

Prologue

You and your team of elite puzzle-solving operatives from the SGPH Foundation make up Mobile Task Force Epsilon-22. Your unit has been activated to set forth to the small rural town of Montauk, to investigate a number of scary puzzling entities that have been spotted together with the discovery of a strange anomaly. Your mission is four-fold: Solve, Gather, Protect, Hold.



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The town of Montauk, whom the locals ironically nickname as "The End", has a cult status amongst conspiracy buffs due to allegedly classified government projects being conducted there. You wonder if there is some connection, or if there are other horrors which your team will need to contend with. Regardless, you are determined to complete your mission and solve the strange puzzle of this mysterious incident.

Arriving at Montauk, your team quickly encounters a local named Joyce, who is going around town looking for her missing child.

"We are MTF Epsilon-22 from SGPH Foundation, here to gather the monsters that have appeared and figure out what is going on. Can you help us find our way around the town?" you asked Joyce.

"I can be your guide, but I am looking for my son! I am afraid that he has been taken by one of these monsters. I heard there is one in particular which has been stalking and ambushing the townsfolk!" she replied.

"No worries, you can tag along with us and we can help you if your son is with one of the monsters we meet."

"Okay, thank you! Let's hurry and look for the monsters!"

