

LUMEE

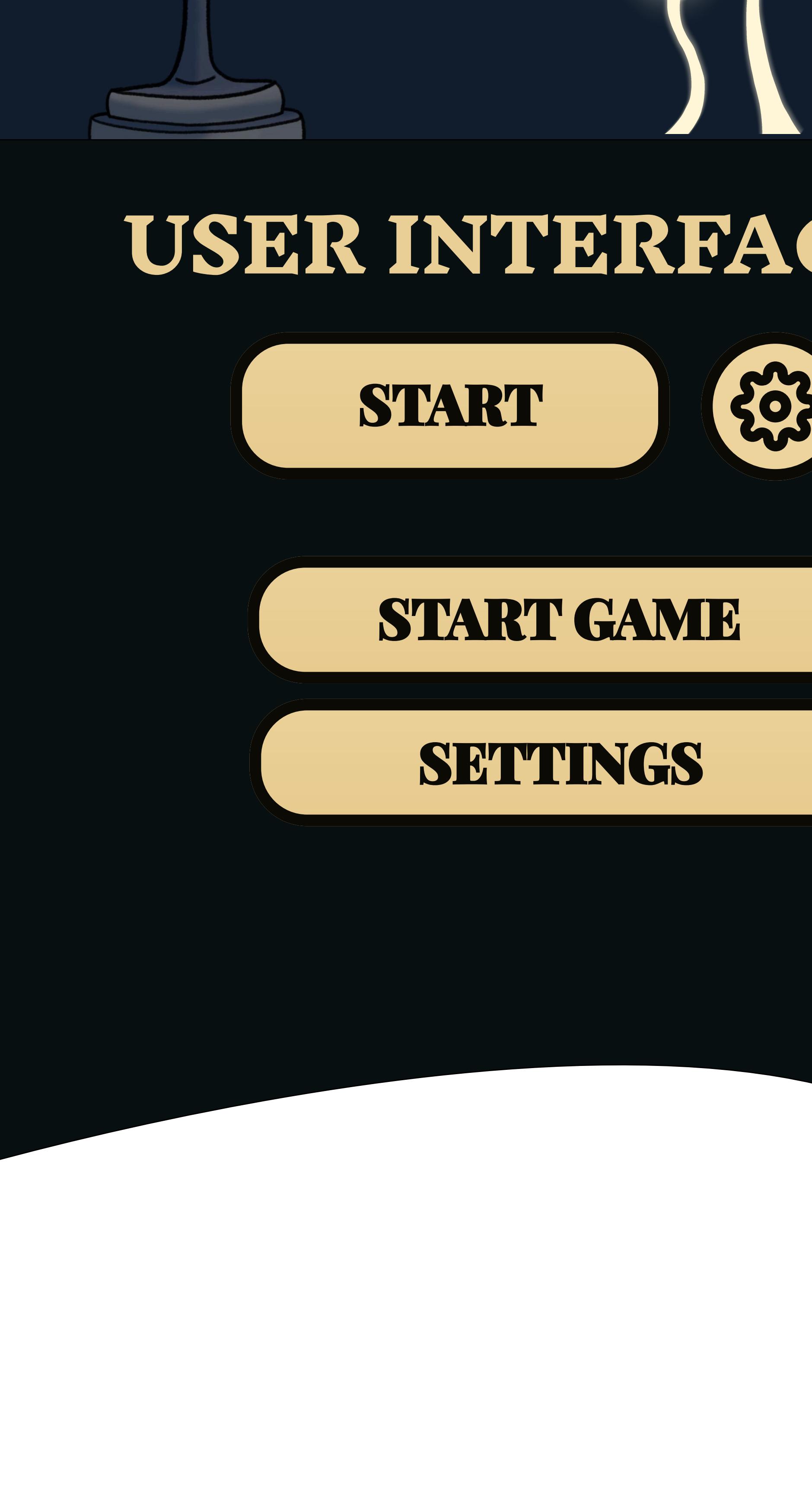


START

GAMEPLAY

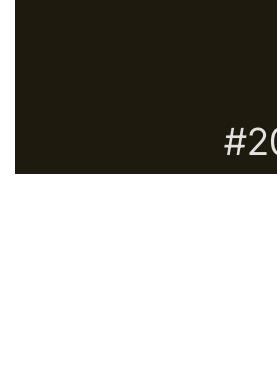
In "Lumee", the player takes on the role of a lightbulb boy named Alfie.

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.



USER INTERFACE

START



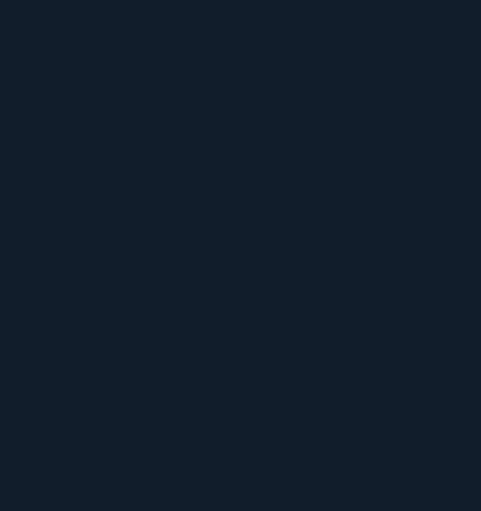
START GAME

SETTINGS

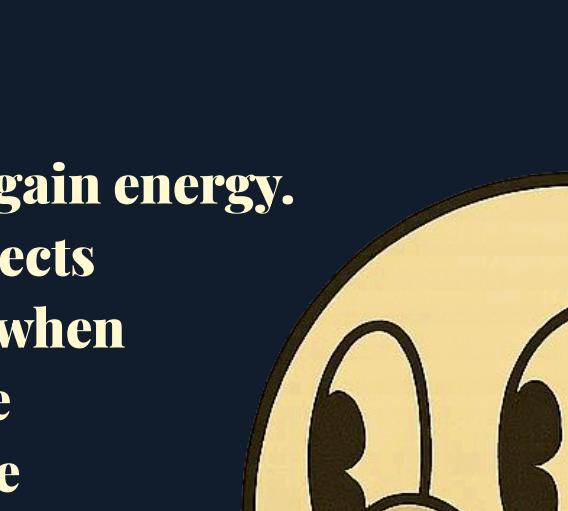


CONTROLS

The player can move Alfie around the map using the standard "WASD" keys.



Soundtrack:
"Zombie (Lofi)"
by



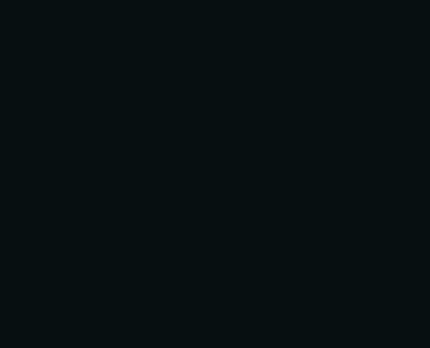
SOUNDDESIGN

Walking:

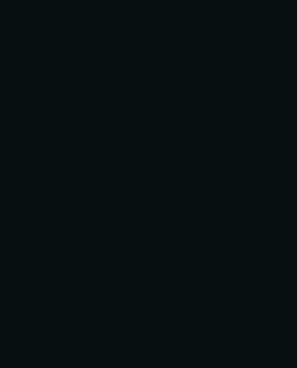
Collecting:

Charging:

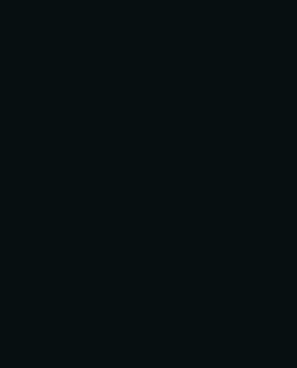
MECHANICS



Inventory



Interacting with objects



Main Menu/ Pause Game



Map

You must collect fireflies to gain energy. Use this energy to power objects in the world. Choose wisely when to spend it — some paths are longer but save energy, while shortcuts may cost more.

You need to spend energy to light lanterns. Without light, your vision shrinks until you can't see — leading to a game over.

Walking uses energy. You can find an optional device that reduces how much energy you consume while moving.

Find notes attached to buildings to uncover the story and learn more about the world around you.

