

JO-MEI AND QUANTIC DREAM PRESENT SEA OF SOLITUDE: THE DIRECTOR'S CUT



Watch the new trailer unveiled during The Game Awards 2020:

<https://youtu.be/LEIOzd1DrHw>

Sea of Solitude: The Director's Cut will be released exclusively on Nintendo Switch™ on March 4th, 2021.

Quantic Dream and the Berlin-based studio Jo-Mei announced today a new partnership for the publishing and distribution of Sea of Solitude: The Director's Cut, exclusively for the Nintendo Switch™ system. Cornelia Geppert, Founder and Creative Director of Jo-Mei, revealed the new version of Sea of Solitude: The Director's Cut at The Game Awards 2020, scheduled for launch on March 4, 2021.

Sea of Solitude: The Director's Cut immerses players in a moving adventure following the journey of Kay, a young woman turned into a monster by her despair and loneliness. Navigating a beautiful but troubling world, players will accompany her in her quest for serenity and peace. Through her confrontations with metaphorical creatures evoking the painful emotions she must overcome, Kay will learn more about her surroundings, but most importantly about herself.

For this collaboration, Quantic Dream brought all of its experience and talents to enable Jo-Mei to fulfill their vision and create a reworked version of their award-winning game for a new audience.

"I have been a fan of Quantic Dream since their PS2 games! An outstanding studio in my eyes, creating such unique, high-quality story driven games for decades now," claims Cornelia Geppert. "Getting the opportunity to finally bring Sea of Solitude to the full vision I always had in my mind is just incredible. Being able to do so with the support and love for our work from the artists at Quantic Dream still feels like a dream to be honest! What a journey!"

"We really fell in love with this title and the extraordinary emotional journey it offers," says David Cage, Chief Executive Officer of Quantic Dream. "Sea of Solitude: The Director's Cut is both a unique visual and videogame experience, while evoking deep topics that will certainly resonate with many players. At Quantic Dream, we are passionate about

creators who have a singular vision of video games and who have something different to offer. We want to help them fully realize their vision, give them the means of their dreams and help them meet the widest possible audience.”

Sea of Solitude: The Director’s Cut is an improved version of the original experience offered by Jo-Mei in 2019, with a set of new features and enhancements designed specifically for the Nintendo Switch™. The dialogue has been rewritten with the help of award-winning author Stephen Bell and a new cast of actors have re-recorded all the game’s dialogue to provide a fully dubbed experience in French, English, Spanish, Japanese and German*.

Sea of Solitude: The Director’s Cut also features a new photo mode with the ability to change the climate, as well as the integration of the gyroscope functionality of the Nintendo Switch™ to control Kay’s flare.

Sea of Solitude: The Director’s Cut will be released in its final version exclusively on Nintendo Switch™ on March 4, 2021, on the Nintendo eShop at the price of €19.99. A demo of the game will also be available for download on that date. A physical edition will be released simultaneously, including the game card and an exclusive sticker, for a suggested retail price of €29.99.

**The game is also available with subtitles in the following languages: Russian, Korean, Traditional Chinese, Simplified Chinese, Portuguese, Latin American Spanish, 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: www.myseaofsolitude.com

You can find all the news about Quantic Dream and Sea of Solitude on Twitter here:

[Quantic_Dream](#) and [SeaOfSolitude](#)

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