

EMBARGO: AUGUST 12, 2025 (9:40 AM PT)

Hand-Painted VR Adventure 'My Monsters' Debuts New Trailer and New Playable Demo at VR Games Showcase.

SAO PAULO, BRAZIL – August 12, 2025 – My Monsters, the upcoming hand-painted VR adventure about confronting inner monsters, debuts a gripping new trailer during the **VR Games Showcase** today. Developer **Ludact** also launches a brand-new free playable demo at the same time, giving players the chance to immediately step into the game's dreamlike world.

My Monsters invites players into a surreal journey side by side with Moti, a small, frightened monster, as they confront creatures representing universal psychological struggles, such as anxiety, loneliness, and fear. Each element, from the sprawling biomes to the formidable foes, is brought to life through a stunning **100% hand-painted** aesthetic, creating a living canvas for an emotional odyssey.

Fans get an early glimpse of this artistic and introspective adventure at the **VR Games Showcase**, where Ludact presents the game's unique visual style, core mechanics, new characters, and the evolving bond between the player and their little monster. Immediately following the showcase, the **brand new demo** featuring part of the trailer's content will be available for download, allowing players to dive straight into the updated experience.

The trailer features never-before-seen content that expands the intricate world of **My Monsters**. Players come face-to-face with new creatures, each a physical manifestation of real-world struggles like social anxiety or self-doubt. It also introduces new inhabitants of Onirium, hinting at deeper narrative threads, and highlights evolving gameplay mechanics that blend dynamic combat, clever environmental puzzles, and the deepening bond with Moti.

"We believe VR can be a canvas for introspection, not just pure escapism." says Egon Ribeiro of Ludact. "With My Monsters, every hand-painted detail is designed to resonate deeply with our own inner challenges. Debuting our new trailer and demo at the VR Games Showcase is the perfect way to invite players not just to see our world, but to connect with it in their own way."

More details regarding **My Monsters** and its immersive gameplay will be revealed soon. **Wishlist it** on the [Meta Horizon Store](#) and [Steam](#) to stay updated on news, launch plans, and upcoming content!

Play the Free Demo: <https://linktr.ee/playmymonsters>

Stay Connected

Join Ludact's community for behind-the-scenes content, updates, and exclusive reveals:

- Discord: <https://discord.com/invite/JbjaPMYv4Y>
- Website: <https://mymonsters.ludact.com>
- X (Twitter): <https://x.com/playmymonsters>
- Instagram: <https://instagram.com/playmymonsters>
- TikTok: <https://tiktok.com/@playmymonsters>

About Ludact

Ludact is a Brazilian XR game development studio known for creating emotionally resonant experiences through immersive technology. With projects like *UNBINARY* and collaborations with partners such as Sesame Workshop, Cartoon Network, UNESCO, and the Volkswagen Foundation, Ludact focuses on developing “critical entertainment” that inspires reflection, empathy, and connection. My Monsters was funded through the Lei Paulo Gustavo, a Brazilian government grant that supports arts and cultural projects.

Press Info

- Press Kit: <https://mymonsters.ludact.com/press-kit>
 - Press Contact: press@ludact.com
-