



A ROMANTASY ADVENTURE · MATCH · RESTORE · UNCOVER

A cinematic match-3 for the romantasy reader: inherit a crumbling manor, step through a mirror into another time, and set out on an adventure where every match moves the story forward.



FAST FACTS

Title	Miravayne Match	Genre	Narrative match-3 / romantasy adventure
Platforms	iOS and Android	Developer	Funkitron
Location	Boston, MA (independent)	Launch	Target Aug 10, 2026
Price / model	Free to play	Website	miravayne.com

Miravayne is a cinematic match-3 built for the romantasy reader, the fast-growing audience behind fantasy-romance's rise in books and television that casual puzzle games rarely serve. A young woman inherits a crumbling manor under circumstances no one can explain. As she restores it, an old stone mirror ripples open into a portal and pulls her through, into the same house in another time.

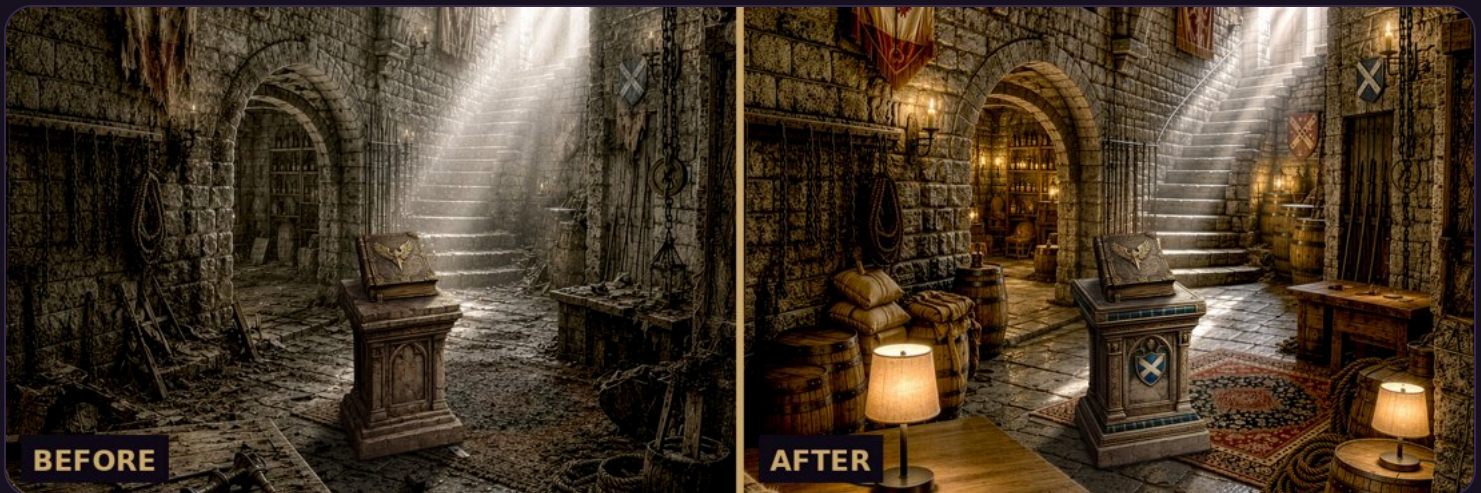
Rather than staying in a single house or town, Miravayne travels across eras and cultures, each a distinct world to restore and explore. Threaded through every era is Callum, a man who can see her, speak to her, and shouldn't exist in every lifetime. Every match moves the story forward, so the board always drives a real adventure and a slow-burn romance, not simply another room to decorate.



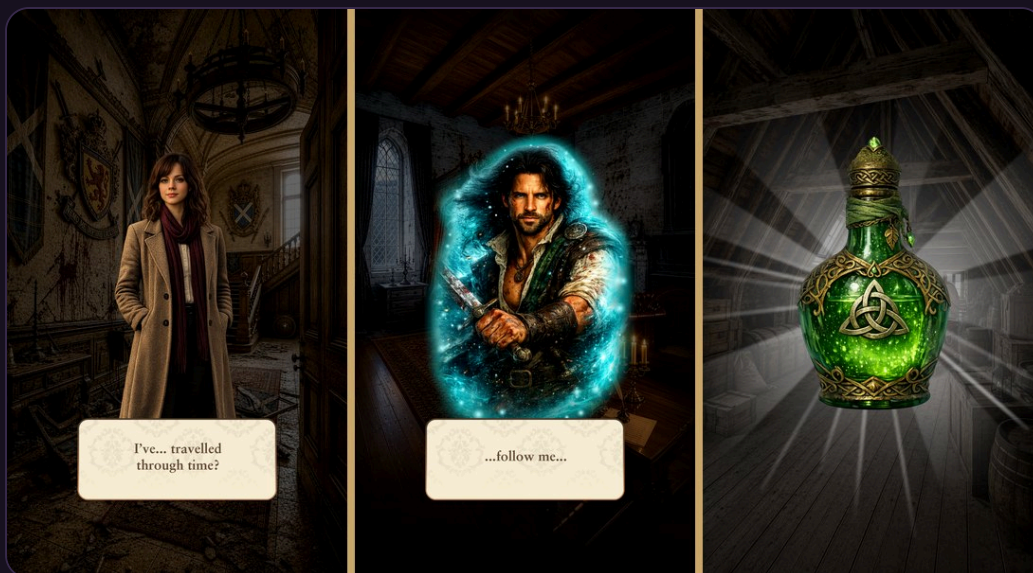
One mirror, many worlds, and a romance that crosses every one.

WHAT MAKES IT STAND OUT

- ◆ **Made for an underserved audience.** A story-first puzzle game for romantasy fans, a passionate and growing readership almost no match-3 is built for.
- ◆ **The puzzle is the story.** Matches don't just decorate a map; they advance a sweeping adventure and a slow-burn romance, chapter by chapter.
- ◆ **Worlds that travel.** The adventure crosses distinct historical eras and cultures, giving each chapter its own visual and narrative identity.
- ◆ **Cinematic presentation.** Set-piece moments like the mirror portal reveal bring a filmic quality rare in the genre.
- ◆ **Researched settings.** A team of history buffs grounds every era in real-world cultural and historical detail.



Before and after: every match restores the world and turns the page of the story.



Innovative narrative and puzzle solving drives progression.



The Manor

18th-century Scotland, where the story begins

Feudal Japan

Cherry blossoms, paper lanterns, and a forbidden romance

The Caribbean

Moonlit sails, salt air, and reckless hearts

Belle Époque Paris

Gaslit cabaret and the dawn of the Eiffel Tower

Venice at Carnival

Masked balls and secrets down every canal

...and more

The journey keeps expanding

CHARACTERS



Cora

Our heroine, looking for a change and finding far more than she expected



Callum

The man she keeps finding across the eras, impossible to explain and harder to resist



FaeBelle

A magical being that teaches the ways of "travelling"



Kwame

Master harpooner aboard a whaling ship who knows more than he lets on



Lin

A pirate captain from the age of sail who seems out of place for a reason



Takumi

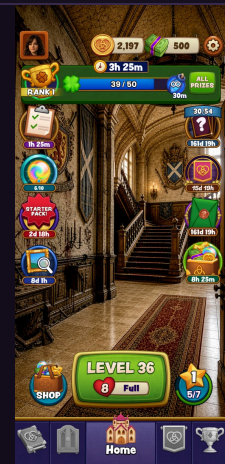
Master carpenter of the temple, with a samurai secret



Match-3 gameplay



Match-3 gameplay



The in-game home screen



The manor foyer restored, and the mirror that starts it all



A restored world beyond the mirror



The ship's main deck, out on the open sea

THE STUDIO

We're an independent Boston-area team of history buffs and veteran match-3 developers who have spent years shipping games together on the App Stores. We believe casual games can become the birthplace of original universes: worlds, stories, and communities that grow over time rather than simply destinations to visit. Miravayne is our flagship launch and the foundation for a world we'll keep expanding.

ASSETS & LINKS

- ◆ **Website:** miravayne.com
- ◆ **Playable / TestFlight:** available on request

Press & featuring inquiries: contact@funkitron.com · miravayne.com

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