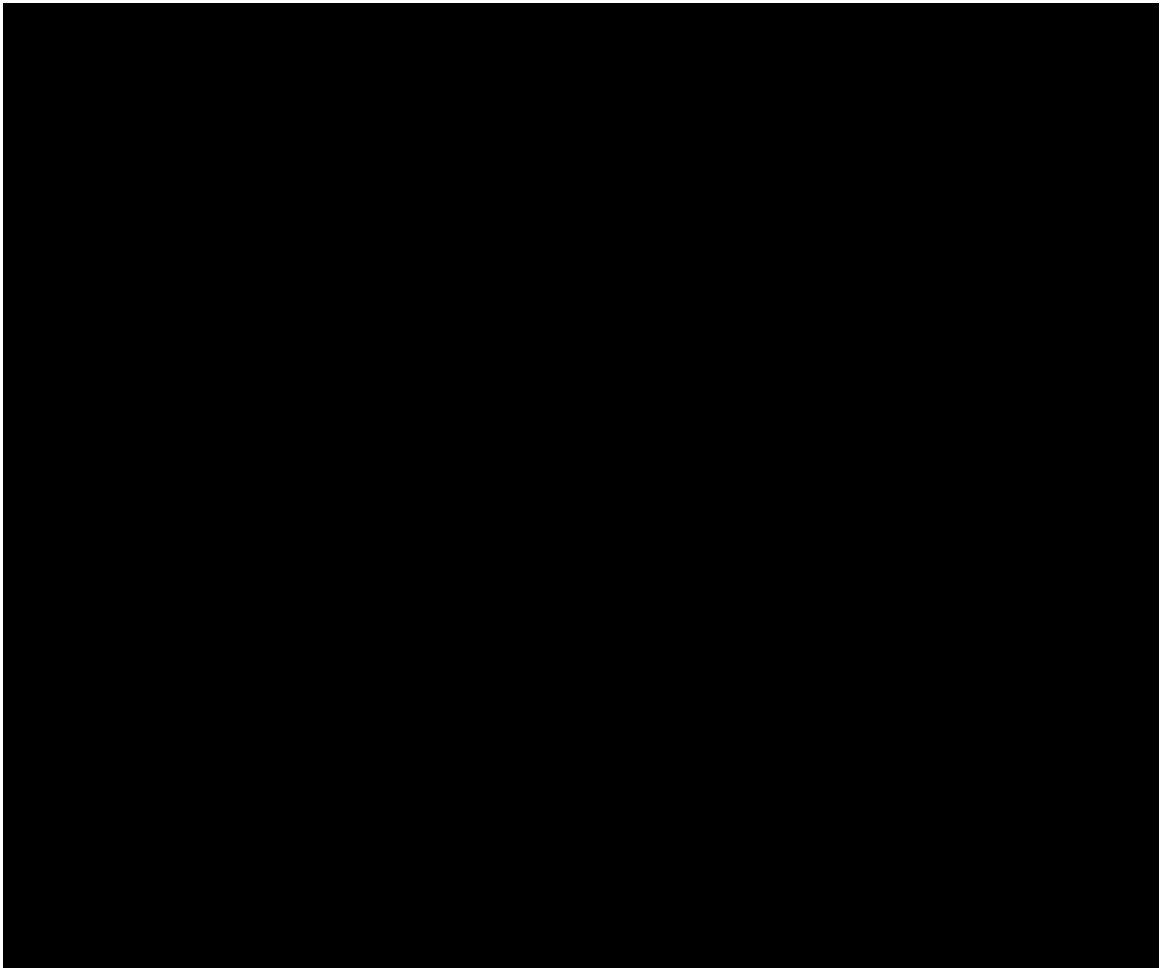


Trism: A Puzzler Fully Exploiting iPhone Controls

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Bejeweled fans, take note. Steve Demeter of [Demiforce](#) has developed an iPhone game that is essentially a new take on the aforementioned puzzle classic which makes superb use of the unit's unique control systems.

Fully utilizing both the touchscreen and accelerometer of the iPhone and iPod touch, [Trism](#) presents users with a screen populated by colorful, triangular objects which the player can slide in various directions with their finger. When a three-way color match is made, the matching triangles disappear and other triangles fall into place to fill the void. Now, here's where it gets good: The direction from which the triangles fall depends on the orientation of the iPhone itself.



Thanks to the iPhone's unique control systems, Trism takes the [Bejewelled](#) proposition to a new level and is a much more involving game. Able to be played with just one hand, the game is ideal for the commuter standing on a crowded subway.

As [Mobile Magazine reports](#), Trism will be available for \$5 USD upon launch of the iTunes App Store in June.