

## QUANTIC DREAM ANNOUNCES PARTNERSHIP WITH EPIC GAMES TO BRING POPULAR TITLES TO PC

Today, [Quantic Dream](#) announced it has exclusively partnered with Epic Games and the Epic Games Store to launch PC versions of the studio's most prolific game titles. This news comes shortly after the studio announced that NeTEase would become a minority stakeholder, and revealing the vision to expand Quantic Dream's global audience by investing in future technologies and new game IP that will release on multiple platforms.

The exclusive distribution agreement with Epic Games is set for one year for each title the studio plans to release for the first time on PC: Heavy Rain, Beyond: Two Souls, and their recent blockbuster hit, Detroit: Become Human. Between these three pinnacle titles developed by Quantic Dream, million of copies have been sold worldwide, solidifying their place as one of the leading interactive storytelling video game developers.

"We are so grateful for twelve fantastic years of collaboration with Sony Interactive Entertainment and all they have allowed us to create and produce," said Quantic Dream co-CEO Guillaume de Fondaumiere. "With this new partnership with Epic, we can now expand our products to a wider fan base and allow PC players to enjoy our titles."

Announced during Epic's keynote presentation at the Game Developers Conference in San Francisco, Steve Allison, Head of Epic Games store, provided brief details regarding the upcoming partnership. "We are extremely excited for the Epic Games Store to host such a well-known and established video game studio like Quantic Dream. Their games have truly pioneered the genre of interactive storytelling, and with their expansion onto other platforms we are truly honored they chose to take that first step with Epic Games," said Steve Allison of Epic Games.

Heavy Rain, Beyond: Two Souls, and Detroit: Become Human will all be released on PC later this year.

### **About Quantic Dream**

Quantic Dream is a French video game studio that leads the world in interactive storytelling. Founded 22 years ago by David Cage to create AAA games based on emotion and interactive storytelling, Quantic Dream has been at the forefront of innovation in narrative, popularizing the genre of choice-dependent stories. The studio, that worked exclusively with Sony Interactive Entertainment during 12 years, created thought-provoking games like FahrenheitTM (aka Indigo Prophecy in North America), Heavy RainTM, Beyond: Two SoulsTM, and more recently Detroit: Become HumanTM. The studio's medium-defining titles have showcased world-class talents including David Bowie, Ellen Page, Willem Dafoe, Hans Zimmer and Jesse Williams. Quantic Dream has developed proprietary technologies and original franchises since its creation, with the support of millions of gamers around the world.

For more information, please visit: <http://www.quanticroam.com>

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