

EXPLORE SEA OF SOLITUDE: THE DIRECTOR'S CUT, AVAILABLE NOW ON NINTENDO SWITCH

Watch the new launch trailer: <https://youtu.be/QHJup7jkdmQ>

Winner of the “Most Significant Impact” at the Games for Change Awards 2020 is now available in an enhanced version with extra features, exclusively on the Nintendo Switch.

Today Quantic Dream and the Berlin-based studio Jo-Mei are proud to launch the definitive edition of Sea of Solitude: The Director's Cut only on Nintendo Switch™. The Director's Cut brings exclusive features and additional content not offered in the original release.

Sea of Solitude: The Director's Cut follows the journey of Kay, a woman turned into a monster by her own loneliness and despair, traveling a beautiful flooded world on a quest for inner serenity and peace. On this journey, she will confront metaphorical beings evoked by her own personal emotions, which she will have to overcome in order to learn more about herself and the world around her.

“I couldn't be happier to launch our game for the first time on Nintendo Switch with the support from our partners at Quantic Dream,” said Cornelia Geppert, Founder and Creative Director of Jo-Mei. “This partnership and release of the Director's Cut will allow more people to experience Kay's journey the way we intended, whether that's on-the-go or in the comfort of their own home.”

This reworked version of the indie title, developed by Jo-Mei Studios and published by Quantic Dream, offers a lot of new features to players, in order to maximize the immersion proposed by the original title. Through dialogues rewritten in collaboration with the multi-award winning author Stephen Bell, a new cast of actors and reworked cinematics, the game benefits from a more advanced narrative experience, taking the player on a singular and moving adventure.

Sea of Solitude: The Director's Cut also takes advantage of the unique features of Nintendo Switch; players can now

control the flair with the gyroscope and use a brand new photo mode, which allows them to change the set up and weather. The game is also fully dubbed in English, French, Spanish, German and Japanese.*

“Quantic Dream is proud to release a game that corresponds with our signature brand of storytelling and narrative experiences, bringing difficult subjects to light,” said co-CEO and Head of Publishing Guillaume de Fondaumière. “We have been thrilled to work with Connie Geppert and her talented team at Jo-Mei and are excited to share their enhanced version of Sea of Solitude, exclusively on Nintendo Switch.”

Nintendo Switch streamers will also have access to The Director’s Cut-dedicated Twitch extension called “[Bottle Of Hope](#)” that allows viewers and streamers to share positive messages together during a live stream. Written in partnership with [Take This](#), a mental health nonprofit decreasing stigma and increasing support for mental health in games, the extension encourages players to talk about self-acceptance, mindfulness, resilience, motivation and compassion on Twitch.

Sea of Solitude: Director’s Cut is available for Nintendo Switch for \$19.99/€19,99 digitally via the [Nintendo eShop](#). A free demo is also available for download, immersing the player in the first chapter of the game. A limited and exclusive physical edition of the game is available on the [Quantic Dream official eshop](#) for \$29.99/€29,99, which contains the game cartridge and an exclusive sticker.

**The game is also available with subtitles in the following languages: Russian, Korean, Traditional Chinese, Simplified Chinese, Portuguese, Spanish of America, Dutch and Italian.*

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.

About Jo-Mei

Jo-Mei is a German video game studio founded in Berlin in 2009 by industry veterans Cornelia Geppert and Boris Munser. After fruitful collaborations with international brands (BMW, Volkswagen, Gazprom, German Telekom...) and the development of two web browser-based games, KOYOTL™ and Brave Little Beasties™, Jo-Mei started to develop Sea of Solitude, its first adventure game on Xbox, PlayStation and PC. First launched in 2019, the game has been acclaimed all around the world, gathering trophies, and is praised for the quality of its narration and unique art direction.

For more information, please visit the official website: www.myseaofsolitude.com

Download the official press kits: <https://www.quanticroam.com/en/media-detail/published-by-quanticroam-4a87fabd93815>

You can find all the news about Quantic Dream and Sea of Solitude on Twitter here: [@Quantic_Dream](#) and [@SeaOfSolitude](#).

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