

PROLOGUE

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In the vast land of Square Grid, flora and fauna flourish amidst an enchanting landscape of tall mountain ranges, vast valleys, and tranquil forests. The natives lived in balance with the land for generations, tapping on their knowledge taught by the magical Guardians of the land to share peace and co-exist in harmony.

But every ten years, in an event known as the "Awakening", the powerful undead sorcerer Sylas rises from his mountain crypt. He then unleashes a terrible spell that will gradually take away the old memories of everyone in the land of Square Grid, giving him unquestioning control over the world.

With their deepest memories stolen, gone too are the natives' ancient knowledge of how to use the fundamental components of their world to defend themselves against this evil.

A brave party of heroes has formed to make the epic journey to confront and rise up against the sorcerer Sylas. Along the way, the heroes will face unknown encounters, and must solve these puzzling challenges to gather experience and regain fragments of their memories.

In the process, the party must find all the Guardians of Square Grid, and relearn from them the magic that would help them in their quest to stop this latest Awakening.

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Rules

Square Grid Puzzle Heroes is a fantasy-themed RPG world. Your team will oversee your party of heroes on this quest, and help them solve the puzzle encounters as they journey across the land. Your party comprises:

- Alessia Mori (female human mage)
- Luka Kramer (male human fighter)
- Tamas Shadowthorn (male elven archer)

Your Square Grid *World Map* and puzzle page show the *Encounter Puzzles* along your party's journey. Your team may solve these puzzles in any order.

As puzzles are solved, your party gains experience (XP crystals), which can be used to level up your heroes. Only one team member needs to perform this action, and the change will be updated for the entire team, which may unlock either cutscenes or the locations of *Guardian Puzzles* on the World Map and puzzle page at certain milestones. There are no puzzle elements within the cutscenes.

Guardian Puzzles, like Encounter Puzzles, are also standalone puzzles that can be independently solved in any order. But all the Guardian Puzzles must be solved before the final location of Sylas and the *Meta Puzzle* is revealed on the World Map.

The final Meta Puzzle will use the Guardian *magics* and Encounter *memories* (puzzle answers) for its solution.