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INTRODUCTION

When humans get too lonely, they turn into monsters...

Sea of Solitude takes you on a personal journey of a young woman's loneliness. Set sail across a beautiful and evolving world, where nothing is quite what it seems.

Meet fantastical creatures and monsters, learn their stories, and solve challenges. Explore a flooded city, either by boat, on foot, or by swimming through the water itself.

Dare to look what lies beneath the surface, in a haunting struggle of darkness and light, and discover what it truly means to be human.

> This game contains sensitive topics that some players may find distressing, related to mental and emotional wellness. It is not intended to serve as professional advice or guidance. Sea of Solitude is a personal project about loneliness. It is inspired by my own experiences, and real-life stories I've heard. It's about what it means to be human and live a life with all its ups and downs.

- CORNELIA GEPPERT

CONTROLS

KEYBOARD CONTROLS	
Left/Right/Up/Down	**W / S / A / D** (QWERTY layout)
Look around	mouse
Jump/Board/Unboard boat/Connect	**SPACEBAR**
Fire flare	**Q**
Interact	left-click
Skip cutscene/Slide down ladder	right-click
Remove corruption/Melt ice wall	**E**
Watch monster	left **SHIFT**

XBOX ONE WIRELESS CONTROLLER	
Left/Right/Up/Down	🕹️L
Look around	🕹️R
Jump/Board/Unboard boat/Connect	Ⓐ
Fire flare	LT
Interact	Ⓨ
Skip cutscene/Slide down ladder	Ⓑ
Remove corruption/Melt ice wall	RT
Watch Monster	Ⓧ

STARTING THE GAME

NEW GAME

You have the option to start a New Game and afterwards to continue progress from the last saved checkpoint (indicated by the Continue option that is unlocked after reaching the first checkpoint).

LEVEL SELECT

As you are progressing, you will unlock new checkpoints and chapters, which can then be loaded individually from either the Main menu or the Pause menu.

SAVING

Progress is saved automatically at every Checkpoint and Chapter (this is indicated by the buoy symbol located in the down right corner which appears in specific locations).

GAMEPLAY

You control Kay, a girl trying figure out the world she has woken up in. As Kay you will be able to control a boat to navigate through and explore the environment.

By jumping and climbing, you can platform your way through the partially sunken environments present through the world.

Clear the corruption swarms located through the different locations in order to unlock new areas and progress through the story.

Various environmental puzzles will be available for you to discover and solve, unlocking new elements of the story along the way.

If you are ever lost or unsure where you should go, the flare is always available to you and will show you the path forward.