BLOCK THEORY

Ten original puzzle games, one cube.

FACT SHEET
NOVEMBER 2026

IN ONE SENTENCE

Block Theory is a collection of ten original logic puzzle games for Android with more than 1,700 handcrafted, solution-verified puzzles, sold as a single purchase with no ads, no in-app purchases and no data collection.

FACTS

Developer	Marko Salmela (solo developer)
Genre	Puzzle / logic
Platform	Android 13 or newer
Released	November 2026
Current version	1.1.1
Price	US$3.99, one-time purchase (varies by country)
Content rating	Everyone
Players	Single player, fully offline
Language	English

LINKS & CONTACT

Google Play	play.google.com/store/apps/details?id=org.fuusio.kolo
Website	fuusio.org
Trailer	youtu.be/p8WgNgzkgrs
Community	reddit.com/r/BlockTheoryPuzzle
Press contact	fuusio.app@gmail.com
Review codes	Available on request by email

THE TEN GAMES

GAME	PUZZLES	WHAT YOU DO
String Theory	100	Drag flexible strings across the grid and feed them into matching black holes.
Fuusio	158	Fuse shape blocks until each one is complete, rotating, swapping and recolouring on the way.
PXL8	642	Swipe to slide all painters at once until every pixel on the board is painted.
Annihilation	100	Fire rays from numbered red and blue blocks to add, subtract and cancel them to zero.
Sort Algorithm	100	Move coloured blocks between containers through a single lane to sort them.
Space Ranger	154	Slide through open space to capture aliens while dodging sentinels, traps and black holes.
BLOX	164	Tap expanders, movers and pushers in the right order to fill every empty cell.
Fold	100	Fold a two-sided sheet of paper onto itself until it matches the target pattern.
Echo	100	Move a lead cube while echo cubes repeat your moves a few turns later.
Impulse	100	Pass momentum through chains of blocks, Newton's-cradle style, to reach every target.

KEY FEATURES

- 1,718 puzzles, each shipped with a verified solution
- Daily Mix: three puzzles from three games every day, with a streak and a shareable result image
- Move targets: solve within the target for a gold "Perfect"
- Illustrated how-to-play guide for every game
- Optional hints, autoplay and step-by-step solutions
- Unlimited undo; light, dark and system themes
- Per-game sound effects and haptic feedback

WHAT SETS IT APART

- Ten different rule sets in one app, all original designs
- Pay once: no ads, no in-app purchases, no accounts
- Collects no data and works without a network connection
- Made by one developer

UNDER THE HOOD

Built with Kotlin Multiplatform and Compose Multiplatform on the open-source Kide MVI architecture, by the same developer.

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