The Epic Games launcher stores information about the games you have installed in manifest files. These are kept in C:\ProgramData\Epic\EpicGamesLauncher\Data\Manifests

and C:\ProgramData\Epic\UnrealEngineLauncher

. You can edit these manifests to change where the launcher looks for the game. Here’s how to do it:

1. Exit the Epic Games Launcher. Check you didn’t just send it to the tray.
2. In Explorer, go to C:\ProgramData\Epic\EpicGamesLauncher\Data\Manifests and open all of the .item files in a text editor (e.g. Notepad) until you find the one for the game you want to move.
3. Move the files from wherever you installed the game to the new drive or directory.
4. Modify the ManifestLocation, InstallLocation, and StagingLocation values in the manifest to point to the new install directory.
5. Save the manifest.
6. Open C:\ProgramData\Epic\UnrealEngineLauncher\LauncherInstalled.dat in a text editor e.g. Notepad) and change the InstallLocation value for your game to point to the new install directory. Save LauncherInstalled.dat
7. Open the Epic Games Launcher again.

Your game should show as ready to launch. If it shows as “Repair” then you either forgot to exit the launcher (just restart it and the error will go away) or you did something wrong when you edited the manifest files.