PRESS & EDITORIAL / OCTOBER 2026

UNVEIL

A light to leave behind. A way home.

Lio follows a broken waterway upstream to find his sister, Aela. Exchanging stones, aligning perspectives, and operating mechanisms restores the valley: water returns, crossings rise, and forgotten places become inhabited again.

Title	Unveil: Light to Leave Behind
Developer	wenested
Genre	Single-player puzzle adventure
Platforms	iPhone and iPad; browser opening
Content	70 puzzles across seven chapters
Model	Ten free puzzles; one purchase unlocks the remaining 60
Language	English
Release	iOS release date to be announced. Browser opening available now.

THE EXPERIENCE

Sculpted ivory architecture, brass mechanisms, and reflective water. Seventy individual puzzle scores, seven story themes, voiced storytelling, and expressive birdsong. No timers. Undo, progressive hints, motion and text-size settings. Offline iOS play, local saves, no accounts, ads, or analytics SDKs.

EDITORIAL ACCESS & ASSETS

Original iPhone and iPad captures, current native scene footage, a 1024-pixel app icon, outlined SVG wordmarks, and this fact sheet.

unveilplay.com/press/ / Play the free opening
support@unveilplay.com

Credit: Unveil by wenested. Native screenshots are unaltered simulator captures.
Public iOS availability and final pricing have not been announced.