TWOSW GAMES

ANDROID / STEALTH SURVIVAL



ONE EXIT.
LIMITED LIGHT.

How far will you venture
before you turn off the light?

50
CAMPAIGN LEVELS

05
DISTINCT ZONES

05
BOSS CHALLENGES

twosw.com/lighton

PROMOTIONAL ARTWORK

01 / ENTER THE WORLD OF LIGHTON

Light reveals the way. And your presence.

The corridor ahead disappears into darkness. Something moves behind the wall. The key is in your pocket. One more turn stands between you and the exit.

LIGHT IS YOUR RESOURCE

LIGHTON is a top-down stealth survival game for Android. Find the key, overcome the hazards and escape an underground world that grows more dangerous with every zone.

01 Observe.

Switch on your flashlight to read the corridors. Remember the next junction before you turn it off again.

02 Listen.

Movement, sound and enemy behaviour tell you when to sneak, take cover or make a break for it.

03 Decide.

Save your battery and gadgets for the moment they open a way through. Every escape calls for your own tactics.

Your battery measures light, not life.
At zero, you carry on in the dark. The run ends when your health reaches zero.



Actual Android screenshot / LIVE WIRES. Interface shown during development.

02 / FIFTY LEVELS BELOW

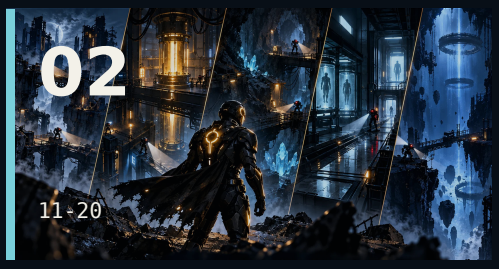
Five zones.
Deeper. Darker. Deadlier.

Each zone brings a new threat. Every ten levels, a final encounter challenges you to rethink your approach.



FIRST LIGHT

Your first key. Your first shadows. Your first choice between light and cover. THE GUARDIAN waits at the end.



DEAD CIRCUIT

The systems awaken: drones, electrical traps and energy gates. Read their rhythm. Outsmart THE OVERSEER.



THE MINES

Every footstep echoes. Echo Bats and unstable ground change the rules. THE BURROWER waits below.



THE LAB

Lasers, shifting barriers and SPECIMEN X-4. The laboratory turns every passage into a test of timing and tactics.



THE DEEP

Whispers, the Stalker and lights you cannot always trust. Everything you have learned leads to THE DARKNESS.

Atmospheric artwork of the game world. Actual gameplay appears on pages 2 and 5.

03 / GEAR UP FOR YOUR NEXT ESCAPE

Preparation is part of survival.

Two gadget slots. Six spaces in your STASH.
Choose what to carry, when to use it and what to save for the next mission.

FLARE
Create local light and conserve your battery.

SONAR
Reveal nearby walls through the darkness.

MINI MAP
Briefly reveal the map, exit and special loot.

DECOY BEACON
Distract Shadows and Watcher drones.

ECHO BEACON
An acoustic lure for threats in the mines.

PHASE JAMMER
Disrupt laboratory barriers and security systems.

ABYSS LURE
Lure the Stalker away and make room to escape.



Artistic portrayal of the explorer and equipment.

VICTORIES THAT STAY WITH YOU

LVL 20
POWER CORE
More health.
Stronger light.

LVL 30
KINETIC SHIELD
Protection from
two hits.

LVL 40
NEURAL VISION
Spot nearby threats
in the dark.

LVL 50
VELOCITY BOOTS
Move faster
after the finale.

04 / ACTUAL ANDROID GAMEPLAY

Escape alive.
Return for a better score.

Your first escape brings relief. The next brings a smarter route and a new CAMPAIGN BEST. Earn medals, trophies and achievements, then climb the WORLD TOP 20.



50

LEVELS



THE BURROWER

Boss encounter / THE MINES

THE DARKNESS

Final encounter / THE DEEP

Personal bests / Medals and trophies / Achievements / WORLD TOP 20

Online rankings require internet access and a linked profile. Screenshots show interfaces from development.

DLC 01 / ZONE 6 / IN DEVELOPMENT

BLACK PROTOCOL



51-60 / 10 PLANNED MISSIONS

Promotional artwork. Content in development.

The darkness has more in store.

Beyond Level 50, a new chapter begins. Through service tunnels, steel mazes and shattered laboratories, a relentless security network is waiting to hunt you down.

NEW TACTICAL CHOICES

A pistol and bombs expand your equipment. Light, silence and your existing gadgets remain essential.

HUNTER AND THE WARDEN

A persistent pursuer is already in testing. THE WARDEN is planned as the final challenge of Zone 6.

EXPLORATION PAYS OFF

Planned features include walls you can breach with bombs, hidden rooms and loot for your next mission.

FURTHER INTO LIGHTON

Further DLC expansions are planned. Their titles, features and release dates will be announced later.

Planned separate licence: €2.50. Requires completion of all 50 base levels, active Premium and a DLC licence. No release date has been announced; features may change during development.

05 / YOUR FIRST STEP INTO THE DARK

Your first ten levels - free.

The full descent is your choice.

Discover FIRST LIGHT. Learn to read the darkness.
When you are ready to go deeper, the full campaign awaits.

FIRST LIGHT

FREE

Levels 1-10

Your first zone and first boss.
Discover light, shadows
and the rhythm of survival.

START YOUR FIRST MISSION

DEEP FINALE / PREMIUM

€5

ONE PAYMENT / NO SUBSCRIPTION

All 50 levels and five zones.
Five boss challenges. Earn
permanent upgrades as you go.

THE COMPLETE BASE CAMPAIGN

One Premium licence covers one phone. A different phone requires a new licence. DLC packs are purchased separately when released.

DISCOVER LIGHTON twosw.com/lighton

SCAN OR CLICK

Android 6.0+ · Phones & tablets
Official website, download
and activation instructions.

TWOSW GAMES

TWOSW SOFTWARE
Simple. Useful. Independent.

© 2026 TWOSW GAMES. English edition / October 2026. Prices reflect the promotional plan; see the website for current terms. Artwork depicts the atmosphere of the game, not actual gameplay.