

GLASS

Four colors. One rule.

Coming soon

fountaininteractive.com/glass







A calm stained-glass logic puzzle. Fill each window with four colors, and follow one rule: matching colors can't touch. Adaptive music grows as the light comes through.

ABOUT

Fill each window with four colors and follow one clear rule: matching colors can't touch. Every pane you color narrows what can go next to it, until the finished design locks into place and the whole window lights up.

What begins simply becomes absorbing. One choice changes the next, and an adaptive score builds layer by layer as you solve, so the music finishes when the window does. There are no timers and no rush, just a dark, gallery-like backdrop that lets every finished window glow.

FEATURES

- Four-color stained-glass logic puzzles with one rule: matching colors can't touch
- Real-time glass: textured panes, light shafts and a glow that floods in as you solve
- Adaptive music that grows layer by layer with each window
- Relaxed play with no timers, plus hints when you want them
- 12 puzzles included, with 20 optional packs of 12 more

FACT SHEET

Developer	Fountain Interactive Ltd, London, UK
Release date	Coming soon
Platforms	iPhone, iPad and iPhone Duo (iOS 16 or later)
Price	Free to play with 12 puzzles included. Optional puzzle packs, palettes and hints as in-app purchases. No ads.
Languages	16 languages
Genre	Puzzle, logic
App Store	https://apps.apple.com/app/id6759615170
Website	https://fountaininteractive.com/glass/
Press contact	support@fountaininteractive.com

About Fountain Interactive. Fountain Interactive is an independent interactive studio in London, founded by Dan Fountain. Dan has spent more than ten years making tactile, playful software. He was the game designer and technical artist behind the fluid ink in State of Play's INKS., winner of a 2016 Apple Design Award, and has worked on the Apple Design Award-winning Blackbox for AVP and the BAFTA-winning Lumino City. Fountain Interactive's first two apps, Fold & Squish and Tiny Computers, launched alongside iPhone Duo in October 2026. Glass is its third. Press kit: https://fountaininteractive.com/glass/press/