



## WHAT DO I NEED TO KNOW ABOUT SEA OF THIEVES?

A game that is ever improving as it progresses, Sea of Thieves is a popular and free to play game (on console) that is mainly a "co-op" game meaning that it's best played when you're teaming up with people (that you do or don't know) to find treasure, sail ships and sneak onto enemy boats and steal their loot. Visually stunning at times, the game is popular, but is slowly falling out of favour within the monthly active users dropping on average 5% a month.



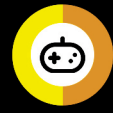
18 Million Monthly Active Users

Founding Date: 2018

Available on almost all platforms

Revenue model: In-Game Purchases

Available on Xbox & Steam (PC), excluding PlayStation.



The game is physically not available on PlayStation currently and will likely stay that way. It's a Microsoft Studios game and is exclusive to Xbox on console.



The game is predominantly used by those who want to chat on mic to co-ordinate their efforts within the game. Discord (a voice-chat app not connected to the game) is often used by groups of 2-4, so they can chat in or out of the game.



## POSITIVE POINTS

1. The gameplay can be quite creative, exploring the world together, discovering hidden treasure before returning to your base to
2. This game has no blood or gore, bodies fall apart and disappear quickly whilst playing characters who are defeated disappear into Davy Jones' locker until they're able to respawn.



## NEGATIVE POINTS

1. Reports are that within the gameplay community there is a lot of negative activity including verbal abuse over mic and what is called "griefing" where people follow you around and repeatedly kill you to spoil your fun within the game.
2. Within the game is a feature to "drink grog" which intoxicates the player. Obviously, for younger users, this is quite suggestive gameplay towards negative behaviours.



### Parent Opinion: (of a 16 year old)

Toxic community. Plenty of verbal abuse. Seems to be a breeding ground for worst in online gameplay. The idea for the game is great. A pirate game shared world adventure game where anything can happen sounds great. Meet people and go on adventures. What it turns into is constantly being confronted by people who verbally abuse others while chasing and sinking ships over and over destroying any emersion or fun.

**"You cannot put a price on the value of open and honest communication within the home."**