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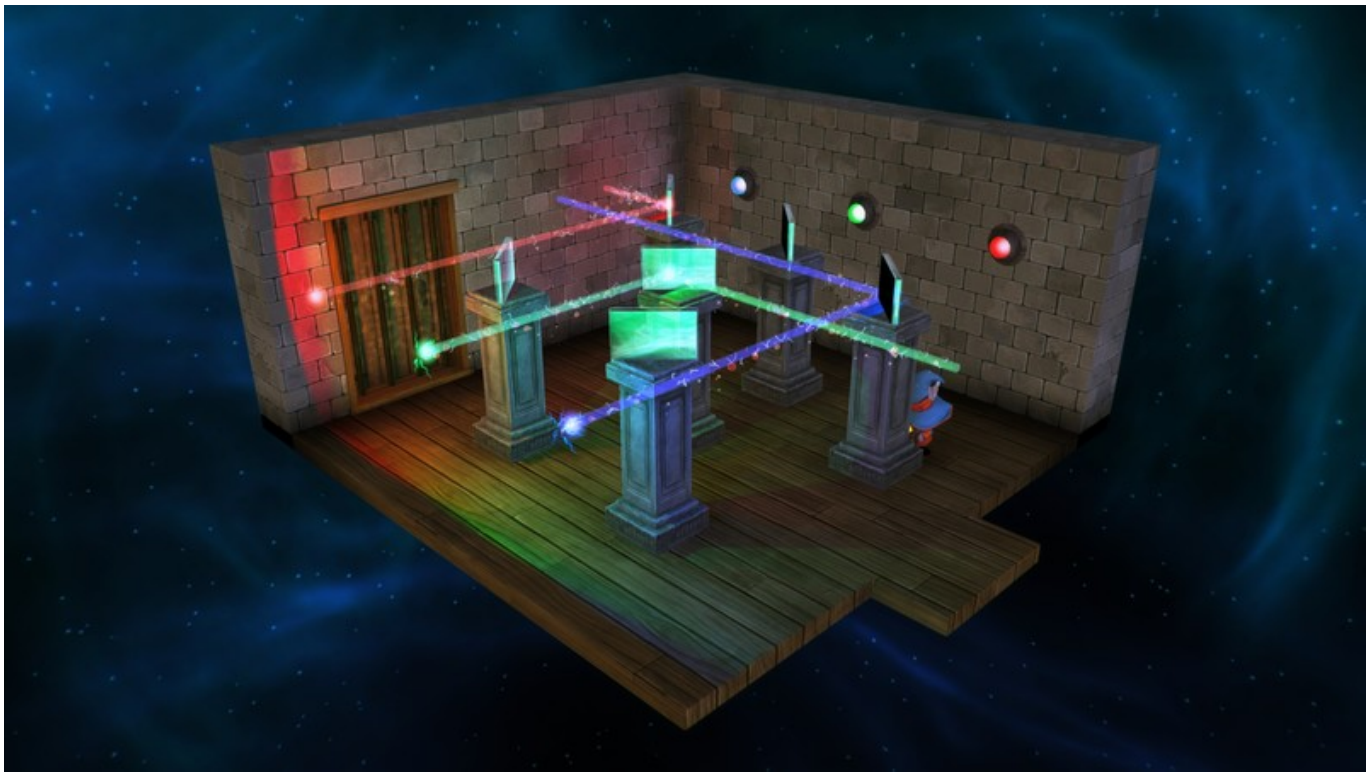

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## About This Game

Witness the rebirth of a genre in Lumo – a classic isometric adventure with a modern twist for gamers young and old alike!

As a contemporary take on the long-lost isometric platform genre, Lumo can be enjoyed by anyone looking for an absorbing, challenging and rewarding adventure. But for those who lived through the golden age of videogames – the 80s and early 90s – or know about the games and culture from that time, layer upon layer of nods, winks and touches to those times help build upon an experience that's as heart-warming as it is exciting!

With over 400 rooms across four unique zones, six hidden mini-games and all kinds of secrets to uncover, Lumo is a true

voyage of discovery. How much you discover just depends on how hard you look…

- Lumo revives the long-lost art of isometric platforming, while bringing a charm of all its own to the genre.
- Over 400 rooms will test your skill, each one a self-contained challenge to overcome.
- The more you look, the more you'll find – from a hugely absorbing adventure on the surface to all kinds of secrets to find underneath!
- A true love letter to the golden age of gaming… adventures don't get much more heart-warming than this!

Title: Lumo
Genre: Adventure, Indie
Developer:
Triple Eh?
Publisher:
Rising Star Games
Release Date: 24 May, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** x86 Dual Core, 2.4Ghz

**Memory:** 4 GB RAM

**Graphics:** Direct X9 GPU with 1GB RAM (Shader Model 3)

**DirectX:** Version 9.0

**Storage:** 4 GB available space

**Sound Card:** Any compatible sound card

English,French,Italian,German,Russian,Japanese

The camera angle is so bad that some of the rooms are near impossible,, the frustration outweighed any enjoyment i could have had for the game. This is a game that's been on my watch list for a while now and honestly it's lived up to game-play trailers. It's fun, quirky and very much akin to old school gaming. I especially love the old school mode I haven't successfully completed a full playthrough in that mode but it's a great challenge. I definitely would recommend this I've enjoyed the time I've spent playing it.. A sumptuous homage to the isometric action adventure games popularised by companies such as Ultimate in the eighties, brought up to date with graphics and polish from the modern era. The level design perfectly walks the line between exploration and hair-pulling frustration (although you\u2019ll always want to have *just one more* go) and the game is festooned with tributes to games and game developers from that era.

If you're a fan of games like Knight Lore, Head over Heels, Sweevo's World and their ilk or just fancy trying something different from the usual fare, I'd highly recommend it.. It's rare that I'll finish a game & then immediately start it again; but I did it for this.
I'm only vaguely aware of the games that this is influenced by, but you can feel the care that went into every aspect of this title. It feels like a love song.
I loved everything. The art style, the music, the puzzles, the physics in the ice levels which I usually hate in every game but just felt so correct here.
The difficulty curve is perfectly executed, I know that playing it through for the second time; rooms I thought were tricky first time are now a breeze after having dealt with some of the later offerings. I initially thought it was overkill to have an autosave in every room, but I really do thank the Developers for that having seen some of those trials.

If I had any critiscisms, they'd be that I was kind of disappointed that I didn't get a total number of deaths when I finished the normal mode, I would have liked a stats screen like you get in the Old School Mode & that it seems if you're holding down 2 directional keys when you leave a room, when the next room loads it will only recognize 1 directional input so you have to remember to lift your fingers when you load a new room.
Those are very minor critiques.

I thought the price might be too high, I thought the game might be too short, I was wrong; this is worth the money.
My first playthrough was 8 hours (I got stuck about 4 times wasting an hour), I didn't collect most of the collectibles; I failed at every mini-game in the Warp Zone. So there is definitely more playtime in this.
. I bought the game because the graphic looked great, but the gameplay was terrible. It would be better if you could turn the stages, so jumping from platform to platform would be easier. 5/10. Great game .. on the surface. It's all good until one particular screen in the ice levels. You're slipping all over the place and have to navigate through the air at very odd angles (not great for an isometric game), whilst avoiding slipping on the slippery blocks when you land, all in order to reach a high-up door.

All I'll say is that whilst I can see how to complete this level, I have been unable to do so due to over-fiddly controls. This level has broken the game for me as I have been unable to pass it. I quit after trying over and over for an hour plus.

For this reason I cannot recommend this game. The frustration is not worth it.. The camera angle is so bad that some of the rooms are near impossible,, the frustration outweighed any enjoyment i could have had for the game. If you remember gaming from back in the day just buy this:-)
Superb!

I'm a ZX Spectrum fan. This isn't past tense either, I've never stopped being a fan of the mighty 8-bit machine. I loved,with a passion, games like Knight Lore, Alien 8, Head Over Heels, Fairlight and the much underappreciated Inside Outing

https:\/\/www.youtube.com\/watch?v=5VFO5FU8ePQ

So, I come into playing Lumo with much bias and love for this style of game. It's exploratory genius and I won't be putting this down until completion and that includes me swearing at the monitor due to my countless deaths in trying to collect the ducks. I've seen a number of "debates" to what constitutes as an isometric game... I don't care. This game delivers on nostalgia with a modern twist. If this style of isometric look can be called a genre, then I think it's a credible genre of game. For too many years RPG's used similar perspectives to much love. I prefer a great little platform game and to see a style like this resurrected makes me grin and run home to play like I were back in school. Yes folks, and UK citizens of my age will understand the emotion of me referring it to Beano day. Yep, metaphorically, Gareth Noyce is the paperboy and delivered me a Beano of a game. Highly playable, gorgeous graphics and brilliant subtle music and sound. Top notch applause to all involved.. nice sound effects soundtracks and rly interesting puzzles and also includes alot of secrets
btw i jumped on the flush ^^ its only the smellz. Greetings!

This is my first ever review on Steam, and for good reason: this game is both wonderful and awful.

Game is wonderful because it really is rebirth of THE genre of old isometric arcade adventures that Knight Lore was first and legendary example. I've played such games, Knight Lore and Alien 8, as kid on my 48 K Spectrum in the mid of the eighties, and Lumo invoked those very fond memories of mine. Lumo is also beautiful and polished game working flawlessly on Linux that is also doubleplusgood.

So why is it awful in the same time? Because I'm an old fart who does not have patience any more for finding perfect stream of jumps and steps to get to that damn other side of the room. :-) This game becomes somewhat hard beginning with that Cursed Room of Many Chains and continuing into Land of Snow and Ice so I'll stop for now, and maybe forever.

But that's just me. There are easier and good 2.5D isometrics out there, for example Mr. Robot, a very fine game (works with Wine) but Lumo is not in that company. And this is not bad per se, it's just somewhat bad for me.

So, if you do have a patience for finding perfect stream of jumps and steps to get to that damn other side of the room, by all means go ahead and buy \/ play Lumo, especially if you are old Speccy fan. If you don't have that kind of patience any more... buy Lumo on sale and play it nevertheless, to the limits of your patience.. For me it really was a blast from the past to play Lumo, one of the earliest games I played was Equinox for the SNES, and it was a game I liked to play, and since I stucked with my SNES for many years I got to play Equinox a lot. I then bought a Wii in 2010, and hoped to jump into the next isometric puzzle adventure, only to find out the genre had gone the way of the dodo.

So why did I like the genre? It is mainly that the challenge in the genre lies in your perception and interpitation of the room, with a good level design this can be very tricky to find out, to the point that you might feel a death is unfair, and the next moment have some clarity on what went wrong, and look at the room in a new way. This has been done well in Lumo too.

In Lumo there are two modes Adventure and Old School. Adventure mode is the games easy mode where you have unlimited lifes. It is recommandable if you are new to the genre, since it can give you a taste of what the genre is about, with very little risk. If you are a hardcore gamer in this genre you won't get the same kick out of Adventure mode, and should really stick to Old School where you have 4 lifes to complete the game, and no way to save.

I personally stuck to the Adventure mode, since the difference between Adventure and Old School isn't explained in the main menu. I have had a hard time to not compare Lumo with Solstice and Equinox, especially because of the nods this game delivers towards those games, which made me feel like there should have been more enemies in the game, this is however a thing I can let pass though, since as I wrote earlier the real challenge is the rooms. The problem however is that it takes until the middle of the game, for some of the rooms to be particular tedious which makes this game less challenging.

I will end by saying that because of my nostalgia and longing for another isometric puzzle adventure game, it is hard for me to say where exactly I would put this on a 1 - 10 scale, it would pass so it would be 6 or higher, but I think it would end on a 7/10. I will admit that this genre might not be for everybody, and some might think of this game as a "fake" 3D game, but if you are up

for having your perception challenged, or want to try a genre that has been away since the 90's, this game will be for you.. Really, really enjoying this game. Hits its atmosphere right on the nail. Well paced, simple to play game with more than a nod to vintage gaming which will go over peoples heads even if you are a oldy like me. Only issue I find is that the game features isometric platforming with weak shadow. Judging your jumps can be slightly annoying but with now penalty on the normal mode its just a mere annoyance.

Special shout out to the music which I had to search out and buy.

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