

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



USER INTERFACE

SELECTED

AUDIO

NOT SELECTED

CONTROLS

HOVER

START GAME <

SETTINGS <

GAMEPITCH <

START GAME

SETTINGS

GAMEPITCH

MENU

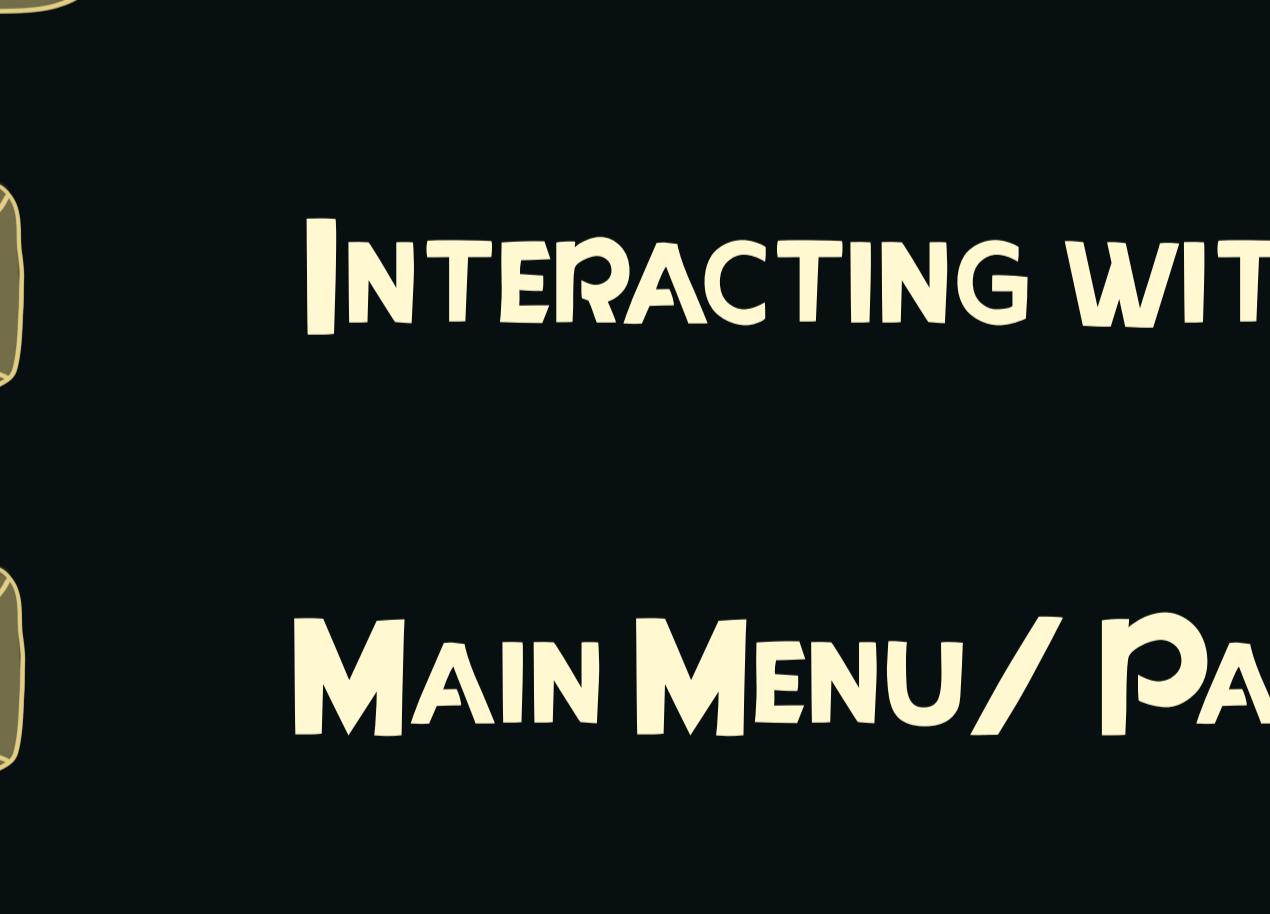
EXIT

COLORPALETTE



CONTROLS

FORWARD



The player can control Alfie's movements across the map by using the standard 'W', 'A', 'S', and 'D' keys on the keyboard, allowing for smooth navigation in all four directions.

SOUNDTRACK:
"ZOMBIES (LOFI)"
BY XETHROCC

COLLECTING: "GAME START" BY
FOXBOYTAILS

MECHANICS

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.

KEY-BINDS

TAB

INVENTORY

F

INTERACTING WITH OBJECTS

ESC

MAIN MENU / PAUSE GAME

M

MAP

RESTART

EXIT

GAME OVER

THE GAME ENDS THE MOMENT ALFIE DISAPPEARS INTO THE DEEP DARKNESS OF THE WOODS. TO KEEP HIM SAFE AND THE PATH LIT, YOU MUST CONTINUE COLLECTING FIRELIGHTS TO LIGHT THE LANTERNS BEFORE IT'S TOO LATE.