

EXPLORE THE DEPTH OF THE SEA AND HUMAN GRIEF IN UNDER THE WAVES™, REVEALED AT GAMESCOM OPENING NIGHT LIVE

A poetic narrative-driven adventure developed by Parallel Studio and published by Quantic Dream

Parallel Studio and Quantic Dream partner with Surfrider Foundation Europe to support the organization's ecological message and ocean conservancy actions



Watch the new trailer unveiled during Gamescom Opening Night Live: <https://youtu.be/xCN5sQHaRGg>

Parallel Studio and Quantic Dream today announced Under The Waves™, a single-player narrative-driven adventure game releasing on PC, Xbox Series X/S, Xbox One, PlayStation 4 and PlayStation 5 in 2023, through a world premiere trailer unveiled during Gamescom Opening Night Live.

Dive into the depths of the North Sea to explore a moving and poetic underwater adventure about the engulfing power of grief. Set in a techno-futuristic vision of the 1970s, players will follow Stan, a professional diver working for an oil company, facing the isolation of the deep sea as he starts to experience a strange series of events, far beneath the waves.

"This is the most personal and intense work we have ever done as a studio," says Ronan Coiffec, CEO and Game Director of Parallel Studio. "We are an indie team of a dozen members, and everything we want to convey is poured into this game, very passionately. From art to writing, from sound design to tech, we all got a chance to leave our mark on Under The Waves™. We truly hope you will like it as much as we loved creating it!"

To help deliver this underwater tale, Quantic Dream offered Parallel Studio access to various talents and creative tools such as motion capture, voice recording, animation, quality assurance, localization and more. This partnership marks the first time Quantic Dream has provided support for a fellow French studio, both being Paris-based.

“Back in 2021 when we announced our partnership with Parallel Studio, we couldn’t wait for players to discover their work,” says Guillaume de Fondaumière, co-CEO of Quantic Dream. “Today, we are thrilled to present Under The Waves™ to the world, a unique experience created by a very passionate indie team here in Paris. We’ve been able to work closely together to give them all the means they needed to create a game that lived up to their expectations, and achieve their most ambitious project to date. We are also very proud to support Surfrider Foundation Europe, whose message and actions are core to the theme of Under The Waves™.”

As a love letter to the ocean, Under The Waves™ shines a light on the importance of ocean preservation, thanks to its vibrant sea life and subtle messages shared throughout the gameplay experience. Parallel Studio and Quantic Dream are proud to announce a partnership with Surfrider Foundation Europe, a non-profit association responsible for the protection and enhancement of lakes, rivers, oceans, waves and coastlines. Quantic Dream will financially support the organization through a donation and carry out activities to support the cause during and after the campaign. Through in-game activations, cross-communication and internal activities, both studios aim to amplify Surfrider’s ecological message and ocean protection actions.

“We are delighted to partner with Quantic Dream for the release of Under the Waves™,” states Pénélope Giroud, Marketing and Communication Manager of Surfrider Foundation Europe. “For 30 years, Surfrider Foundation Europe has been working on protecting the oceans, by making the general public aware of all the threats that weigh on them. The game gives us a huge opportunity to educate players on its fragility, especially through the impact of offshore drilling, but also on various other topics. We are pleased to support the game’s creators in getting the right and most impactful messages across and ensuring that they fit perfectly into the game’s storytelling. We are looking forward to its release!”

Under The Waves™ will immerse players in gorgeous environments, where exploration of caves, wrecks and underwater wildlife will be key to guiding Stan through an unforeseen series of events, deeper and deeper into the abyss. Following mysterious manifestations of his memories, Stan will have the difficult choice to stay lost in the depths forever or break free to the surface.

Visit UnderTheWavesGame.com to stay up to date on the latest news about the game. Find all the news about Quantic Dream and Parallel Studio on Twitter [@Quantic_Dream](https://twitter.com/Quantic_Dream) and [@FromParallel](https://twitter.com/FromParallel).

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

ABOUT PARALLEL STUDIO

Parallel Studio is a French independent video game studio based in Paris, founded by Ronan Coiffec, Nicolas Bredin & Sébastien Renard, three veterans gathering more than 12 years of experience within the AAA video game industry. The studio is known for developing projects on PC, consoles, smartphones and Virtual/Augmented Reality, with the goal to craft strong immersive experiences, atmospheres and storytelling based on emotions. The studio previously worked on the award-winning indie game White

Night, on Dark Days, pioneers of narrative horror games in virtual reality, and recently on EqqO, a poetic game with a multi-layered story.

Parallel Studio is now focusing on its most ambitious and creative project so far, a game which will benefit from a strong narrative aspect, bringing together an original setting and a highly cinematographic dimension.

ABOUT SURFRIDER EUROPE

Surfrider Foundation Europe, an NGO created in 1990, works to protect the oceans, the coastline, the waves and their users. For 30 years, with a team of experts and 50 volunteer branches in 12 European countries, the association has been working with stakeholders (citizens, private and public sectors) on several major issues: marine litter, coastal development, climate change, water quality and user health. Find out more about the association at <https://surfrider.eu/en> or via this [video](#).

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