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About This Game

LEMURIA LOST IN SPACE

Lemuria: Lost in Space is a unique adventure, full of mysteries, puzzles and shocking discoveries. It's a combination of point 'n click adventure, RPG and survival game.

Play VR edition - with free first-person movement and full HTC Vive support!

- **Explore over 100 rooms** of the spaceship, solve dozens of puzzles, find valuable resources and fight with security turrets and other enemies patrolling the ship;
- **Uncover the story** of the lost crew of Lemuria 7. The ship has been missing for over 70 years - find out what exactly

happened to them;

- **Acquire new skills** allowing you to hack computer terminals or even the spaceship network to avoid fighting with patrolling robots;
- **Challenge yourself in demanding mini-games** that will test your logical thinking and maths skills;
- **Feel the unique atmosphere** of the abandoned spaceship with the original soundtrack, composed by Ree-D.
- **Play now** - free demo available.

The Lemuria 7 spaceship has been missing for over 70 years.
Now it is back in the Solar System, however there are no crew members on it. It's also unclear how the Lemuria 7 has returned and why it has been seriously damaged.

In Lemuria: Lost in Space, you play as Abrix - the robot with AI that may operate in extreme temperatures, high levels of radiation and that yields weapon and hacking modules in order to explore the whole ship.

Abrix has an ability to overrun security systems. The unique hacking mini-game will challenge your math, geographic and logical thinking skills. There is no time to check Wikipedia - every mistake costs you valuable resources!

Abrix has a special software that allows him to upgrade himself during the mission. You need to be very careful - if you run out of batteries or an anti-radiation cloak, the mission is aborted and the game is over.

In order to explore over 100 rooms of the spaceship, you'll need to solve dozens of puzzles, find valuable resources for the robot and fight with security turrets and other enemies patrolling the ship.

Solving puzzles not only rewards you with priceless resources, but also uncovers the story of the lost crew of Lemuria 7. The level of challenge depends on difficulty - so choose wisely or you'll need to start from scratch.

The game demo is available now!

FAQ

Q - What is the difference between this game and original "Lemuria: Lost in Space"?

A - VR edition is remastered in many ways and now it contains:

- Free first person movement with WASD and controller support,
- Full HTC Vive VR support with intuitive GUI, smart teleportation system, very easy and ready to play fighting system
- Easier to use items
- Bug fixes

Q - My HTC Vive controllers are not working.

A - Turn off the game, go to SteamVR and make sure that controllers are on. Then start the game again.

Q - I can't start the game, Steam tells that it's already running.

A - Restart SteamVR, Steam client, and try to start the game again.

Q - Can I play without VR hardware?

A - You can play on any monitor, without VR hardware - using a mouse and keyboard or a controller.

Q - Do you plan to support different VR hardware than HTC Vive?

A - We are working on porting the game to the next platforms and systems, but we can not promise at this time any specific date.

Q - What are hardware requirements for playing with HTC Vive

A - Graphic: GeForce GTX 970 (AMD Radeon R9 290) or better

CPU: Intel® i5-4590, AMD FX 8350, or better

More: see HTC Vive Steam store page

Title: Lemuria: Lost in Space - VR Edition

Genre: Action, Adventure, Indie, RPG

Developer:

EJRGames

Publisher:

EJRGames

Release Date: 4 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows Vista/7/8/10

Processor: Intel® Core™ i3-3210 or better

Memory: 4 GB RAM

Graphics: GeForce GTX 970 (AMD Radeon R9 290) or better

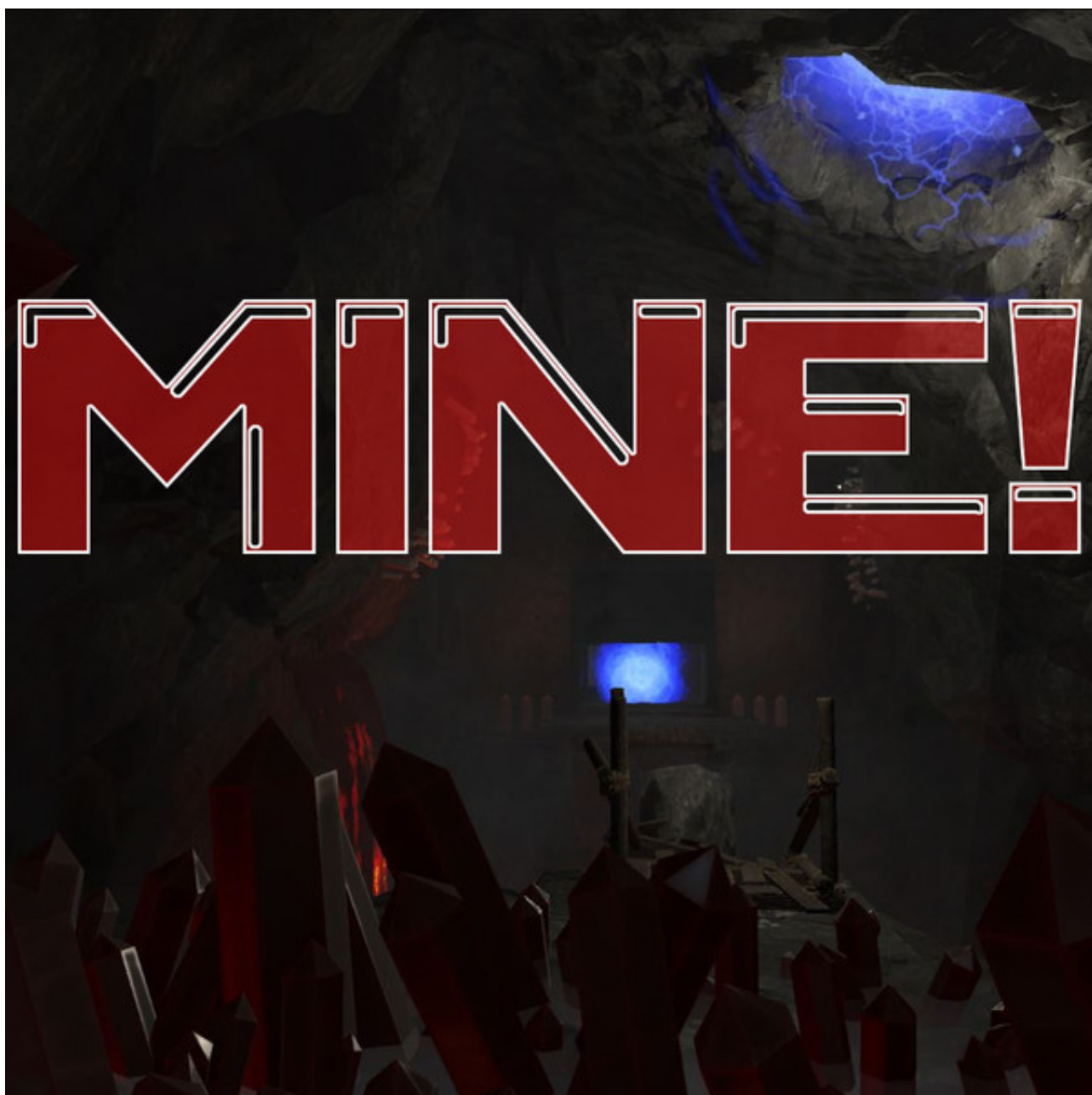
DirectX: Version 9.0

Storage: 6 GB available space

Sound Card: DirectX compatible

English, Polish







I love it but needs more players. I rate 7/10 'cos players NEEDED. An FPS game in 2017? Woah I can't wait, this game's graphics must be so good! *Opens game* WTH? Is this a remastered version of Counter-Strike 1.6? Come on people, this game is worse than Counter-Strike : Source. I hope you guys thought of the game before releasing it. There are so many bugs. Ugh... there are even better FPS games that are free, I don't know what came into your mind when you released it. I know it takes a lot of work and effort but I'm sad to say that this game doesn't deserve a thumbs up. Hopefully when the early access is over, I will see a huge improvement in this game. Anyways, keep updating and do your best in your job.. This game is awful garbage. Refund.. This game seems really fun in videos and screenshots; however, it just really isn't. The game has very odd controls, including a bad camera. Also, the player is thrown into game-play with little introduction. The game also is also pretty buggy, making it difficult to actually play. It looks very quirky and like something I would enjoy, but due to these circumstances I just really couldn't play it.. A little bit to repetitive, but for 3\u20ac it's decent.. Love this game, got the idea of playing it from SMII7Y on youtube and have been playing it since. I would definitely recommend :). Even better than its predecessor. Graphics received a nice upgrade, it's visually more appealing. We have new game elements that create a vast possibility for new puzzles. Using that power, the sequel also has way more elaborate/difficult puzzles. If that is still not enough, there are hidden levels which you can continue hunting after beating the 'normal' game.

I don't think I'd be exaggerating if I say this is the best of the genre I ever played. 10/10. It felt old, slow and just... Stupid (in a way you would see a kids cartoon bad guy almost slip up and make a ridiculous excuse. One that everyone just doesn't question and accepts...) Also there's the art and sound, it just wasn't done well at all in my opinion.. I would like to start off and say that I love this game. Basically, you start off as a Probie (or cadet, for you non-fire people) and work your way up the ladder to Chief. If you are looking for something different to play, I would definately reccomend this game. A message to developers: PLEASE MAKE AN AMERICAN VERSION! I would love to see how this would work. Also, add a bit more to do in the Ambulance. If you want to make a good "simulator" then let us work on the patient, like take vitals or put them on a strecher, and also chest compressions.

A great casual RTS! Really fun in short bursts!. Played this game a lot when I was younger. In my opinion, one of the best strategy games i've ever played. (I am a big fan of Strategy games).. After chapter 1 of the entente, the game crash back to desktop. :o(. I really did not know what to expect from this game, when I first bought it and started playing it. It was more than I expected.

I honestly enjoyed this interactive VNVpoint & click adventure. Much more than I expected to, especially with it being the first game from an unknown Indie studio.

Yes, the facial animations were a bit rough, as were many other small things. Some of the VO's were a bit "off", with some obvious mic echo, or variation in sound levels. But for a game made in Unity Personal, by new devs, animators and artists, just learning the ropes... I was easily able to look past the small flaws, and enjoy the sparkly gem hiding underneath.

The story actually was quite good, deeper, and touching on more serious and important things than I expected. Like the interpersonal relationships in a broken family, mental health challenges hidden for many years, the apparent burden of a daughter, who had to become a surrogate mother to her siblings, in a short period of time. I do wish there had been a touch more back story, to explain what it was like before, a little more depth to where this family had been before Mom disappeared, and how, 1 year later, they got to where they were, in what we read and see. But, it was still quite well developed, and touched on some very sensitive subjects, quite well, and in a way that seemed realistic. The way average human beings deal with such things. The choices-matter aspect was very good. Choices DID actually matter, and change outcomes, and dialogs, in a significant enough way to make a second playthrough worth doing, for more than just achievements.

The music was quite fitting, folksy, a very good fit for the game, with the ending song a wonderful (to me) folksong, sung by a "regular" folksinger. Someone I would expect to hear performing at a Ren-Fest, an open mike night, or a college campfire get-together.

Yes, it is a little rough around the edges. But, for a first time effort, it shows a ton of love was put into making it and telling its story.

Yes, I would pay full price, the price is reasonable. On sale, even more so.

Don't expect high drama, or fast action. This is a slow paced, emotional journey through the day of a young woman with some heavy feelings and possibilities to come to grips with. Adrenaline junkies, this isn't for you. People with heart, who want a story and experience made with love, give it a go.

Greenn Willow- well done. I look forward to seeing you grow and become better with your next projects. I think you can do it. :). Average at best, but was entertaining enough for a hidden object game, 5/10. What can I say about this game? I need part two like YESTERDAY. Thank you very much and have a nice day!

PS: Yes, I realize that this review is not very helpful :). I had the privilege of doing a live stream play through with the mastermind behind this game. deep and shallow dark and bright it is no doubt a surreal journey through ones last moments..... or new start. recommend this game for price vs content and the story it tells will definitely stay with you.. Garbage. The first was better by 7 million miles. The first two chapters run fine, but when the Bull spawns on the third chapter, the game immediately dies.

Remember when I said that the first game is vague?

THIS IS EVEN WORSE. I literally spent an eternity wandering around in Chapter 3 just to find the objective.

The game runs like mega♥♥♥♥♥♥and the worst offender is that this game is supposed to be horror.

When the resolution bug and Chapter 3 will be fixed I'll give this game another go, but until then, no thank you.

If you want the game for multiplayer, I don't know about it, and don't care to find out. As for the story-line, play only the first 2 chapters, then watch on Youtube what happens on the third.

P.S: The resolution bug happens to me at random when starting the game, mostly because my monitor is 2560x1080, but it's so annoying that it makes me instantly throw the game out the window.. This game is pretty decent.

The atmosphere is good, in line with the overall story, which is also quite interesting. The way to move around is non-intuitive at first, but I got used to it eventually. Most of the riddles were fun to solve, apart from the doors which were unlocking seemingly at random; I had to get help from a guide, because there was no point in trying every door nonsensically.

I don't know if I would have liked the game equally had I paid the full price, but I can't be any happier with my 0,80€ investment!. Amazing coop experience! I hope more people find this gem so the creators get enough support to continue the work.

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