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About This Game

Solve tricky puzzles in a world full of mysterious secrets. Make steampunk styled flowers bloom using the power of light rays to unveil new worlds. In a relaxed, no pressure environment players immerse themselves into this beautifully designed virtual reality.

Guide and adjust the light rays, change their colors to match the flowers, use mirrors, prisms, magnets, teleporters and more to direct them to where they need to be.

Carpe Lucem challenges and entertains players by transferring classical 2D puzzles into the virtual space. They learn new fascinating aspects quickly. Now puzzle elements can be moved literally in the third dimension. But not only that: They can also be arranged 360 degrees all around the player. Sounds simple but it creates a whole new way of interacting and playing mind teasing puzzle games and it is indeed a perfect introduction to Virtual Reality.

Features

- Three mystical worlds await discovery.
- Adaptive soundtrack.
- Optimized VR engine delivers 90 FPS per eye, avoiding any symptoms of motion sickness.

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- Can be played standing or sitting down.
 - Works with Oculus DK2/Rift and HTC Vive.
 - Full 360 degree view tracked by headset.
 - Supports regular game controllers as well as Vive Motion Controllers.
 - Perfect for Room Scale VR.
 - Target platforms: Windows PC
 - Includes level editor to create your own puzzles, use your headset to create and edit in actual VR. Vive Motion controller required.
 - Share user generated levels via Steam Workshop.
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PRESS QUOTES

Fascinating room filling light puzzles
4Players - 82%

Title: Carpe Lucem - Seize The Light VR

Genre: Casual, Indie, Strategy

Developer:

Hammer Labs

Publisher:

Application Systems Heidelberg

Release Date: 5 Apr, 2016

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English







The XBOX controller doesn't work with Oculus for me and others. Look at forum. The dev doesn't respond to problems much. Still can't play and horrible support.. This game looks it might be nice but WARNING --- As of this review (1/14/2018) this game does NOT work with the Oculus touch controllers. (Several people have indicated they have the same problem in the community hub)

Since that's what I have, I can't play the game, and so I am giving it a "not recommended"

I would like to point out that the game SAYS it works with motion tracked controller, but apparently not all of them.

Hopefully they will get this fixed, and I will be able to change my review.

. If you want a well crafted and easy to learn but hard to master VR game, this is for you. You will solve puzzles by dragging around mirrors or laser-tubes, in order to lead lasers to their corresponding mechanical flowers.

The whole game has different environments, while the puzzle elements are hovering in front of you. Can't quite figure out what to do next? Look up, see a big translucent whale flying in the sky. Relax, listen to the great soundtrack. Then step back to see all puzzle elements, right there in front of you. Aha! Got it! Drag this tube there, that mirror there and voila! Puzzle solved!

This game even ships with a level editor, which the developer used to create the actual levels. You've got full control to build whatever puzzle you can imagine! The editor is not yet finished and the developer wants to make it more accessible in the future, even add easy sharing of puzzles. But after some trial and error, you will get the hang of it.

It still feels a little edgy in the menus, but hey: It's VR, this whole platform is still in the early stages of development. I'm sure we will see improvements on that.

Overall: I recommend this game, because it is a fun and rewarding puzzler, with a very relaxing atmosphere.. Lovely Game !!!

Downloaded the Demo Version first ... & immediately bought the game ...

It even has an editor and player generated levels for infinite Puzzle Fun !!!

What would you want more ?? One of the few VR games at this price I feel was worth it. Smooth experience using the Vive, comfortable - not tiring at all, 0 sickness from it. Classic puzzle idea put into 3D space. I felt this worked well, regardless of how short/long the game is, I felt it was worth the \$15. Considering some of the VR games I've tried at this price or higher, I'm very happy with this. Of course more puzzles added to it would always be welcome to get more bang for your buck, but I wouldn't pass this game up if you have a Vive and like this type of puzzle gameplay.

In my opinion this is a fantastic game to get started with the fascinating world of VR. Thanks to the peacefully pace even people whom never wore VR goggles won't be overwhelmed with hectic movements or eye straining effects. The game world looks fantastic, in all three worlds are so many things to discover. The puzzles seem to be really simple in the beginning but getting challenging and exciting real quick.

Seriously props to the devs. I had a lot fun!. This game looks it might be nice but WARNING --- As of this review (1/14/2018) this game does NOT work with the Oculus touch controllers. (Several people have indicated they have the same problem in the community hub)

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. Echoing what others have said about Oculus. Touch controllers don't work and it doesn't appear that the developers are working on it. I don't recommend this for OCULUS ONLY. Having played on the Vive, I found it to be enjoyable.. I'm just about finished with this one. I liked the built in puzzles, but it seems like this should have been longer for the price.. Check out the full review @ <https://vivereport.com/2016/09/27/carpe-lucem-vr-a-steam-punk-puzzle-paradise/>

" This game is sensory heaven \u2013 the visuals and the music just melt into each other like butter on fresh toast."

Your goal is to manipulate different colors of light that flow from suspended vials. You have to direct the stream toward mechanical flowers of the same color. Tools consist of mirrors, separators, converters and mixers, which all look straight out of a mad scientist's lab from the Industrial Revolution \u2014 brass cogs, gears, coils. You get the idea. Once all color streams are matched to flowers, you move on to the next puzzle. What's great is that the light spectrum combinations are actually spot-on.

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