

TETRAGON

Tetragon is an adventure puzzle game, with a spinning world gravity. The player's goal is to move towers and interact with rotation levers to guide a brave lumberjack in search for his lost son.

Name: Tetragon: Unknown Planes

Platforms: iOS, Android, Switch

Number of Levels: 42 levels

Model: Premium

Gender: Puzzle / Adventure

Duration: 4h30m ~ 5h

Number of Endings: 2

Release Date: 2019

◆ THE GAME ◆

Solving puzzles to create the right path for Lucios to continue his search on Tetragon will be your goal in this journey. Using the power of Tetragen Lucios is able to move the ground, pushing towers to create platforms and stairs to reach higher places. When you interact with the Rotation Totems (*hotspots* in the game), the world will spin and so will your mind. The challenge begins when you have to undertake two tasks simultaneously - rotate the world and move towers - to create your own solution for the puzzle.



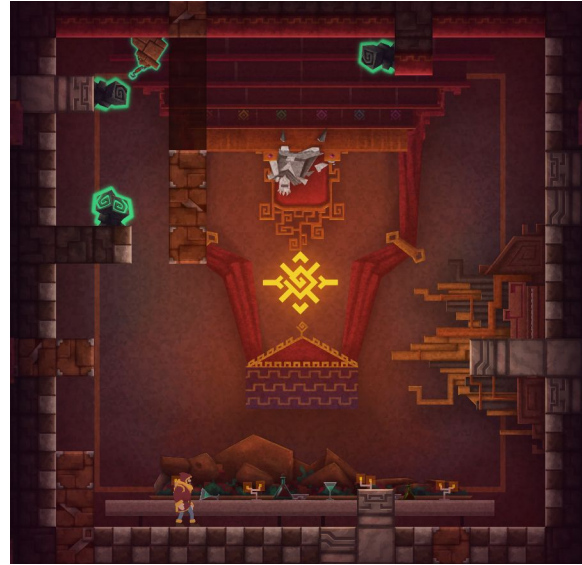
◆ AMBIENTS ◆

FRUITFUL FOREST (FREE)



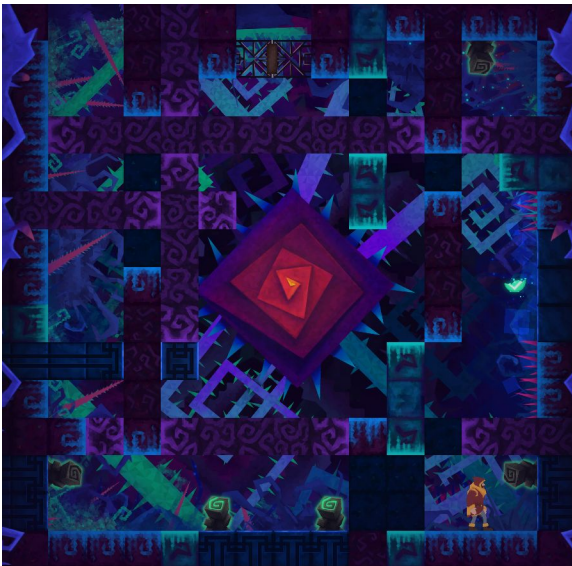
A peaceful place where the Tetragonians come to look for food and water. But take care... There is a witch in the woods.

GNIK CASTLE (PREMIUM)



The first King of Tetragon built this castle. There's a mysterious feeling around the place. What kind of secrets does the castle hide from us?

DEEP WOODS (PREMIUM)



The deadliest place of this world. It's easy to get lost in the Deep Woods. Many Tetragonians died trying to escape from this place.

ANCIENT STONES (PREMIUM)



Tetragon is a world under construction and the Ancient Stones are the end of the line. Here is where Tetragon's boss lives, and he is eager to kill you.

◆ THE STORY ◆

Somewhere in a different dimension there is a world made out of planes. These planes orbit around a holy jewel, the so-called Tetrigen. There used to be no evil in this world, everything used to grow well and be fruitful - until a strange energy began to rise. A dark creature was born from this energy and intended to destroy Tetrigen and bring chaos to Tetrigen.

Eventually, the creature accomplished its goal and the Tetrigen jewel was fragmented into several pieces. Using all of its power, the Will of Tetrigen imprisoned the dark creature, but it was already too late to save the jewel. Now, this world needs a proper rearrangement of Tetrigen's pieces.

Meanwhile, in Lucios' world, his bored son was following him into the forest. Hours had passed when Lucios realized his son had disappeared.



◆ BACK STORY ◆

Tetrigen was born in 2014 as a tiny indie project made by a group of friends. At that time the proposal was to create something different from the usual puzzle games, shuffling gameplay and narrative to create a very immersive product. After the first prototype, the original team was not able to continue with the game's development. The project remained inactive until 2017, when Alexandre Chaves (the game designer and creator) partnered with Cafundo Studio to continue the development of the game focusing on mobile platforms.