

Update #1 - 14/4/##

Hello. Today is our first introduction to our new update log. This is where we share anything that has happened throughout our time here. Be wary that if you share any of these updates to anyone that's not affiliated with us, promise us, you will be dealt with accordingly (through non-violent means).

Now with that out of the way, let's get on with the updates, shall we?

One of the first things we will introduce you to is our new program: The Puzzling Travelers Project (PTP). This project is quite simple: we have finally gotten the chance to bring our puzzles outside of our origin spot. Finally, we can bring our creativity to other parts around the world. Finally, we can host events outside of the city. Through passcodes, to decking messages, to even trying to solve a crossword. All of it, coming to everyone else's doorsteps, and you can help them have that chance to become problem solvers.

So, how will this work?

Well, it's simple: we will go to other parts of the world. That does mean we gotta travel far out in order to bring more color to the world. We need to come up with as many puzzle ideas as we possibly can. Entertainment is a must in puzzles, after all. Let's at least be entertaining enough for our

customers to leave feeling satisfied. That wouldn't
be too hard now, would it?

In other news, more employees have resurfaced,
either with multiple scratches, or in complete
disrepair. Regardless, they are all here, and
survived the infamous attack. To celebrate, we will
host a welcoming party for those that have returned
to the building, alive, and breathing.

Meet up at 12:45 pm (lunch hours) to see our
heroes, and to also have some great, delicious food
for you to consume.

That's about it for now.

See you all in another update.

Remember that puzzlement is the key to happiness.

Goodbye! 