Made from what if?

SHATATiON

Every product here starts as a question and ends as something you can use.

For curious people who would rather think than scroll, SHATATiON makes apps, games, tools and stories that begin as one honest question and arrive quiet, exact and complete, each one made by iShatat.

Why we exist.

Purpose	We turn what if into what is.
Vision	A quieter world, where the things we use every day respect our minds.
Mission	Every what if deserves a why not. We make it exist.

WHAT WE HOLD TO

iValues.

Read it as *i value*: what iShatat holds to, and so what every product holds to.

Curiosity	Every product starts with a question, and we keep asking until there is no better answer left.
Craft	We make the best version that can be made, or none at all.
Proof	We speak in finished work. Until then, the silence is working.
Respect	Your time deserves more than you expect.
By hand	Every point is placed by hand, from the first question to the last dot, by iShatat.

People who would rather think than scroll.

The curious

People who would pick a good puzzle over another feed, and like to know how things work.

The fair player

People who want a challenge that respects them: clear rules, honest difficulty, no tricks.

Two languages

Arabic and English readers, from Cairo to Riyadh and beyond. When a product speaks Arabic, its Arabic is made as carefully as its English.

Five questions, so far.

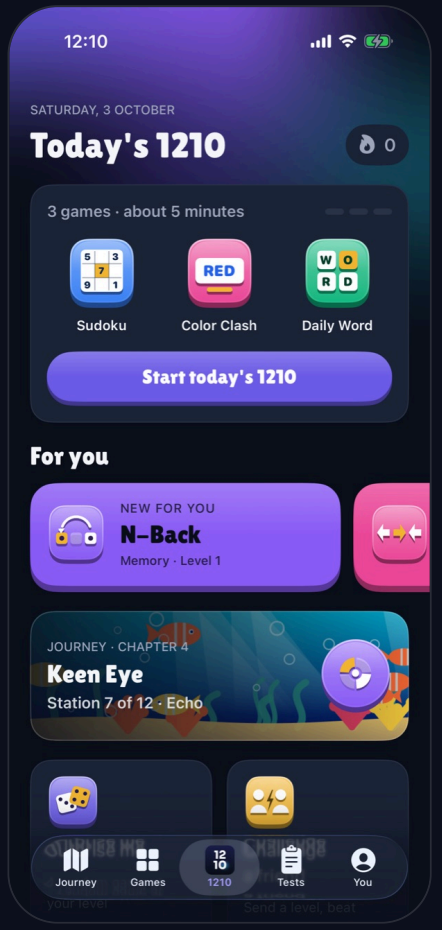
An endorsed house. Each product has its own name, world and color; the house stands behind it, quietly, in its signature.

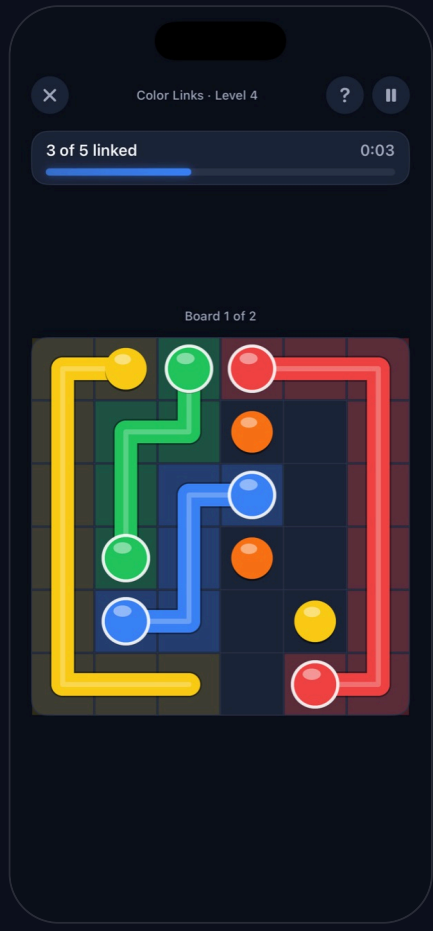
NAME	WHAT IT IS	ITS QUESTION	WHERE IT IS
1210	Daily games for the mind	*What if 12:10 meant something?*	Beta on TestFlight
SHETA	A number-deduction game	*What if a number could keep a secret?*	Beta on TestFlight
XXI	A refined, minimal Blackjack	*What if Blackjack stopped shouting?*	In the making
SHATATiON Studio	Original music	*What if a moment had a sound?*	Now on YouTube
Hekayet Athar	Egypt's antiquities, from their sources	*What if every piece told you its story?*	Free on the web

12 10 | 1210

What if 12:10 meant something?

Short daily games for memory, attention, speed, math, logic, words and reasoning, a journey to follow, and a few secrets that only happen at 12:10.





BETA ON TESTFLIGHT

A SHATATiON app



SHETA

What if a number could keep a secret?

Guess the hidden number, read the clues every guess earns, and let logic do the rest.

1 2 3	1 Near	
3 6 7	1 Exact	1 Near
3 8 6	3 Exact	

Three guesses, three clues, one code.

BETA ON TESTFLIGHT

A SHATATiON *app*

XXI | XXI.

What if Blackjack stopped shouting?



Black cards on a black table, one warm light, and nothing that shouts.

IN THE MAKING

A SHATATiON app

SHATATiON STUDIO

What if a moment had a sound?



Original melodic house, oriental grooves and calm soundscapes, for work, play and late nights, including the soundtracks of our apps and games.

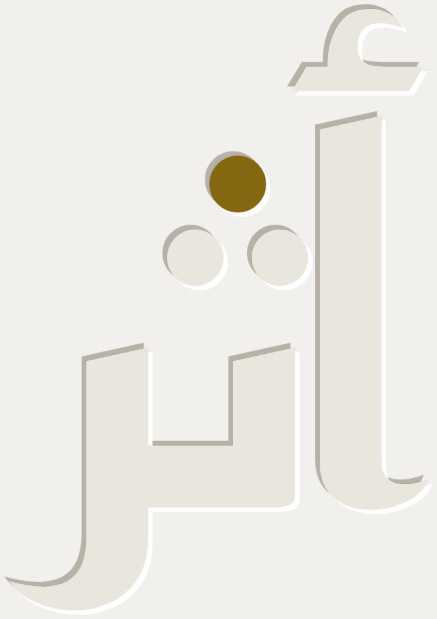
12:10 AM	Dreamy deep house
12:10 PM	Bright melodic house
1210	Oriental melodic house

NOW ON YOUTUBE

A SHATATiON *STUDIO*

أثر | Hekayet Athar

What if every piece told you its story?



Ancient Egyptian pieces and the stories behind them, in Arabic and English, each with its sources and how far to trust it. And your name in hieroglyphs, inside a cartouche.

athar · a trace; what remains of the past

256 pieces

206 stories

FREE ON THE WEB

A SHATATiON *project*.

A question grows into a point.

Our points keep their meaning everywhere: the diamond is an idea not yet settled, the square is something set down, and the circle closes the question.



The question

It starts as a what if. We keep asking until there is no better answer left.



The making

We make it here: the design, the words, the code.



The finished work

It goes out when it is the best version that can be made. Then the work speaks.

SHATATiON

MADE FROM WHAT IF?

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shatation.com

1210. SHETA. XXI. SHATATiON Studio. Hekayet Athar.