

DETROIT: BECOME HUMAN HAS SOLD 6 MILLION COPIES WORLDWIDE

Quantic Dream reports record results for the second year in a row, as Detroit: Become Human passes one million units sold on PC.

Quantic Dream, the award-winning video game studio at the forefront of interactive storytelling, is proud to announce today the long-lasting success of its video game Detroit: Become Human™, which just passed 6 million units sold worldwide, including 1 million on PC as of July 6th, 2021. As well as being the fifth most streamed PC game on PlayStation Now in Spring 2021*, Detroit: Become Human™ is now the best-selling game ever developed by Quantic Dream.

Quantic Dream is pleased to be able to celebrate this milestone, along with its 2020 release of the critically acclaimed titles, Heavy Rain™, Beyond: Two Souls™ and Detroit: Become Human™ on the online digital distribution platform, Steam.

“Despite the sanitary crisis going on, 2020 was a very strong year in terms of growth for our studio.” Says Guillaume de Fondaumiere, Co-CEO of Quantic Dream. “Last year, our group demonstrated the relevance of our self-publishing strategy by achieving new record results after taxes of 5.7 million euros. This very beneficial trend is confirmed even more during this first half of 2021, with record sales registered in recent weeks.”

Following the announcement of the studio’s self-publishing strategy for its upcoming titles in 2019, Quantic Dream has also started publishing video games developed by third-party studios. Right after releasing on Nintendo Switch Sea of Solitude: The Director’s Cut from the Berlin-based studio Jo-Mei, Quantic Dream is now funding the development of the next game from Parallel Studio, based in Paris, while co-producing Dustborn, the next title from the Norwegian studio Red Thread Games.

Quantic Dream is thus consolidating its human, technical and artistic foundations to move forward on its vision of a singular video game.

* Data between March 1, 2020 – June 1, 2021

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, please visit the official website: <http://www.quanticroam.com>

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Visit the official Quantic Dream store: <https://shop.quanticroam.com/>.

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