

## CRITICALLY ACCLAIMED FUTURISTIC THRILLER DETROIT: BECOME HUMAN LAUNCHES ON PC ON DECEMBER 12, 2019

Quantic Dream's ambitious narrative experience heads to Epic Games Store with a suite of visual enhancements; playable demo will be available the same day

Quantic Dream S.A., the Paris-based video game studio at the forefront of interactive narrative development, today announced that the multiple award winning futuristic thriller Detroit: Become Human will be released on PC exclusively through the Epic Games Store on the 12th of December 2019, priced 39,90€. A free playable demo offering the game's opening scene will be available simultaneously.

Previously only available on PlayStation® 4, Detroit: Become Human is the latest and most ambitious video game production from Quantic Dream. Set in a near and not-so-impossible future, it immerses players in a world at the brink of chaos, where technology has evolved to a point where human like androids are everywhere. They speak, move and behave like human beings, but they are only machines serving humans.

Players will shape and experience an intricate and intense branching narrative told through the eyes of three distinct androids, Kara, Connor and Markus. Each will face countless moral dilemmas that not only determine their fates, but that of the entire city of Detroit. Every decision the player makes, no matter how minute, affects the outcome of the story. Players will want to play and replay to experience the different story resolutions.

Detroit: Become Human continues Quantic Dream's commitment to utilising world-renowned talent, and features the Hollywood grade performances from Jesse Williams (Grey's Anatomy), Clancy Brown (Carnivale), Lance Henriksen (Aliens), and Valorie Curry (Twilight), as well as an original soundtrack composed by Nima Fakhrara, Philip Sheppard and John Paesano (Dragons: Riders of Berk)

"Porting the game to PC has been a tremendous challenge, as we wanted players to get the original experience without any compromise. So we entirely redesigned the interface and developed a new engine to offer 4k resolution and high quality rendering on a wide range of PCs." says Writer and Director, David Cage. "We are glad to welcome more "deviants" into the dystopic world of Detroit, and allow them to discover Quantic Dream's vision of interactive storytelling."

The PC version of the game is the most complete Detroit: Become Human experience to date, featuring stunning graphics complete with 4K resolution, 60fps and full integration of both mouse/keyboard and gamepad controls.

To pre-order Detroit: Become Human, and for more information please visit the game's page on the <u>Epic Games</u> <u>Store.</u>

## **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 during the past 12 years, created thought-provoking games like Fahrenheit (aka Indigo

Prophecy in North America), Heavy Rain, Beyond:Two Souls, and more recently Detroit: Become Human. 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: <a href="http://www.quanticdream.com">http://www.quanticdream.com</a>

Follow Quantic Dream online: Twitter: @Quantic\_Dream

Instagram: @QuanticDreamGames

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

Epic Games Store and its logo are trademarks of Epic Games, Inc.

"Detroit: Become Human™ ©Sony Interactive Entertainment Europe. "Detroit: Become Human" are trademarks or registered trademarks of Sony Interactive Entertainment Europe and are used under license. All rights reserved".