



PANACHE DIGITAL GAMES ANNOUNCES A PUBLISHING PARTNERSHIP WITH PRIVATE DIVISION FOR ANCESTORS: THE HUMANKIND ODYSSEY™

Montreal (December 14, 2017) – Panache Digital Games, the Montreal-based studio cofounded by the award-winning Creative Director Patrice Désilets, is proud to announce a publishing partnership with Private Division for the development of its first game *Ancestors: The Humankind Odyssey™*. Private Division is the newly created independent label from Take-Two Interactive, one of the most influential video game entertainment providers in the world with award-winning and best-selling games published under its other labels.

“It’s an exciting moment,” said Patrice Désilets and his partner Jean-François Boivin, Cofounder and Producer at Panache Digital Games. “We’ve created a solid and experienced team here at the studio in Montreal, and it’s thrilling to be working with Private Division, a world-class publisher who believes in independent studios that aim to create different and fun experiences.”

“It has been great to work with Patrice and the team at Panache,” said Allen Murray, Executive Producer and VP of Production at Private Division. “Their experience and passion for development is infectious and this comes through in their approach to such a unique game as *Ancestors: The Humankind Odyssey™*.”

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About Private Division

Private Division is a developer-focused publisher that empowers independent studios to develop the games that they are passionate about creating, while providing the support that they need to make their titles critically and commercially successful on a global scale. The label publishes *Kerbal Space Program* and will publish upcoming titles with renowned creative talent at studios including Obsidian Entertainment, The Outsiders, Panache Digital Games, and V1 Interactive. Private Division is headquartered in New York City with offices in Seattle and Munich. For more information, please visit www.privatedivision.com.

About Panache Digital Games

Based in Montreal and directed by the award-winning Creative Director Patrice Désilets, Panache Digital Games is an independent studio that makes top quality games (triple i) with flair! Far from being a copycat company, it stays away from trendy game models or content. Thinking outside the box and pushing boundaries is in the team’s DNA. Panache aims to deliver the very best quality experience for fans with games that are beautiful, original and fun. For more information, visit www.panachedigitalgames.com.

Press contact

Jean-François Mailloux
Marketing & Communication Director
Panache Digital Games
jfmailloux@panachedigitalgames.com