



TWO SIDES TO EVERY STORY



An Equinox megagame by Rick Rubenstein and Joshua Kosman

They say every story has two sides. In this puzzle suite, that's true both figuratively and literally.

Each two-sided page is inspired by a classic story, with the puzzle on one side presented from the point of view of the traditional protagonist(s), and that on the other from their antagonist(s). Although the two sides are part of the same story, the puzzles themselves are independent, and all six puzzles can be solved in any order. Each will yield a single six-letter final answer whose letters should be circled.

When you've solved every puzzle, bring them to the the presenters for verification, and you will receive one final set of instructions.

