

QUANTIC DREAM AND RED THREAD GAMES SIGN EXCLUSIVE PUBLISHING PARTNERSHIP FOR DUSTBORN™



Quantic Dream is proud to announce today its partnership with the independent Norwegian studio Red Thread Games to publish the upcoming multi-platform game Dustborn™.

Founded in Oslo in 2012 by creator Ragnar Tørnquist (The Longest Journey™, Anarchy Online™, Dreamfall: The Longest Journey™, developed by Funcom), Red Thread Games has distinguished itself with the creation of original adventure games such as Dreamfall Chapters™ and Draugen™.

Dustborn™, the new Red Thread Games production, is a solo action-adventure game with a unique design. Offering a story full of twists and turns, Dustborn™ will allow players to confront contemporary themes - disinformation and the power of words - while offering a reflection on friendship, love and hope.

In a dystopian America, you are Pax, a shrewd ex-convict on the fringes of society with superhuman powers. With the help of a motley crew of friends with their own weird abilities, you will have to carry a mysterious cargo from coast to coast, by any means. Your motto: never back down, no matter what stands in your way...

“Quantic Dream shares our passion and love for great narratives and interactive storytelling,” says Creative Director Ragnar Tørnquist. *“It was vitally important for us to only work with someone who truly understood and appreciated our vision for this game, and we couldn’t have asked for a better partner to help us bring Dustborn to players around the world.»*

“We are very excited to work with the team at Red Thread Games on this beautiful project. From the very beginning, we were captivated by Dustborn’s ambition, its visual and gameplay originality, its colourful characters and the themes it addresses,” says Guillaume de Fondaumiere, co-CEO of Quantic Dream. *“Our goal as a publisher is to enable Red Thread Games to express their vision in the best way and then share it with as many people as possible. Quantic Dream will provide Red Thread Games with its own technical and editorial resources.”*

Start preparing for your journey now at <https://www.wearedustborn.com>

ABOUT RED THREAD GAMES

Red Thread was founded in 2012, with a mission to create games with soul for players who love stories. The studio is located in downtown Oslo, Norway. In 2014, Red Thread released the first episode of Dreamfall Chapters™, a third-person adventure game set in the twin worlds of science and magic, where your choices have real and lasting consequences. The five-part series concluded in 2016 and was followed by PlayStation 4 and Xbox One versions, and a 'Final Cut' re-release for Windows/Mac in 2017. In 2019, Red Thread released first-person adventure Draugen™, which won Norwegian Game of the Year. The studio is currently working on Dustborn™.

ABOUT QUANTIC DREAM

Quantic Dream is a creative and independent video game studio created in 1997 by David Cage. The studio specializes in creating original experiences based on interactive emotion. Quantic Dream builds bridges between media through prestigious collaborations with artists such as David Bowie, Elliot Page, Willem Dafoe, Clancy Brown and Jesse Williams. The unique experiences offered by Heavy Rain™, Beyond: Two Souls™, Detroit: Become Human™, have reached millions of players around the world and won more than 250 international awards. They have contributed greatly to the recognition of interactive storytelling in video games.

Quantic Dream became an independent publisher in 2019 to support the creation of videogames by independent creators with unique visions, which are brought to life with the help of Quantic Dream's expertise, means of production, financing and access to international markets and audiences.

For more information, visit our official website: <http://www.quanticroam.com>

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