



DON'T NOD reveals Gameplay Trailer, release date, and demo for upcoming adventure game, *Koira*

Koira is also coming to PlayStation 5 upon release

Paris, August 21st, 2024 – DON'T NOD, an independent studio that creates, develops, and publishes video games, and studio Tolima are pleased to reveal today, from gamescom, a Gameplay Trailer for the upcoming adventure game, *Koira*, which officially releases on April 17th, 2025. The game will be released on PC and we are happy to confirm that it will come to PlayStation 5 at the same time.

A demo of the game has been launched on Steam in conjunction with the trailer. *Koira* is a wholesome adventure game that follows a forest spirit and her new puppy friend as they journey together to reach safety in the heart of an enchanted forest. Solve ancient puzzles, befriend woodland creatures, and try to find your way home while avoiding danger along the way, as hunters lurk in the shadows...

Watch the Gameplay Trailer here: <https://youtu.be/9zmyXC5ILzs>

This new trailer shows the gameplay of *Koira*: the interactions between spirit and puppy and other woodland creatures, puzzle solving, and using stealth to avoid the relentless hunters.

The demo is available on Steam [here](#) and takes players through different sections of the game to give a taste of what lies in store in *Koira*. Both publisher and developer eagerly await the feedback of demo players.

Koira is the second third-party game to be published by DON'T NOD and the first game coming out of Studio Tolima, a passionate team of developers in Belgium.

Keep up to date with all things *Koira* by following DON'T NOD on social media: [X](#) (Twitter), [Instagram](#), [Facebook](#), and [TikTok](#). Follow Studio Tolima on [X](#) (Twitter), [Instagram](#), and [TikTok](#).

About DON'T NOD

DON'T NOD is an independent French publisher and developer with studios in Paris and Montréal creating original narrative games in the adventure (*Life is Strange™*, *Tell Me Why™*, *Twin Mirror™*), RPG (*Vampyr™*, *Banishers: Ghosts of New Eden™*), and action (*Remember Me™*) genres. The studio is internationally renowned for unique narrative experiences with engaging stories and characters and has worked with industry leading publishers: Square Enix, Microsoft, Bandai Namco Entertainment, Focus Entertainment and Capcom. DON'T NOD creates and publishes its own IPs developed in-house such as *Harmony: The Fall of Reverie™*, *Jusant™* and *Lost Records: Bloom & Rage™*, as well as using its knowledge and experience to collaborate with third-party developers whose editorial visions parallel the company's own.

Step into the studio's immersive and innovative universe at dont-nod.com

DON'T NOD (ISIN code: FR0013331212 - ALDNE) is listed on Euronext Growth Paris





DON'T NOD

Oskar GUILBERT
Chief Executive Officer

Agathe MONNERET
Chief Financial Officer
invest@dont-nod.com

ACTUS finance & communication

Corinne PUISSANT
Analyst/Investor relations
Tel.: 33 (0)1 53 67 36 77 -
dontnod@actus.fr

Amaury DUGAST
Press relations
Tel.: 33 (0)1 53 67 36 74 -
adugast@actus.fr

About Studio Tolima

Studio Tolima is a Belgian independent developer, based in Brussels and founded in 2022. The studio specializes in the production of minimalistic, broadly accessible emotional experiences.

This game received support from the Flanders Audiovisual Fund (VAF) of the Government of Flanders.

Realised with the support of the Tax Shelter of the Belgian Federal Government.