

# LUMEE



## GAMEPLAY

In "Lumee", the player takes on the role of a lightbulb boy named Alfie.

AFTER A MYSTERIOUS POWER OUTAGE, HE FINDS HIMSELF ALONE

IN A DARK FOREST — WITHOUT LIGHT, WITHOUT A SENSE OF

DIRECTION.

TO FIND A PATH THROUGH THE DARKNESS, ALFIE MUST COLLECT

FIREFLIES AND USE THEM TO REACTIVATE OLD LANTERNS.

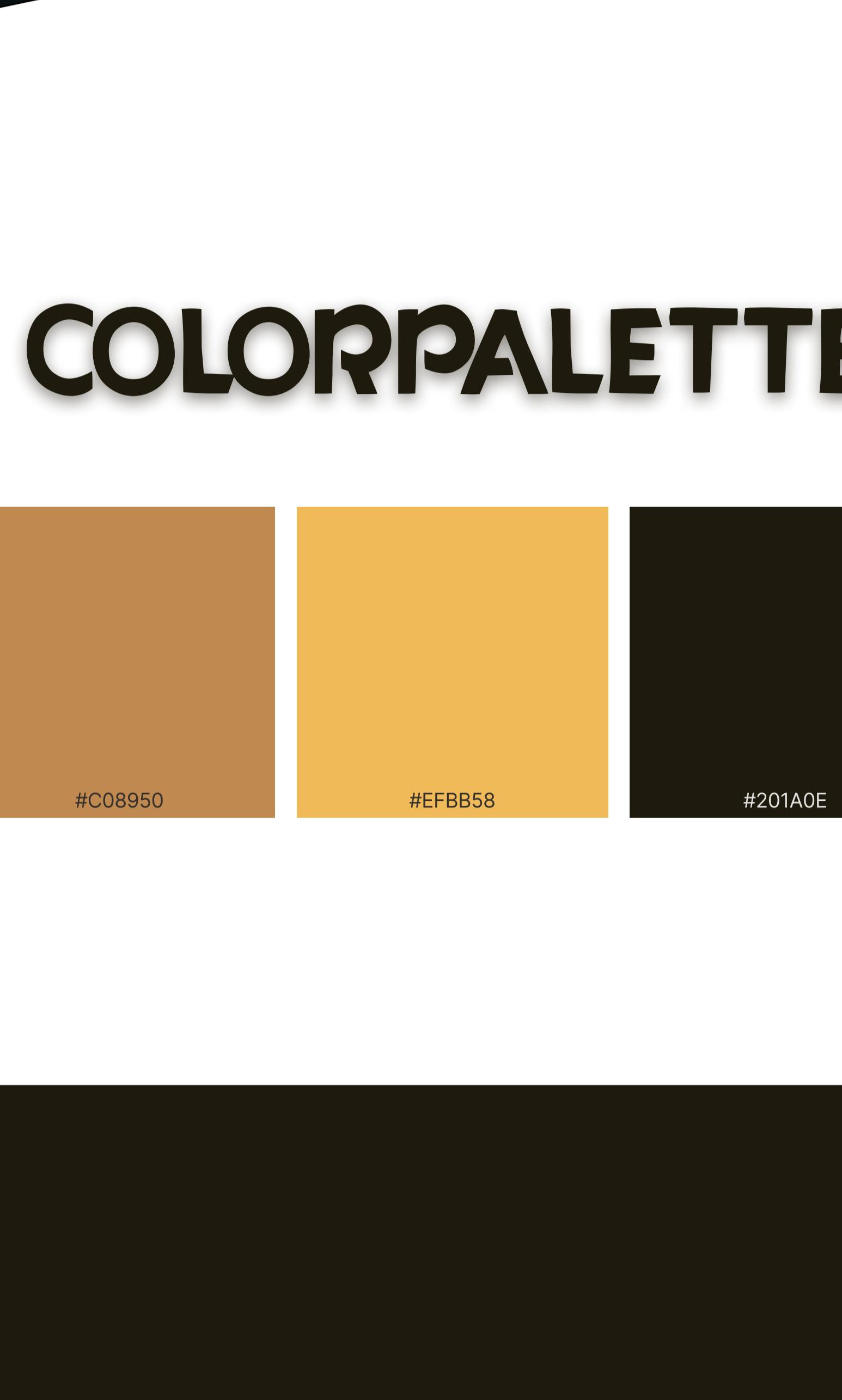
LEVEL BY LEVEL, HE MAKES HIS WAY THROUGH THE GLOOM UNTIL,

IN THE FINALE OF LEVEL 1, HE MANAGES TO LIGHT UP A RADIO

TOWER — HIS ONLY CHANCE TO SEND OUT AN SOS AND BE

RESCUED.

START



## CURSOR



START GAME

SETTINGS

GAMEPITCH

MENU

EXIT

## USER INTERFACE

SELECTED

AUDIO

NOT SELECTED

CONTROLS

HOVER

START GAME <

SETTINGS <

GAMEPITCH <



## CONTROLS

FORWARD



RIGHT

LEFT

RIGHT



BACK

PAUSED

PAUSED