



LAND & SEA

Press Release

For Immediate Release

Alto's Adventure developers form new, 'folk' games studio Land & Sea

South West of England, September 8th, 2020 – The BAFTA-nominated development team behind Alto's Adventure and Alto's Odyssey – namely, Harry Nesbitt and collaborators Joe Grainger and Todd Baker (Monument Valley 2) – have teamed up with Jair McBain (Mini Metro, Mini Motorways) and writer Jenna Jovi to form [Land & Sea](#), an independent games studio founded with the goal of creating artful, hand-crafted experiences that resonate with a wide audience.



From left to right: Todd Baker (*Composer/ Audio Designer*), Joe Grainger (*Designer / Programmer*), Harry Nesbitt (*Founder / Creative Director*). *Photography © Gareth Dutton*

Founder and creative director, Harry Nesbitt, explains why the team is drawn to the term ‘folk’ games in describing the experiences they are crafting: “We feel like there’s a shared groundedness in the things we make; an earthy, honest quality that evokes a strong sense of time and place. We want our players to feel they’re looking through a small window into a much larger world; a world that exists beyond the edge of the screen and stays with you long after you’ve put the game down.

“It’s also about the kinds of stories we want to tell – stories that are ultimately about ordinary people, often with a humble way of life and a strong connection to the landscape around them. These are threads that began with *Alto’s Adventure* and will extend well into our future as a studio.

“The *Alto Series* also showed us the immersive and meditative power that games can have. We were overwhelmed by the feedback we received from players who felt that our games helped them feel grounded by providing a sense of ‘zen’ in their otherwise stressful lives. Moving forward, we want this feeling to be a guiding principle of our studio.”

As well as continuing to nurture their existing partnerships, Land & Sea are also developing their own original IPs that seek to encapsulate these core themes. “We’re not ready to reveal too much just yet” explains producer, Jair McBain, “but we can say that the first of these will be an accessible, coming-of-age folktale set against an ancient pastoral landscape.”



Caption: A screenshot from Land & Sea's upcoming 'folktale'. More details coming soon.

Land & Sea is now hiring and hard at work on their next title.

Those who are eager to keep up to date with Land & Sea, can follow the official [Twitter](#) account or visit the [website](#). For further information, please contact hello@landandsea.games.

More detailed information and images can be found in our [press kit](#).

A downloadable PDF version of this press release can be found [here](#).

– The Land & Sea Team