

LUMBRE

— LA ÚLTIMA LUZ —



The world went dark. You carry the last light.

FACT SHEET

Developer

Lopand Game Studio

Company

Lopand Solutions S.A. de C.V.

Based in

Tlaquepaque, Jalisco, Mexico

Status

In development (2026), no release date yet

Platforms

iPhone and Android (planned)

Price

Free coast; one purchase unlocks the full journey, no ads (planned)

Genre

Auto-shooter action and survival

Languages

Spanish

Audience

13 and up (target)

Website

<https://lopandgamestudio.com/en/games/lumbre>

Press contact

soporte@lopandsolutions.com

Lumbre, la última luz is the second game from Lopand Game Studio, in development for iPhone and Android. One night the lights went out and never came back; with the dark came the Shadows, who fear light and devour it. You are the lamplighter: you carry the last light, a lamp that is your shield, your weapon and your clock.

You move with one finger and shoot automatically, but only at what your light reaches. Each run is one leg of a journey from the coast to the darkened city: reach the next beacon, light it and defend it. What you light stays lit, and every beacon brings someone back to town.

And it has a story: on the night of the Blackout, your grandmother Amparo left you her lamp and set off alone for the city. Ever since, a voice on the radio keeps saying "there is light here".

FEATURES

- Your lamp is everything: your health, your view, your weapons' reach and your time.
- One finger to move; you shoot automatically, only at what you light.
- Four Shadows with glowing eyes and a guardian per zone.
- Ten beacons in three zones (the coast, the dam and the darkened city), each with its own ruins, and a map that lights up with every beacon.
- A town that fills up: five neighbours (Chayo, Beto, Lupe, Tere and Nacho) who trade scrap for upgrades.
- Twenty upgrades, two extra weapons, a daily challenge and progress backup (Android).
- Accessibility options: brighter night, reduced flashing and vibration.
- Suspenseful music that rises with every wave.
- Art and design by Romina López; sound effects and music made in the studio.

Lopand Game Studio

Full press kit: <https://lopandgamestudio.com/en/press/lumbre> · soporte@lopandsolutions.com