



FACTSHEET

DEVELOPER:

polygon cove
Based in Tokyo, Japan

PUBLISHER:

Lemon+Blood
Based in Lucerne, Switzerland

PRESS CONTACT:

lemonandblood.proton@me

RELEASE DATE:

Q3 2026

PLATFORMS:

Steam (Win, Mac, Linux)
itch (Win, Mac, Linux)

WEBSITE:

lemonandblood.neocities.org

REGULAR PRICE:

TBA

DESCRIPTION

Kin and Clef lose themselves in The Station – an afterlife that rotates dreams into realities and a wish into a memory. What awaits them at the end of the spiral?

Don't be afraid, don't be anything.

A visual novel between fear and love. Follow Kin as it falls deeper into a rusty world that will one day eat it whole. Will you get on board?

History

Several years ago, *polygon cove* was gifted an old digital camera by a friend right before they started their studies in Tokyo in composition and music production. After a short while this camera was already full of memories and countless sites – an amalgamation of a life abroad.

During these times *polygon cove* was already playing around with an idea of a train station between life and death: If you would land there would you try to help? Run away? Or even save this world?

At first it took form as an RPG-Maker game but was eventually turned into a Visual Novel, using all these photographs that their camera is holding.

Even though the development of *soulstation* always stayed explorative, one feeling remained in focus: A world that is too big for you. Just like when you get lost as a child in a supermarket and don't know where your parents are anymore.

soulstation is grief, homesickness and hope. A game you can't trust but a game that needs your trust. Together with Kin and Clef you can discover a world of rust in 2026. Please try the demo which is scheduled to be released on February 27th.

DEMO

Download the demo of *soulstation* on Steam or itch.

Duration: 60 minutes

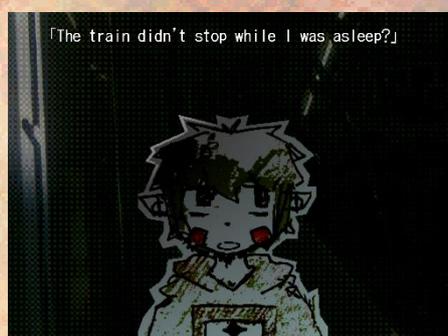
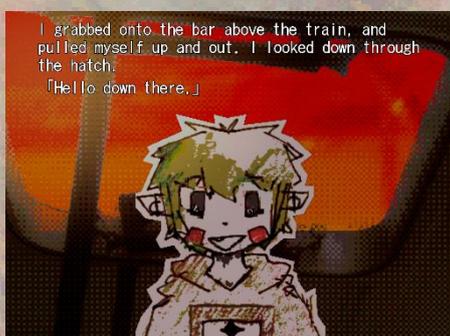
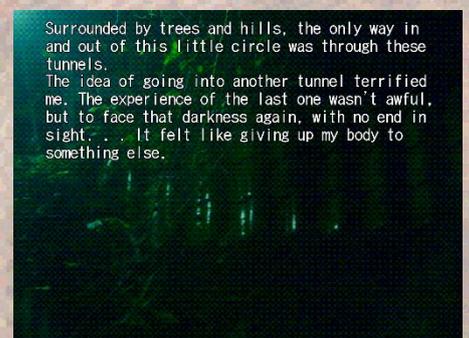
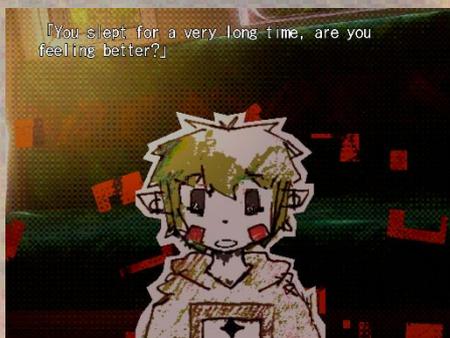
<https://store.steampowered.com/app/4370460/soulstation/>

<https://lemonblood.itch.io/soulstation>

FEATURES

- 3000+ backgrounds: Photos from our world
 - 100+ Songs: Haunting sounds from polygon cove
 - 10+ hours of playtime
 - A second scenario, from *rileyless than g*
 - Hand-drawn characters
 - A new history, reality, and truth
 - Neurosis, Paranoia, Absolution
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- Solve the mystery of the station and find out who controls it.
 - Don't forget your name and stay awake.

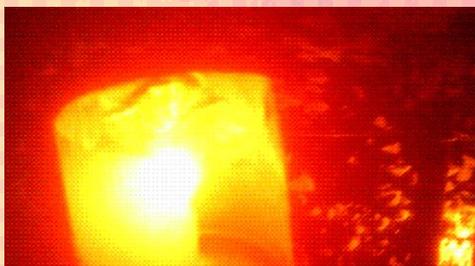
SCREENSHOTS

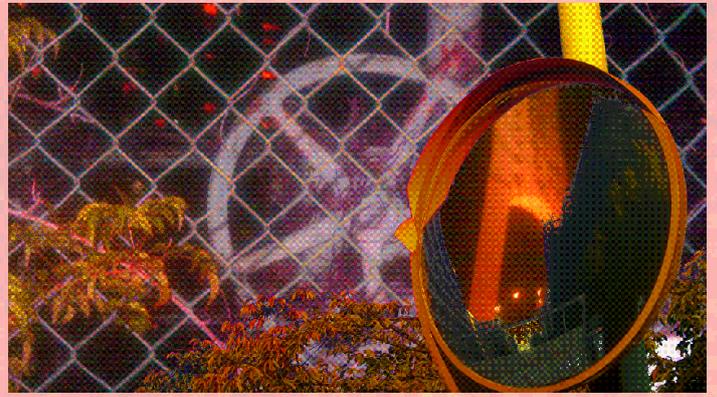
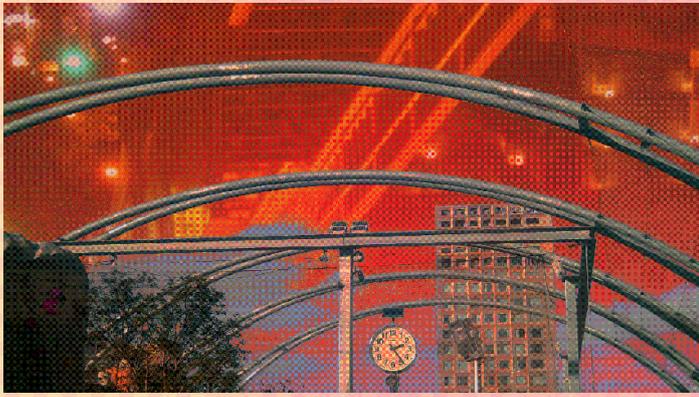


CHARACTERS



BACKGROUNDS





ADDITIONAL LINKS

BLUESKY

@lemonandblood.bsky.social

INSTAGRAM

@lemonandblood

YOUTUBE

@lemonandblood

ABOUT LEMON+BLOOD

Lemon+Blood is a Swiss based studio that tries to find out what a game is. It fuses lemon (hyperemotionality, fragility) with blood (brutality, disgust) to achieve an unbearable state of mind.

-> how does it feel to be you? <-

Our team changes size and setup for every project. We want to work together with people that like something very much. Because our games are inherently mixed media we have a wide range of possibilities of any art form within our projects and in our team. If you have an idea don't hesitate to contact us!

Lemon+Blood rejects LLMs, Generative AI, NFTs and blockchain.



SOULSTATION CREDITS

Gray Braham / *polygon cove*

Story, Design, Programming, Art, Music, Sound Effects

Riley Dülberg / *rileylessthang*

Story

Valentin Räber / *eliva*

Voice Acting

Nisha Greisser / *stargrrl*

Coverart

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