

THE ANDROIDS KARA and CONNOR FROM THE VIDEO GAME ARE COMING TO THE GRÉVIN MUSEUM

Sony Interactive Entertainment, Quantic Dream and Grévin are pleased to announce the first humanoid androids, Kara and Connor, from the successful video game **Detroit: Become Human** (exclusive to PS4) are coming to the the Grévin Museum.

Open to the public on Friday June 28, 2019.

For the very first time in its history, the Grévin Museum has decided to bring android characters into the museum and to devote a 75m² space to the French studio Quantic Dream's video game **Detroit: Become Human**.

For this occasion, the game's android shop, CyberLife, has been recreated to guarantee visitors a never-before-seen experience at the Grévin Museum. Visitors will be able to immerse themselves in the world of Detroit: Become Human and more specifically in a CyberLife shop, where it will be possible to discover more about an android from its conception right up to its sale in the shop. During the visit, interactive and immersive scenography will guide visitors around the shop to help them select the android which best matches their requirements. Like in all Quantic Dream video games, emotion and narration will be at the heart of this space, true to the world of Detroit: Become Human.

Philippe Cardon, Vice President Southern Europe of Sony Interactive Entertainment Europe, says: "I'm delighted that at the Grévin Museum, we can bring new life to the world created by David Cage and the Quantic Dream studio. The video game is once again showing its popularity and it claims its rightful place in such an institution which brings together the most iconic characters on the planet."

"Quantic Dream has always endorsed the idea that the video game is a fully-fledged cultural form. Seeing our characters today and the subjects covered by Detroit: Become Human coming into such a prestigious museum as the Grévin is a tremendous recognition for our medium," says David Cage, Founder and Director of Quantic Dream. "It is also an opportunity for us to ask visitors about their relationship with technology and their own humanity, subjects we deal with in our video game but which are now emerging from the screen and appearing in the Grévin."

"It is very exciting for the Grévin to create a scene offering visitors full immersion in the Detroit: Become Human game, a great example of French creativity. In the 1980s, a futuristic décor showed heads of state in space. We have not seen video game characters since Lara Croft, in Eidos' game Tomb Raider, in the 1990s. From June 28th and onwards, visitors will be able to choose their own android in a very special shop where they will find all the game's heroes," adds Yves Delhommeau, Grévin's Managing Director.

Created by the French studio Quantic Dream, **Detroit: Become Human** propels the player into 2038, into a world where androids, robots identical to human beings, are used as manpower for all everyday tasks. They are labourers, sales staff, nurses, teachers; they replace human beings in all areas of activity. The story begins at the moment when some androids are starting to wake up and desire to be free. The game offers the player the chance to play three characters: Kara (Valorie Curry), Connor (Bryan Dechart) and Markus (Jessie Williams). These three characters are going to live out their own story in the midst of a revolution. Their future and their peoples' future will depend on the choices they make.

Detroit: Become Human is exclusive to PlayStation®4 produced by Sony Interactive Entertainment. The PC version of the game will be available this autumn exclusive via the Epic Games Store.

The CyberLife space with androids, Kara and Connor, will officially open at the Grévin on Friday June 28, 2019.

Useful information:

GRÉVIN - 10 Boulevard Montmartre - 75009 Paris

Website: www.grevin-paris.com

About Sony Interactive Entertainment

Recognised as a global leader in interactive and digital entertainment, Sony Interactive Entertainment (SIE) is responsible for the PlayStation® brand and family of products and services. PlayStation has delivered innovation to the market since the launch of the original PlayStation in Japan in 1994. The PlayStation family of products and services include PlayStation®4, PlayStation®VR, PlayStation®Vita, PlayStation®3, PlayStation™Store, PlayStation®Plus, PlayStation™Video, PlayStation™Music, PlayStation™Now, PlayStation™Vue and acclaimed PlayStation software titles from SIE Worldwide Studios. Headquartered in San Mateo, California, SIE is a wholly-owned subsidiary of Sony Corporation and has global functions in California, London and Tokyo.

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About Quantic Dream

Quantic Dream is a French video game studio which has won international recognition for its contribution to interactive experiences. Set up 22 years ago by David Cage with the aim of creating AAA games based on emotions and interactive storytelling, Quantic Dream is at the forefront of innovation in narration, popularising the genre of multiple-choice stories. The studio, which has worked in an exclusive partnership with Sony for the last 12 years, has developed thought-provoking games such as Fahrenheit™ (alias Indigo Prophecy in North America), Heavy Rain™, Beyond: Two Souls™, and more recently Detroit: Become Human™. The studio’s titles have redefined the video game genre while advancing talents recognised worldwide such as David Bowie, Ellen Page, Willem Dafoe, Hans Zimmer and Jesse Williams. Quantic Dream has developed exclusive technologies and original franchises since it was set up and has the support of millions of players around the world.

For more information, please visit the official site: <http://www.quanticroad.com>

About Grévin

Since it was created in 1882, Grévin has always moved with the times, displaying the latest technologies, such as the first telephone link in 1884, Charles Pathé’s phonograph in 1885, the first cartoon from the world of Emile Reynaud designed in 1892. In the year 2000, it was Lara Croft, the video game character at the dawn of 21st century, who came to the Grévin. In February 2019, a never before seen fully immersive stage will play host to more than 30 new characters, adding to the 180 already on display, including Thomas Pesquet, Martin Fourcade, Jeff Panacloc, Père Fouras and Fort Boyard.