



DON'T NOD & Studio Tolima's Koira to Release Early on April 1, 2025

Play the Koira demo in Steam's Next Fest

Paris, February 25, 2025 - DON'T NOD, an independent video game publisher and development studio, is pleased to announce that **Koira**, a wholesome adventure game developed by Belgian studio Tolima, will launch on April 1, 2025 – more than two weeks early.

Koira, published by DON'T NOD, will launch on PC ([Steam](#)) and [PlayStation 5](#) at 17.99€/\$17.99 with a 10% launch discount. In addition, there will be a Support the Devs bundle which will include 5 pieces of concept art that can be used as wallpapers.

Watch the latest trailer here: <https://youtu.be/sHmTjSmDHhQ>

Steam Next Fest

The demo of **Koira** is currently playable as part of Steam's Next Fest, a celebration of upcoming games with demos, developer livestreams, and chats which runs until March 3. A livestream with developers Ben Lega (Founder and Director) and Sander Vanhove (Lead Game Dev and Tech Artist) will air throughout the event, giving players the chance to gain some behind-the-scenes knowledge, insights, and a sneak peek of what happens in the game after the demo ends!

Players can continue to play the demo of **Koira** up until March 10.

About the Game

Koira is a heartwarming, hand-drawn adventure featuring a lost forest spirit and her new puppy friend. Together they must journey to safety in the heart of the enchanted forest, solving puzzles, finding friends, and avoiding the hunters lurking along the way.



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.