



PunkMaze

Neo-retro arcade maze game

PRESS KIT

PunkMaze is a fast, neo-retro arcade maze game, available on iPhone, Mac and Apple TV with shared progress and a global leaderboard via Game Center.

- **16 different levels**, each with its own visual theme (cyan neon, molten lava, emerald lab...)
- 3 power-ups to trigger (SURGE, GLITCH, EMP) plus a FRENZY meter filled by chaining pickups
- Global leaderboard and 3 Game Center achievements
- Modern gamepad support (Xbox, PlayStation, MFi) via native Bluetooth on Mac and Apple TV
- No personal data collected by the game

Price: €2.99 | Release date: September 2026

The story

1986. I was eight years old, and I played on a Macintosh Plus — black-and-white screen, a fan that never stopped whirring, a floppy drive that crackled every time you launched something. That machine is where I played my very first games. I sank hours into it I could never count.

That Macintosh Plus is still there, in my living room, forty years later. And the fascination it gave me for playing never really left.

I wanted to feel it again — not as a memory, but by building a fast, nervy arcade maze myself, in the spirit of the maze games of that era, with the one thing 1986 couldn't offer: being able to play it anywhere, on iPhone, Mac or Apple TV, with the same progress and a shared Game Center leaderboard. That's PunkMaze.

— Antonin Muller, creator of PunkMaze

Fact sheet

Name	PunkMaze
Genre	Neo-retro arcade / maze
Platforms	iPhone, Mac, Apple TV
Levels	16 different levels
Multiplayer	Local 2-player battle mode
Game Center	Global leaderboard + 3 achievements (160 points)
Controller	Modern gamepads (Xbox, PlayStation, MFi) via native Bluetooth (Mac, Apple TV)
Developer	Antonin Muller
Website	https://www.punkmaze.com
Trailer	Watch on YouTube
Press contact	contact@punkmaze.com

For press

A free review code is available on request at the address above.

The text and visuals in this kit (screenshots, icon) are free to use for editorial coverage of the game — please credit PunkMaze / Antonin Muller. The game, its code and other content remain copyrighted (see the License page on the website for details).

Contents of this kit

- **Screenshots/** — screenshots (menu, gameplay, levels 1 to 3, power-up guide screen)
- **Icon/** — app icon (1024×1024)
- **Photo/** — personal photo illustrating the game's origin story (Macintosh Plus)