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CREAMARE



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CREAMARE: The Game — the journey continues!

Since our last update, the *serious game*, developed as part of the **CREAMARE** Project, has taken important steps forward and it is steadily moving closer to its final version.

During the last months, the development team has worked hard to shape the game's core experience, achieving significant milestones:

On February 17th, the video game was released on **Steam** in early access, and now it is officially available on the **Epic Games Store**!

And that's not all — we're thrilled to announce the **GOLD** version of *CREAMARE: The Game* is coming to the stores very soon!



In *CREAMARE: The Game*, a mysterious creature from the future is threatening the health of the ocean, invading submerged cultural locations.

This sets the stage for the player's mission, who takes on the role of a diver exploring 9 underwater archaeological sites across the **Mediterranean**. As he navigates through these digital reconstructions, he faces interactive challenges that involve **cleaning the ocean**, uncovering cultural artefacts, and learning about the historical and environmental significance of each site.

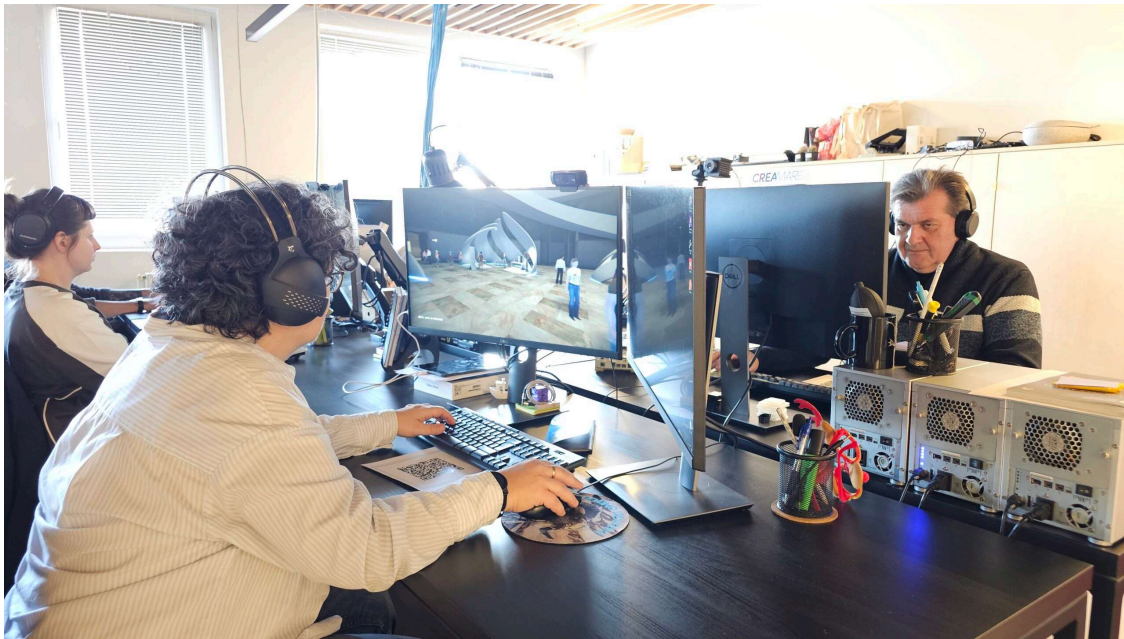
The video game sheds light on the responsibility we have toward our **Underwater Cultural Heritage**, offering an immersive experience that features ancient ruins, shipwrecks, and submerged sites.

Furthermore, we are excited to share the release of the **0.3 version**, which features several fixes: new sound effects, graphic settings, UI enhancements and data saving improvements. Moreover, in addition to the site of **Torre Santa Sabina**, in Brindisi (Apulia), a new scenario has been unlocked: **The Christoforos Shipwreck**, in Skopelos, (Greece)

The gaming community was directly involved in the CREAMARE journey, providing important feedback through a **Focus group**, held at Novena (Zagreb) on January 29, 2025 and a **game testing session** hosted by Battlenet Arena in Thessaloniki (Greece), on February 21st.

Last November, a workshop also took place during the “**Museum Digit 2024 Conference**” in Budapest, where participants could immerse themselves in the *serious game*, combining learning and playful experience.

Finally, on May 22th, young students from the Augusto Righi Institute and the Aristosseno High School had the opportunity to test themselves as divers and explore the ocean wonders.





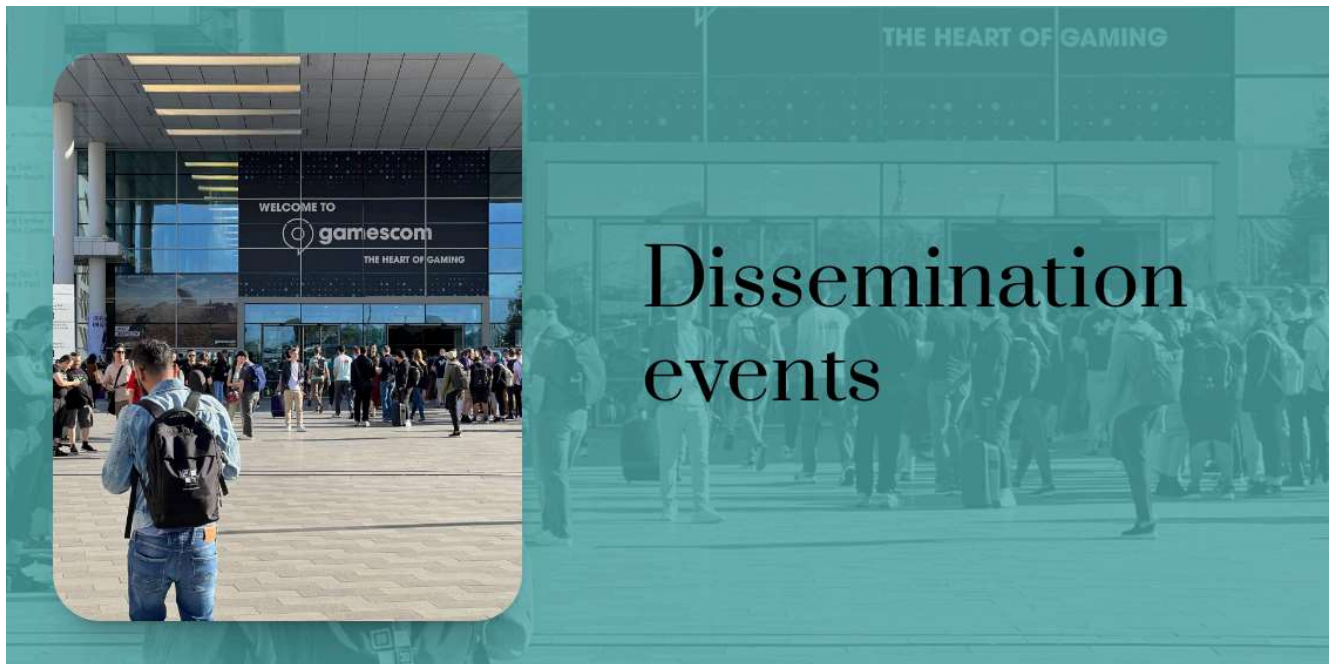
Watch the trailer!



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- **Gamescom 2024**, gaming event held annually in Cologne
- **“Widening the Big Blue Horizon”** conference, held by the BCThubs in Volos (Greece)
- **The Global Game Jam**, dedicated to game development
- The seminar **“Serious Games and Cultural Heritage: the CREAMARE Case Study”** hosted by Talent Garden in Cosenza

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What's next

Upcoming events

- **/dev/games/2025**, 5-6 June , Rome
- **"Digital Heritage 2025"**, 8-13 September , Siena

Stay tuned

Project Partners



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