

TEEKO



ELEVATOR PITCH

Hop on an action-packed **platforming** and **tower defense** hybrid as Teeko, a cute sloth. **Jump, smash,** and **plant trees** to defeat the rampaging Gigante masks of Costa Rica's Día de las Mascaradas festival and their hordes of enemies.

Game: Teeko

Genre: Platforming & Tower Defense

Studio: Ripe Render Games

Platforms: PC, Nintendo Switch, PS5

Engine: Unity

Price: \$19.99

Development Stage: Vertical Slice

Release: Q4 2026

Modes: Single-player

Playtime: Story Mode (~18h) + Endless Mode



[Check on Steam](#)



[Gameplay Trailer](#)

PLATFORMER MEETS TOWER DEFENSE



Explore vibrant Costa Rican towns and interact with villagers.



Dive into **tower defense** zones and face enemy hordes.



Plant **fruit launching towers** to hold the line and aid Teeko in battle.



Test your skills in a challenging **final boss encounter** at the end of each world.



Make progress and **unlock items** that spice up your towers and character skills.



Jump and smash destructible enemies while dodging those that **can hurt you**.

STORY MODE

7 Worlds



7 worlds inspired by Costa Rica's provinces, each bring new **gameplay mechanics** and a new **atmosphere**.

Story & Humor



Meet quirky townspeople as you learn about Tita's family and their connection to "Las Mascaradas".

Bosses



Each world culminates in endless waves and platforming obstacles in preparation for the final **boss** battle.

CHAOS MODE



Alongside story-mode, dive into an **endless survival** mode where areas, mechanics and enemies from all worlds collide.



Randomized levels per round.

Unlock even more **items** and unique content.



Mix bosses and enemies from **each world**.

NARRATIVE

“Teeko” - Derived from the word “**Tico**”, pronounced in English as “Tee-ko”, an **affectionate term** to refer to someone from Costa Rica.



In a small Costa Rican town, **Grandma Tita** and her **sloth Teeko** prepare to celebrate the traditional **Día de las Mascaradas**.

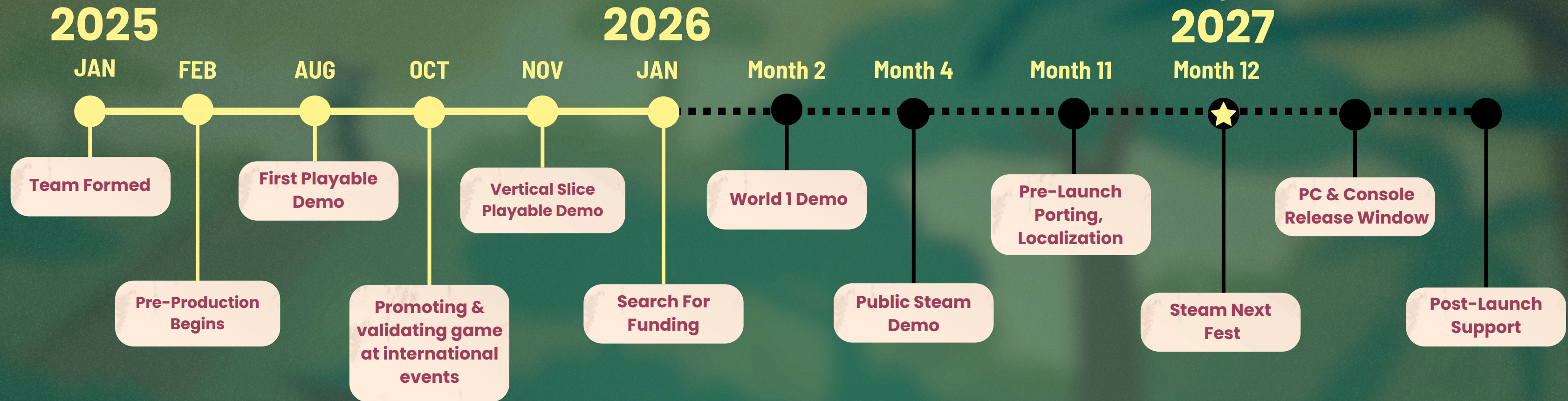
Her seven children have gathered to help with the festivities. **Wearing masks and “Gigante” costumes**, they head to the town square dancing to the tunes of the **cimarrona band**.

Until... BOOM! The masks come to life and Tita’s children become **possessed by the spirits of local legends!** Chaos ensues and everyone flees, chased by the rampaging Mascaradas.

Now, **Tita and Teeko must rescue her children** and restore the spirit of the celebration.

TIMELINE

Estimated Total Production duration with funding:
12 months




THE ASK



Funding to scale production and **power full-time** development



Marketing, visibility, and community growth for **international audiences.**



Porting, launch, and post-launch support on multiple platforms (PC, Consoles & Mobile).

BUDGET



Total Development: \$214,000

QA + Localization: \$10,000

Proposed Marketing: \$50,500

Current Personal

Investment Value: \$30,000

Development Costs

Category	Role	People	Months	Total (USD)
Salaries	Programmer	1	12	\$38,940
	Pixel Artist & Tech Art	1	12	\$38,232
	Narrative Designer	1	12	\$38,232
	Level Designer	1	12	\$38,232
Contractors (Fixed budget)	Illustration & Concept Art			\$13,098
	Composer & SFX Designer			\$13,310
Software and Licenses	(Unity, Adobe, Rider, Git Kraken)			\$18,234
		Contingency		\$17,700
		Subtotal (rounded)		\$214,000

Our proposed QA, Localization and Marketing Budgets (usually publisher-side)

Development

Category	Total (USD)
QA & Playtesting	\$5,000
Localization	\$5,000
Subtotal	\$10,000

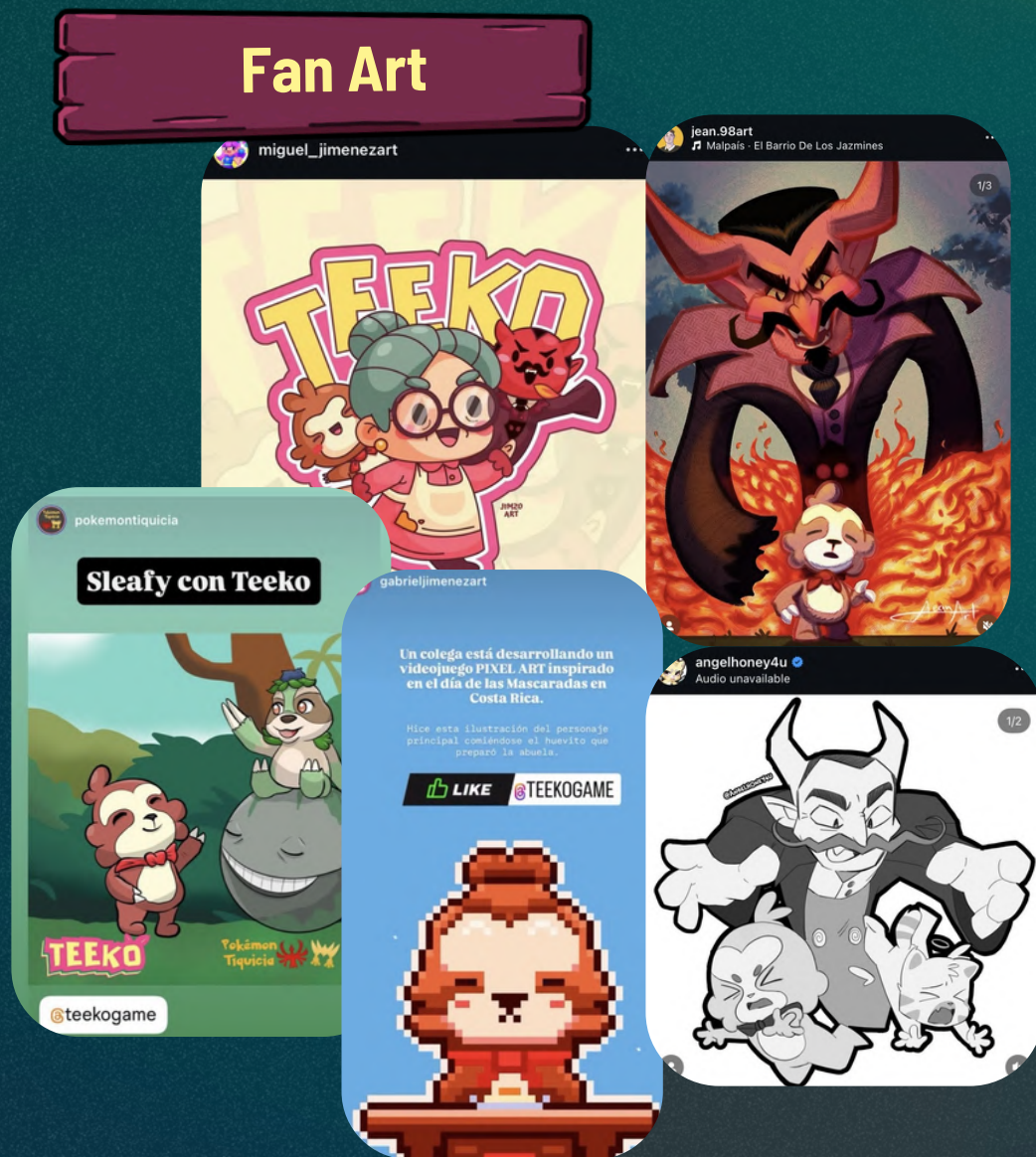
Marketing

Category	Total (USD)
Influencer & Streamer Partnerships	\$8,000
Paid Ads (Google, Meta, YouTube)	\$15,500
Events & Demos (Gamescom, Indie events)	\$12,000
PR & Animations	\$15,000
Subtotal	\$50,500

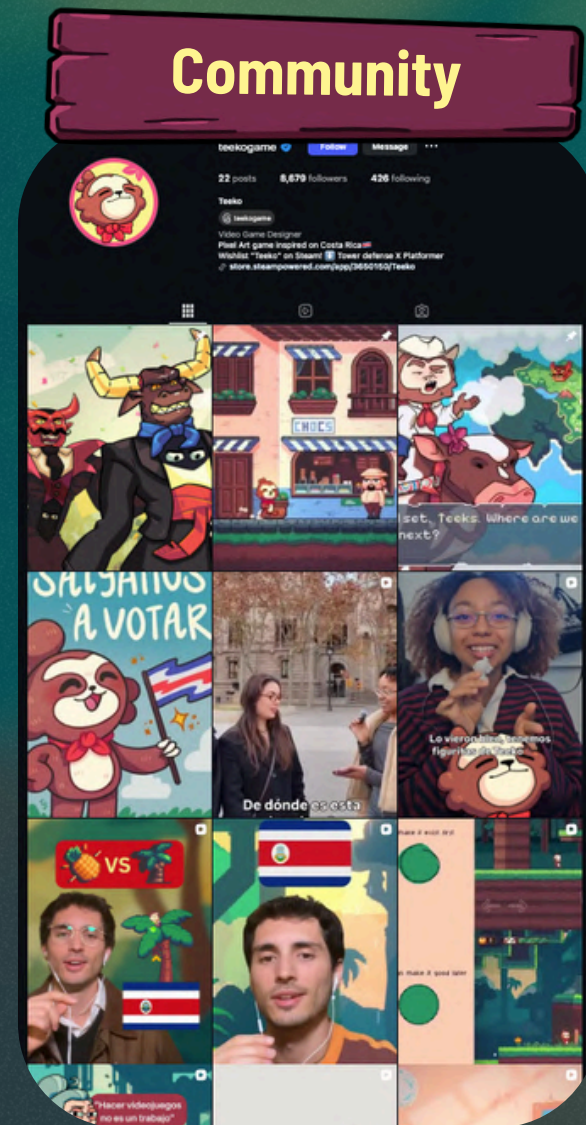
BUILDING A FANBASE

We're creating an IP that people can **connect with**. By sharing gameplay videos, cultural stories, and participating in events, we've been gradually **growing a community** that's already showing passion for the world of Teeko.

Fan Art



Community



@teekogame

~8,000

Instagram Followers

~2,700

Steam Wishlists

~500,000

Reel & TikTok Views



Events



Barcelona Game Fest
Barcelona, Spain



Connecturday
San José, Costa Rica



Level Up
Groningen, Netherlands



Playcon
San José, Costa Rica

THE TEAM

CORE TEAM



Antonio Ercolani

Team Lead, Pixel Art, & Tech Art



Igor Kovacevic

Programming & Tools



Carla Cerutti

Narrative Design & Community Management



Benji Savage

Game Designer



We are a small, **diverse**, and **multidisciplinary team** with industry experience, working remotely across Costa Rica, Spain, and the Netherlands.

CONTRACTORS



Rinke Bruinsma

Sound Design

European Talent Award Nominee



Daniel Quesada

Composer

2x Latin GRAMMY Nominee



Ariana Phillips

Illustrator



Lex Fezler

Concept Artist

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LET'S GET IN TOUCH!



riperendergames@gmail.com



<https://riperender.com/>



[linkedin.com/company/ripe-render](https://www.linkedin.com/company/ripe-render)



[Playable Demo](#)

