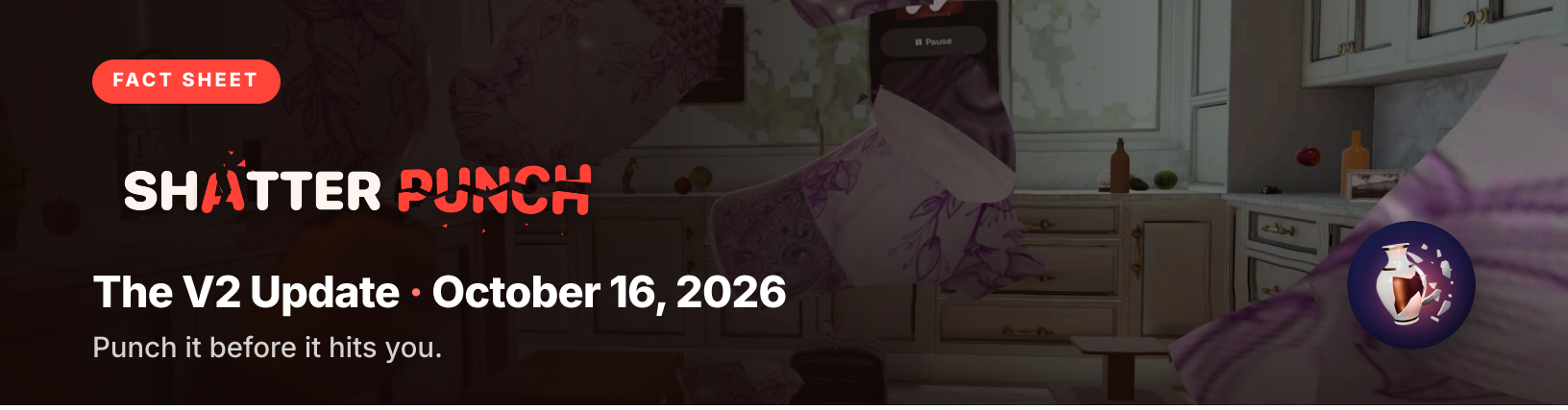


FACT SHEET

SHATTER PUNCH

The V2 Update · October 16, 2026

Punch it before it hits you.

About the game

Shatter Punch is a hand-tracking action game developed exclusively for Apple Vision Pro.

The concept is simple: objects fly toward you, and your goal is to punch them before they hit you. No controllers, just your hands.

More than 270 photorealistic objects respond differently to impact. Porcelain shatters, glass bursts, fruit splits, brass clangs and flies, and balls bounce. Each object brings a different physical interaction to the experience.

Players can take on increasingly challenging levels, test their endurance in survival-style modes, compete on Game Center leaderboards, or simply enjoy smashing objects at their own pace.

Shatter Punch can be played in immersive environments or directly in your real-world surroundings using Apple Vision Pro's passthrough.

New in the V2 Update

RELEASED OCTOBER 16, 2026

V2 is the largest update to Shatter Punch since its original release, expanding the game's content while refining its mechanics and overall experience.

- **Redesigned Home Experience:** A cleaner, simpler interface with a brand-new opening experience.
- **Expanded Campaign:** 40 levels, increased from the original 25, with progressively challenging gameplay.
- **Variable Object Directions:** Objects approach from different directions, making gameplay more dynamic and unpredictable.
- **270+ Photorealistic Objects:** An expanded collection of objects with distinct physical reactions.
- **New Industrial Loft:** A brand-new environment, bringing the total to six rooms.
- **Improved Punch Mechanics:** More accurate and responsive jabs, hooks, and uppercuts that react to where players strike.
- **Faster PowerPlay:** Up to 50% faster gameplay on Medium and Hard difficulties.
- **Game Center Integration:** 19 achievements and PowerPlay leaderboards: all-time, and 30-day boards that reset every 30 days.
- **Apple Watch Integration:** Calorie tracking during gameplay.
- **Guest Mode:** Allow friends and family to play without affecting your progress.
- **Gameplay Improvements:** Smoother transitions and restocks, a 3-2-1 countdown before rounds, and the ability to continue where you left off.

GAME INFORMATION

Game	**Shatter Punch**
Developer	**Prashant T — Independent Solo Developer**
Platform	**Apple Vision Pro (visionOS 26 or later)**
Original release	**October 3, 2026**
V2 Update	**October 16, 2026**
Price	**$9.99 — One-time purchase. No ads, subscriptions, in-app purchases, or tracking.**

App Store
apps.apple.com/app/id6816491109

Website
shatterpunch.com

Press contact
contact@shatterpunch.com

PRIVACY & MONETIZATION

Shatter Punch is available for a one-time purchase of **$9.99**.

- No advertisements
- No subscriptions
- No in-app purchases
- No developer-managed accounts
- No personal data collection or player tracking by the developer
- Workout statistics remain on the Apple Vision Pro

The game integrates with Apple's Game Center for achievements and leaderboards.

Game modes

WARM UP

A casual introduction to Shatter Punch. 25 throws, no lives, and no score. Just step in and start punching.

CAMPAIGN

Progress through 40 increasingly challenging levels across six photorealistic rooms. Players can replay any level they've reached, with adjustable speeds ranging from −1× to 5×. Beginning at Level 26, objects arrive in pairs, requiring players to use both fists.

RAMPAGE

A survival-style challenge with 100, 150, or endless waves. Choose between Easy, Medium, and Hard difficulties. Players have three lives to survive as long as possible.

POWERPLAY

A fast-paced challenge featuring walls of shelves filled with breakable objects. Players alternate between fists as the action becomes progressively faster with each wave. Five lives, with Game Center leaderboards available on Medium and Hard difficulties.

YOUR ROOM — PASSTHROUGH

Play Campaign, Rampage, and Warm Up directly in your real-world surroundings using Apple Vision Pro's passthrough. Virtual objects enter your physical space, allowing players to experience Shatter Punch without leaving their own environment.

About the developer



I started developing Shatter Punch about six months before its October 2026 release. As a solo developer, I wanted to create something specifically for Apple Vision Pro that takes advantage of what makes spatial computing unique: natural hand tracking, controller-free interactions, and responsive physics.

I designed, built, tested and published Shatter Punch myself, and the 270+ objects come from talented 3D artists, credited in the game. It's been a challenging but incredibly rewarding journey, and I'm excited to keep improving and expanding the experience.

Press kit contents

The Shatter Punch press kit contains the following assets for editorial coverage. Complete press kit: **shatterpunch.com/#press**

VIDEO

- Official Trailer — 30 seconds, 4K HEVC
- Official Trailer — 30 seconds, 1080p H.264
- V1 vs. V2 Before & After — 16 seconds, 1080p

IMAGES

- Official App Store screenshots — 4K
- Clean screenshots without captions — 4K
- Additional gameplay stills — 4K
- Promotional posters — 4:5 and 9:16, 2160px wide
- App icon — 1024 × 1024
- Shatter Punch logo — Transparent PNG

DIRECT VIDEO LINKS

Official Trailer — 4K (HEVC)
shatterpunch.com/assets/press/ShatterPunch-V2-Trailer-30s-4K-HEVC.mp4

Official Trailer — 1080p (H.264)
shatterpunch.com/assets/press/ShatterPunch-V2-Trailer-30s-1080p.mp4

V1 vs. V2 — Before & After (1080p)
shatterpunch.com/assets/press/ShatterPunch-V2-Before-and-After-16s-1080p.mp4

Media & review access

Screenshots, gameplay footage, trailers, logos, and other press assets are available for editorial coverage of Shatter Punch.

Review codes, additional materials, developer interviews, and further information are available upon request.

Press contact	**contact@shatterpunch.com**
Website	**shatterpunch.com**
App Store	**apps.apple.com/app/id6816491109**