PRESS FACTSHEET · COMING SOON

Sightline: Logic Puzzle

Every clue has a point of view. Sightline is a pure-deduction logic puzzle where every clue counts the bombs it can see along a whole line, not just the tiles next door. Walls, mirrors, channels and portals bend the sightlines; every board is solvable without guessing.



Factsheet

TITLE	Sightline: Logic Puzzle
DEVELOPER / PUBLISHER	Yumloop (YUMLOOP GAMES LTD)
DESIGNER	Yoni (founder, Yumloop)
GENRE	Logic puzzle / deduction
PLATFORMS	Steam (Windows, macOS, Steam Deck) · iPhone & iPad · Android
RELEASE	Coming soon. Steam demo coming soon
PLAYERS	Single-player; online multiplayer for 2–16 players (cross-platform)
CONTENT	400 campaign levels · 300 Grand Levels · 30 Time Challenge boards · Daily puzzle
LANGUAGES	English
STEAM	store.steampowered.com/app/4509520
PRESS CONTACT	yoni@yumloop.net

Free early access for press and creators
Journalists and content creators can request complimentary early access to the full game on Steam, iPhone/iPad or Android, or on several platforms if you cover more than one. There is no embargo: publish whenever you like. Request at yumloop.net/press/sightline or email yoni@yumloop.net.

About Yumloop

Yumloop is a new independent games studio founded by Yoni, a game designer who previously worked at Rockstar North on Grand Theft Auto V, Red Dead Redemption 2 and Grand Theft Auto VI. Sightline is Yumloop's first game, designed and built solo. It started with one question: what if a Minesweeper-style clue didn't tell you what was immediately around it, but what it could see?

Mechanics

- **Directional clues.** A number sits on one edge of its tile. That edge is the direction it looks; the number is how many bombs lie along that whole line.
- **× tiles.** A tile that sees no bombs in any direction: every tile in line with it is safe.
- **Walls.** Sightlines stop dead at a wall and can't see past it.
- **Channels.** A window: sight passes through along its arrows in either direction, and is blocked across them.
- **Purple tiles.** Ignore sightlines entirely. The number counts bombs in the eight touching tiles, corners included, and other sightlines pass straight through them.
- **Mirrors.** Bend a sightline 90 degrees. The number counts bombs along the whole bent path; several mirrors can curve one sightline around the board.
- **Holes.** Gaps inside the board. Sightlines stop at a hole just as they do at a wall.
- **One-way arrows.** Let a sightline pass only the way the arrow points. Every other direction is blocked like a wall.
- **Portals.** A linked pair. A sightline entering one leaves from the other, reaching bombs a straight line can't.

Modes & features

- **Campaign.** 400 levels across eight board shapes (square, rectangle, diamond, triangle, circle, plus, heart and islands). Each mechanic is introduced in its own lesson level, and checkpoints jump straight to any of them.
- **Grand Levels.** A second campaign of 300 large boards drawn as pictures (mazes, castles, islands, constellations), made for big screens.
- **Daily Sightline.** One new board a day, the same for every player in the world, with streaks and a global leaderboard.
- **Time Challenge.** 30 boards against the clock, unlocked through the campaign.
- **Multiplayer: Elimination.** Up to 16 players solve the same boards at the same time. Hit a bomb and you're out; the last player standing wins. Quick Play, Ranked, and private rooms with a five-letter code. Cross-platform across iPhone, iPad, Android, Windows, Mac and Steam Deck.
- **One save everywhere.** Progress syncs through the player's platform account (Game Center, Google Play Games, Steam), and a one-time link code joins different ecosystems.
- **Built for every input.** Touch, mouse, keyboard and controller, including Steam Deck; colour-blind palettes and reduced motion.

Press kit, trailers & screenshots: yumloop.net/press/sightline · Contact: yoni@yumloop.net

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