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About This Game

A long-forgotten species, a hostile planet and a journey of discovery – welcome to the world of Lumini...

Having vanished without trace for thousands of years, an innocent race of creatures known as the Lumini have returned to their home world. Sadly, time has not been kind and the balance of the planet has shifted, turning the once gentle environment into a hostile landscape. Only the Lumini themselves can restore balance and help revive their long-dormant race, before adapting to preserve the future for generations to come.

Explore the Lumini home world in this relaxing flow-style adventure, overcoming obstacles and keeping your swarm safe while collecting the planet's energy to bring back your fallen comrades. Split and reform your swarm, evolve and discover new abilities to bring the Lumini back to their former glory...

- **Go With The Flow** – Designed to be one of the most relaxing games ever made, with laid-back gameplay and a soothing soundtrack.
- **Better Together** – Collect energy and use it grow your Lumini swarm, then split into two swarms to solve puzzles and overcome obstacles in your way.
- **Natural Selection** – The bigger your swarm gets, the more your Lumini evolve and gain more abilities; sonar, boosting, defensive moves and more.

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- **Illumination** – A Special Edition bundle comes with the entire Lumini soundtrack and a extensive art book showing off the wonderful visual charm of the Lumini world.

Title: Luminii
Genre: Adventure, Indie
Developer:
Speelbaars
Publisher:
Rising Star Games
Release Date: 3 Sep, 2015

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Minimum:

OS: Windows 7

Processor: 2.0 GHz Dual core

Memory: 2 GB RAM

Graphics: Nvidia 8800 or ATI 2900

DirectX: Version 9.0c

Storage: 3 GB available space

English, French, Italian, German, Russian, Dutch, Swedish







This game has a sensation of breath taking wonders with a side of caring you wouldn't expect for this game. Although you don't get engulged with the game at the start you fully start to expirence the game from everything of the little butterfly thingy's to the color of the background.

- Level Background is phenominal
- Graphics are great, looks very pretty
- Music is by far phenominal; especially for an Indie Game

Highly reccomend to play this game alone and with a good sound system though!. I really want to enjoy this game. I love the visuals, colors and overall environment of Lumini. I found that the contols in this game are completely frustrating! I swear (alot) and cringe whenever I have to get the "pinwheels" to get going enough to get a door open to procceed is something that is more invasive as chewing on tinfoil. Also, you lose just about everytime you come near one of the big monsters. All you can do is "shockwave" them to very temporarly stun them. You can't kill them....just stun. Trying to get away with horrid controls...just adds to the frustration! I really really want to love this game. If there is an update to make it better, then I am most willing to give it another go. Until then, I will find a game that is fun....not torture. Try it.....when it's on a REALLY good sale.. i think ive found a new generation of videogames and they are strangly helpful and cool . Dont give me wrong nothing like black ops 3 and starcraft and company of heroes make you forget about your all problems and they are killing fun ,but when you leave the game you are at firs place where you were starting the game and proboly more stressed . now thanks to games like lumini you can have fun and youll get relax and a sharper open mind so sit back relax and have some lumini. Imagine an even more sedate, relaxed, less stressful (but not by much!) version of Pikmin; Where all of them fly, there aren't as many enemies, there's even less variety in the puzzles, but there is an absolute truck load quantity of stuff to find and collect... and that's what you have here! (Albeit orbs instead of actual objects)

If that appeals, then pick it up. Definitely worth a play.. As my 5 years old son says: this game is beautiful. Of course, it's a bit hard for him to play on the keyboard so I'm kinda forced to play for him :)

The game is wonderfull indy game - challenging, beautiful and the atmosphere is great. The music is mesmerizing and really help immersion. Graphics are on par with the recent indy games I played (and this one was made by students) though they lack a bit of details on big screens.

I hope I'll be able to test the game on a gamepad as it seems it's far easer to use with this device.

Anyway, it's great and I don't regret the money I spent on it!. Ill give this a thumbs up due to how I believe this game was intended to be played and that it had a few good moments but it just barely achieves it

Why?

some problems I encountered

-really not a graphically intense game yet at one point my rx 480 was chugging at 32 frames a second for a good 3 minute section

- I thought an area was a secret passageway and flew into it but it turned out to be a glitched out spot where you would fly into the border of the map and not be able to fly back out(it was kinda cool to be in that out of bounds area)

-the puzzles are as easy as you can make them...you really cant get them wrong

-to make it worse I couldn't even open one of the puzzles not because of not being able to figure it out but because the controls are terrible when trying to do precise movements (can you make a circle? now try that with semi start stop movements. now try that again with both hands at the same time doing circles in those semi start stop movements. now add in that if you dont do it nearly perfectly for at least 2 full rotations without stopping that secret door will not be opening)

-to make it worse you really dont even need the secrets at all

-both the purple and yellow fish basically are useless

so the game failed to live up to those potentials but onto why I gave it a thumbs up

-has its moments (I wont spoil what moments)

-sometimes does its shadows really well (I feel that compared to where it does do it well and where it is only ok it is very obvious and kinda detracts from the main areas making them feel more bland.... like after having good chocolate you just cant go back to the old stuff)

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- very peaceful
 - makes a soothing victory music when you find a secret area

so i would consider this more akin to a calming walking simulator then any type of action or puzzle game which if choosing this game for that then I would give a thumbs up otherwise an easy thumbs down. Truly a beautiful game. It has soft music, the Lumini creatures are truly cute, and while it IS easy to beat, You'd still have fun while on the journey. If you want a relaxing game that's easy on the eyes, than Lumini is the game for you.

A nice little game
most of the gameplay is simple puzzles and looking for collectables

i was led to believe this was more of a walking simulator
so i was kind of suprised when sharks started showing up and eating everything

worth it's short playthrough. Fantastic game. Really short, but it reminded me of Journey- incredible music score, colorful and unique environments, and more of a wandering exploration experience than a puzzler or platformer. If you like titles like Journey, Nihilumbra, or Ori and the Blind Forest, pick this game up for sure. Just the awesome music alone has me considering picking up the DLC audio tracks.

It was legitimately saddening when I first started the game and accidentally killed one of my Lumini by running into some spikes. They're adorable, and make the saddest squeaking noises when they die :c I also wish the achievement "Leave No Lumini Behind" would either be taken out or shortened to just making it to right before the ending, because dodging the rockslides at the end even with 11 lumini (more or less the smallest possible number you can reach the ending with) is impossible. I know having unattainable achievements in games isn't something new or uncommon, but that doesn't make it any less frustrating to know you'll never, *ever get that last achievement and 100% the game.*

Either way, Lumini is a great experience. Definitely get it on sale, if nothing else.. Cute, nice, relaxing, works well on GNU\linux... I liked it :). I just started playing this game and all i can say is it deserves a review. The Playstation Network Games in comparison make this a AAA title under the said mini game category. The Soundtrack rivals hollywood production, the game itself I am blown away by how a guy like me likes a game like this. I grabbed it cause it was on sale and had a few bucks to spend on my wallet. It's relaxing, its more engaging than Technomancer for crying out loud which i took a break from playing to try this game. I'm telling ya I've got 5k kills in Metal Gear Solid V the phantom pain, half headshots half tactical takedowns and for crying out loud I'm into this, Don't be fooled by its colours or the bird theme or anything, its great game hands down, got puzzles dual analog controls for controlling a flock, bosses, great environment, 4k res, and its a game that anyone could enjoy, don't hesistate to buy it. BUY IT! The only reason why I'm not playing it right now is because I've got Revelation Online CBT to do in 5 min.. I can't believe how Relaxing, Elegant, Graceful, and colourful this game really is. I really dont know how to discribe this game and put into words for you. But I am just really enjoying it so far, the music is pieceful, Elegant and beautiful. The Lumini are very cute, until I loose 1 to a beast then I feel a bit moved and want to cry. The sounds they make are just ever so cute and adorable. Look I am just enjoying this game, and have no regrets buying the Deluxe Edition, I feel I have earnt it.

<http://steamcommunity.com/sharedfiles/filedetails/?id=511970031>

This game certainly is not like Hero of Many, it has its own unique style and it plays really well with the Xbox Controller. I am really enjoying this game so much more than when I played "Hero of Many". but again they are very differant games, and this game Lumini is so much more prettier as well.

(So please as people have done, dont compare "Hero of Many" and " Lumini" as they are both unique and differant).

<http://steamcommunity.com/sharedfiles/filedetails/?id=511970145>

I can only say that I am very impressed with this game so far, from what I have seen and played of the game so far.

If your a fan of cuteness, elegences, pretty and relaxing games with pieceful and graceful music, then this game is a great addition to your library. All I can say is the store page and youtube footage shares a much better picture than I can share.

Bottom line is Im really loving this game, it has plenty of pretty and cuteness in it, and this I really enjoy greatly in a game :)

<http://steamcommunity.com/sharedfiles/filedetails/?id=511994671>

Great job making this game.

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