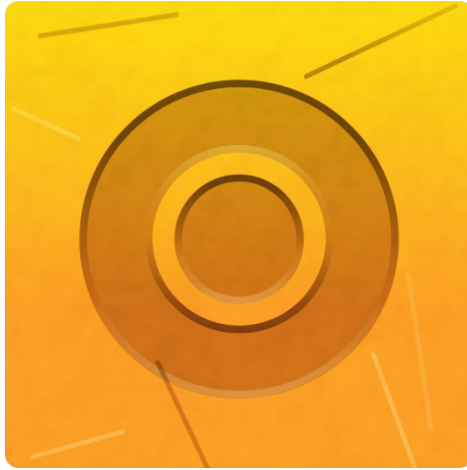




erwin

Press review guide

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For press inquiries please contact

Tamas Bartal

info@erwin-game.com

Fact Sheet

Game: Erwin — A Quantum Puzzle

Developer: [Tamas Bartal](#)

Platform: iOS 26+ (iPhone), iPadOS 26+ (iPad), macOS 26+ Tahoe (Mac)

Release date: 9 April 2026

Latest release: 21 August 2026

Price: \$4.99 (one-time purchase, no in-app purchases)

Age rating: 4+

Download size: Under 50 MB

Website: <https://erwin-game.com/>

App Store: <https://apps.apple.com/app/id6761667185>

Contact: info@erwin-game.com

Twitter: [@erwin_puzzle](#)

About Erwin

Erwin is a premium, 2048-like sliding-merge puzzle game played on the surface of a 3D cube, for iPhone, iPad, and Mac. The player swipes tiles on the active face, and identical tiles combine into the next, higher value. Swiping the background rotates the cube.

Tiles can slide across the active, front facing side of the cube. Tiles on the edges of the cube can move on either face. Matching tiles merge into one, and after each move, new tiles appear in random empty cells. Tile values start at 2 and double with each merge: 4, 8, 16, and 32. Each merge adds the new tile's value to your score. The highest valued tiles don't merge, and the cube slowly fills up.

The players can rotate the cube to play on all six faces. The game ends when the cube is full and no more moves are possible. The goal is to reach the highest score you can.

Play long enough and quantum effects begin to appear. On a randomized schedule, a newly spawned tile appears in superposition — displaying two possible values simultaneously. On the next swipe that moves it, the tile "collapses" to whichever value would produce a merge with a neighbor, or to the lower value if no merge is possible. The player learns to position the board so the collapse goes their way. Further quantum effects (entangled pairs, teleportation) unlock as the player progresses — introduced gradually, not dumped on the player at once.

Look and Feel

The game shows a 3D cube — similar to a Rubik's Cube — floating in front of a dark background and shifting subtly with device motion, like a hologram. Each of its six faces is a four-by-four grid. Tiles sit in the grid's cells, marked with colors and different shapes indicating their value. The current score is displayed in the top left corner, and a Pause button sits at the bottom center of the screen.

The color palette runs warm: cool cream at the low end, through golden amber and burnt sienna, to deep dark red at the top. Lower-value tiles are pale and neutral; higher-value tiles are warmer, more saturated. Procedural wear textures — grain, scratches, surface variation — mean no two tiles look completely identical.

Privacy

Erwin collects nothing. No analytics, no telemetry, no advertising identifiers, no third-party SDKs of any kind. No push notifications, no streaks, no "come back and play" mechanics, and the game never interrupts play to sell anything.

Game Center features are opt-in. The game never prompts the player to share, rate, or compare scores, and never artificially stops the player from playing in order to sell something. Completely ad-free: pay once, and the game leaves you alone.

Accessibility

Erwin incorporates many of [Apple's robust accessibility features](#).

- **Play with VoiceOver** — Full gameplay, including Multiplayer, has been implemented with VoiceOver support. The active face of the cube, in the center of the screen, is a VoiceOver grid.
 1. Touch it to hear each tile's value and position.
 2. Swipe with three fingers on the grid to slide the tiles. Erwin announces the result of every move: merges, points, your new score, and the value and position of new tiles.
 3. Touch outside the cube, then swipe with three fingers to rotate. Erwin announces which face is active and how many tiles it holds.
 4. The score display in the top left corner speaks your score and best score. Double-tap it to hear the whole active face read out, cell by cell.
- **Voice Control** — navigate and interact with the game using your voice to swipe and rotate.
- **Reduced Motion** — certain types of animation that may cause motion sickness or discomfort can be turned off.

- **Contrast, Color and Font Size** — Erwin has a dark color scheme to reduce eye strain. The game uses shapes, in addition to color, to distinguish tiles on the screen. Dynamic Type is supported, so you can adjust to your preferred reading size for menus and text content in the game.
- **Play with One Finger** — Erwin on iOS is designed to be a casual, fidget-type game that you can play one-handed.
- **Game controller support** — Erwin supports gameplay with any ‘extended’ gamepad, this class of devices includes the XBOX Adaptive Controller.
- **No Time Pressure** — There are no ticking countdown clocks or complex reflex tests in Erwin. You can pause the game at any time.

Features

Co-op multiplayer via Game Center — play together with friends or auto-matched players, take turns on a shared cube and watch each other's moves in real time.

Offline play — a single-player Erwin game requires no internet connection, you can play whether you are on a subway, or over the Atlantic.

Universal purchase with Family sharing — pay once, and play on all your Apple devices forever, with up to five additional family members.

Game controller support — play with any supported extended gamepad (models with with two thumbsticks, a d-pad, and a menu button), with haptic feedback in the grips. Tested with a PlayStation 5 DualSense controller on iPad, iPhone, and Mac, but any two-stick controller in this class is expected to work. The D-pad and the left thumbstick both slide the tiles, the right thumbstick rotates, and the Menu button pauses the game.

Technical Stack

Erwin is proudly Apple-native: built entirely with Apple’s native frameworks, without any third-party dependencies or cross-platform tools.

- **SwiftUI** — All 2D interface: score bar, pause overlay, onboarding, statistics, settings.
- **RealityKit** — The 3D cube, all tile entities, lighting, physically based materials, animations.
- **AVFoundation** — *Procedural ambient sound* with a heartbeat that intensifies near game over. *Spatial audio* to follow the swipe gestures and the cube’s orientation.
- **CoreMotion** — Device accelerometer and gyroscope drive a parallax tilt effect. The cube subtly shifts in response to how the player holds the phone.
- **GameKit** — Game Center leaderboard and nine achievements.
- **iCloud sync** for scores and statistics

Background

Erwin is a solo project by [Tamas Bartal](#), based in Hungary. The game grew out of years of experimenting with 3D with Apple's frameworks — first SceneKit, then RealityKit. The merge mechanic gave the cube a reason to exist as a game, and the quantum layer adds depth and a unique twist.

Questions and Answers

If you have any questions, please don't hesitate to contact Tamas Bartal at info@erwin-game.com.

What is Erwin?

Erwin is an iPhone/iPad/Mac puzzle game.

Who is behind Erwin?

Erwin is a solo project by [Tamas Bartal](#).

Pricing options?

Price: \$4.99 (one-time purchase, no ads, no in-app purchases)

Can I use App Store Family Sharing with Erwin?

Yes, up to six family members can install the game with Family Sharing enabled.

Requirements?

An iPhone running iOS 26 or newer, an iPad running iPadOS 26, or a Mac running macOS Tahoe or later.

Languages?

The current version supports English, German, French, Italian, Hungarian, Korean, Japanese, Spanish, Brazilian Portuguese, and Ukrainian.

Accessibility?

Erwin incorporates many of [Apple's robust accessibility features](#): VoiceOver, Voice Control, Reduced Motion and others. Full VoiceOver gameplay, including Multiplayer, is supported.