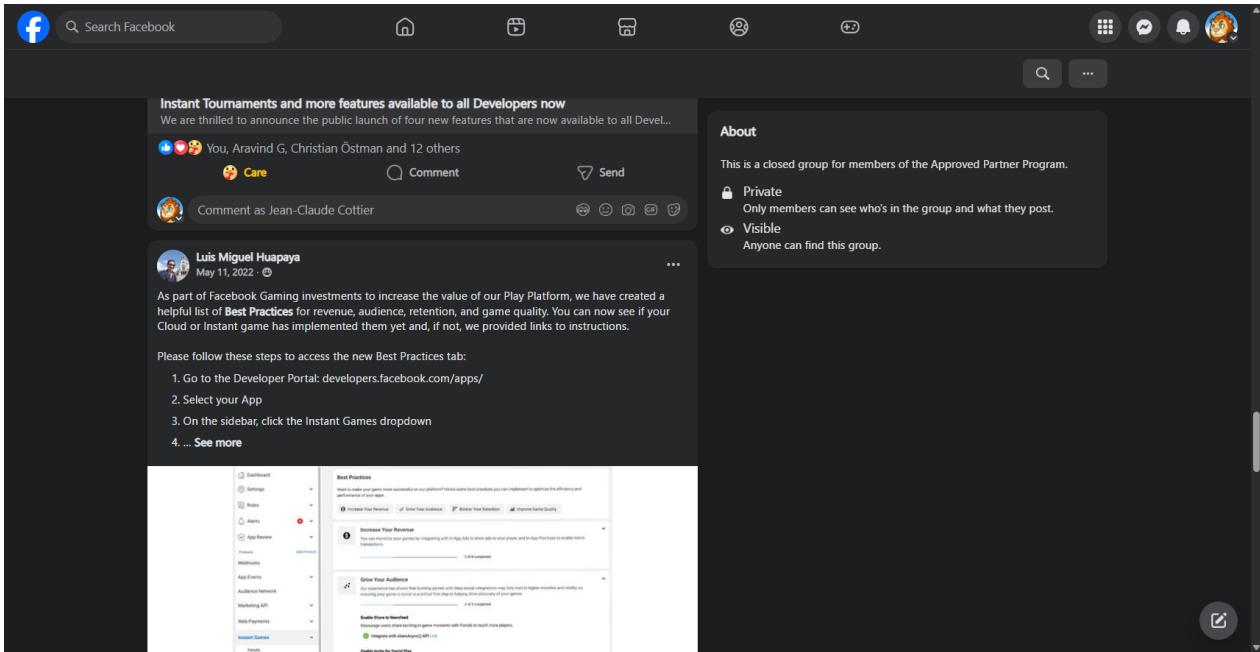
10:07:20 - J'ai capturé la page affichée en cours

URL : <https://www.facebook.com/groups/approgramgrp/announcements>



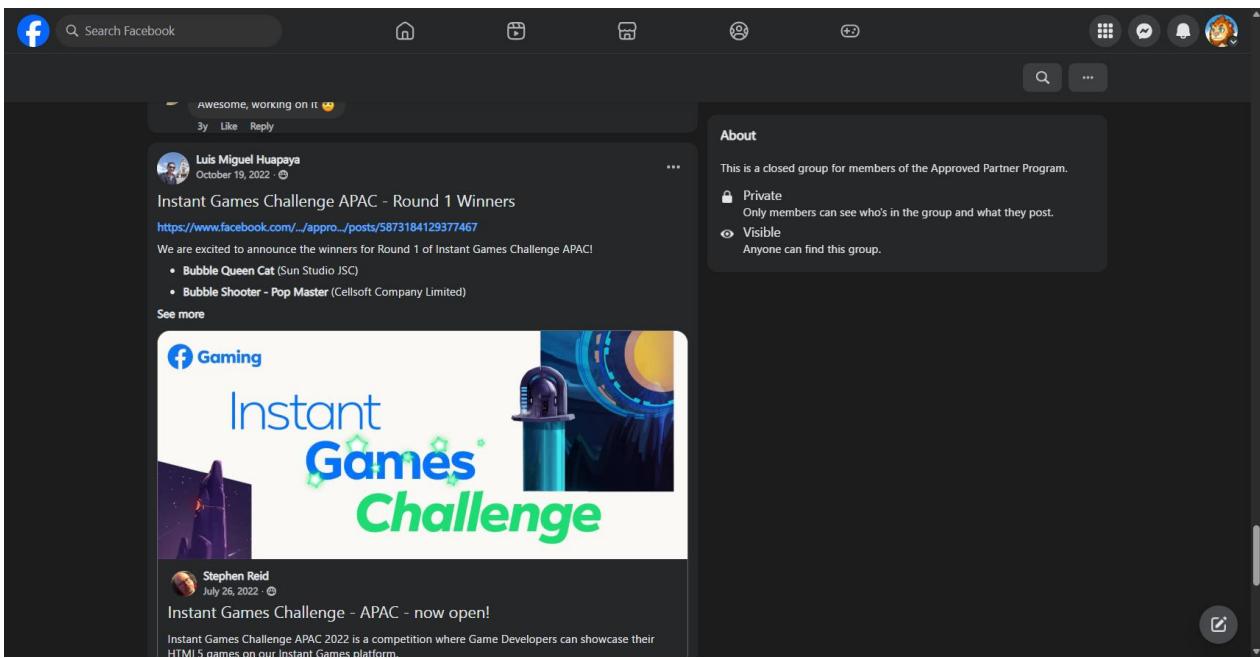
Voir en annexe la capture n°19

10:07:25 - J'ai capturé la page affichée en cours
URL : <https://www.facebook.com/groups/approgramgrp/announcements>



Voir en annexe la capture n°20

10:07:32 - J'ai capturé la page affichée en cours
URL : <https://www.facebook.com/groups/approgramgrp/announcements>



Voir en annexe la capture n°21

10:08:26 - J'ai récupéré le code source HTML de la page en cours via I-Constat (voir le source HTML dans le document séparé)

URL : <https://www.facebook.com/groups/approgramgrp/announcements>

10:08:30 - J'ai récupéré le Whols du domaine facebook.com via I-Constat (voir la section Whols en fin de document)

10:09:02 - J'ai récupéré le TraceRoute du domaine facebook.com via I-Constat (voir la section TraceRoute en fin de document)

10:11:41 - J'ai vidangé les cookies du navigateur

10:11:41 - J'ai vidangé l'historique du navigateur

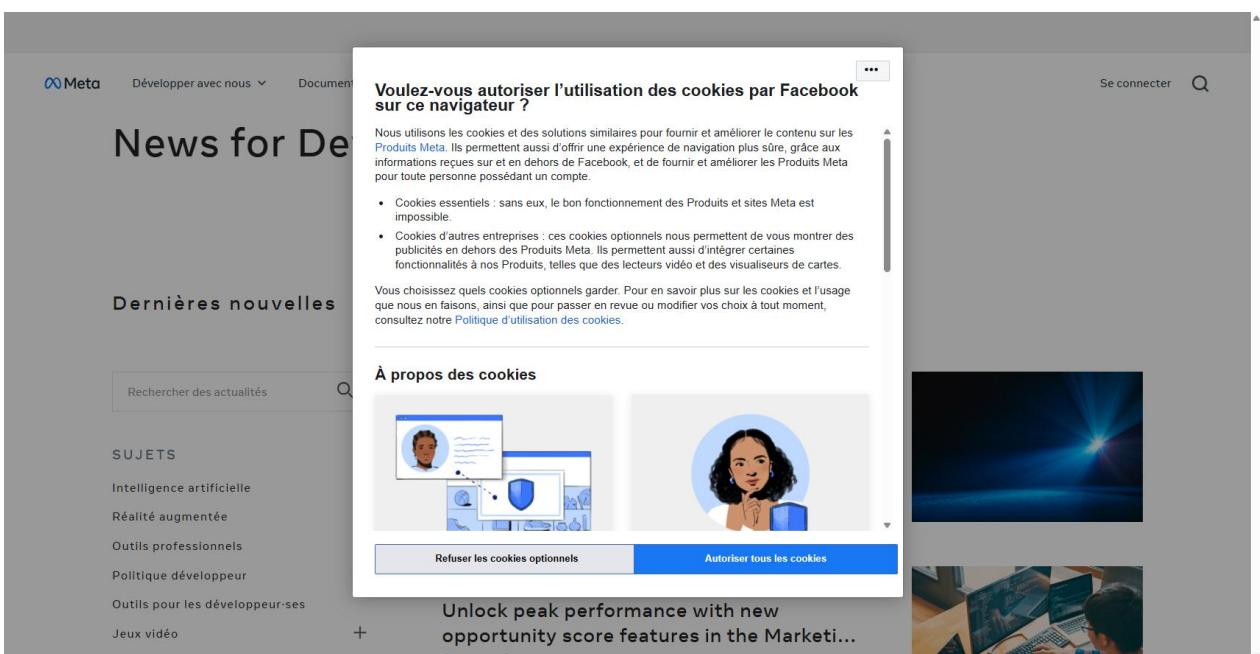
10:11:41 - J'ai vidangé le cache du navigateur

10:11:42 - J'ai redémarré la navigation à l'adresse : https://developers.facebook.com/blog/instant_games/

10:11:48 - Je suis arrivé à la page : <https://developers.facebook.com/blog/>

10:11:54 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/>



Voir en annexe la capture n°22

10:11:54 - J'ai cliqué dans la page

10:11:54 - J'ai capturé le clic sur la page



10:12:08 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/>

The screenshot shows the Facebook Developers blog homepage. At the top, there's a navigation bar with links to Meta, Développer avec nous, Documents, Blog, Ressources, Espaces développeurs, Se connecter, and a search icon. Below the navigation is a sidebar titled "Dernières nouvelles" with a search bar. The sidebar lists various subjects with a minus sign next to them. The main content area displays two news articles. The first article, dated 10 novembre 2025, is titled "Platform Evolution: Facebook Social Plugins to Be Discontinued February 2026". It features a blue abstract background thumbnail. The second article, also dated 10 novembre 2025, is titled "Unlock peak performance with new opportunity score features in the Marketi...". It features a thumbnail of a person working at a desk with multiple monitors.

Voir en annexe la capture n°23

10:12:08 - J'ai cliqué dans la page

10:12:08 - J'ai capturé le clic sur la page



10:12:23 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/>

NEWS FOR DEVELOPERS

Dernières nouvelles

INSTANT GAMES	X
Important Changes to Web Games and Instant Games	
Instant Games	
Instant Games Platform Now Open for All Developers	
In-App Purchases Now Available on the Instant Games Platform	
Games: Updates from F8	
Politique développeur	+
Outils pour les développeur·ses	
Jeux vidéo	+
Open Source	+
Plateformes	+
Programmes	+

10 novembre 2025

Platform Evolution: Facebook Social Plugins to Be Discontinued February 2026

Our Platform Is EvolvingAs Meta's developer platform continues to evolve, we're making strategic decisions to focus...



10 novembre 2025

Unlock peak performance with new opportunity score features in the Marketi...

As part of our ongoing commitment to empowering advertisers and enriching the broader ads ecosystem, we're...



Voir en annexe la capture n°24

10:12:40 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/>

Dernières nouvelles

INSTANT GAMES	X
SUJETS	-
Intelligence artificielle	+
Réalité augmentée	+
Outils professionnels	+
Politique développeur	+
Outils pour les développeur·ses	
Jeux vidéo	+
Open Source	+
Plateformes	+
Programmes	+
Publications	+
Intégrations sociales	+
Réalité virtuelle	+

10 novembre 2025

Platform Evolution: Facebook Social Plugins to Be Discontinued February 2026

Our Platform Is EvolvingAs Meta's developer platform continues to evolve, we're making strategic decisions to...



10 novembre 2025

Unlock peak performance with new opportunity score features in the...

As part of our ongoing commitment to empowering advertisers and enriching the broader ads ecosystem, we're...



28 octobre 2025

Marketing API: New formats and



Voir en annexe la capture n°25

10:12:50 - J'ai cliqué dans la page

10:12:50 - J'ai capturé le clic sur la page

INSTANT GAMES



10 n

10:13:00 - J'ai cliqué dans la page

10:13:00 - J'ai capturé le clic sur la page

Instant Games

frail

10:13:08 - J'ai capturé la page affichée en cours
URL : [https://developers.facebook.com/blog/?q=Instant Games](https://developers.facebook.com/blog/?q=Instant%20Games)

Meta Développer avec nous ▾ Documents Blog Ressources ▾ Espaces développeurs ▾ Se connecter 

Dernières nouvelles

Instant Games 

Résultats pour Instant Games

SUJETS	
Intelligence artificielle	-
Réalité augmentée	+
Outils professionnels	+
Politique développeur	+
Outils pour les développeur·ses	-
Jeux vidéo	+
Open Source	+
Plateformes	+
Programmes	+
Publications	+
Intégrations sociales	+
Réalité virtuelle	+

31 juillet 2025 **Important Changes to Web Games and Instant Games on Facebook**
Updated: November 18, 2025 At Meta, we are continuously evolving our gaming platform to ensure it remains robust,...
[Jeux vidéo](#), [Plateformes](#), [SDK Games](#), [Jeux instantanés](#), [Jeux web](#)

30 novembre 2016 **Instant Games**
We are launching Instant Games, a new HTML5 cross-platform gaming experience, on Messenger and Facebook...
[Jeux vidéo](#), [Plateformes](#), [2016](#), [Messenger](#), [Jeux instantanés](#)

14 mars 2018 

Voir en annexe la capture n°26

10:13:10 - J'ai cliqué dans la page
10:13:10 - J'ai capturé le clic sur la page

Important Changes to Web Ga

10:13:16 - Je suis arrivé à la page : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>

10:13:34 - J'ai capturé la page affichée en cours
URL : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>

Accueil > Blog > Important Changes to Web Games and Instant Games on Facebook

31 juillet 2025

Important Changes to Web Games and Instant Games on Facebook

Par Facebook Games Team



Voir en annexe la capture n°27

10:13:42 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>



Updated: November 18, 2025

At Meta, we are continuously evolving our gaming platform to ensure it remains robust, secure, and provides the best environment for games to thrive and grow. In line with this commitment, we're excited to announce the general availability of [Network Enabled Zero Permissions](#) and the accompanying [Instant Games SDK API v8.0](#). Zero Permissions is a new Instant Games connection experience that allows for rich social experiences in games while limiting data sharing outside of Meta.

By limiting user information that is shared outside of Meta, this enables several key benefits for players and developers:

1. For players, a smoother Zero Permissions experience means users can now launch and enter games without initial loading blockers after setting their default preferences. These players are then able to try more games on the platform with less friction.
2. For developers, removing loading blockers for players leads to ~2x as many players successfully passing the loading step, resulting in more effective featuring and paid user acquisition campaigns, with some integrations showing up to a +70% increase in daily engagement. Moreover, there are reduced compliance burdens for games that have reduced data sharing as a result of the Zero Permissions integration.

Our vision has always been to help our users strengthen & form connections through games and to invest in capabilities that attract the best games to our platform by enabling game developers to effectively grow their business. Zero Permissions is the next foundational step in realizing our vision.

Voir en annexe la capture n°28

10:13:45 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>

accompanying [instant Games SDK API v8.0](#), Zero Permissions is a new instant Games connection experience that allows for rich social experiences in games while limiting data sharing outside of Meta.

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Our vision has always been to help our users strengthen & form connections through games and to invest in capabilities that attract the best games to our platform by enabling game developers to effectively grow their business. Zero Permissions is the next foundational step in realizing our vision.

To ensure consistent experiences for all players and developers, and to shift from maintaining fragmented infrastructure to improving a unified Zero Permissions platform, [all existing Instant and Web Games on Facebook will be required to migrate to Instant Games with Zero Permissions](#), and [Web Games will sunset by September 30, 2026 \(Pacific time\)](#).

Why this evolution for Web Games on Facebook?

Web Games are built on foundational technology dating back to 2007, and significant advancements in platform performance and security since then present exciting opportunities for growth:

[Voir en annexe la capture n°29](#)

10:13:49 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>

To ensure consistent experiences for all players and developers, and to shift from maintaining fragmented infrastructure to improving a unified Zero Permissions platform, [all existing Instant and Web Games on Facebook will be required to migrate to Instant Games with Zero Permissions](#), and [Web Games will sunset by September 30, 2026 \(Pacific time\)](#).

Why this evolution for Web Games on Facebook?

Web Games are built on foundational technology dating back to 2007, and significant advancements in platform performance and security since then present exciting opportunities for growth:

1. Enhanced platform reliability, leading to an improved experience for end users and streamlined maintenance.
2. Opportunities to bridge functionality gaps with Instant Games, including paid user acquisition, notifications, discoverability, and ability to target mobile users on FB and Messenger.

Ultimately, migrating means protecting and securing your games' revenue into the future, and a confluence of factors makes now the right time to make this change:

1. We have a growing body of successfully migrated games as case studies.
2. We have enabled mobile in-app purchase (IAP) parity across FB mobile apps, enabling unified IAP monetization strategies for Instant Games.

What does this mean if you have a live Web Game on Facebook?

We understand this is a big change for existing Web Games on Facebook. [Existing Web Games may continue operating as normal until September 30, 2026](#). After this date, these games will no longer be supported or updated by the platform.

[Voir en annexe la capture n°30](#)

10:13:54 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>

Ultimately, migrating means protecting and securing your games' revenue into the future, and a confluence of factors makes now the right time to make this change:

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2. We have enabled mobile in-app purchase (IAP) parity across FB mobile apps, enabling unified IAP monetization strategies for Instant Games.

What does this mean if you have a live Web Game on Facebook?

We understand this is a big change for existing Web Games on Facebook. Existing Web Games may continue operating as normal until September 30, 2026. After this date, these games will no longer be available on Facebook unless they have been migrated to Instant Games with Zero Permissions.

To facilitate a smooth transition, we have enhanced our platform with new capabilities:

1. **Seamless App ID migration:** Web Games can migrate to Instant Games with the same App ID. This enables users to maintain the same entry points (e.g. bookmarks, shortcuts) for launching the game, enabling retention of the existing user base without interruption.
2. **Granular Rollout Control:** We have new migration tooling to provide granular control over rollout percentages, allowing developers to migrate at the pace they are most comfortable.
3. **Cross Play Support:** We have enabled limited support for cross play between a FB Instant Game and a Native Game so migrated Web Games may continue to leverage the expanded player base across platforms.

For more information, review our [migration documentation](#).

What does this mean if you have a live Instant Game on Facebook?

Voir en annexe la capture n°31

10:13:58 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>

Game and a Native Game so migrated Web Games may continue to leverage the expanded player base across platforms.

For more information, review our [migration documentation](#).

What does this mean if you have a live Instant Game on Facebook?

Existing Instant Games created on or before July 31st (whether in dev mode or live) leveraging the standard connection experience may continue using the standard connection experience until September 30, 2026. After this date, these games will be required to use the Zero Permissions connection experience to remain available on Facebook.

What does this mean if you want to submit a new game on Facebook?

With this launch, all new Instant Games created on August 1, 2025 and after will be required to select and integrate with Zero Permissions as the connection experience, and the standard connection experience that shows the blocking permissions screen to new users will no longer be available.

Can a developer:	August 1, 2025 to September 30, 2026	After September 30, 2026
------------------	--------------------------------------	--------------------------

Voir en annexe la capture n°32

10:14:03 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>

Can a developer:	August 1, 2025 to September 30, 2026	After September 30, 2026
Create a new Instant Game app ID and configure it with the standard connection experience ?	NO	NO
Configure existing Instant Games with the standard connection experience ?	YES	NO
Submit an existing Instant Game with the standard connection experience on Facebook for review and launch it?	YES	NO
Maintain and continue to update an Instant Game with the standard connection experience that is already live?	YES	NO
Maintain and continue to update a Web Game that is already live?	YES	NO
Create, maintain, and continue to update an Instant Game with Zero Permissions ?	YES	YES

Voir en annexe la capture n°33

10:14:07 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2025/07/31/web-and-instant-games-changes/>

standard connection experience that is already live?		
Maintain and continue to update a Web Game that is already live?	YES	NO
Create, maintain, and continue to update an Instant Game with Zero Permissions ?	YES	YES

For inquiries about this announcement, please click "Ask a Question" at [Direct Support](#) and choose "NEZP Games Migration" from the Topic dropdown menu. Please note that only businesses with apps affected by this change will have access to support.

With many exciting changes on the horizon, we are committed to the continued success of games on Facebook. By consolidating our gaming platform, all games stand to gain from enhanced discovery, lower friction for users to start playing, reduced compliance burdens, improved documentation and support, and a more streamlined process to onboard and maintain Instant Games.

TAGS Jeux vidéo Plateformes SDK Games Jeux instantanés Jeux web Facebook

Voir en annexe la capture n°34

10:14:16 - J'ai cliqué sur le bouton page précédente

10:14:19 - Je suis arrivé à la page : <https://developers.facebook.com/blog/>

10:14:49 - J'ai cliqué dans la page

10:14:49 - J'ai capturé le clic sur la page

Our gaming platform to ensure it remains robust,...

Platforms, SDK Games, Jeux instantanés, Jeux web



10:14:59 - J'ai capturé la page affichée en cours

URL : https://developers.facebook.com/blog/instant_games/

The screenshot shows a search results page for 'Jeux instantanés' on the Facebook Developers blog. The search bar at the top contains 'Jeux instantanés'. Below it, there are two buttons: 'Effacer tout' and '13 résultats'. On the left, there's a sidebar with a 'Sujets' section containing various developer-related topics like AI, AR, and professional tools, each with a '+' sign to expand. The main content area lists three blog posts:

- Important Changes to Web Games and Instant Games on Facebook** (31 juillet 2025) - A man wearing headphones and playing a game on a mobile device.
- Introducing New Distribution Model for Instant Games** (3 novembre 2023) - A group of developers working at desks with multiple monitors.
- Day 1 of F8 2018: Developer News Roundup** (1 mai 2018) - A purple banner for the F8 2018 conference.

Voir en annexe la capture n°35

10:15:34 - J'ai cliqué dans la page

10:15:34 - J'ai capturé le clic sur la page



10:15:37 - Je suis arrivé à la page : <https://developers.facebook.com/blog/post/2023/11/03/new-distribution-model-for-instant-games/>

10:15:41 - J'ai capturé la page affichée en cours
URL : <https://developers.facebook.com/blog/post/2023/11/03/new-distribution-model-for-instant-games/>

The screenshot shows the full blog post titled 'Introducing New Distribution Model for Instant Games' by the Facebook Gaming Team. The post is dated 3 novembre 2023. It features a large image of several developers working together at a desk with multiple monitors. The URL at the top of the page is visible as <https://developers.facebook.com/blog/post/2023/11/03/new-distribution-model-for-instant-games/>.

Voir en annexe la capture n°36

10:15:45 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2023/11/03/new-distribution-model-for-instant-games/>

Meta Développer avec nous ▾ Documents Blog Ressources ▾ Espaces développeurs ▾ Se connecter Q



Today, we are announcing that we will be creating a path for developers of Instant Games (IG) on Facebook to launch their games directly to people on Facebook, even if the game is in the early stages of development and historically would have been blocked by the Quality Guidelines. We'll also change the way games are distributed across our organic discovery experiences.

Here is what this will mean in simple terms. Today, new IGs coming onto our platform go through Quality Review, and those that pass are ready to be launched by the developer. When they do so, those titles are immediately available across our organic surfaces. That process is changing in the following ways:

- We are introducing the Play Lab tier, which will allow games that previously may not have passed Quality Review to live on our platform in a way that allows them to acquire users, collect feedback, and experiment.
- We are also creating a new distribution tier for higher-quality and high-performing games — Play Tab — and defining requirements for this tier. To be eligible for the Play Tab tier, games must meet two requirements:
 - First, we will limit Play Tab to games that offer experiences that most represent the values and practices put forth in the Quality Guidelines.
 - Second, we are introducing the Platform Quality Criteria (PQC), which is a metrics-driven threshold that tells us players are interested in the game.
- In order to promote a safe, secure and positive experience, all games on platform are required to comply with our policies, including [Developer Policies](#) and [Platform Terms](#). Repeated or egregious violations of Quality Guidelines can also still result in your title being blocked from launch, or suspended or removed from the platform.

Voir en annexe la capture n°37

10:15:49 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2023/11/03/new-distribution-model-for-instant-games/>

Meta Développer avec nous ▾ Documents Blog Ressources ▾ Espaces développeurs ▾ Se connecter Q

practices put forth in the Quality Guidelines.

- Second, we are introducing the Platform Quality Criteria (PQC), which is a metrics-driven threshold that tells us players are interested in the game.
- In order to promote a safe, secure and positive experience, all games on platform are required to comply with our policies, including [Developer Policies](#) and [Platform Terms](#). Repeated or egregious violations of Quality Guidelines can also still result in your title being blocked from launch, or suspended or removed from the platform.

This is what will happen with respect to organic distribution within each of these tiers:

- **Play Tab:** IGs in the Play Tab tier will be distributed across our organic discovery surfaces and available for promotion in editorial units. (An editorial unit is a consistent fixed space in the Play Tab where the game icon and description are displayed.)
- **Play Lab:** IGs in the Play Lab tier will be hosted on the Facebook Play platform, but will not be distributed via our organic discovery or editorial surfaces. Play Lab IGs will continue to be able to create a game page and grow their player base via paid user acquisition, social discovery, and community building. As before, all IGs will be findable via Search within the Facebook app.

We are excited about adopting a model that will help gamers on Facebook more easily discover and engage with the highest-quality games on our platform, while still allowing for a larger variety of games to be hosted on our platform and grow via social and paid discovery methods. Overall, we believe that these changes will create more opportunity for developer partners as play on Facebook continues to grow.

To read more detail on Instant Game Quality Guidelines and Platform Quality Criteria, check the link below.

 Read docs

Voir en annexe la capture n°38

10:15:52 - J'ai capturé la page affichée en cours

URL : <https://developers.facebook.com/blog/post/2023/11/03/new-distribution-model-for-instant-games/>

To read more detail on Instant Game Quality Guidelines and Platform Quality Criteria, check the link below.

[Read docs](#)

TAGS Politique développeur Jeux vidéo 2023 Politique Jeux instantanés

Découvrir plus



[Voir en annexe la capture n°39](#)

10:16:01 - J'ai cliqué sur le bouton page précédente

10:16:05 - Je suis arrivé à la page : <https://developers.facebook.com/blog/>

10:16:45 - J'ai récupéré le code source HTML de la page en cours via I-Constat (voir le source HTML dans le document séparé)

URL : <https://developers.facebook.com/blog/>

10:16:51 - J'ai récupéré le Whois du domaine developers.facebook.com via I-Constat (voir la section Whois en fin de document)

10:17:21 - J'ai récupéré le TraceRoute du domaine developers.facebook.com via I-Constat (voir la section TraceRoute en fin de document)

10:17:41 - Fin de la navigation

Whois du site : facebook.com

Domain Name : FACEBOOK.COM

Registrar WHOIS Server : whois.registrarsafe.com

Registrar URL : https

Updated Date : 2025-04-23T19

Creation Date : 1997-03-29T05

Registrar Registration Expiration Date : 2034-03-30T04

Registrar : RegistrarSafe, LLC

Registrar IANA ID : 3237

Registrar Abuse Contact Email : abusecomplaints@registrarSAFE.com

Registrar Abuse Contact Phone : +1.6503087004

Domain Status : clientDeleteProhibited https

Domain Status : clientTransferProhibited https

Domain Status : clientUpdateProhibited https

Domain Status : serverDeleteProhibited https

Domain Status : serverTransferProhibited https

Domain Status : serverUpdateProhibited https

Registrant Name : Domain Admin

Registrant Organization : Meta Platforms, Inc.

Registrant Street : 1601 Willow Rd

Registrant City : Menlo Park

Registrant State/Province : CA

Registrant Postal Code : 94025

Registrant Country : US

Registrant Phone : +1.6505434800

Registrant Email : domain@fb.com

Admin Name : Domain Admin

Admin Organization : Meta Platforms, Inc.

Admin Street : 1601 Willow Rd

Admin City : Menlo Park

Admin State/Province : CA

Admin Postal Code : 94025

Admin Country : US

Admin Phone : +1.6505434800

Admin Email : domain@fb.com

Tech Name : Domain Admin

Tech Organization : Meta Platforms, Inc.

Tech Street : 1601 Willow Rd

Tech City : Menlo Park

Tech State/Province : CA

Tech Postal Code : 94025

Tech Country : US

Tech Phone : +1.6505434800

Tech Email : domain@fb.com

Name Server : D.NS.FACEBOOK.COM

Name Server : A.NS.FACEBOOK.COM

Name Server : B.NS.FACEBOOK.COM

Name Server : C.NS.FACEBOOK.COM

Whois du site : developers.facebook.com

Domain Name : FACEBOOK.COM

Registrar WHOIS Server : whois.registrarsafe.com

Registrar URL : https

Updated Date : 2025-04-23T19

Creation Date : 1997-03-29T05

Registrar Registration Expiration Date : 2034-03-30T04

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Tech Country : US

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Tech Email : domain@fb.com

Name Server : D.NS.FACEBOOK.COM

Name Server : A.NS.FACEBOOK.COM

Name Server : B.NS.FACEBOOK.COM

Name Server : C.NS.FACEBOOK.COM

TraceRoute du site : facebook.com [163.70.128.35]

1	192.168.0.50	4 ms
2	10.239.254.4	3 ms
3	10.239.254.1	5 ms
4	10.243.78.194	5 ms
5	46.18.224.50	5 ms
6	37.49.237.152	cpronetworks.par.franceix.net 13 ms
7	37.49.236.174	facebook2.par.franceix.net 14 ms
8	129.134.96.66	po4001.asw04.cdg4.tfbnw.net 13 ms
9	129.134.63.220	psw03.cdg4.tfbnw.net 13 ms
10	129.134.94.15	msw1am.03.cdg4.tfbnw.net 15 ms
11	163.70.128.35	edge-star-mini-shv-03-cdg4.facebook.com 13 ms

TraceRoute du site : developers.facebook.com [163.70.128.13]

1	192.168.0.50	5 ms
2	10.239.254.4	3 ms
3	10.239.254.1	5 ms
4	10.243.78.194	5 ms
5	46.18.224.50	6 ms
6	37.49.237.152	cpronetworks.par.franceix.net 13 ms
7	37.49.236.174	facebook2.par.franceix.net 13 ms
8	129.134.47.224	po4001.asw02.cdg4.tfbnw.net 13 ms
9	129.134.63.219	psw04.cdg4.tfbnw.net 13 ms
10	129.134.93.252	msw1aj.03.cdg4.tfbnw.net 17 ms
11	163.70.128.13	edge-star-shv-03-cdg4.facebook.com 13 ms

Référence image : 1 - Capturée à 09:55:57

À propos Google Store

Gmail Images



Connexion



Référence image : 2 - Capturée à 09:56:07

À propos Google Store

Gmail Images



Connexion

The screenshot shows a Google search results page. The search bar at the top contains the query "facebook". Below the search bar is a dropdown menu showing suggestions: "Facebook" (Meta), "facebook autour de moi", "facebook valence", "facebook marketplace", "facebook lite", "facebook messenger", "facebook mon compte", "facebook rencontre", "facebook ads library", and "facebook watch". At the bottom of the suggestions list are two buttons: "Recherche Google" and "J'ai de la chance". To the right of the suggestions, there is a link: "Signaler des prédictions inappropriées En savoir plus". The main search results area is partially visible below the suggestions.

France

Publicité Entreprise Comment fonctionne la recherche Google ?

Notre troisième décennie d'action pour le climat

Signaler un contenu inapproprié Info consommateurs Confidentialité Conditions Paramètres

Google

facebook

Tous Images Vidéos Vidéos courtes Actualités Web Livres Plus Outils

Facebook
https://www.facebook.com, ... :

Facebook - Connexion ou inscription
Créez un compte ou connectez-vous à Facebook. Connectez-vous avec vos amis, la famille et d'autres connaissances. Partagez des photos et des vidéos,...

Se connecter
Connectez-vous à Facebook pour commencer à partager et ...

Démarrer
Rejoignez Facebook. Communiquez avec vos ...

Rejoignez Facebook
Inscrivez-vous sur Facebook et retrouvez vos amis. Créez un ...

Vous connecter à votre compte ...
Comment vous connecter à votre compte Facebook à l'aide de ...

Connexion
Découvrez la marche à suivre si vous rencontrez des difficultés ...

[Autres résultats sur facebook.com »](#)

Google Play
https://play.google.com/store/apps/details?id=com... :

Facebook – Applications sur Google Play
Là où de vraies personnes alimentent votre curiosité. Que ce soit pour vendre quelque chose, montrer un réel à un groupe de personnes qui vous comprennent ou ...

Wikipédia

Meta
Réseau social

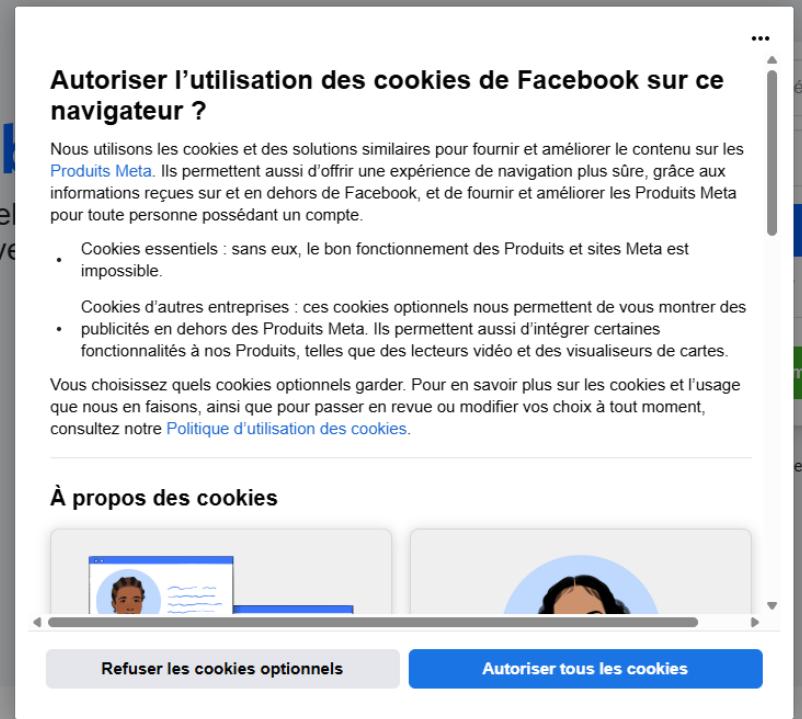
Meta Platforms ou Meta, anciennement connue sous le nom de Facebook Inc., est une multinationale américaine fondée en 2004 par Mark Zuckerberg et des camarades de l'université Harvard. Elle est un des géants du Web, regroupés sous l'acronyme GAFAM, aux côtés de Google, Apple, Amazon et Microsoft.

Source : [Wikipédia](#)

Fondateurs : Mark Zuckerberg, Eduardo Saverin, Dustin Moskovitz, Andrew McCollum, Chris Hughes
Création : 4 février 2004, Cambridge, Massachusetts, États-Unis
PDG : Mark Zuckerberg (juil. 2004–)
Directrice financière : Susan Li
Directeur d'exploitation : Javier Olivan
Directeur technique : Andrew Bosworth
Siège social : Menlo Park, Californie, États-Unis

Profils

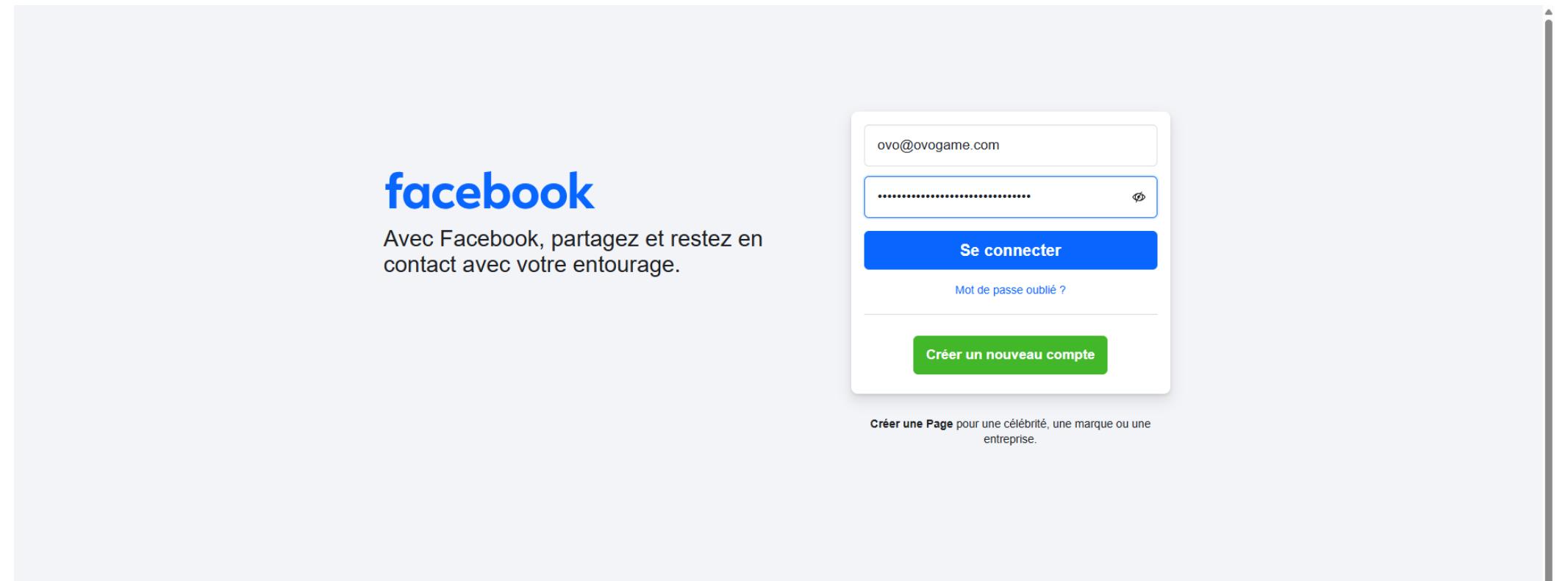
Instagram YouTube Facebook LinkedIn



Français (France) English (US) Español Türkçe Português (Portugal) العربية Italiano Deutsch हिन्दी 中文(简体) 日本語 +
S'inscrire Se connecter Messenger Facebook Lite Vidéo Meta Pay Boutique Meta Meta Quest Ray-Ban Meta Meta AI Plus de contenu Meta AI
Instagram Threads Centre d'information sur les élections Politique de confidentialité Centre de confidentialité Résilier votre contrat ici À propos Crée une publicité
Créer une Page Développeurs Emplois Cookies Choisir sa publicité Conditions générales Aide Importation des contacts et non-utilisateurs

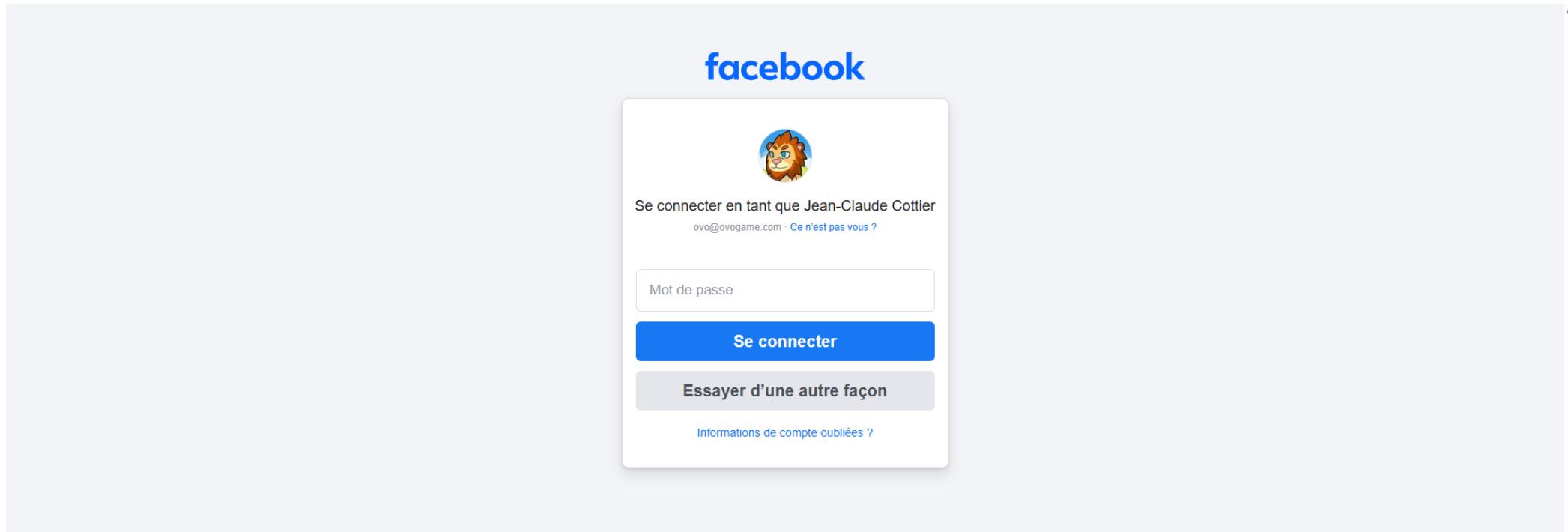
Meta © 2025

Référence image : 5 - Capturée à 09:57:30



Meta © 2025

Référence image : 6 - Capturée à 09:57:52



Français (France) English (US) Español Türkçe Português (Portugal) አማርኛ Italiano Deutsch हिन्दी 中文(简体) 日本語 +

S'inscrire Se connecter Messenger Facebook Lite Vidéo Meta Pay Boutique Meta Meta Quest Ray-Ban Meta Meta AI Plus de contenu Meta AI
Instagram Threads Centre d'information sur les élections Politique de confidentialité Centre de confidentialité Paramètres des cookies Résilier votre contrat ici
À propos Crée une publicité Crée une Page Développeurs Emplois Cookies Choisir sa publicité Conditions générales Aide
Importation des contacts et non-utilisateurs

Meta © 2025

Jean-Claude Cottier

Meta AI

Friends

Memories

Saved

Groups

Reels

Marketplace

See more

Your shortcuts

AP Program Group

Instant Game Developer Community

Super Spider Solitaire

Soda Sort Puzzle

Guess The Word

See more

What's on your mind, Jean-Claude?

Create story

A La Baguette Art of Britney...

Edita Horoupien

ByPernille

Nicolas Pothier

Syclum

Thierry Lescinélements
November 15 at 8:57 PM · 10 novembre

L'armistice
aurait dû être ratifiée
le 10 novembre,
mais elle a été signée dans un
wagon.
La SNCF s'excuse pour le retard.

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SFR black friday 20 Go X5 8€99 5x plus de gigas sfr.fr

Contacts

Meta AI

Noel Meudec

Nabeel Subhani

MD Rezaul Hasan Evan

Andrew Park

Kuba Joras

Référence image : 8 - Capturée à 10:02:09

Screenshot of the Facebook Instant Game Developer Community group page.

Group Information:

- Name:** Instant Game Developer Community
- Type:** Public group
- Members:** 12.1K members
- Archived:** This group has been archived. An admin paused this group on May 6, 2021. You can't create posts, like, comment or add more members, but you can still view all posts. [Learn More](#)
- Status:** Joined

Moderator Tools:

- Participation questions
- Pending posts (0 new today)
- Potential spam (0 new today)
- Activity log
- Member-reported content (0 new today)
- Moderation alerts (0 new today)

Support:

- Help Center
- Groups Hub

Discussion:

Featured (Most relevant)

Post 1: Garfield Mitchell (May 6, 2021) - Hello Team. My game was approved at the end of April 2021. I am still below the MAP for 30 minutes threshold. What is going to happen to my game or account on May 6th and after? [Send](#)

Post 2: Tarik Agouzar (May 5, 2021) - THE END...

About:

Connect with other developers building Instant Games for Facebook. Get support and the latest announcements.

Public: Anyone can see who's in the group and what they post.

Visible: Anyone can find this group.

[Learn more about this group](#)

Screenshot of the Facebook Instant Game Developer Community group page.

Group Information: Instant Game Developer Community (Public group · 12.1K members)

Post by Vivek Bhava (May 5, 2021): Hello,
after 6th may, can I apply for approved partner program???.please help me ASAP

Reply by Trujillo Ismael: 1 comment

Comment by Jean-Claude Cottier (Moderator): Yes, you should be able.

Post by Facebook Gaming (Admin · May 5, 2021): Thank you for being part of the Instant Game Developers Group community. We started this group initially so game developers could have a place to connect with each other on building Instant Games on Facebook and hear the latest announcements about the platform.
As you may know, there are important changes coming to the Instant Games platform. With the launch of the Approved Partner Program, only Approved Partners will have Instant Games on the platform after May 5th. Therefor... See more

About Section:

Connect with other developers building Instant Games for Facebook. Get support and the latest announcements.

Public: Anyone can see who's in the group and what they post.

Visible: Anyone can find this group.

[Learn more about this group](#)

The screenshot shows the Facebook group page for "Instant Game Developer Community". The sidebar on the left contains sections for "Manage" (Community home, Overview), "Moderator tools" (Participation questions, Pending posts, Potential spam, Activity log, Member-reported content, Moderation alerts), and "Support" (Help Center, Groups Hub). The main content area displays a post from Vivek Bhava asking if they can apply for the Approved Partner Program after May 6th. Jean-Claude Cottier, a moderator, responds that they should be able to. Facebook Gaming, another moderator, provides information about the program launch. The "About" section describes the group as a place for developers to connect and get support. A tooltip "frail" is visible near the bottom right.

Instant Game Developer Community
Public group · 12.1K members

Manage

Community home

Overview

Moderator tools

Participation questions

Pending posts
0 new today

Potential spam
0 new today

Activity log

Member-reported content
0 new today

Moderation alerts
0 new today

Support

Help Center

Groups Hub

Vivek Bhava · 4y
Hello,
after 6th may, can I apply for approved partner
program???.please help me ASAP

Trujillo Ismael · 1 comment

Jean-Claude Cottier · Moderator · 4y
Yes, you should be

Moderator
You manage the membership and posts for Instant Game Developer Community. Only group members can see this badge.

Facebook Gaming · Admin · May 5, 2021
Thank you for being part of the Instant Game Developer Community! As game developers could previously only publish their games on the platform through the Instant Games API, this is a great opportunity for them to reach more users and monetize their games directly on Facebook. As you may know, there are currently no dedicated tools for developers to build and publish their games on the platform. This is changing with the launch of the Approved Partner Program, which will allow approved partners to have instant games on the platform after May 5th. Therefore... See more

About

Connect with other developers building Instant Games for Facebook. Get support and the latest announcements.

Public
Anyone can see who's in the group and what they post.

Visible
Anyone can find this group.

Learn more about this group

Screenshot of the Facebook Instant Game Developer Community group page.

The page shows the following details:

- Group Name:** Instant Game Developer Community
- Members:** 12,089
- Moderators:** 4 (Ayush Gupta, Colin Creitz, Jean-Claude Cottier, Subeesh Basheer)
- Recent Activity:** Pending posts (0 new today), Potential spam (0 new today), Member-reported content (0 new today), and Moderation alerts (0 new today).
- Navigation:** Discussion, Featured, Event (highlighted), Media, Files.

The screenshot shows a Facebook group page titled "AP Program Group". The group is private with 503 members. The page features a dark header with the Facebook logo and search bar, and a navigation bar with links for Home, Watch, Groups, and more. The main content area includes a "Write something..." text input, a "Feeling/activity" section, and a "Featured" post by Michael Samuel. The "About" section describes the group as a closed space for Approved Partner Program members. The "Discussion" tab is selected.

AP Program Group

Private group · 503 members

+ Invite Share Joined

About Discussion Featured Members Events Media Files

Write something...

Feeling/activity

Featured ⓘ

Most relevant ⓘ

Michael Samuel · Follow Top contributor · 8h · ⓘ

There is no Permissions tab in new apps, so how should we request advanced access to the instant games zero permission 😊

Trujillo Ismael and 1 other

About

This is a closed group for members of the Approved Partner Program.

Private Only members can see who's in the group and what they post.

Visible Anyone can find this group.

Search Facebook

AP Program Group

Private group · 503 members

+ Invite Share Joined

About Discussion Featured Members Events Media Files

Jason Rubin May 18, 2021

I'd like to introduce myself. I am VP Play at Facebook, overseeing our play surfaces including Instant Games, and am largely responsible for the push to take the platform towards quality. Given the importance of Developers to our team, I'm going to try to stay up to date on this group, listen to feedback, and comment here and there when helpful. However, I want to make sure everyone understands that the Facebook Gaming team communicates and works together. You should consider all of our responses to this group to be of equal importance.

That said, I wanted to jump in early and address a request that has already come up a few times inside and outside this group regarding detailed reasons for rejection or a more comprehensive list of what is required to pass the quality review. I know that some of you have had titles that have failed our quality review, and I understand the desire for this clarity.

I started my career as an independent developer. I have had titles rejected by publishers. When those publishers rejected my submissions, I never, to my memory, got more than a form letter, let alone a list of things to fix to be accepted. I've also written and published comics. Some of those submissions were rejected. Same system. So I understand the struggle. Please take this response as my attempt to improve on that experience, albeit to the extent that I can.

I also understand the financial hardship and business challenges that teams are going through right now. I wish there was a system that allowed Facebook to transform our platform from where it is today to higher quality without causing any disruption. I don't believe that is possible. Knowing that we've made hard decisions specifically with an eye to improving player experience, we've taken this process seriously, acted to the highest standards we could set, double-checked everything, and treated all developers equally.

About

This is a closed group for members of the Approved Partner Program.

Private Only members can see who's in the group and what they post.

Visible Anyone can find this group.

without requesting any changes in your new policies... [See more](#)

4y Like Reply

Abeer Madi replied · 2 Replies

Stephen Reid June 7, 2021 · [See more](#)

We previously announced that Approved Partners (ie, you in this group) with games not passing our Game Quality Guidelines (<https://developers.facebook.com/..../quality-guidelines>) will have their games deactivated on June 9th.

After further discussions and feedback from our developers (with special thanks to [Jean-Claude Cottier](#) who continues to champion the developer community), we have decided to give Approved Partners a grace period of 90 days to update t... [See more](#)



FACEBOOK.COM

Joining High Quality Games Facebook Page

About

This is a closed group for members of the Approved Partner Program.

Private
Only members can see who's in the group and what they post.

Visible
Anyone can find this group.

Search Facebook

Stephen Reid June 7, 2021 · ...

We previously announced that Approved Partners (ie, you in this group) with games not passing our Game Quality Guidelines (<https://developers.facebook.com/..../quality-guidelines>) will have their games deactivated on June 9th.

After further discussions and feedback from our developers (with special thanks to [Jean-Claude Cottier](#) who continues to champion the developer community), we have decided to give Approved Partners a grace period of 90 days to update their games and resubmit for review.

Therefore, games from Approved Partners that do not pass our Game Quality Guidelines will now be deactivated on Sept 9th.

It is our hope that the additional 90 days will provide enough time for Approved Partners to update their game accordingly.

Please ensure you follow our best practices on game submissions when making any updates:
<https://www.facebook.com/..../best-practices-game-submissions>

froil

About

This is a closed group for members of the Approved Partner Program.

Private Only members can see who's in the group and what they post.

Visible Anyone can find this group.



The screenshot shows a Facebook group page. At the top, there's a navigation bar with icons for home, search, and notifications. Below that, a post from Stephen Reid is visible, dated June 21, 2021. The post title is "Leveling Up the Player Experience & Game Categories". The text discusses Facebook's efforts to improve gaming experience and launch a new site experience on fb.gg/play. It also mentions revising game categories. A "See more" link is present at the end of the post.

About

This is a closed group for members of the Approved Partner Program.

Private
Only members can see who's in the group and what they post.

Visible
Anyone can find this group.

Genre	Description
Action	A game genre that emphasizes physical challenges, including hand-eye coordination and reaction-time
Adventure	A game in which the player assumes the role of a protagonist in an interactive story driven by exploration and/or puzzle-solving
Arcade	A game that mimics the gameplay of classic arcade games, including pinball, platformers, and space blasters
Battle	A game where players participate in battles against each other or a simulated opponent with the goal of being the last fighter to survive
Board	A game that mimics the gameplay of a classic board game
Builder	A game where the player manages the growth and resources of a designated world, city, or space
Card	A game that uses cards as the primary device for gameplay
Casino	A game that is closely aligned with what one might find in a casino
Design	A game whose gameplay focuses on art, fashion, interior design or other design element
Match	A game that requires players to match similar elements
Merge	A game that uses a merge mechanic to move objects or characters to the next level
Puzzle	A game that emphasizes puzzle solving
Quick Play	A game with a minimalistic interface and simple mechanics that is easy to begin playing right away
Quiz and Trivia	A game that uses questions and answers as the primary device for gameplay
Racing	A game where players compete against each other in a race
Role-Playing	A game where players assume the role of characters within the game and make choices regarding character development (either through actions or stats)
Runner	A linear game with no end and no pauses or breaks for rest

The screenshot shows a Facebook group page with a dark theme. At the top, there's a navigation bar with icons for Home, Groups, and Notifications, along with a search bar and a profile picture.

Post by Stephen Reid:

IG Game Submission Limit Increase

As you may already know, we currently limit the number of games that Approved Partners can submit for review and/or launch to one (1) game per seven (7) calendar days.

With the Approved Partner Program fully rolled out, we will **increase this limit to three (3) games submitted for review/launch every seven (7) calendar days**, starting **Friday September 24th**.

We will be monitoring the program closely, and may expand the game submission limit even f... [See more](#)

Announcements

1 Like · 6 comments

[Like](#) [Comment](#) [Send](#)

Newest

Comment as Jean-Claude Cottier

Anh Duc Ngo Hi @Stephen Reid. Hi I still have to wait when I have just submitted a game for review and

About

This is a closed group for members of the Approved Partner Program.

Private
Only members can see who's in the group and what they post.

Visible
Anyone can find this group.

Search Facebook

Trujillo Ismael Awesome, very thanks! I'm doing my best to submit quality games!

4y Like Reply Edited

Stephen Reid December 8, 2021 ·

Concierge Support

Starting today all Instant Games developers in the Approved Partner Program will have access to the Concierge Support system.

Through this Concierge Support system, you can choose from a list of issues (non-technical) and you will be routed to the appropriate documentation or a Messenger Live Chat where an agent will review the issue live during business hours. Click the link below to learn more!

<https://developers.facebook.com/.../managed-developers.....> See more

About

This is a closed group for members of the Approved Partner Program.

Private Only members can see who's in the group and what they post.

Visible Anyone can find this group.



fragile

i

This is a great news, Thank you so much team!

3y Like Reply

Stephen Reid
February 2, 2022 ·

We are thrilled to announce the public launch of four new features that are now available to all Developers - Instant Tournaments, ShareAsync Context Switch, Instant Game Console, and Context Choose on Mobile.

Instant Tournaments is a feature that will enhance social play and helps Facebook users discover and play games with friends and others through News Feed, while building connections with each other through lightweight competition. Instant Tournaments are available in bo... [See more](#)

FACEBOOK.COM

Instant Tournaments and more features available to all Developers now

We are thrilled to announce the public launch of four new features that are now available to all Devel...

About

This is a closed group for members of the Approved Partner Program.

Private
Only members can see who's in the group and what they post.

Visible
Anyone can find this group.

fragile

The screenshot shows a Facebook group page with a dark theme. At the top, there's a banner announcing "Instant Tournaments and more features available to all Developers now". Below it, a post from "You, Aravind G, Christian Östman and 12 others" is visible, with a "Care" emoji. There are options to "Comment" or "Send". A comment from "Luis Miguel Huapaya" dated May 11, 2022, discusses Facebook Gaming investments and best practices for revenue, audience, retention, and game quality. Below the comment, instructions are provided on how to access the Best Practices tab in the Developer Portal. To the right, an "About" section defines the group as "This is a closed group for members of the Approved Partner Program." It offers two visibility options: "Private" (only members can see) and "Visible" (anyone can find). At the bottom, a screenshot of the Facebook Developer Portal shows the "Best Practices" section under the "Instant Games" dropdown.

Instant Tournaments and more features available to all Developers now

We are thrilled to announce the public launch of four new features that are now available to all Developers...

Like Care Comment Send

Comment as Jean-Claude Cottier

Luis Miguel Huapaya · May 11, 2022

As part of Facebook Gaming investments to increase the value of our Play Platform, we have created a helpful list of **Best Practices** for revenue, audience, retention, and game quality. You can now see if your Cloud or Instant game has implemented them yet and, if not, we provided links to instructions.

Please follow these steps to access the new Best Practices tab:

1. Go to the Developer Portal: developers.facebook.com/apps/
2. Select your App
3. On the sidebar, click the Instant Games dropdown
4. ... See more

About

This is a closed group for members of the Approved Partner Program.

Private
Only members can see who's in the group and what they post.

Visible
Anyone can find this group.

Best Practices

Want to make your game more successful on our platform? Here's some best practices you can implement to optimize the efficiency and performance of your app.

Increase Your Revenue
You can monetize your games by integrating with In-App Ads to show ads to your player, and In-App Purchase to enable micro-transactions.

Grow Your Audience
Our experience has shown that building games with these social integrations may help lead to higher retention and virality, so ensuring your game is social is a critical first step to helping drive discovery of your games.

Enable Share to Newsfeed
Encourage users share exciting in-game moments with friends to reach more players.

Integrate with shareKeygen API

Enable invite for Social Play

Awesome, working on it 😊

3y Like Reply

Luis Miguel Huapaya October 19, 2022 · [Post](#)

Instant Games Challenge APAC - Round 1 Winners

<https://www.facebook.com/appro.../posts/5873184129377467>

We are excited to announce the winners for Round 1 of Instant Games Challenge APAC!

- Bubble Queen Cat (Sun Studio JSC)
- Bubble Shooter - Pop Master (Cellsoft Company Limited)

[See more](#)

About

This is a closed group for members of the Approved Partner Program.

Private
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Gaming

Instant Games Challenge

Stephen Reid July 26, 2022 · [Post](#)

Instant Games Challenge - APAC - now open!

Instant Games Challenge APAC 2022 is a competition where Game Developers can showcase their HTML 5 games on our Instant Games platform.

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News for Developers

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- Réalité augmentée
- Outils professionnels
- Politique développeur
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- Jeux vidéo
- Open Source

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28 octobre 2025

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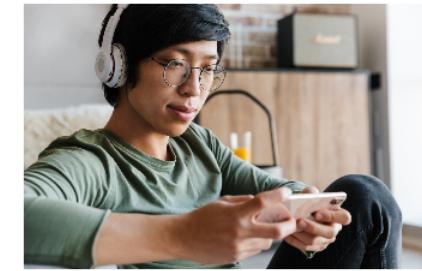
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31 juillet 2025

Important Changes to Web Games and Instant Games on Facebook

Updated: November 18, 2025 At Meta, we are continuously evolving our gaming platform to ensure it remains robust,...

[Jeux vidéo](#), [Plateformes](#), [SDK Games](#), [Jeux instantanés](#), [Jeux web](#)



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30 novembre 2016

Instant Games

We are launching Instant Games, a new HTML5 cross-platform gaming experience, on Messenger and Facebook...

[Jeux vidéo](#), [Plateformes](#), [2016](#), [Messenger](#), [Jeux instantanés](#)



14 mars 2018

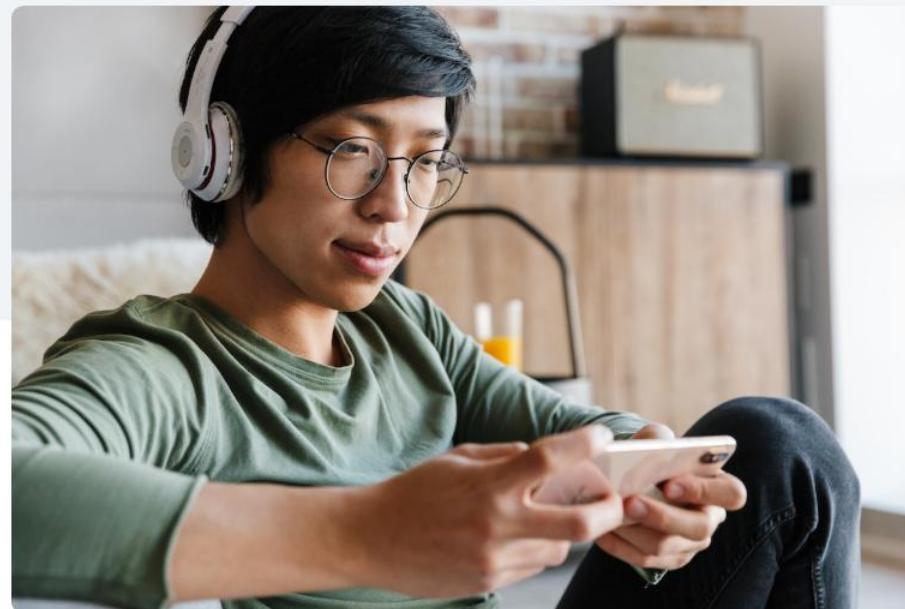


Accueil > Blog > Important Changes to Web Games and Instant Games on Facebook

31 juillet 2025

Important Changes to Web Games and Instant Games on Facebook

Par Facebook Games Team





Updated: November 18, 2025

At Meta, we are continuously evolving our gaming platform to ensure it remains robust, secure, and provides the best environment for games to thrive and grow. In line with this commitment, we're excited to announce the general availability of [Network Enabled Zero Permissions](#) and the accompanying [Instant Games SDK API v8.0](#). Zero Permissions is a new Instant Games connection experience that allows for rich social experiences in games while limiting data sharing outside of Meta.

By limiting user information that is shared outside of Meta, this enables several key benefits for players and developers:

1. For players, a smoother Zero Permissions experience means users can now launch and enter games without initial loading blockers after setting their default preferences. These players are then able to try more games on the platform with less friction.
2. For developers, removing loading blockers for players leads to ~2x as many players successfully passing the loading step, resulting in more effective featuring and paid user acquisition campaigns, with some integrations showing up to a +70% increase in daily engagement. Moreover, there are reduced compliance burdens for games that have reduced data sharing as a result of the Zero Permissions integration.

Our vision has always been to help our users strengthen & form connections through games and to invest in capabilities that attract the best games to our platform by enabling game developers to effectively grow their business. Zero Permissions is the next foundational step in realizing our vision.



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Our vision has always been to help our users strengthen & form connections through games and to invest in capabilities that attract the best games to our platform by enabling game developers to effectively grow their business. Zero Permissions is the next foundational step in realizing our vision.

To ensure consistent experiences for all players and developers, and to shift from maintaining fragmented infrastructure to improving a unified Zero Permissions platform, **all existing Instant and Web Games on Facebook will be required to migrate to Instant Games with Zero Permissions, and Web Games will sunset by September 30, 2026 (Pacific time)**.

Why this evolution for Web Games on Facebook?

Web Games are built on foundational technology dating back to 2007, and significant advancements in platform performance and security since then present exciting opportunities for growth:

To ensure consistent experiences for all players and developers, and to shift from maintaining fragmented infrastructure to improving a unified Zero Permissions platform, **all existing Instant and Web Games on Facebook will be required to migrate to Instant Games with Zero Permissions, and Web Games will sunset by September 30, 2026 (Pacific time)**.

Why this evolution for Web Games on Facebook?

Web Games are built on foundational technology dating back to 2007, and significant advancements in platform performance and security since then present exciting opportunities for growth:

1. Enhanced platform reliability, leading to an improved experience for end users and streamlined maintenance.
2. Opportunities to bridge functionality gaps with Instant Games, including paid user acquisition, notifications, discoverability, and ability to target mobile users on FB and Messenger.

Ultimately, migrating means protecting and securing your games' revenue into the future, and a confluence of factors makes now the right time to make this change:

1. We have a growing body of successfully migrated games as case studies.
2. We have enabled mobile in-app purchase (IAP) parity across FB mobile apps, enabling unified IAP monetization strategies for Instant Games.

What does this mean if you have a live Web Game on Facebook?

We understand this is a big change for existing Web Games on Facebook. **Existing Web Games may continue operating as normal until September 30, 2026.** After this date, these games will no longer be supported or updated.

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What does this mean if you have a live Web Game on Facebook?

We understand this is a big change for existing Web Games on Facebook. **Existing Web Games may continue operating as normal until September 30, 2026.** After this date, these games will no longer be available on Facebook unless they have been migrated to Instant Games with Zero Permissions.

To facilitate a smooth transition, we have enhanced our platform with new capabilities:

1. **Seamless App ID migration:** Web Games can migrate to Instant Games with the same App ID. This enables users to maintain the same entry points (e.g. bookmarks, shortcuts) for launching the game, enabling retention of the existing user base without interruption.
2. **Granular Rollout Control:** We have new migration tooling to provide granular control over rollout percentages, allowing developers to migrate at the pace they are most comfortable.
3. **Cross Play Support:** We have enabled limited support for cross play between a FB Instant Game and a Native Game so migrated Web Games may continue to leverage the expanded player base across platforms.

For more information, review our [migration documentation](#).

What does this mean if you have a live Instant Game on Facebook?

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What does this mean if you have a live Instant Game on Facebook?

Existing Instant Games created on or before July 31st (whether in dev mode or live) leveraging the standard connection experience may continue using the standard connection experience until September 30, 2026. After this date, these games will be required to use the Zero Permissions connection experience to remain available on Facebook.

What does this mean if you want to submit a new game on Facebook?

With this launch, **all new Instant Games created on August 1, 2025 and after will be required to select and integrate with Zero Permissions as the connection experience**, and the standard connection experience that shows the blocking permissions screen to new users will no longer be available.

Can a developer:	August 1, 2025 to September 30, 2026	After September 30, 2026
------------------	--	--------------------------

Can a developer:	August 1, 2025 to September 30, 2026	After September 30, 2026
Create a new Instant Game app ID and configure it with the standard connection experience ?	NO	NO
Configure existing Instant Games with the standard connection experience ?	YES	NO
Submit an existing Instant Game with the standard connection experience on Facebook for review and launch it?	YES	NO
Maintain and continue to update an Instant Game with the standard connection experience that is already live?	YES	NO
Maintain and continue to update a Web Game that is already live?	YES	NO
Create, maintain, and continue to update an Instant Game	YES	YES

standard connection experience that is already live?		
Maintain and continue to update a Web Game that is already live?	YES	NO
Create, maintain, and continue to update an Instant Game with Zero Permissions ?	YES	YES

For inquiries about this announcement, please click "Ask a Question" at [Direct Support](#) and choose "NEZP Games Migration" from the Topic dropdown menu. Please note that only businesses with apps affected by this change will have access to support.

With many exciting changes on the horizon, we are committed to the continued success of games on Facebook. By consolidating our gaming platform, all games stand to gain from enhanced discovery, lower friction for users to start playing, reduced compliance burdens, improved documentation and support, and a more streamlined process to onboard and maintain Instant Games.

TAGS

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Plateformes

SDK Games

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Jeux web

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31 juillet 2025

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3 novembre 2023

Introducing New Distribution Model for Instant Games

Today, we are announcing that we will be creating a path for developers of Instant Games (IG) on Facebook to launch th...

Jeux instantanés, Politique développeur, Jeux vidéo, 2023, Politique



1 mai 2018

Day 1 of F8 2018: Developer News Roundup

Today, developers, creators and business leaders from around the world gathered in San Jose, California to...

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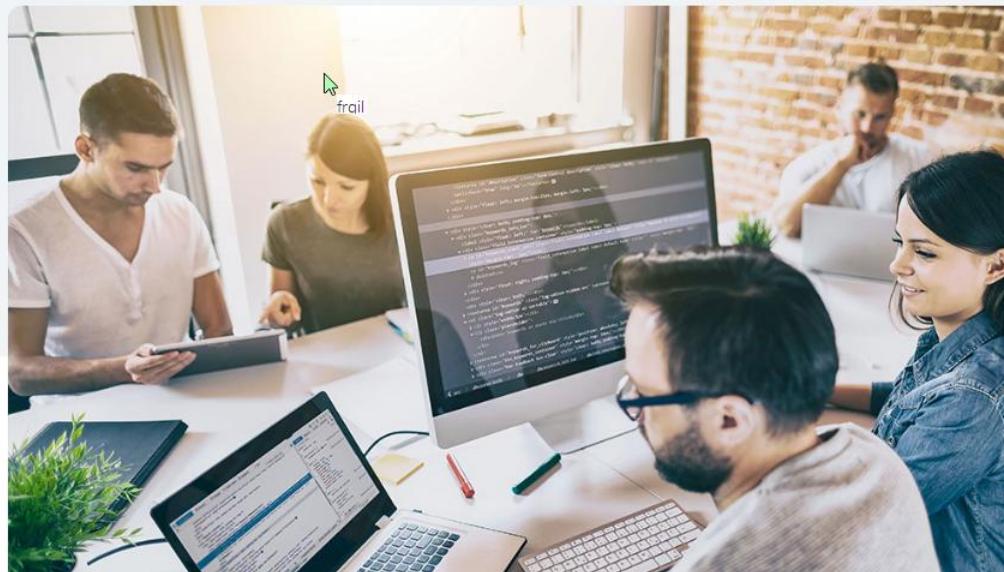


Accueil > Blog > Introducing New Distribution Model for Instant Games

3 novembre 2023

Introducing New Distribution Model for Instant Games

Par Facebook Gaming Team





Today, we are announcing that we will be creating a path for developers of Instant Games (IG) on Facebook to launch their games directly to people on Facebook, even if the game is in the early stages of development and historically would have been blocked by the Quality Guidelines. We'll also change the way games are distributed across our organic discovery experiences.

Here is what this will mean in simple terms. Today, new IGs coming onto our platform go through Quality Review, and those that pass are ready to be launched by the developer. When they do so, those titles are immediately available across our organic surfaces. That process is changing in the following ways:

- We are introducing the Play Lab tier, which will allow games that previously may not have passed Quality Review to go live on our platform in a way that allows them to acquire users, collect feedback, and experiment.
- We are also creating a new distribution tier for higher-quality and high-performing games — Play Tab — and defining requirements for this tier. To be eligible for the Play Tab tier, games must meet two requirements:
 - First, we will limit Play Tab to games that offer experiences that most represent the values and practices put forth in the Quality Guidelines.
 - Second, we are introducing the Platform Quality Criteria (PQC), which is a metrics-driven threshold that tells us players are interested in the game.
- In order to promote a safe, secure and positive experience, all games on platform are required to comply with our policies, including [Developer Policies](#) and [Platform Terms](#). Repeated or egregious violations of Quality Guidelines can also still result in your title being blocked from launch, or suspended or removed from the platform.

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This is what will happen with respect to organic distribution within each of these tiers:

- **Play Tab:** IGs in the Play Tab tier will be distributed across our organic discovery surfaces and available for promotion in editorial units. (An editorial unit is a consistent fixed space in the Play Tab where the game icon and description are displayed.)
- **Play Lab:** IGs in the Play Lab tier will be hosted on the Facebook Play platform, but will not be distributed via our organic discovery or editorial surfaces. Play Lab IGs will continue to be able to create a game page and grow their player base via paid user acquisition, social discovery, and community building. As before, all IGs will be findable via Search within the Facebook app.

We are excited about adopting a model that will help gamers on Facebook more easily discover and engage with the highest-quality games on our platform, while still allowing for a larger variety of games to be hosted on our platform and grow via social and paid discovery methods. Overall, we believe that these changes will create more opportunity for developer partners as play on Facebook continues to grow.

To read more detail on Instant Game Quality Guidelines and Platform Quality Criteria, check the link below.

 Read docs



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Read docs

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