

XBOX ONE

# SEA OF SOLITUDE





**WARNING** Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning: Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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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

## DEFAULT CONTROLS

<b>Left/Right/Up/Down</b>	
<b>Look</b>	
<b>Jump/Board/Unboard boat/Connect</b>	
<b>Fire flare</b>	
<b>Interact</b>	
<b>Skip cutscene/Slide down ladder</b>	
<b>Remove corruption/Melt ice wall</b>	
<b>Watch Monster</b>	

# 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.

# LIMITED 90-DAY WARRANTY

**NOTE:** Warranty does not apply to digital download products.

## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

## RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

## EA WARRANTY INFORMATION

If the defect in the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

**Online Warranty Information:** <http://warrantyinfo.ea.com>

**EA Warranty Mailing Address:**

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

## NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

# NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

- **Online Support & Contact Info** For FAQs, help articles, and to contact us, please visit [help.ea.com](http://help.ea.com).
- **Twitter & Facebook Support** Need a quick tip? Reach out on Twitter to [@EAHelp](https://twitter.com/EAHelp) or post on [facebook.com/EAHelpHub/](https://facebook.com/EAHelpHub/)

