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EU prod -

PRESSKIT

- Steam 2025

WARM MONKEY



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STEAM™

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https://www.evprod.world/warm_monkey/



https://store.steampowered.com/app/2520360/Warm_Monkey/



<https://www.youtube.com/@evprodworld>



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<https://www.instagram.com/evprod.world/>



<https://x.com/evprod5>



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WARM MONKEY

AN ANIMAL TALE OF URBAN EXPLORATION, THE QUEST FOR WATER, AND COOPERATION

You play a group of monkeys on a quest for water, navigating through a garden city to reach the ocean.

Along the way, explore an open world filled with remarkable buildings inspired by iconic monuments from Brasília and Saint-Nazaire.

Each monkey in your group follows your lead but maintains its own distinct behavior, adding a touch of realism to the experience.

At any moment, a solo game can transform into a multiplayer experience, highlighting the importance of coordination and teamwork between players.

WARM MONKEY emphasizes the power of collective effort and solidarity. The game encourages the player to view the world from the perspective of animals navigating an urban environment.

In the tradition of retro arcade games, WARM MONKEY adopts a pixel-art aesthetic and an isometric perspective.

The game's setting is inspired by a collection of photographs collected during research into «tropicalized» modernist architecture.

Its atmospheric and noise-inspired soundtrack is crafted from sound collages and loops of traditional instruments that dynamically react to in-game events.



WARM MONKEY



SHORT SUMMARY

WARM MONKEY is an animal fable that tells a story of urban exploration, the search for water, and the importance of cooperation.

You are a monkey in the heart of a garden city.

Every ten seconds, a new companion appears by your side.

As your group grows, guide your fellow monkeys on a journey to reach the sea, located to the south of the city.

GAME MECHANICS



PRINCIPLES

WARM MONKEY is a platform and exploration game.

You play as the leader of a group of monkeys, guiding them through the city in search of water sources to satisfy your thirst.

The game ends when all your monkeys have perished.

You finish the game by reaching the ocean's shoreline that borders the city.

GAME MECHANICS



LIFE AND DEATH OF A MONKEY

Vigilance is key on your journey.

Monkeys may face dehydration, falls, or be hit by scooters.

If the lead monkey dies, the closest companion takes its place.

The game ends if all monkeys perish before reaching the sea

GAME MECHANICS



WATER, YOUR VITAL RESOURCE

Watch your life bar, which indicates your dehydration level.

If a monkey turns red, find water quickly to rehydrate.

The city has small puddles and larger pools, so stay alert!

Growing your group boosts survival chances but also increases water needs

GAME MECHANICS



EXPLORE, EMBRACE THE TASTE FOR RISK

Freely explore a labyrinthine open world, climbing trees and buildings, jumping from one to another, and navigating from puddles to rooftops with no set path—only your instincts.

Watch out for falls and vehicles, as missteps can lead to your companions' peril.

GAME MECHANICS



COMPANIONS CAN BE UNPREDICTABLE

Your group follows you with unpredictable behavior, as the artificial intelligence adds an organic element.

They may fall, rush to a small puddle, or wander too close to the road.

As the guide, it's your job to anticipate and protect them.

GAME MECHANICS



MULTIPLAYER MODE, A MATTER OF COORDINATION

WARM MONKEY can be played by 1, 2, 3 or 4 players. At any time, multiple players can join for a cooperative experience.

If you stray too far apart, the screen stays centered on the group.

Communication is key to balance exploration and discipline, saving each other through tough moments.

GAME MECHANICS

a	b	c	d	e	f	g	h	i	j	k	l
m	n	o	p	q	r	s	t	u	v	w	x
y	z	1	2	3	4	5	6	7	8	9	0

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SCORE

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THE SCOREBOARD, IN OLD-SCHOOL STYLE

The scoring system, inspired by classic arcade games, rewards exploration time, the number of monkeys, altitude, acrobatic feats, and the monumental buildings you discover along the way !

At the end of each game, you can enter your score on the board to compare your performances.

WARM MONKEY

UTOPIA CITY,
ECOLOGY AND SOLIDARITY
AT THE HEART OF THE GAME



VIDEO CLIPS

> **Teaser**

https://www.youtube.com/watch?v=v_--ydZpKGU&t=77s

> **Trailer**

<https://www.youtube.com/watch?v=T8Bzrri-8z0>

> **4 Players**

<https://www.youtube.com/watch?v=BUoCakyUy60&t=87s>

ECOLOGY & SOLIDARITY



THE SENSE OF COMMUNITY

The animal world is often used to symbolize the natural instinct of self-preservation, epitomized by the «law of the jungle.»

WARM MONKEY, however, focuses on cooperation and collective survival over competition. There are no enemies to fight, nor a final boss to defeat.

The vital resource, water, and the life-threatening dangers, such as falls and mopeds, emerge from the environment itself and must simply be carefully avoided.

The monkeys that follow you are programmed with variable behaviors, slightly different from your own.

ECOLOGY & SOLIDARITY



CHANGING PERSPECTIVE

WARM MONKEY invites the player to reflect on the place of animals in our urban environments.

This framework is reinforced by the monkeys' playground: a garden city rich with greenery-covered buildings.

The group is free to explore virtually anywhere, including rooftops—a feature highlighted by the isometric view.

However, one of the most perilous challenges lies in crossing roads, which serve as barriers for wildlife in the real world.

MODERNIST ARCHITECTURE

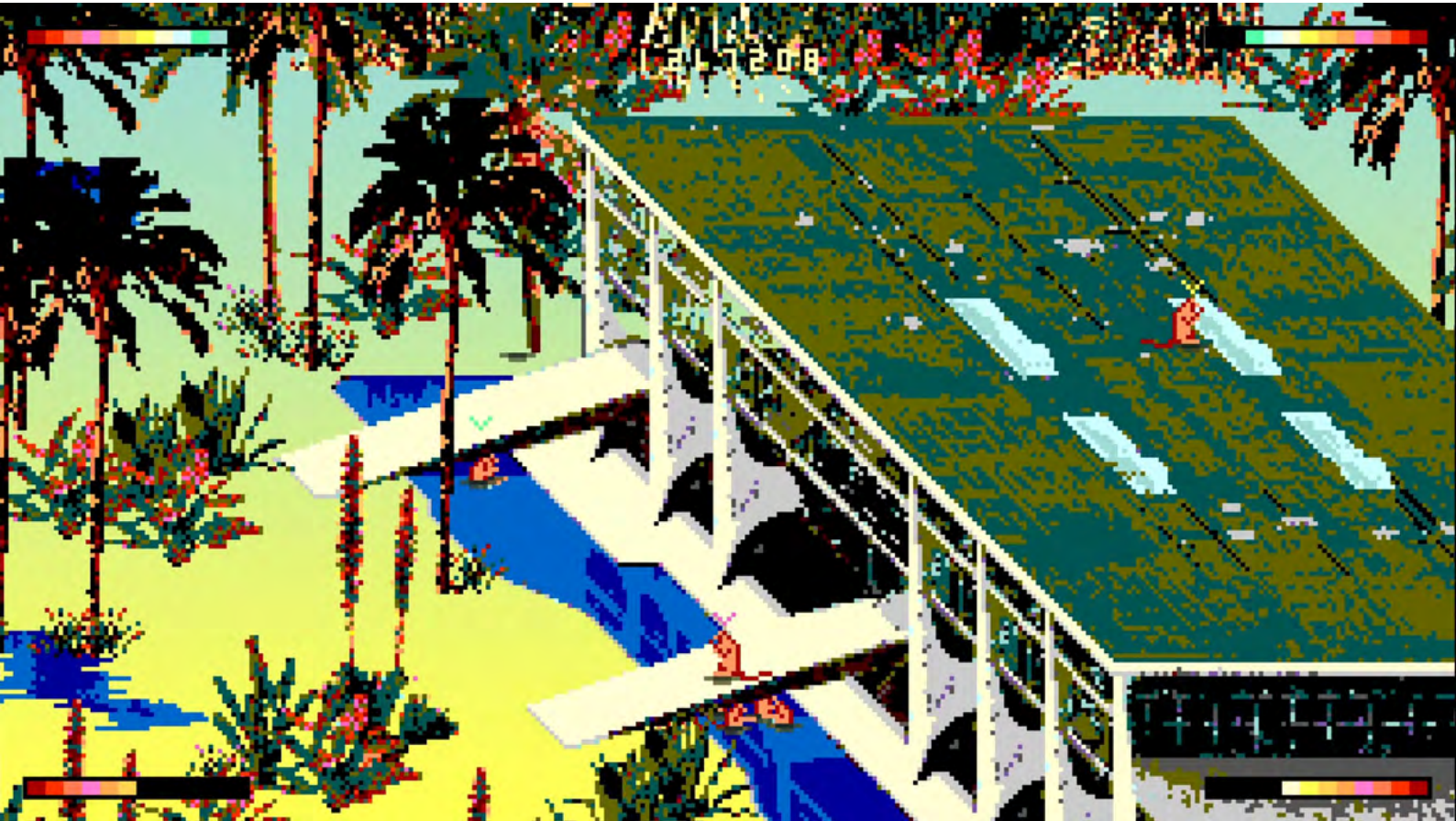


SHOWCASING MONUMENTAL BUILDINGS

Remember, remarkable buildings and plants are scattered across the map, rewarding players with points when discovered.

WARM MONKEY features modernist constructions from the 1950s and 1960s, showcasing a unique garden city aesthetic.

MODERNIST ARCHITECTURE



BRASÍLIA, SHAPED BY NIEMEYER

Brasília, the capital of Brazil inaugurated in 1960, embodies the collaboration between architect Oscar Niemeyer, a disciple of the French modernist Le Corbusier, and landscape designer Roberto Burle Marx.

Key principles of their work, sometimes referred to as «tropicalized» or «exotic» modernism, serve as inspiration for the game's environment.

The balance between constructed spaces and greenery, the open circulation at ground level (with «desire paths» and stilted buildings allowing passage underneath), the integration of rooftop vegetation, and the interplay between architecture and water exemplify a harmonious dialogue between urbanism and nature.

MODERNIST ARCHITECTURE



SAINT-NAZAIRE, CITY OF RECONSTRUCTION

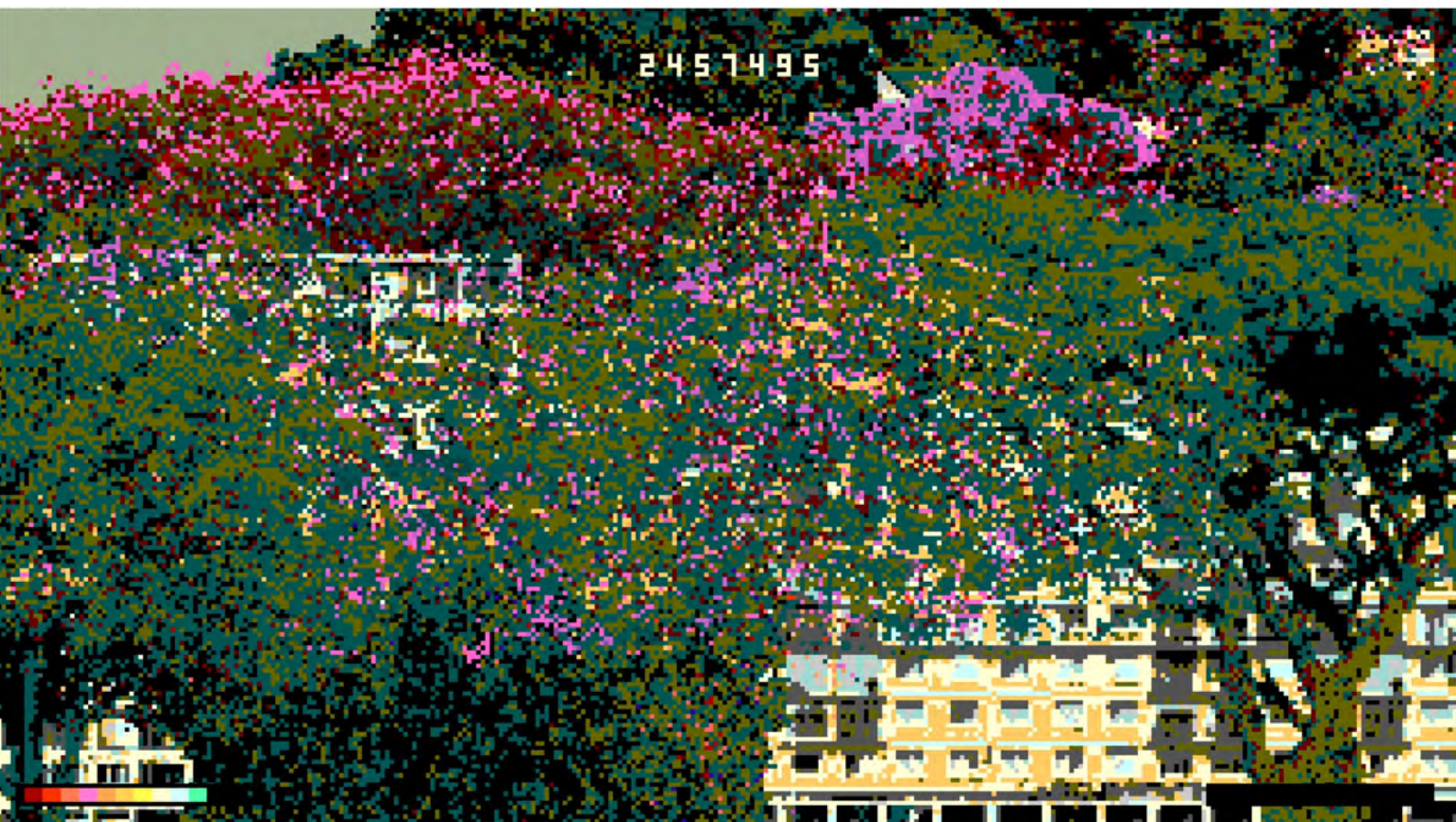
Saint-Nazaire, the city where the members of the Ev Prod association live and work, serves as the inspiration for WARM MONKEY's setting.

This French port, once a hub for transatlantic routes to Latin America between the late 19th and early 20th centuries, was almost entirely destroyed at the end of World War II. Its reconstruction coincided with the construction of Brasília.

Today, Saint-Nazaire is home to architectural landmarks with striking designs, embodying the creativity of the architects from the Reconstruction era.

WARM MONKEY

ORGANIC MUSIC AND RETRO GRAPHICS



SOUNDTRACK EXTRACTS

> **Opening**

www.soundcloud.com/romain-hebert-1/orientalismintrofinallong

> **Monkeys**

www.soundcloud.com/romain-hebert-1/warm-monkey-game-music

> **Swim**

www.soundcloud.com/romain-hebert-1/ambianceflaque

> **Road**

www.soundcloud.com/romain-hebert-1/ambiance-rueglobale

ORGANIC MUSIC



AN INTERACTIVE SOUND DESIGN

Music and sound effects blend sound samples and real instruments, merging oriental and noise-inspired sound collages, dynamically shifting based on the city's neighborhoods, the number of monkeys, actions and events.

RETRO GRAPHICS



PIXEL ART MASTERY

WARM MONKEY evokes 80s and 90s nostalgia with its 8-bit-inspired aesthetic, a restricted color palette, and a 3D isometric perspective.

The photographic work behind each element is simplified into pixel art, giving the visuals a tapestry-like, decorative quality.

WHO ARE WE ?



EU PROD

Ev Prod is an independent development studio founded in 2020, located in Saint-Nazaire on the Atlantic coast.

All of its members bring a strong artistic background, which influences their work in programming, visuals, and sound, integral to the essence of their games.

Following their first title, HUNGRY LIZARD, WARM MONKEY is the second installment in a video game series called RISING, which consists of short fables focused on the survival of different species, with the player embodying a new animal each time.

Programming/Game design: Oscar Aib
Sound/Music/Game design: Romain Hebert
Visuals/Game design: Danny Steve
Assistant/Game design: Valdo Aib

EU PROD



IN PROGRESS

We are designing a portable arcade machine exclusively for our game WARM MONKEY .

We are working on bringing WARM MONKEY to the Switch and Switch 2.

We are considering the next installment of the RISING series: CRAB COMBAT.