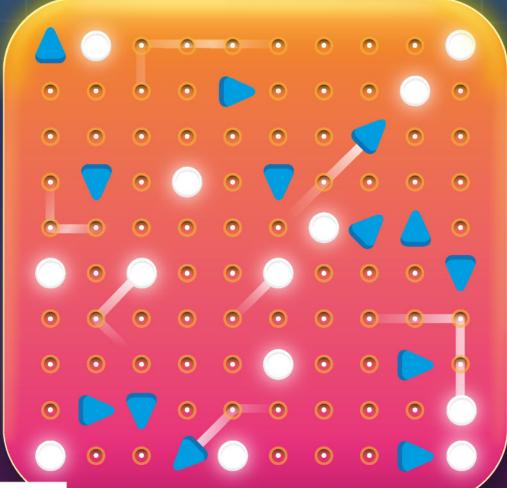




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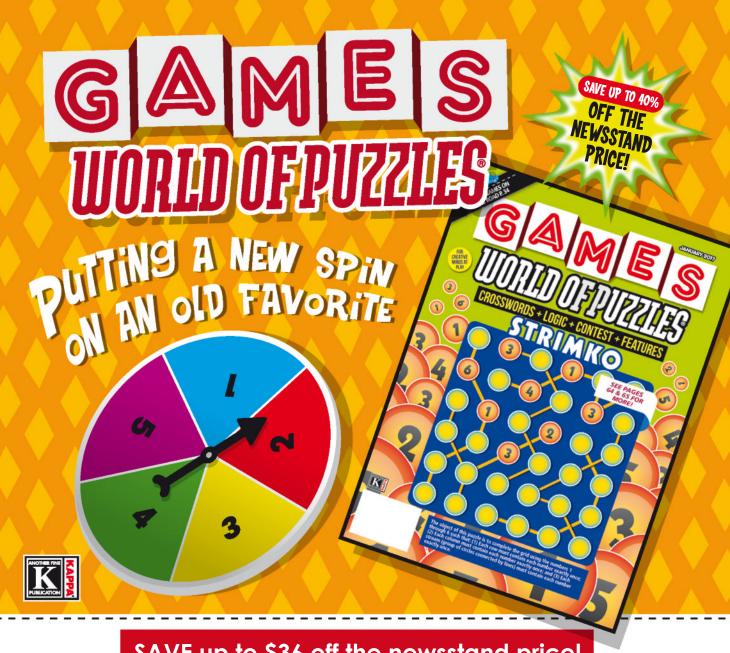
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# ...FROM THE EDITOR

ith every New Year come new challenges—and that's especially true in this issue of GAMES WORLD OF PUZZLES. If honing your puzzle-solving skills is at the top of your list of resolutions, you've come to the right place.

Let's begin with our feature, SuperClues: The Internet Game of Dropping Hints (page 34). It's the conclusion of a three-part series by longtime contributor Stephen Sniderman. In the final installment, he describes how he turned a secret code he learned as a teen into an online game he shares with friends and fellow word enthusiasts. Sniderman even presents a sample round from the game so that you can test yourself by playing along.

Our full-color section also includes several fun puzzles for fans of logic and math: R. Wayne Schmittberger's Diamond Exchange (page 38) and Marek Penszko's New Year's Wishzzles (page 43). You're guaranteed to enjoy both of these puzzles, which will challenge you in various ways. On the other hand, if your goal for the New Year is to improve your Scrabble skills, try Scott Appel's Your Word Against Mine (page 42). This month it's all puzzles—see if you can play with the pros.

As always, our Pencilwise section is packed with a plentitude of puzzles. New offerings include Raymond Young's SuTriominoku, an innovative sudoku variant, and Four by Four (page 49), a word-forming puzzle by Erich Friedman. Among the old favorites are Mike Nothnagel's Mixed Doubles (pages 3 and 22) and Don Henderson's Quint-Essential (page 65). And we've heard your requests to bring back 500 Rummy; you'll find it on page 64 of this issue, and we'll make sure not to skip it in the next few issues. Of course, those are just a sampling of what's inside—just find the puzzle you like best and start solving!

We at GAMES WORLD OF PUZZLES wish you a healthy, happy New Year filled with puzzling enjoyment!

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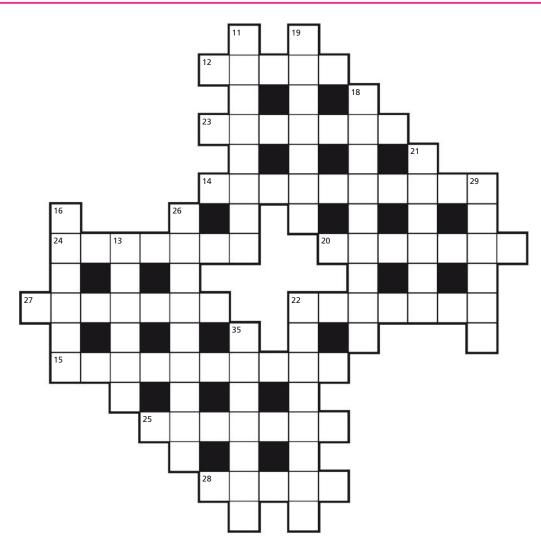
#### BY MIKE NOTHNAGEL



Each answer word in this crossword variation has two clues leading to it, using different meanings of the word. The clues are separated into Across and Down, but are otherwise ordered randomly.

When you find two Across clues or two Down clues that seem to have the same answer, add up their clue numbers to determine the place in the grid where the answer should be entered. For example, if the clue for 1-Across were "Metallic element" and the clue for 17-Across read "Starring role," the answer would be "lead," which would go in the box labeled 18 (1 + 17). Note: Tags such as "Hyph." and "2 wds." have been omitted.

ANSWER, PAGE 70



#### **ACROSS**

- Top-of-the-line
- Go past first base, say
- Turn signal
- Raise, as curiosity
- Microsoft e-mail program
- Boxer's pre-game measurement
- 7 National League team that plays home games at PNC Park
- 8 Irritation
- 9 Poetry rhythm
- Load a webpage again
- Comedian Jonathan
- Superhero whose real name is Oliver Queen
- Mail classification for letters and postcards

- Give new energy to
- Illegal software copiers
- Cold seasons
- Offer an opinion
- Invade
- It's monitored by a parking officer
- 20 Forecast

#### DOWN

- 1 Address in church?
- 2 Hint at
- Advanced to a higher position
- 4 Deadliest Catch network
- Have as a roommate
- Tolerate
- Shedding tears

- 8 Repeat mindlessly
- Yelling (out)
- Preparing (for)
- Zucchini, e.g.
- Kirk, vis-à-vis Michael Douglas
- Cockatoo relative
- Shuttle that launched the Hubble Space Telescope
- Trained via disciplined methods
- Donning a uniform, say
- Put forth as a possibility
- Game played on a four-walled court
- Gave publicity to
- 20 Bored a hole

# **52-S**KIDDOO **9**

There is one place for each letter of the alphabet in the 26 empty squares of each blank column in the diagram below. Fill in each letter so that a word of at least five letters is formed reading across only. Not all of the letters to the left and right of the empty box are used; it's up to you to determine which ones are needed to complete familiar words. Some letters may fit in more than one of the empty squares to complete words, but we only came up with one arrangement that would complete a word in each row. Maybe you'll find a better solution. Proper names are not allowed.

ANSWER, PAGE 70

Α B C D E F G Н K M N P Q R S Т X Y Z

-		<i>i</i>		 			,				
М	U	L	Т	Р	L	Е		М	В	L	G
Р	Р	R	Α	Т	ı	С		R	Е	U	Р
В	D	1	S	Е	М	В		Ш	U	Η	I
I	S	N	Η	R	R	Ι		Υ	Р	S	K
J	S	L	Ι	Α	Т	I		N	Т	L	Υ
Z	Z	ı	М	U	N	I		ı	N	G	Q
С	R	Α	Z	Е	R	R		O	W	<b>V</b>	Υ
٧	Z	W	S	В	S	Е		J	Ш	Z	Т
Α	G	U	Е	U	0	Т		В	L	Е	٧
Α	C	Т	_	А	Т	0		Q	K	G	М
Т	K	Р	٦	0	0	R		Α	М	В	Ξ
I	J	R	Υ	Е	Α	М		0	R	K	В
L	٧	Н	Р	Ν	0	Т		-	Е	R	K
N	0	N	С	Α	L	Α		С	Е	Q	F
С	Ι	D	R	Т	Α	L		Α	Т	Е	D
М	D	Х	٦	L	Е	Α		Ι	G	М	G
G	G	М	R	Ι	А	S		0	Н	Т	S
Н	S	R	Α	Z	Ι	N		S	D	В	K
В	G	R	Е	R	ı	Е		Е	J	Р	D
D	Х	W	Α	S	Н	I		Χ	Р	Q	Q
Α	S	Α	Ν	G	R	Α		Η	В	Α	0
٧	В	0	D	W	0	R		R	S	Т	J
М	U	Т	Ι	Α	Т	Е		Υ	Q	J	U
Α	I	N	Е	0	R	Α		L	Е	Р	В
G	С	0	N	E	С	Т		R	E	Н	Ε
K	Α	Q	С	Α	R	Е		0	U	S	Е

B C D G н K M N Q R Т

# PENCIL POINTERS 1 9

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

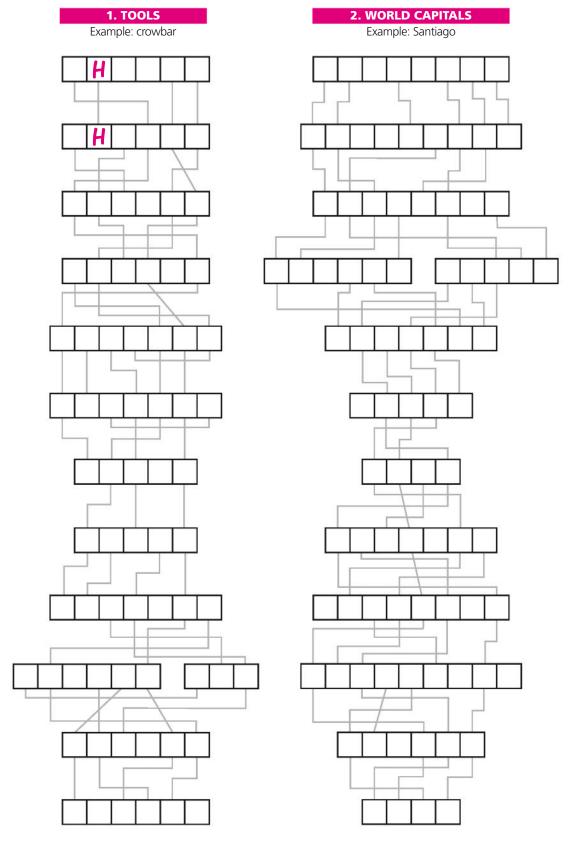
ANSWER, PAGE 70

Aviation site in D.C.	Patriotic song opener	Coffee, slangily Staff	•	Simple math game	Lucy lover Arnaz	"Go away, kitty!"	Pontiffs' offices	Most plentiful	Titanic theme singer	Puts up, as a building	En (as a group)	Attack violently	•	Tags for a specific use	Unsightly quality	Gazed dreamily
Bit of	ľ	_	ly.	Ť	Ť		v	<b>V</b>	Ť	ľ	_	Starch-		•	<b>V</b>	Ľ
gear on a film set	•											yielding palm	•			
Lumps in throats	•											Guthrie of folk music	•			
Zilch		Not too hard to carry out	Lee-vs Grant fight site	Right- leaning type								"Yes, sign me up!"	•			
<b>&gt;</b>		•	•	Overly long sentence	Redding of R&B	Middle of many a freeway	•									
"I can't swear on it"	•			•	•						Weed- nixing tool	Capital of South Australia	Flushed Like Sherpas			
Broken beyond repair	•					Takeoff guess, for short	•			Oscar winner Tom	•	•	•			Concur
Black keys, familiarly	•							Practical joke		Port of Ukraine	•					•
St Fire	•					Hosted, as a roast	Run for a long pass	•						Looks glum	Soul singer Baker	
College head	•				Panache	Y				Pool hall stick	Hip- hopper Kendrick	•		•	Y	
Regatta event		"Just the Way You —"		Plan lacking details	Father- and-son Unsers		Famous Ford flop		Option	•	Solo Zap, as a suspect					
•		•		•	•		•	Adorable sort	•		V					
Did like Pavlov's dogs	•							Bluetooth wear	•							Spun around
<b></b>								High- priority task		Teeter- totter	•					•
Nerve networks		Play- wright Edward	Czechs and Croats		Downfall			•				Units of land area	Unifying concept	Attach	Path	
Short sprint	•	•	•		Ireland, to poets	Jean Picard				Blasted through, as a test	Maker of Pong Scarce	Y	•	•	•	
Political friends	•				Y	Soudii iiii	Try to find Swamp			Y	- Juli 60					
June ESPN event	•						Junip		Cautious	•						
Prepared to eat, as shrimp	•								Religious recluse	•						7
"It could go either way"	•								Spayed, say	•						



Here's your big chance to play with matches. Enter words relating to each puzzle's theme, one letter per box, so that the boxes with connecting lines have matching letters. We've shown a couple of H's to start you off.

ANSWERS, PAGE 70



#### **BY ADAM COHEN**

16

19

37

40

32 33



#### **ACROSS**

- 1 Spooky 2013 thriller
- 5 Valedictorian's ranking
- **10** Running circuits
- 14 Lena of Alias
- **15** French vin valley
- **16** Hable con (Almodóvar film)
- 17 Call of the Wild author: 2 wds.
- 19 Tiger Beat reader
- 20 Dinky kind of town: Hyph.
- **21** Outback specialty
- **22** "So me!"
- 23 Tool with teeth
- 25 USA's largest public power company
- **28** A wild and crazy guy: 2 wds.
- **34** Desuds
- 36 The Green Hornet's valet
- **37** Sorcerer
- 38 Brainstorm
- **39** Israeli Nobel laureate Shimon
- 40 Folkie Guthrie
- **41** Gangling
- 42 Muddy up
- 43 Dramatist Chekhov
- **44** Recipient of Wilde's De Profundis: 2 wds.

- 47 "Rescue me" letters
- **48** Duty station
- **49** Whiskey grain

14

17

20

25

3/1

38

41

44

59

62

65

26 27 22

35

48

28

45

- **51** Ball boy?
- **54** Sexy dressing gown
- 59 Osmose
- **60** Subject of the documentary Wild Man Blues: 2 wds.
- 62 Not risqué
- **63** Smithy fixture
- **64** "\_\_\_ Lang Syne"
- **65** Don Juan's love
- 66 Washington, but not Lincoln
- **67** Title role for Nastassja

#### DOWN

- 1 Voodoo power
- 2 Lawyer Dershowitz
- 3 Cursor movers
- 4 Egyptian icons
- **5** Broccoli bud
- **6** They're not free of charge
- 7 Take the trike
- 8 Sellout abbr.
- **9** Sawbuck
- **10** Biff Henderson's former boss Dave
- 11 Evading the draft?
- **12** Entreaty
- 13 Wasn't buoyant
- 18 Bottom-feeder

**21** Reggae relative

52

- **23** Pass on (a story) 24 "1000 Oceans"
- singer Tori
- **25** Sing like a bird
- 26 Latin for "I see" 27 Lend \_\_\_ (listen):
- 2 wds. 29 Earn laboriously: 2 wds.
- **30** Airline of Brazil
- **31** Topless pies

**32** Drop-in dome for recycling **33** Beer signs, often

23 24

46

49

30

36

42

60

63

66

- **35** Gritty 3M product
- **39** Big-leaguers
- **43** Places of refuge
- 45 12: Abbr. **46** Tartan-based
- sock pattern
- **50** Southernmost port of Israel
- **51** Hammett canine

**52** Twenty guires **53** Clownfish in a

67

- Pixar flick **54** Chevy named
- after a star
- 55 Blue-pencil **56** Epoxy, e.g.
- **57** Slim swimmers
- 58 Wraps up
- 60 Isn't any more
- 61 Canada's most populous prov.

### LAST BUT NOT LEAST



#### **BY GARY DISCH**

Here's a version of Categories with a new twist: Instead of using the starting letters of words that match a given category, we're giving you the ending letters. For example, for letter M in the "flowers" category, "geranium" is an acceptable answer. Can you complete the grid without resorting to reference books? If you draw a blank, ask a friend...or, as a last resort, see our answers on page 71.

	M	0	D	G	Υ	Α
Islands						
Herbs & Spices						
Musical Instruments						
Fruits						
World Capitals						

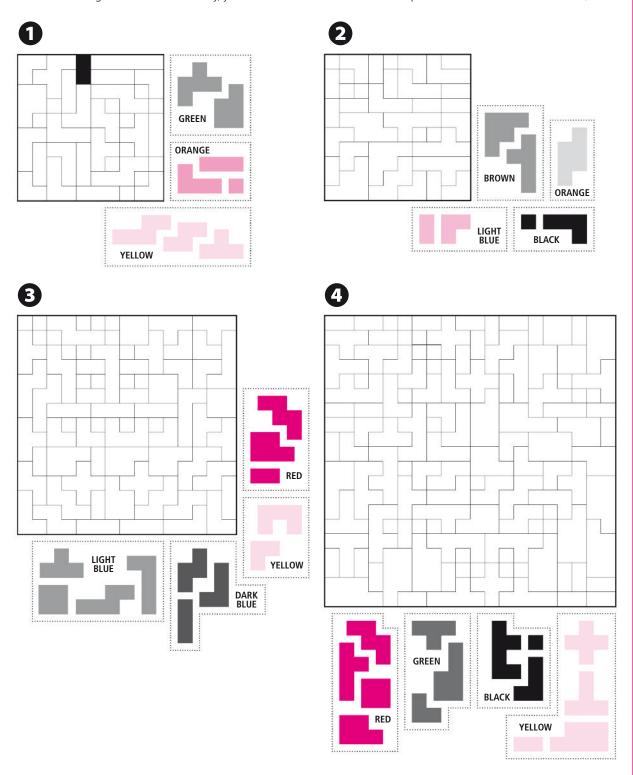


#### **PAINT BY BLOCKS**

Get out your crayons or colored pencils, because you'll need them for these puzzles! Notice that there are four groups of shapes under each grid, and each group has been given a different color. Your job is to color every similar shape in the grid in that color. For example, in the first puzzle, you'll find all of the small squares and rectangles, and color each one black. Any shape appearing in the grid that doesn't appear in the groups below should be left uncolored.

When all of the grids are colored correctly, you will have revealed the four hidden pictures!

ANSWERS, PAGE 71

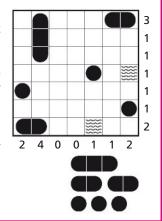


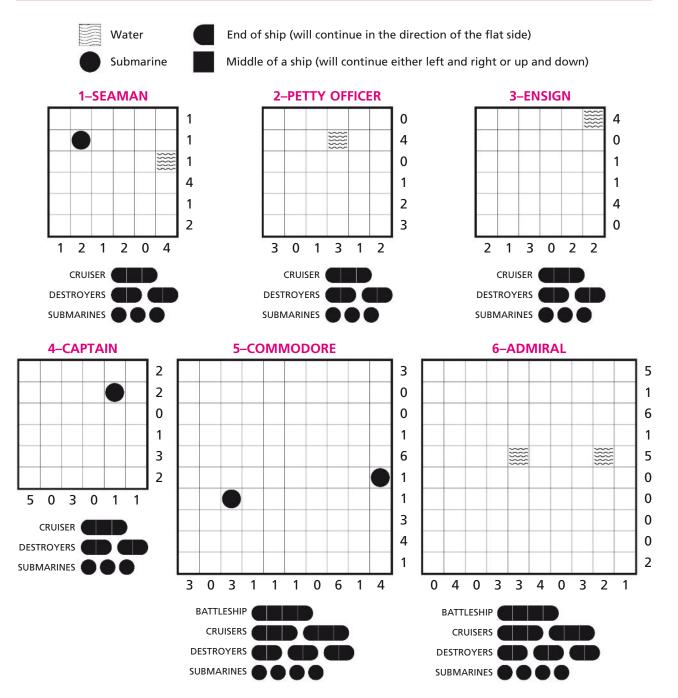
#### **BATTLESHIPS JUNIOR**

Attention kids (and Battleships novices): The six puzzles on this page are kid-level solitaire versions of the classic paper-and-pencil game of Battleships. Here's how to play: Imagine that each grid is a section of ocean in which a fleet of six ships is hiding. In the first four puzzles, this fleet consists of one cruiser (three grid cells long), two destroyers (two cells each), and three submarines (one cell each). The last two puzzles have one battleship (four cells), two cruisers, three destroyers, and four submarines. The ships may be positioned either horizontally or vertically, and no two ships can occupy adjacent grid cells, not even diagonally. The numbers along the outside of the grid tell you how many cells in the corresponding rows and columns are occupied by ships.

You'll notice that some parts of the oceans have already been mapped out for you. The wavy lines stand for water—unoccupied water, that is. Water in a grid cell means that no part of a ship can occupy that cell. Other clues given may be a complete submarine (a circle) or the end of a ship (a rounded-off square). You can cross off ships below the grids as you locate them. An example of a solved puzzle is shown at right.

ANSWERS, PAGE 71

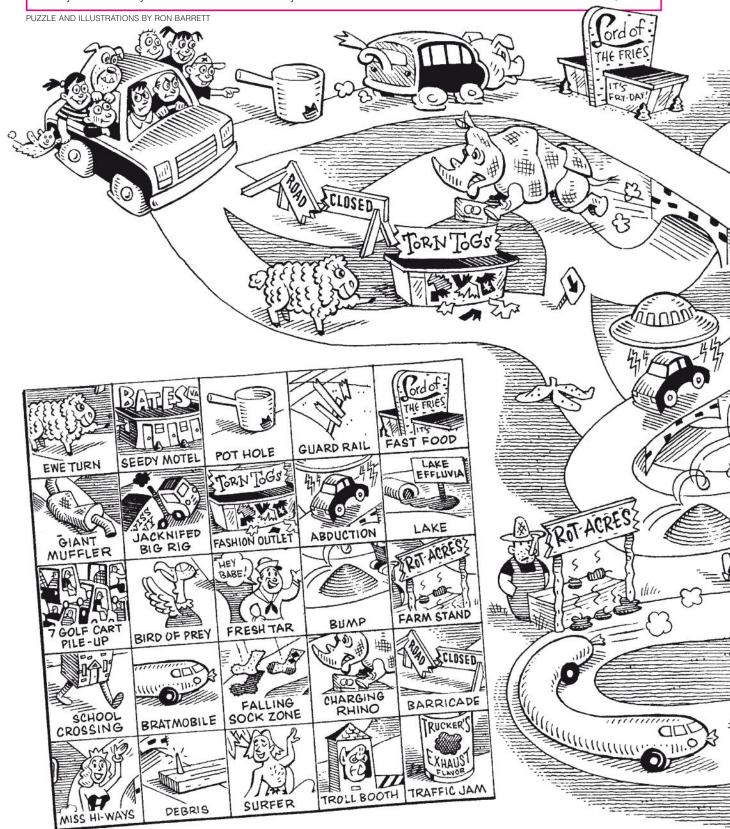


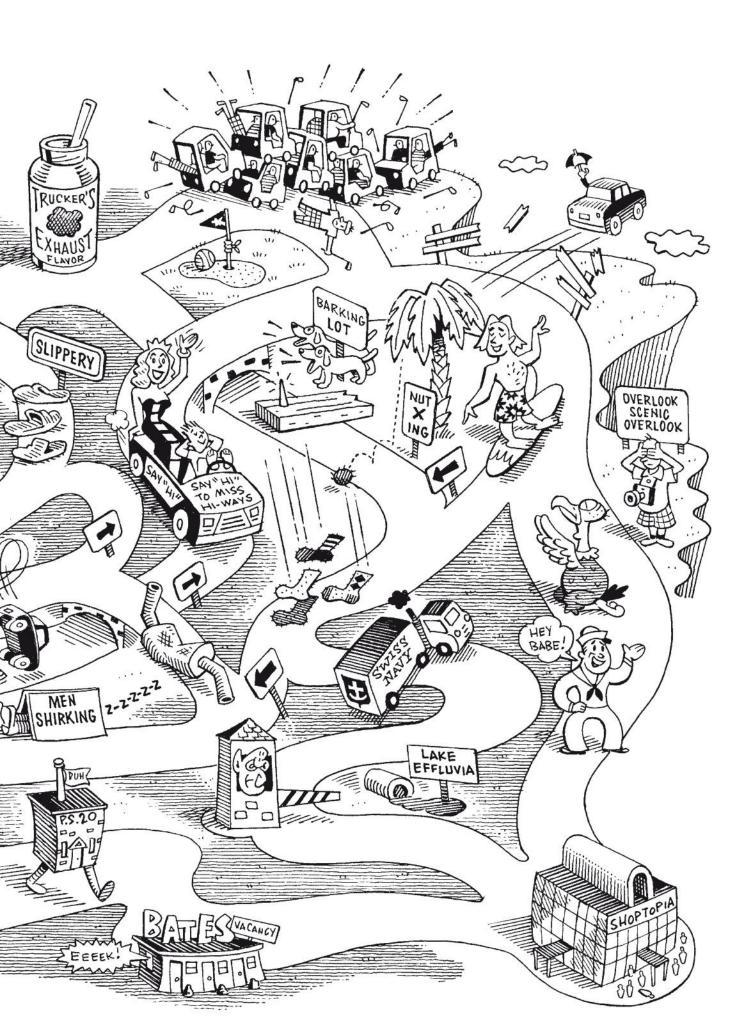


# TRIP TO MEGA-MALL BINGO $\bigcirc$

After piling into their old jalopy, the members of the Looney family are heading for the local mega-mall, Shoptopia (bottom right corner of page 11). Using the bizarre bingo card on this page, can you guide the Looneys to the mall, making sure that the family encounters five sights on the card in bingo fashion (meaning five in a row horizontally, vertically, or diagonally)? Note that the route you choose may be blocked or semi-blocked by various obstacles.

ANSWERS, PAGE 76





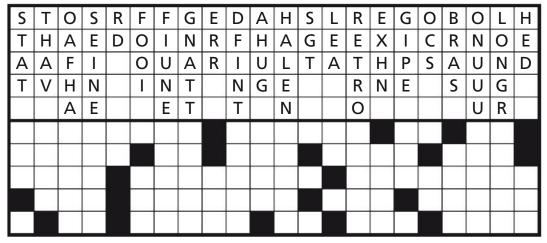


To solve Quote Boxes, drop the letters from each vertical column—not necessarily in the order in which they appear—into the empty squares below them to spell a quotation reading from left to right, line by line. Words may continue from one line to the next; black squares indicate ends of words. The author of each quote is given above its grid. ANSWERS, PAGE 71

#### 1. EARL WILSON

S	Α	Т	R	Н	I	S	D	Р	Р	D	0	Р	R	G	В	Ε	Υ	С	U	G	Т
H	Ν	0	Т	Е	Ε	Т	0	Ε	Α	Υ	L	R	Е	Ι	С	Ε	Ε	0	S		Н
R	N	0	W	D	Α	N	Н	N	L	Ε	Α	0	N	0	F	L	N	M	U		Α
G	Ε						Α		М			L		S			Ν	0	Ε		Τ
	S V																				
	g						,														

#### 2. HELEN KELLER



#### 3. R.D. LAING

W	Н	Ι	В	Ι	٧	Υ	Р	L	W	S	Α	S	Ε	N	С	Τ	Т	Т	G	Р	F
Α	Ε	R	L	Т	D	0	Ν	Ι	Ι	Н	Α	Н	М	0	Α	Н	Н	Н	I	0	R
W	S	Ε	Ε	Α	0	R	Ν	Ε	N	0	Е	Р	Е	U	M	Е	L	Ε	G	Е	
Ι	S		S	Т	G	S	Υ	D	Т	D	Ε	R	Е	Е	Р	I	Т	N	Α	Т	
E	Ε		S	0		I			Е		W	D	Р	Ε		R	Α	N		S	
	L		N	Ε		Ε			Υ								N				
П	8													8 8				8 8			
														8 30							

### BY CONCEPTIS LTD. www.conceptispuzzles.com



In these puzzles, you are given an arrangement of numbered islands. Your goal is to add bridges (lines) between islands so that the islands form a single connected group.

When adding bridges, you must follow these rules:

- 1. The number on each island tells you how many bridges are to be connected to that island.
- 2. There are at most two bridges between any pair of islands.
- 3. All bridges are placed horizontally or vertically.
- 4. A bridge never passes through an island.

**(7**)

(3)

**(3**)

**(2**)

**(1**)

**3** 

2

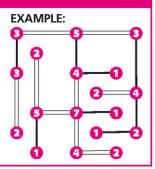
**(2**)

**(1**)

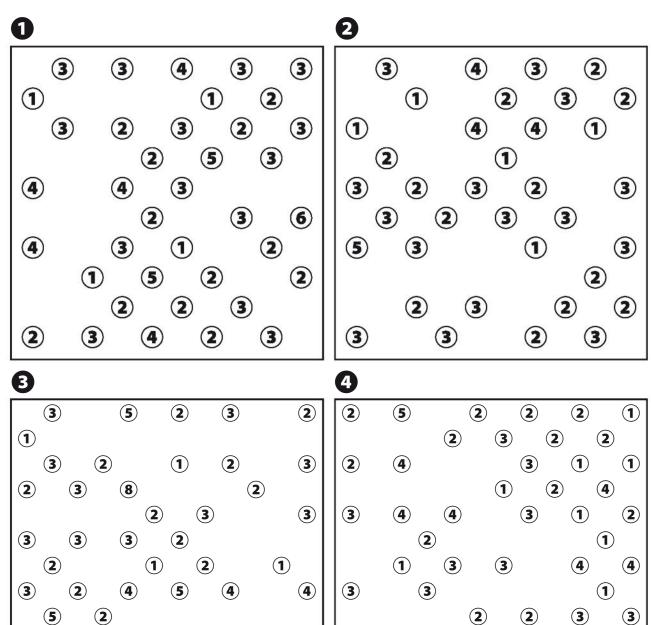
5. Bridges do not intersect.

An example of a solved puzzle is shown at right.

The puzzles start out easy and get harder as you go.



ANSWERS, PAGE 71



3

**(3**)

1

**(2**)

**(2**)

2

**1** 

**(2**)

(3)

3

3

**(2**)

3

**(4**)

**1** 

**(2**)



The I's have it! Your job is to fit all of the words and phrases listed below into the grid so that they intersect in crossword fashion. However, you must delete the letter I from each word or phrase before entering it. To make things easier for you, we've alphabetized and grouped the words as if the I's were already deleted.

STARTING HINT, PAGE 78

ANSWER, PAGE 72

		5 SP/	ACES					
ICECAP DINERO EMINEM	ENGIRT EUCLID FIVE PM	gandhi Gelati Gyving	HI-DE-HO OBI-WAN PFIZER	Sergei Squish It'll do	TIN PAN VOICED WITCHY			
AMATIVE ARAMAIC ASHPILE	B MOVIES ENVIRON EPITAPH	ERIE ZOO E-TAILER GOLIATH	HI THERE LAB MICE LIP-SYNC	I'M AWAKE MISTAKE OCCITAN	OJIBWAS THIN MAN WILD DOG			
ALLSPICE AMBIENCE ANYTHING	CHADWICK DIANGELO DATA LINK	GET IT OUT IN LENGTH OINTMENT	OVERSPIN PENLIGHT QUAD BIKE	QUIZ GAME STRIVE TO ITEM VETO	TIMBUKTU YOGI BEAR ZOOMED IN			
CHAI LATTE CHAMOMILE DAYTIME TV	DISCO DU EIDERDOV EGOMANI.	CK GOLD VN HILLS	CHAIN K DALE F	ID AROUND KILLER ANT N THE DARK	PUBLIC LAW QB RATINGS SKETCHIER			

#### **BY RAYMOND YOUNG**

# 

**FEBRILE** 

Each of the words and phrases listed below contains at least one of the abbreviations of the 12 months (with the exception of MAY, which appears in full). Locate all of the words and phrases in the grid, substituting a calendar page for the three letters representing a month. If a calendar page is part of two crossing entries, it may represent a different month in each. Search horizontally, vertically, and diagonally, always in a straight line. After you've circled all the words, read the uncircled letters from left to right and top to bottom to reveal a reason why so many folks give up on the plans they make in January. ANSWER, PAGE 72

S R O	G O K E L P U	M A E E E E E E E E E E E E E E E E E E
ANTINOVEL APRICOT	GAMMA RAY HAUGHTY	MARCO POLO MARKY MARK
A PRIORI	HIGH-OCTANE	MARLOCK
APROPOS A DC NOVA	HORSEPOWER	MARLOWE
ARS NOVA ART DECO	HOUSEPET	MAYORAL MINT JULEP
AT A PRICE	I DECLARE	MOUSEPAD
AVE MARIA	INAUGURALS	NAUGHTY
BAD GRAMMAR	INJUNCT	NOCTURNAL
BASE PRICE	JANE DOE	NOSEPEG
BAY MARE	JANE EYRE	OCTUPLE
BOOKMARK	JANITOR	OIL GAUGE
CABIN DECK	JEJUNITY	PAPRIKA
CAJUN RUB	Jules Verne Julia Child	PETER USTINOV
CAPRICORN	JULIENNE	PLAIN JANE
DECIMAL	JUNGLE GYM	RUSH LIMBAUGH
DECLARATION	JUNIPER	SAFE BET
DICAPRIO	JUNK FOOD	SAGA NOVEL
DISJUNCTS	KARMA YOGA	SIDECAR
DISMAYED	KNIFE BLADE	SUPERNOVA
DJANGO	LAUGH UP	TAPROOM
DOCTOR WHO EXTRA MAYO	LEAN OVER	TEJANOS TOOTH DECAY
FEBREZE	LIFEBOAT	TROJAN WAR

LOOK SMART

**WON OVER** 

# 

As in the two-player version of Hangman, the object of this solitaire challenge is to guess a word before being "hanged." To begin, choose any letter that you think might appear in word I below. Suppose you pick E. Go to the Letter Chart on the facing page and find the number listed in row E of Column I (because you are working on word I). The number is 67; you now look in box number 67 in the Position Chart (to the right of the Letter Chart) and locate the number 6. This means the letter E occurs in the sixth position (and nowhere else) in word I. If a letter occurs more than once in a word, the Position Chart will show all its locations.

If you find from the Position Chart that a letter appears in position 0, then that letter does not appear in the word. As a penalty for an incorrect guess, you must draw part of a stick figure below the scaffold beside the blanks. On your

first incorrect guess, draw the head; on the second, the body; and on the next four, the arms and legs. If you complete the figure (that is, make six incorrect guesses) before identifying the word, you are "hanged."

If you can identify 8 of the 12 words before being hanged, either you're psychic or you have a remarkable gift for words.

ANSWERS, PAGE 71

			Wo	rds To B	e Gues	sed					Letters Missed
I.											
	1	2	3	4	5	6	7	8			1
	1	2	3	4	5	6	7	8	9		$\perp$
											$\neg$ $\sqcup$ $\sqcup$
	1	2	3	4	5	6	7	8	9	10	$\perp$
IV.	1	2	3	4	5	6	7	8	9		$\perp$
٧.	1	2	3	4	5	6	7	8			$\perp$
W											$\neg$ $\sqcup$ $\sqcup$
VI.	1	2	3	4	5	6	7	8			$\perp$
											$\neg \sqcup \bot$
VII.	1	2	3	4	5	6	7				$\perp$
											$\neg$ $\sqcup$ $\sqcup$
VIII.	1	2	3	4	5	6	7	8			$\perp$
											$\neg$ $\sqcup$ $\sqcup$
IX.	1	2	3	4	5	6	7	8	9	10	$\perp$
											$\neg$ $\sqcup$ $\sqcup$
Λ.	1	2	3	4	5	6	7				$\perp$
XI.											$\neg \sqcup \bot$
ΛΙ.	1	2	3	4	5	6	7	8	9	10	$\perp$
XII.											$\neg$ $\sqcup$ $\sqcup$
All.	1	2	3	4	5	6	7	8	9		$\perp$

1 -	44		
Le	tter	' Cn	ıarτ

VI VII VIII IX

Χ

XI XII

ı

ı

Ш

Ш

IV

V

VI

VII VIII IX

X

ΧI

XII

Ш

Ш

IV

V

#### Α Α В В C C D D Ε Ε F F G G Н Н ı J K K L L M M Ν N Ρ P Q Q R R S S T T U U V V W W X X Y Y Z Z

#### **Position Chart**

<b>1</b> 6	<u>2</u> 4	<u>3</u>	<u>4</u> 0	<b>5</b> 0
<u>6</u> 8	<b>7</b> 0	<b>8</b> 0	<b>9</b> 1	<u>10</u> 5
<u>11</u>	<b>12</b> 3,6	<b>13</b>	<u>14</u>	<b>15</b> 0
<b>16</b> 0	<u>17</u>	<b>18</b>	<u>19</u>	<b>20</b> 4
<b>21</b> 0	<b>22</b>	<b>23</b>	<b>24</b> 4	<b>25</b>
<b>26</b> 0	<b>27</b> 7	<b>28</b> 0	<b>29</b> 0	<b>30</b>
<b>31</b> 0	32 4	<b>33</b>	<b>34</b> 0	<b>35</b>
<b>36</b> 8	<b>37</b> 3	<u>38</u> 8	<b>39</b>	<b>40</b> 5
<b>41</b>	<b>42</b> 0	<b>43</b>	<u>44</u>	<b>45</b> 9
<b>46</b> 0	<b>47</b> 0	<b>48</b> 5,6	<b>49</b> 0	<b>50</b>
<b>51</b>	<b>52</b>	<b>53</b> 2	<b>54</b> 2,7	<b>55</b>
<b>56</b> 9	_57_	<b>58</b> 5	<b>59</b>	<b>60</b>
<b>61</b> 5	4,8 62 0	<b>63</b>	<b>64</b> 9	<b>65</b>
<b>66</b> 7	<b>67</b>	<b>68</b> 6	<b>69</b>	<b>70</b> 6
<b>71</b> 2	<b>72</b> 2	<b>73</b>	<b>74</b> 1,4,7,10	<b>75</b>
<b>76</b> 5,8	<b>77</b> 5	<b>78</b> 7	<b>79</b> 0	<u>80</u>
<b>81</b> 0	<b>82</b> 0	<b>83</b> 1,7	<u>84</u> 2	<b>85</b>
<b>86</b> 7	<b>87</b> 5	<b>88</b> 2,3	<b>89</b> 1,3	<b>90</b> 0
<b>91</b> 0	<b>92</b> 4,5	<b>93</b>	<b>94</b> 0	<b>95</b>
<u><b>96</b></u> 3	<u>97</u>	<u>98</u>	<b>99</b> 9	100 2,5

# PENCIL POINTERS 2 9

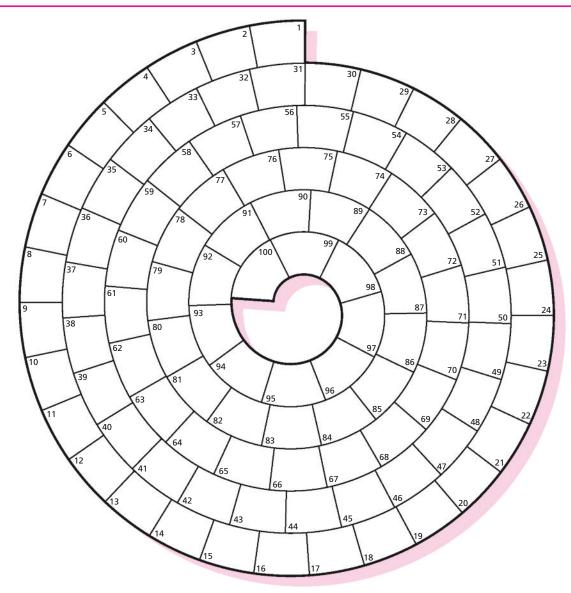
In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers. ANSWER, PAGE 72

Marked upturns	_	Home for a French	Less distant	Attribute (to)	Split into groups		Épée or saber		Kind of stock	Crisp ginger cookie	Make straight	Blue used in	Film's actors	Not abridged	Old-style office	Durable coat
		president			of two		wielder		Give in	COOKIE		printing			scribes	fabrics
Winning formula		•	•	•	•					•	•	•	•	•	•	•
Singer Duane or Gregg	•						Low- stakes poker	<b>•</b>								
Near- sighted							Fine white gypsum	<b>•</b>								
Promise							Turning away from sin	•								
Rock on the edge	•						Actress Carter	Suffix with fish or green		Protein building blocks		Made a surprise visit	Caviar eggs	•		
<b>•</b>						URL, e.g.	•	•		•		•				
Having levels, as a cake		Capital of Albania	Is a noisy sleeper	Finished	•				Jogs or sprints		Suggest		For each	City WNW of Tulsa	DJ's club version, often	Yemeni port city
" all good!"	•	•	•	Thought about an awful lot		Faust or La Bohème	•		•		•		•	•	•	•
Aware (of)	•			•				Still in its package	•							
Forward part of a ship	•				Online info sheet	Speaks words distinctly	Sport, as a garment	Having over two divisors	•							
Very small minority					•	•	•	Rational	•				Loud, confused noise	•		
Very nar- row, as a road								Belly- button	North Atlantic food fish				Adopts, as a belief	Crystal ball gazer		bitsy
Huge amounts								_					•	•	Home of hockey's Sharks	•
"That is to say…"		Put in a box	Loved to bits		Gun rights org.	•			Most tightly packed	•					•	
•		•	V		Help pull off a crime		Mess up on		Ruhr Valley's chief city		Spider webs, to flies	Veggies in pods	•			
Finish	•			Pop/rock singer Mann	•					Like rose stems	•					
Staff sgt., e.g.				Jumps ship Ox's kin						Timothy Leary's drug		Nose about		Prez after FDR		Splash costar Hanks
Goals to shoot for								Powerful hockey hit	•	•				•		•
<b></b>								Strong coffee	<b>•</b>							
Said "OK"	End of a school URL	•			Setup with speakers	<b>•</b>										

# 

This puzzle turns in two directions. The spiral's Inward clues yield a sequence of words to be entered counterclockwise in the spaces from 1 to 100. The Outward clues yield a different set of words to be entered clockwise from 100 to 1. Keep track of which way you're going, and have many happy returns.

ANSWER, PAGE 72



#### **INWARD**

- **1-5** Extreme, as a contrast
- **6-11** Word before school or stock
- 12-18 Defunct Ford model
- **19-22** Peacekeepers of the Star Wars universe
- 23-28 Exactly right: Hyph.
- 29-32 Ripener
- 33-38 City near Midland, Texas
- **39-46** Otto von Bismarck, by birth
- 47-54 Religious skeptic
- **55-62** The Prairie State
- 63-69 NBA star Allen, a.k.a. "The Answer"
- **70-77** Took into custody
- **78-87** Pet detective of cinema: 2 wds.
- **88-91** Company with a swoosh logo
- 92-97 "Big" cannon of WWI
- **98-100** Decay

#### **OUTWARD**

- 100-96 Synagogue scroll
- 95-90 Jeopardy! host
- 89-84 Going nowhere: 3 wds.
- 83-80 Campbell of the Scream flicks
- **79-75** West Point student
- 74-67 Piquant peppers
- **66-59** Second draft, often
- **58-52** Not sanctioned by law
- **51-48** Ditty
- 47-43 Little Birds author Nin
- 42-34 Went beyond
- **33-27** Herb used in Italian cookery
- **26-20** Located on the upper part of a ship
- **19-14** Longtime New York senator Jacob
- **13-9** The F.B.I. star \_\_\_ Zimbalist Jr.
- **8-1** Large aquatic rodents

### DSZQUPHSBNT!

#### BY SHAWN KENNEDY

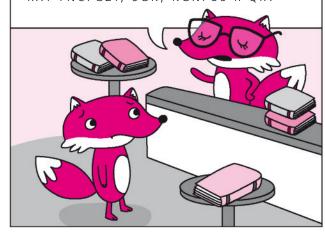
Below are seven messages—pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next; the level of difficulty increases as you progress. An asterisk (\*) indicates a proper noun or title. Clues are given at the bottom of the page to provide assistance if you need it. ANSWERS, PAGE 71

#### 1. CRYPTOON

QL Q FGQSRTU BGN RGKVCU RXT

ZTPL-XTPF ZXTPL. RXVR KGNPU UTLTVR

RXT FNCFGZT, SGK, KGNPUS'R OR?



#### 2. LIVING PROOF

HNGGUTP BR SBFG UNBOF. BH ITQ KWFG WOI WK WSS, ITQ PBVXK WR ZGSS KWFG GOTQVX KT PWFG ITQ XWAAI HTN W -\* HBOSGI \* AGKGN \* UQOOG ZXBSG.

#### 3. THE TRUTH ATLASSED

GNFO FNCLSF HNOH INYOEJJVH UFNRZH MNWS NZENQH ISSC TNFOSV RC TNG IJJOH

#### 4. NO RSVP NECESSARY

OZRXOV SRFXUQTJXU NYZ NTRQP QZ QYUZN LUXTQ KML DZDJQTMO BTUQV FXDMFXP QZ MRGMQX XGXUVKZFV YX DTR FML SB.

#### 5. GUT REACTION

OXMTMAMK UIGMKAYUNK NE TIQFMCK GNOMK GECTH UHMGU NIH ENK FITQX, XM FMCAMU UYLT NT NEEYQM WNNK HXCH UCJU "LNTM EYUUYNT."

#### 6. PRESTO CHANGE-O

PBBMUJXDS VM \*BPDPJXPD EIHOXB OPQ, XV XY XOOZSPO AMU UZYXJZDVY VM EPL JZHVY SUZPVZU VGPD VQZDVL-AXNZ BZDVY IYXDS MDOL EZDDXZY.

#### 7. SLEIGHT OF LAND

DNZOX UCHZB OLBNA WZHNJ ZJCUE BFAQX NZOQI, YLNDA AIZBX TZJHA, BZQNA, DZQNO. CZALA PZBNA ZHCUE

NH VJUUSV ZRCSH...JF HJ UMS ZSLSCV LJSH. BFUNA ZPQNO DLQWI HCYNA WJCAN.

#### TIPS AND CLUES

Cipher 7: The five vowels are represented by C, Z, L, M, and F, in some order. Can you find it? there's a fairly obvious tipoff in the text that suggests its location.

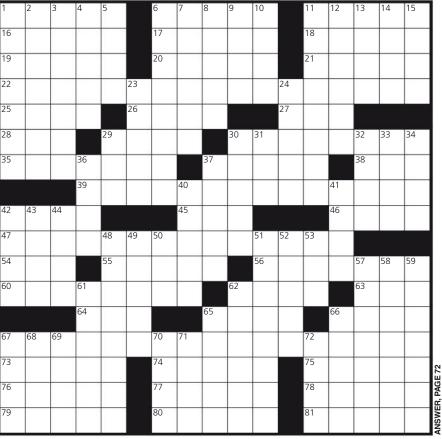
Cipher 6: A spelled-out number appears somewhere in the sentence. In fact, contains only one of the five vowels.

Cipher 4: Two-letter word QZ appears twice. Try TO. we're looking for here.

Cipher 3: A good guess for HNQH is THAT. However, that's not the word Cipher 2: Letter pair 55 ends a three- and a four-letter word. Try LL. phrase should come to mind.

Cipher 1: Examine ZTPL-XTPF ZXTPL and consider the setting. A three-word rhyming Cipher 5: Very few words have the pattern OXMTMAMK. Hint: This word

# EXTRA CHARGES ??



#### **ACROSS**

- **1** Headliners
- 6 "Get lost"
- 11 Turkish VIPs
- 16 Disney mermaid
- **17** *N* is for (Grafton novel)
- **18** Frozen rain
- **19** Do the honors at dinner
- 20 Not quite right?
- 21 Saxophonist Mulligan
- **22** Secure storage for written testimony?: 3 wds.
- 25 Pop hero
- 26 Mini-feud
- 27 Angler's pole
- 28 New Haven collegian
- **29** Wife of Osiris
- 30 Like good handwriting
- 35 Stick a new tag on
- **37** Heart outlet
- **38** Decompose
- **39** Motto of an old mail system?: 2 wds.
- 42 Rum mixer

- **45** Epitome of ease
- **46** "\_\_\_ girl!"
- **47** Squeeze box from Japan?: 2 wds.
- 54 Musician on the **Trainspotting** soundtrack
- 55 Dejection
- **56** SoBe style: 2 wds.
- 60 Aesop, notably
- **62** SNL segment
- 63 Robbie Knievel, to Evel
- **64** Penpoint
- **65** Outback hoppers
- **66** Eye sore
- **67** Handweaving industry's heyday?: 4 wds.
- **73** Charge: 2 wds.
- 74 Panoramic view
- **75** Spotted pony
- 76 Crème de la crème
- 77 Klingon, e.g.
- **78** More aloof
- 79 Scare off
- **80** Knowing looks
- **81** \_\_\_\_-fire

#### **DOWN**

- **1** More smart-alecky
- 2 Sewing-machine pedal

- 3 Wing or rudder, e.g.
- 4 Party hearty **5** Musher's vehicle
- **6** With pep 7 Swiss Miss
- products 8 Shake out of the sack
- 9 Piedmont city
- **10** Bump into
- **11** Of comparable value: 3 wds.
- **12** Women in Love actress Jackson
- **13** Catnip, for one
- **14** Dynamic starter?
- **15** Charon's river
- 23 German steel
- center 24 Really ticked
- 29 Language of Nigeria
- **30** Pollster Elmo
- **31** Be wrong
- **32** Person like Pepys
- 33 Booty
- 34 Vulcan's forge
- **36** Copied
- **37** Self-evident truth

- 40 Spaceship Earth spot
- **41** Dune makeup
- **42** Toque wearer
- 43 Mrs. Chaplin
- 44 Bureau feature
- 48 Sparkling
- 49 Suspect's excuse
- 50 Fortune 500 orgs.
- 51 Folks from Fargo, for example
- **52** "Fighting" NCAA team
- 53 Famous Giant Mel
- 57 Neighbor of Latvia
- 58 Wile E. et al.
- **59** "\_\_\_ Night" (Phil Collins hit): 2 wds.
- **61** Involving Eastern Rite churches
- 62 Not as loud
- 65 O'Donnell of The Flintstones
- **66** 45-Across serving
- 67 Mr. Rogers
- **68** Call the shots
- 69 Hand or foot. for example
- 70 Squashed circle
- **71** Cairo waterway
- 72 Homeric work

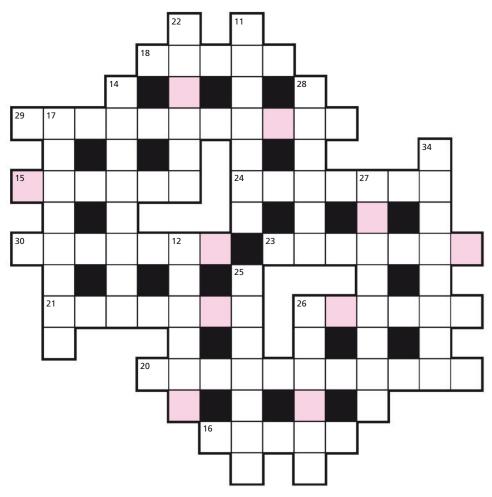
# MIXED DOUBLES: SHADES OF MEANING

This puzzle is solved like a standard Mixed Doubles in that each answer word has two clues leading to it, using different meanings of the word. The clues are separated into Across and Down, but are otherwise ordered randomly.

When you find two Across or two Down clues that seem to have the same answer, add up their clue numbers to determine the place in the grid at which the answer should be entered. For example, if the clue for 1-Across were "Metallic element" and the clue for 17-Across read "Starring role," the answer would be LEAD, which would go in 18-Across (1 + 17). Tags such as "Hyph." and "2 wds." have been omitted.

In this puzzle, there is an added twist: The Across and Down clue lists each contain one extra clue. If you rearrange the letters in the shaded spaces of the grid, you will discover a word that is suggested by both of the extra clues.

ANSWER, PAGE 73



#### ACROSS

- Game where you can "shoot the moon"
- 2 Former
- Don, as clothing
- Astronomical event
- Like a number that is only divisible by itself and one
- Goes up, as a staircase
- Leaving work, colloquially
- At some future point
- Tendons behind the knees
- Patronizes a restaurant
- First-rate
- Leave behind
- Quitting
- Artichoke centers
- Hoodwink

- Constantly bothers
- 17 Rises to power
- Total lack of inhibition
- Like a non-recurring event
- Surpass in importance
- Like a barely-fair baseball

#### **DOWN**

- 1 Way in
- 2 Turn in a particular direction
- Home of the University of Colorado
- Contents of some thermometers
- They're shaped into topiary
- Like exams that allow reference materials
- Riddle
- Reason for a "Falling Rocks" sign
- Final part of a magic trick

- Familiarize with an organization's culture
- Person with nothing to hide
- 12 Fishes
- 13 Put under a spell
- Long-running BBC sci-fi parody series about the crew of a mining ship
- Restricts the efficiency of
- A hexagon has six
- 17 Republican political family
- Renown
- Machine used to break German codes in World War II
- Star categorization for Proxima Centauri
- Roman god whose Greek equivalent is Hermes



The six puzzles on this page are solitaire versions of the classic paper-and-pencil game of Battleships. Each grid represents a section of ocean in which a fleet is hiding. This fleet consists of one battleship (four grid cells in length), two cruisers (three cells each), three destroyers (two cells each), and four submarines (one cell each). The ships may be oriented either horizontally or vertically, and no two ships can occupy adjacent grid cells, not even diagonally. The digits along the grid's perimeter indicate the number of cells in the corresponding rows and columns that are occupied by vessels.

You'll notice that some "shots" have been taken to start you off. These may show water (indicated by wavy lines), a complete sub (a circle), the bow or stern of a ship (a rounded-off square), or a midsection of a battleship or cruiser (a square). The puzzles get harder as you go. Can you reach the rank of admiral by locating all six fleets? ANSWERS, PAGE 73



Water

End of ship (will continue in the direction of the flat side)

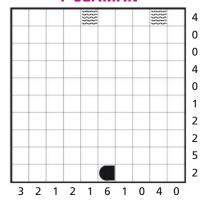


Submarine



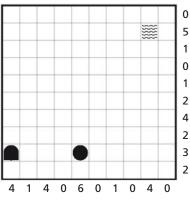
Middle of a ship (will continue either left and right or up and down)

#### 1-SEAMAN



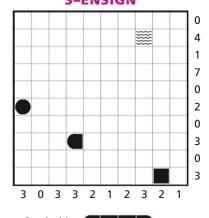
Battleship
Cruisers
Destroyers
Submarines

#### 2-PETTY OFFICER



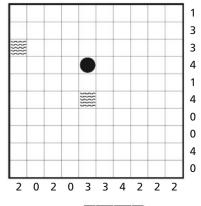
Battleship
Cruisers
Destroyers
Submarines

#### 3-ENSIGN



Battleship
Cruisers
Destroyers
Submarines

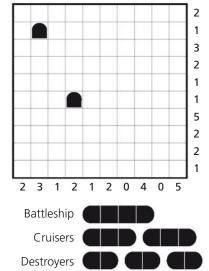
#### 4-CAPTAIN



Destroyers

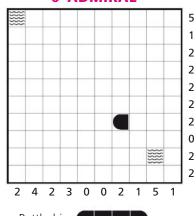
Submarines

#### 5-COMMODORE



Submarines

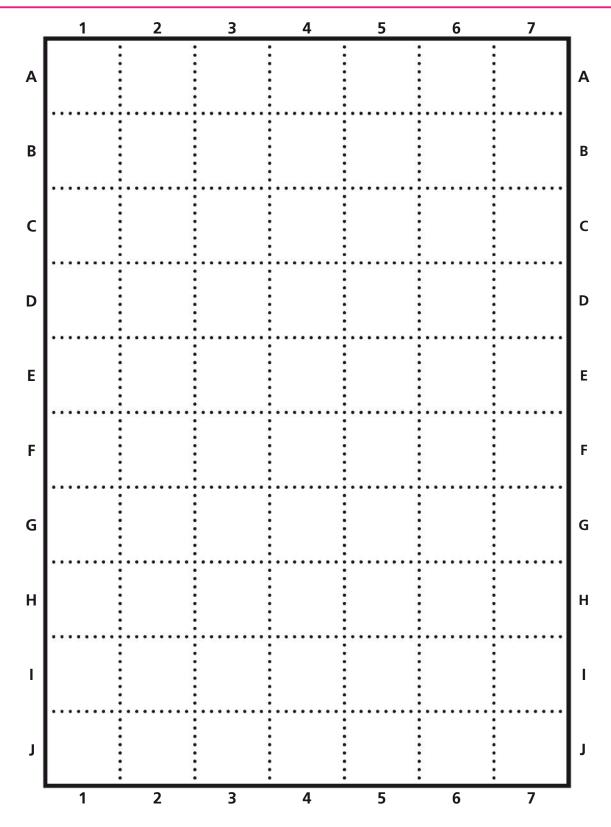
#### 6-ADMIRAL

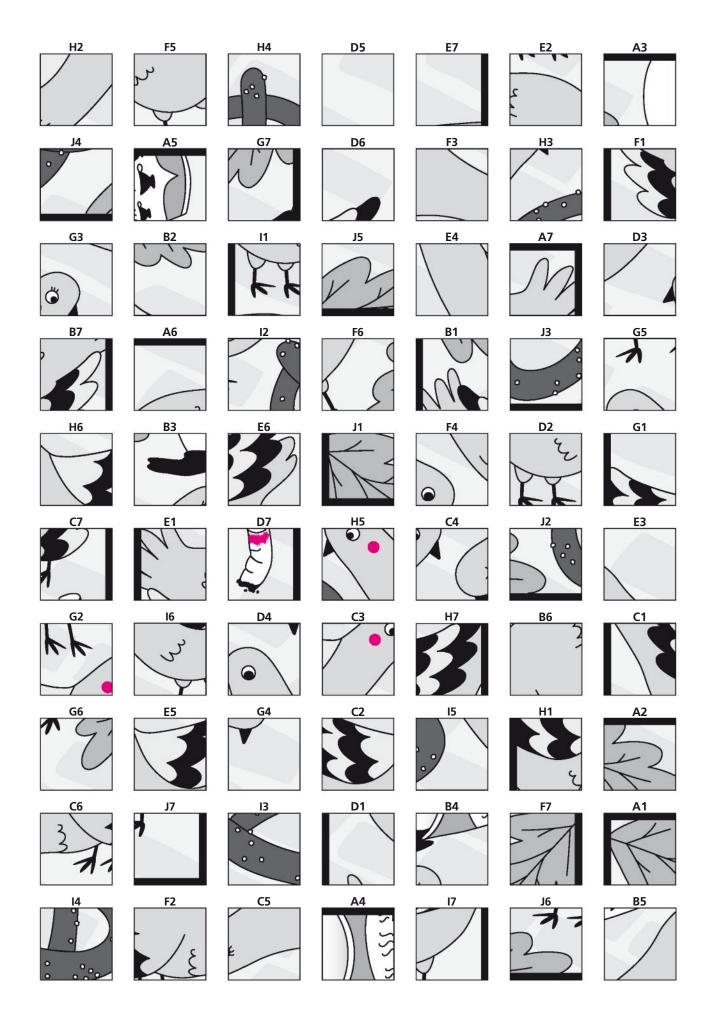


Battleship
Cruisers
Destroyers
Submarines

# ART ON THE SQUARE 9

This is the easiest way we know of to create art without the benefit of formal training. All you have to do is copy each square in the proper place in the empty grid, following the coordinates. The square marked A3, for example, should be drawn in the box where Row A intersects with Column 3. We suggest using colored pencils for this puzzle. The more carefully you work, the better the result will be—certainly as good as the finished product found on page 73.





### WILD CARDS

### WORDPLAY ANAGRAM TRIOS

Each word below has two anagrams—that is, its letters can be rearranged to spell two other seven-letter words. All the answer words are relatively common. How many can you find?

1. HEIGHTS

6. MOTHERS

2. MARLINE

7. IMPOSER

3. BROOMED

8. ABREACT

4. ROWDIES

9. MAGNATE

5. LATCHES

10. DELTAIC

-PADDY SMITH

#### WORDPLAY AFTERTHOUGHTS

Can you match each sequence of words (1–6) with one of the six words (a–f) that logically extends the sequence? All the sequences follow the same principle. Hint: If the first sequence were COD, HER, CHI (instead of PARK, PLUM, ANTI), the answer would not change.

- 1. PARK, PLUM, ANTI, ?
- 2. SCRAP, BELIE, CLAN, ?
- 3. COAT, HAD, THAN, ?
- 4. HARE, LINE, CAME, ?
- 5. BOA, CARES, VALE, ?
- 6. SINE, CODE, FAIR, ?
- a. BEAR
- b. CRAM
- c. OAT
- d. PEAR
- e. QUART
- f. TUT

-PADDY SMITH

#### NUMBER PLAY NEW YEAR'S CRYPTARITHM

What four-digit number, ABCD, will fit this cryptarithm? The digits of 2018 may be reused:

 $ABCD \times ABCD = 2A01B8CD$ 

—J. MARK THOMPSON



### TEASERS WE GET LETTERS...

Can you determine what letter is next in each of these sequences?

- 1. A D G J M P
- 2. B C D E G F
- 3. Q W E R T Y
- 4. B C D E H I
- 5. S M T W T F
- 6. S T U P E F
- 7. A E I M Q U
- 8. A E F H I K

-MIKE SHENK

# LOGIC PUZZLING NAMES

Eight people at a party all happened to have quite common given names and surnames. Their given names were Barbara, David, James, Linda, Mary, Patricia, Robert, and William, and their surnames (not respectively) were Brown, Davis, Garcia, Johnson, Miller, Rodriguez, Smith, and Williams. From these clues, can you deduce each person's full name?

- Exactly two people have given names whose third letter is either the same, or alphabetically before, the third letter of their surname.
- Everyone has a given name in which the third-to-last letter is either the same, or alphabetically before, the third-to-last letter in their surname.
- Everyone has a given name and surname that have more than one letter in common.

-J. MARK THOMPSON

### WORDPLAY ON THE TRAIL

A certain five-letter, one-syllable word has the following property: If either the first or second letter is removed, a new word results that is a homophone of the original. What is it?

-RICHARD LEE CLARK

ANSWERS, PAGES 73 & 74

### WILD CARDS

### FOR THE RECORD COUNTRY COUNT

- 1. What two bordering countries have the characteristic that, if you remove two consecutive letters in one, you get the other?
- 2. What two bordering countries have the characteristic that, if you remove two consecutive letters in the capital of one, you get the capital of the other country?

  —NICHOLAS MACHADO

#### JUST FOR FUN WE'VE GOT YOUR NUMBER

The left-hand column of apparently random numbers is actually a list of band names, each missing a key word. Add the correct word from the right-hand column before or after each number to make a real band name.

.38	Blink
5	Eve
6	Front
17	Haircut
Twenty	Heaven
Twenty One	Level
41	Maniacs
42	Maroon
100	Matchbox
182	Pilots
242	Special
808	State
10,000	Sum

**WORDPLAY** 

-JILL PAGLINO

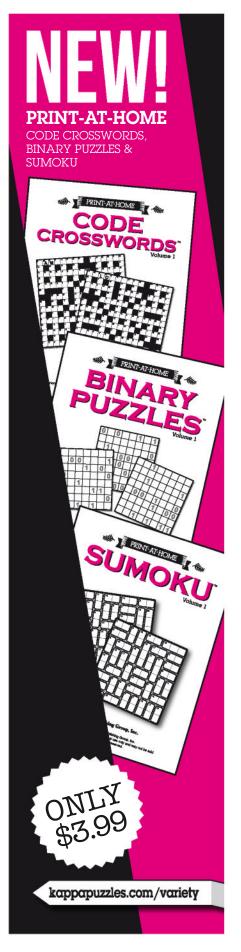
### WORDPLAY SORT AS...

What special property do all the following two-word phrases have in common?

RED DOGS
RED SAP
ROSE OIL
GAS TIN
SET RIG
PIE HILLS
TIES PAR
RIM SNARE
WEBS ERR
SOCK IRE
YULE JABS
LAST ANION
SLAIN CARD
SANE KEY

-R. H. WEI

#### TRIPLE-A SERVICE The answer to each clue below contains exactly three vowels. And guess what—they're all A's! Get all 20 correct and you deserve all A's too! 1. Beach hut 2. Road-surfacing stuff \_\_\_\_\_\_\_ 3. Lash lengthener \_\_\_\_\_\_ **4.** "A granma" is one \_\_\_\_\_\_\_\_ **5.** A Little Rascal 6. Costa Rica neighbor \_\_\_\_\_\_\_ 7. One of a bunch \_\_\_\_\_\_ **9.** Frigid state \_\_\_\_\_\_\_\_ **10.** Casino card game \_\_\_\_\_\_\_ **11.** Woolly camelid \_\_\_\_\_\_\_ **12.** Valuable cigar \_\_\_\_\_\_\_\_ 13. Desert procession \_\_\_\_\_\_\_ **17.** Digital alter ego 19. Middle Eastern market \_\_\_\_\_\_ **20.** Unwavering \_\_\_\_\_\_\_\_ -SCOTT ERDMAN



# CODE CROSSWORDS 99



In the puzzles below, the numbers in the grid squares stand for letters of the alphabet; your task is to crack the code. Once you've figured out the letter that matches a certain number, place that letter in every square containing the same number and in the chart beside the grid. Every letter of the alphabet will appear at least once in the completed grids. ANSWERS, PAGE 74

1	14
2	15
3	16
4	17
5	18
6	19
<sup>7</sup> <b>A</b>	20
8	21
9	22
10	23
11	24
12	25
13	26

A	Ν
В	0
С	P
D	Q
Е	R
F	S
G	T
Η	U
-	V
J	W
K	X
L	Υ
М	Z

_								_						
5	19	<sup>23</sup>	22	24	23	22	26		6	19	8	22	5	16
14		<sup>7</sup> <b>A</b>		7			22		22		14			25
8	7	11	19	5			4		23	22	20	11	5	22
7		13		20	7	15	14		9		22		<i>(1)</i>	8
2	19	4	1	14			21	14	16	20	23	19	16	20
				10		23		26		14		16		22
4	13	18	25	22	23	22		8	7	3	12	19	22	23
13		14				17		22				7		22
16	14	4	3	22	23	22		23	7	4	9	8	22	26
20		3		21		23		16		13	×	Sir	÷	
7	26	22	12	19	7	20	22		ä	4	11	21	5	25
8			19		23		5	13	20	16		7		11
1	23	13	7	4	16		14			20	22	5	14	26
14			2		13		3			13		8		23
3	13	2	2	14	4		16	19	24	5	13	22	4	7

2	21	1	<sup>2</sup> <b>A</b>	<sup>17</sup> C	6	8	15		3	25	13	2	17	11
3	2). St.	6		13		2				9		19		2
25	9	26	21	4	6	18	14		26	17	25	13	24	24
21		13		4		14				2		19		10
19	13	5	1	9	25	15		17	13	19	6	24	13	8
8		18		18		v 2		25				9		13
				17	13	18	14	2		8	13	12	6	18
19		26		9		9		16		25		15		9
25	2	23	9	1		26	8	9	18	13			-66	
9		6				8				21		10		26
1	6	19	19	9	25	26		22	2	26	4	6	18	9
2	3	19		24				21		26		9		2
8	25	6	7	9	8		24	6	17	9	18	26	9	25
9		18		17		5 (		17		2		8		17
1	6	14	6	8	26		3	9	20	21	9	2	8	11

N
0
Р
Q
R
S
Т
U
V
W
X
Υ
Z

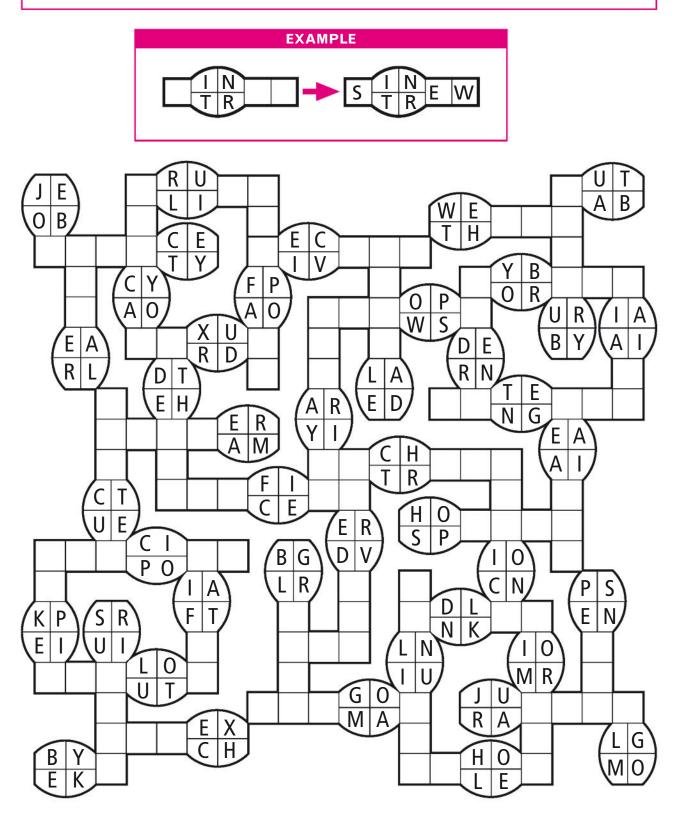
1	14
<sup>2</sup> <b>A</b>	15
3	16
4	<sup>17</sup> C
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

Want more Code Crosswords? Go to www.kappapuzzles.com/variety and print your own!

# SPLIT DECISIONS 99

The only clues in this crossword are the letter pairs provided in the grid. Each answer across and down consists of two words that share the letters you'll enter in the empty squares. In the example below, S, E, and W fill the empty squares to make SINEW and STREW. No proper names are used; you may find a few cases with more than one possible combination of letters, but only one solution will fit with the crossing answers.

ANSWER, PAGE 74



**PUZZLE B** 

# THE END IS IN SIGHT ♥ ♀

What kind of VERSE includes everything? The UNIVERSE, of course! What kind of KICK can predict the future? A PSYCHIC, surely! What kind of GNOME helps you keep time? You got it—a METRONOME. These are the kinds of questions you'll need to ponder on this page. As a solving aid, each odd answer has the same first letter as the next even answer, and each even answer has the same second letter as the next odd answer. If you get stumped by a few, which SIRS should you consult? The ANSWERS, please—on page 74.

### PUZZLE A WHAT KIND OF...

#### WHAT KIND OF... 1. ODDITY can be bought and sold? **1.** GENT orders a corporal around? 2. FURS are seen in limousines? **2.** BOARD is served buffet-style? **3.** NATION builds castles in the air? **3.** SKIS are sold in pubs? **4.** ANNUITY generates new ideas? **4.** DOUGH may contain glazing putty? **5.** KEY is part of your hand? **5.** TEAK is prized by collectors? **6.** CURE is good for your tootsies? **6.** TROPHY signifies possession? 7. SIGHER needs to be satisfied? **7.** MEN may be studied in a lab? **8.** PLAY features a whole lineup of stuff? **8.** PRIZE leaves you flabbergasted? **9.** TENANT gives orders? **9.** JET is checked by an auditor? 10. TURN helps you see in the dark? **10.** LEAF is all in your head? 11. RAID happens around Halloween? **11.** SEAT do you get from a cashier? **12.** ACHE is just plain wrong? **12.** MUFFIN is wrapped in tatters? **13.** SENSE does a motorist need? **13.** PILLAR has many legs? 14. RHYTHM is learned in math class? **14.** KNICK has a negative attitude? 15. SALT flips you head-over-heels? **15.** TACKS does a linguist study? **16.** SIRS cut paper and cloth? **16.** CURS will swallow anything? **17.** PANTS take up space in a house? **17.** CANE may uproot trees? **18.** KID grows in a hothouse? **18.** DOUBT deadlocks a jury? **19.** PEAS will help an acrobat fly? **19.** LASSES won't move quickly? 20. SIN is poisonous? **20.** DICE can be found in every store?

#### BY R. WAYNE SCHMITTBERGER



Three art collectors who belong to the APPA (Association of Palindromic Painters Acquisitors) have just donated some works from their private collections to the Ubu Art Gallery. The donors—whose names are Gig, Hannah, and Izzi—are giving the gallery a total of 12 paintings comprising the works of three different artists, whose names are Seles, Tippit, and Uruburu.

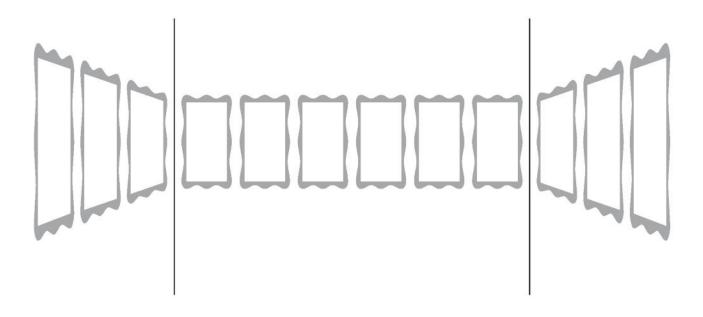
Under the terms of the gift, the works are to be displayed on three walls as shown below, with six paintings on the center wall and three each on the left and right walls. On each of the three walls, the works are to be arranged in such a way that the sequences of both the artists and the donors are palindromic—that is, that the sequences are the same from left to right as from right to left. On each wall, for example, the two end paintings must have been painted by the same artist and must also have been donated by the same collector.

From these requirements and the clues below, can you determine which artist's work should hang in each place, and figure out who donated which paintings?

ANSWER, PAGE 75

#### **CLUES**

- 1. Gig donated three more paintings than Hannah.
- 2. The total number of Seles works donated was greater than the number of Tippit works but less than the number of Uruburu works.
- **3.** The number of Seles works donated by Izzi (and there was at least one) is equal to the number of Uruburu works donated by Hannah.
- **4.** The number of Tippit works donated by Gig (and there was at least one) is equal to the number of Uruburu works donated by Izzi.
- **5.** Izzi donated at least three paintings by a single artist.
- **6.** The total number of paintings given by Gig is equal to the total number of paintings done by Uruburu.
- 7. Gig insists that an equal number of the paintings he donated be displayed on the left and center walls.
- **8.** If the 12 paintings were viewed as a single sequence from left to right (or right to left), there would be one place where there were two consecutive paintings by Tippit, one place where there were two consecutive paintings by Uruburu, and no other places in which there were more than one consecutive painting by the same artist; and there would only be one place in the 12-painting sequence where there were as many as two consecutive paintings donated by the same collector.



### ONE, TWO, THREE TO BY FRANK LONGO

Solve this puzzle as you would a regular crossword, except that each space may hold one, two, or three letters. The number of letters in a space is for you to determine, using logic and the crossing of words. The answer to 1-Across, F-UN-RUN, has been filled in as an example.

ANSWER, PAGE 75

<sup>1</sup> F	<sup>2</sup> UN	<sup>3</sup> PUN		4	5	6	7		8	9	10	11
12				13				-2	14			
15			16					17				
18							19					
			20		21	22		23		24	25	26
27	28	29		ō.	30		31			32		
33					34				35			
36				37					38			
39			40			41		42				
			43		44			45		46	47	48
49	50	51				52	53					
54		,			55					56		
57					58					59		

#### **ACROSS**

- 1 Noncompetitive 5K, say: 2 wds.
- Very handsome young men
- 8 Provided: 2 wds.
- Least fatty
- "Good job!": 2 wds.
- Riddle
- Two-name "Mrs. Robinson" group: 3 wds.
- Guy employed to do domestic work
- 19 Talk and talk and talk: 2 wds.
- Hangs, as Christmas lights: 2 wds.
- 22 "Down the hatch!": 2 wds.
- Tariff-reducing agreement: 2 wds.
- Rather small, as a runt: Hyph.
- Ending for land or sea
- Three-name "From the Beginning" group: 4 wds.
- Speaks before a crowd
- Become more precipitous
- Firmly focused, as one's attention
- Guys and Dolls composer Frank
- Cancel out
- Be boiling mad

- 46 Transparent table surface: 2 wds.
- Four-name "Teach Your Children" group: 5 wds.
- **54** Horse that won the 1941 Triple Crown
- Connect: 2 wds.
- Like hot goods
- Cease's partner
- Caught a view of
- For fear that

#### **DOWN**

- Muscle and fat
- 2 Like decisions everyone agrees on
- Rock with ancient characters: 2 wds.
- Vexatious
- Regulated under threat of arrest
- Symbol representing an entire word
- Fit to be performed vocally
- Host of the classic *Candid Camera*: 2 wds.
- Sound from the sty
- 10 Pie slice
- Opposite of casual
- Summaries of works' contents
- Converted to automated operation, as a factory

- Bending easily and gracefully
- Common gauge for model railroads: 2 wds.
- 24 The Anarchist playwright David
- Ate the evening meal, old-style
- Vibrating violin effect
- 27 Imparts fizz to
- 28 Make very sad
- Entry point on a pipe
- Best Actor winner for *Milk*: 2 wds.
- 34 Like curbside parking: Hyph.
- Area on which a person might trespass: 2 wds.
- Thoreau or Lamb
- 42 Ovoid: Hyph.
- Works with a plow
- Capital of Finland
- Half of a blood pressure reading
- Saloon seats
- Having a sharply strong flavor
- Throng of people
- Rocky actress Talia
- Company rules
- Nothing

#### **COMPILED BY ALEJANDRO MCGUIRE**

#### WHAT'S HAPPENING

#### What's Happening: MIT MYSTERY HUNT

When: January 12–14, 2018 Where: Massachusetts Institute of Technology; Cambridge, MA



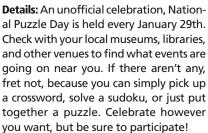
Details: Founded in 1981, the MIT Mystery Hunt is an MIT campus tradition. Taking place over Martin Luther King Jr. Day weekend, these puzzle hunts are considered some of the most complex puzzles in the world, designed by the winners of the previous year's puzzle hunt. The goal is to complete a series of puzzles in order to find a "coin," themed appropriately for the year's puzzle, hidden on campus.

Participants are not required to be a part of MIT, but each participant must be part of a team and have at least some students of the college in their group. There is no fee to join, but the organizers are accepting donations to cover operating costs at the link below.

For more info: www.mit.edu/~puzzle

#### What's Happening: **NATIONAL PUZZLE DAY** When: January 29, 2018

Where: Throughout the United States



#### What's Happening: **PAX SOUTH 2018** When:



Where: Henry B. Gonzalez Convention Center; San Antonio, TX

Details: Founded by the creators of popular web comic Penny Arcade. PAX South is a convention devoted to celebrating everything involving in geek culture. Celebrating the big names in video, tabletop, and board games, as well as the smaller indie developers, there are plenty of panels to attend and things to do. If you're a cosplayer, a gamer, or just someone casually interested in the hobby, there is sure to be something for you.

For more info: south.paxsite.com

What's Happening: **BRYCECON 2018** 



When: January 12–15, 2018

Where: Ruby's Inn; Bryce Canyon City, UT Details: Part gaming convention, part nature exploration, BryceCon takes place near Bryce Canyon National Park, allowing convention-goers to spend time taking in the beauty of the great outdoors and then relax with some of their favorite games. There are scheduled times for games and open play, so participants can take it at their own pace.

For more info: www.brycecon.com

What's Happening: **ORCACON 2018** 



When: January 12–14, 2018 Where: Delta by Marriott; Everett, WA

**Details:** OrcaCon focuses on creating a welcoming and safe space for those who enjoy role-playing games, board games, or card games. Its aim is to create more diversity in the gaming sphere, as well as building a community to support this goal. Scheduled, open, and tournament games will be featured as well.

For more info: www.orcacon.org

#### What's Happening: **NACLO 2018**



When: January 25, 2018

Where: Various locations in the U.S.

Details: The open rounds of The North American Computational Linguistics Olympiad begin! An event for high school and college students, this competition focuses on linguistic puzzles and exploring the logic of language. Be sure to register if interested. Different universities will act as hosting areas for the event and spaces are limited.

For more info: www.nacloweb.org

What's Happening: **ROCKET CITY GAMEFEST** 

When: January 12-14, 2018

Huntsville

Marriott; Huntsville, AL

**Details:** 

Where:

Billing itself as the "small con with the big library," Rocket City Gamefest offers over 300 games available to play with other con-goers. New games are added regularly to the list. Open gaming is encouraged to foster friendship between people within the hobby.

For more info:

www.rocketcitygamefest.com

#### What's Happening: **2018 CRESCENT CITY CUP SCRABBLE TOURNAMENT**

When: January 13-15, 2018

Where: Drury Inn & Suites New Orleans; New Orleans, LA

Details: Come down to the party city and get ready to lay some tiles for an exciting Scrabble tournament. This is a 20-game NASPA-rated Scrabble tournament, with an Open and Lite TWL division, as well as a Collins division.

#### For more info:

sites.google.com/site/nolascrabble/home

What's Happening: **AWESOME GAMES DONE QUICK** 



Where: Herndon, VA When: January 7-14, 2018

Details: A biannual charity event, AGDQ sets out to raise money for the Prevent Cancer Foundation by trying to beat video games, some classic and some new, as quickly as possible. These gamers are dedicated to their craft and have found glitches and bugs that allow them to complete these games in short order. This event has raised over \$12 million for charity and can be viewed online, around the clock, for the duration of the event. For more info: www.gamesdoneguick.com



#### By Stephen Sniderman

fell in love with a secret code invented by Mr. Wizard (real name Don Herbert) that allowed partners to communicate a famous name individuals sent in clues. without revealing how they did it. For a detailed description of this ingenious parlor trick that my family and friends call Trips, see the August issue. Then, in the October issue, I described the rules of Kudo, a board game based on Trips.

to launch an original internet game that was a variation of Mr. Wizard's invention. My wife Marilyn and I sent emails to family and friends inviting them to play "Super-Clues: The Internet Game of Dropping Hints—Trivial Pursuit meets Taboo." We asked our correspondents to share the

GAMES WORLD OF PUZZLES | january 2018

hen I was 17 years old, I invitation with their acquaintances and to submit a clue if they wanted to play. The first category was "Famous Living Men Whose Last Name Starts with A." Thirteen

By Round #8, I realized that the number of players was probably not going to increase substantially, so I started allowing each team two clues per round. Some rounds we have as many as 14 teams (averaging three players per team), and Fast-forward 51 years. In 2011, I decided there are typically about 30 clues on the final list each round, 10 to 12 of which I devise. Some teams have participated in virtually every one of the dozens of rounds.

> This high-tech variation of Mr. Wizard's code differs from previous iterations in several crucial ways. First, the categories are not limited to well-known people but might call for familiar titles (of movies, songs, etc.), geographical locations, brand names, or uncapitalized words—pretty much anything. For example, the category for one round might be "Popular Magazines" and another "Familiar 8-Letter Words Starting with C." By expanding the possible topics and reducing the range of the categories, I hope to keep the game going as long as people enjoy playing it.

Second, as I started narrowing the categories, I realized that "fuzzy" edges are more appropriate than rigid boundaries. When I say "Popular" magazines or "Familiar" words, I'm deliberately using terms that are difficult to pin down. That guess correctly.

gives clue-givers more freedom, reduces the possibility of duplication, and makes the guessers' job more challenging. The opposite of this would be to provide a list of allowable words, but that's too rigid for my taste.

To reflect the broader scope of this version of the game and to connect it to the information superhighway, I rechristened it SuperClues.

Most SuperClues teams have more than two members and are a mix of genders and ages. Players come from all over and bring their own unique areas of expertise. Consequently, the quality of play is quite high.

Here's how SuperClues works: I send out a category to the teams, and they have two or three days to send me clues for two items that belong in that category. If a team's clues are unacceptable for some reason (e.g., because they duplicate a clue from a previous round), I inform them of this and they can submit new clues or clues/answers. Once every team has sent in a pair of acceptable clues, I add some of my own, type them up, and email the list to everyone. They usually have 10 days to return their guesses, so each round typically takes two weeks to complete.

But the biggest difference from previous iterations is the scoring. In SuperClues, teams get 1 point for each team that guesses one of their clues and

1 point for each clue they



The first round of SuperClues had a bare-bones set of rules. Each team had only one player and was allowed only one clue. No bonuses were available and a round took one week. Players were given two

days to submit a clue and three days to send in their guesses. There was no provision for breaking ties and no incentive to keep the clues short, so some were quite long.

As the game evolved, I returned to its roots, Mr. Wizard's code, where short, guessable clues provided so much of the fun. Now I limit clues to 10 characters. To determine a clue's length, I count had no more than each character (letter, numeral, or punctuation mark) as one and four characters, each blank or space as one half.

particular answer and various bonuses for having the shortest clue that is guessed by all or almost all the teams. (These are explained in detail below.) After two players in the first round tied for high score, I also added a tie-breaking rule: If two or more teams have the same final score, the team with the shortest clue gets the nod. As you can see, this scoring system puts a high premium on super-short clues.

To reduce repetition, I added a 3-point bonus for submitting two unique answers. Eventually, at the players' request, I added a 2-point bonus for having the most correct guesses.

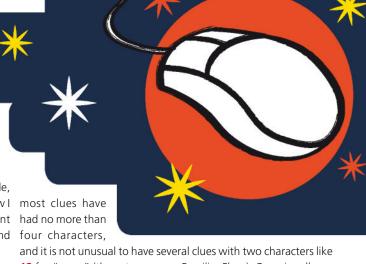
In addition to allowing two clues per team, I changed the rules in Round #10 so that no legal clue would be omitted from the final list. If two teams submit the same clue/answer, that clue would appear only once on the list and both teams would earn the same score, 1 point for each team that guessed the correct answer.

If two clues referring to the same answer are different lengths, both would appear on the list, and the player with the shorter clue would earn 2 bonus points for each longer clue for that answer. In one round, for instance, four teams submitted four distinct clues for Judy Garland: \_ z (1½ characters), Oz (2), To \_o (Toto,  $3\frac{1}{2}$ ), and D \_ r \_ th \_ (Dorothy,  $5\frac{1}{2}$ ). The team that submitted the shortest of these four clues (\_z) earned 6 bonus points for that clue. That bonus could make the difference between winning and finishing fifth.

Other bonuses can significantly affect the final score. Submitting the shortest clue that is guessed by all competitors earns a team 2 bonus points. The shortest clue that is guessed by all but one team (other than the clue-giver) earns a team 4 bonus points. The shortest guessed by all but two teams (other than the clue-giver) is worth 3 points. For example, if 12 teams are playing and your clue is the shortest guessed by exactly 11 teams, you earn 11 + 4 = 15 points for that clue.

The last two of these bonuses are counterintuitive, and some players objected to them. If the point of the game is to write the shortest, clearest clues possible, they asked, why give bonuses for something other than perfection? The short answer is that perfection can be boring. In early rounds, some teams consistently produced short clues that were almost impossible to misinterpret, and I wanted to reward clue-givers for making short clues that were almost but not quite "perfect."

shorter, without sacrificing clarity. In the last couple of years,



I also added bonuses for submitting the shortest clue for a 12 for "roses" (the category was Familiar Flora). Occasionally, an inspired single-letter clue appears. In Round #170, for example, the category was Familiar Girls' Names, and the clue was a period (.). The answer was "Dot." Nine teams guessed it correctly! But that's not unusual; most clues are correctly guessed by at least three-quarters of the teams. Remember, players have about nine days to work on the clues, they can confer with one another, and they can search the internet.

# Problems With SuperClues



As with every variation of Trips, SuperClues is a work in progress. My biggest challenge is coming up with good categories. Even though I no longer restrict myself to famous names, I've discovered that titles, brand names, and geographical locations are much more limited categories than I had assumed, and, although thousands of usable words are available, they rarely elicit clever or interesting clues. (7- and 8-Letter Words Starting with Q was a disaster, overrun with words associated with the number 5.)

After 175 rounds, workable ideas are hard to come by. In fact, I've used up the entire alphabet for every type of category, e.g., Brand Names Beginning with J. As a result, in the last year or so, I've resorted to revisiting categories from earlier rounds, which increases the possibility of duplication.

My policy is to reject a clue/answer combination that has appeared in a previous round, which means that sometimes the As the game has developed, clues have gotten shorter and clue-giver and I have to exchange emails until an appropriate clue is found. Occasionally, we'll even resort to an old-fashioned phone







Some teams have access to the entire set of previous rounds, so they have a distinct advantage over teams that don't have access to that information. But the crucial issue is that repetition requires no inspiration. In my opinion, duplicating a previous clue, intentionally or not, violates the spirit of the game.

# The Spirit of SuperClues

Fortunately, players respect the spirit of SuperClues as much as I do, for which I'm very grateful. Although there are no entrance fees or monetary prizes, every team takes the game seriously, participates actively, and abides by the rules. When I make a mistake—a regular occurrence—they let me know immediately. When a rule or a ruling doesn't make sense to them, they call it to my attention, usually without cursing me.

SuperClues is difficult, the competition stiff, and the chance of winning small. So what motivates these dedicated players? What's their bottom line? I assume it's the same as any game: the challenge. Even though they can't see their opponents, they're interacting with them and trying to defeat them. And that's the point. What a rush if your team can best 10 or 12 worthy opponents. What a sense of accomplishment if you win more than your share of rounds!

And what about me? What's my motivation for hosting Super-Clues? What do I get out of it? Well, at the most visceral level, I get to watch 30 to 35 very clever and highly educated people playing (and testing) one of my games. With every round, I get to see the flaws and the strengths of my rules, invaluable lessons not just for making SuperClues better, but for improving every game or puzzle of mine. No game/puzzle designer could ask for more than having a group of committed people play-testing his ing design for over five years.

Hosting SuperClues allows me to see how tweaking the rules of a game changes players' behavior. Occasionally, I try new incentives to see if they improve the game. For example, when I first introduced the bonuses for less-than-perfect clues, the rewards were so high that they practically over-





whelmed other aspects of the game, so I lowered the bonuses to a more appropriate level.

Equally important, I get to see "creative minds at play." It pleases me to see clue-givers discovering new ways to communicate with other players, who are also their opponents. Every round, several clues impress me as particularly ingenious. For instance, in Round #10, the category was Familiar Games, and the clue was simply the number 1. Eight of 10 teams got the right answer: "Uno." Another "clue" that same round was a blank space. The answer, correctly guessed by half the teams, was "Clue"! Other impressive short clues that were guessed by at least seven teams include the following:

XO Kwai I\_go J\_lls

Can you figure out the answers? Can you guess how many teams (out of 10) got each answer? (See page 75.)

I particularly enjoy wrong answers, which are often amusing and surprising. In one round, the category was 9-Letter Words Starting with C. One of my clues was "lab." The correct answer was "chemistry," and the brilliant-but-incorrect guess was "chocolate"! Here's another: The category was One-Word Movie Titles. The clue was "nuts." The answer was *Psycho*, and the guess was *Bolt!* 

Seeing these errors continually reminds me how miraculous, and how fragile, communication is. With just a few squiggles on a piece of paper, we can get other people to think of a specific person, place, thing, title, word, or phrase. But if we leave too much unexpressed, the transfer of information does not occur. If we aren't careful, our would-be guessers can be lost in ambiguity. Where is that sweet spot between incomprehensible and unnecessarily explicit? As every version of Trips has taught me, a clever clue correctly interpreted by an astute partner is an elusive and wondrous phenomenon.

No doubt "the game of dropping hints" has come a long way since Trips entered my life over 55 years ago. But I finally feel that the original excitement that Mr. Wizard's code produced in me and my friends is duplicated with each new round of SuperClues.

Happy solving!







Two titles appear twice.

Each blank indicates a missing letter.

Clue #18 has a hyphen, not a blank.

An extra-wide space indicates a new word (and is considered to be one whole character).

How many of these titles can you figure out? (The most that any team guessed correctly was 28. See page 75 for the answers and how many of the nine teams guessed the right title in each case.) All nine teams correctly guessed Clue #1.

Remember that no part of the answer may appear in the clue, which might be the name of an author, actor, singer, or character, lyrics from a song, an abbreviation of a geographical location or a TV network, part of a familiar phrase, a synonym of the answer, or anything else clue-givers hoped would communicate their titles.

Also, keep in mind that clue-givers, to get across as much information as they can in the fewest characters, use all kinds of tricks and shortcuts, including capitals, colors, spacing, font size, letter names, numbers, puns, abbreviations, incomplete words, skipped letters, omitted letters, and italics.

# SuperClues Round #119 (October 2014)

Familiar titles (of movies, books, songs, etc.) that have exactly three words and do not contain "and," "the," or a number for a sequel.

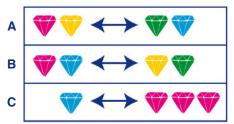
<b>1.</b> SSE	<b>12.</b> r _ n	<b>23.</b> d _ v _ r
<b>2.</b> Jet_	<b>13.</b> LOO	<b>24.</b> chau
<b>3.</b> Que _ n	<b>14.</b> AO _	<b>25.</b> Sp n
<b>4.</b> H _ xl _ y	<b>15.</b> unpect	<b>26.</b> T _ u _ h is
<b>5.</b> Man _	<b>16.</b> HB _	<b>27.</b> Denv
<b>6.</b> C h _ w	<b>17.</b> IA	<b>28.</b> _ s _ k
<b>7.</b> Doo	<b>18.</b> e-	<b>29.</b> BGs
<b>8.</b> tig	<b>19.</b> LLyn	<b>30.</b> L _ d
<b>9.</b> ETs	<b>20.</b> n _ xt2	<b>31.</b> L _ to
<b>10.</b> No Z	21. Conrad	<b>32.</b> K9pm
<b>11.</b> twt	<b>22.</b> Fab 4 1st	



# DIAMOND Control of the second control of the

# **EXAMPLE**





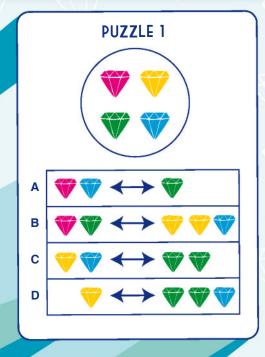
# By R. Wayne Schmittberger

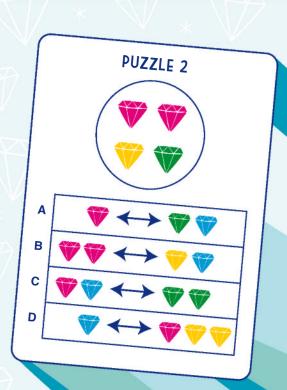
In each puzzle you begin with a round bowl containing diamonds of two or more different colors. The object is to make a series of exchanges that will result in your bowl having only diamonds of any single color. The number of diamonds you end up with does not matter, and can even be one.

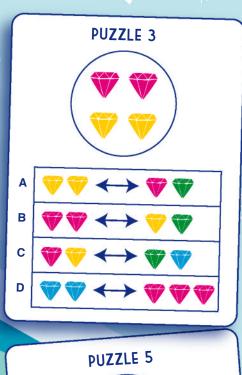
The allowable exchanges for each puzzle are shown by a chart, each line of which shows a trade that your jeweler friend is willing and able to make. Trades can go in either direction; for example, line A in the example means that you may either trade a pink and yellow for a green and blue, or a green and blue for a pink and yellow.

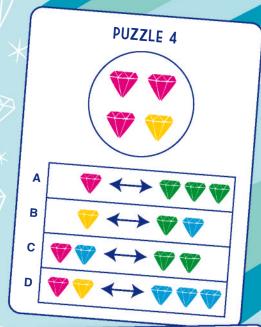
Each puzzle except the example requires three trades to solve the puzzle. The order of trades may be different from that in the chart, and one line of each chart will not be used.

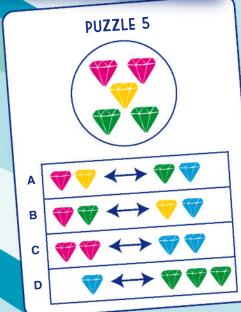
The example requires just two trades: First use line B to replace your yellow and green diamonds with a pink and a blue, then use line C to replace the blue with three pinks, leaving you with five pink diamonds. ANSWERS, PAGE 76

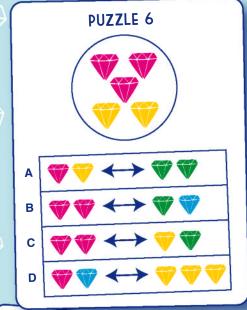


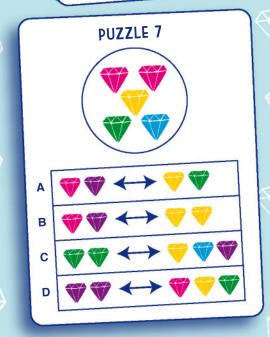


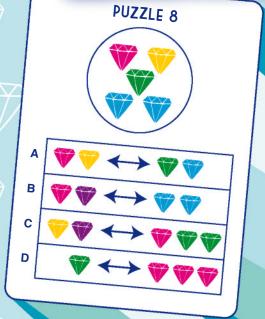












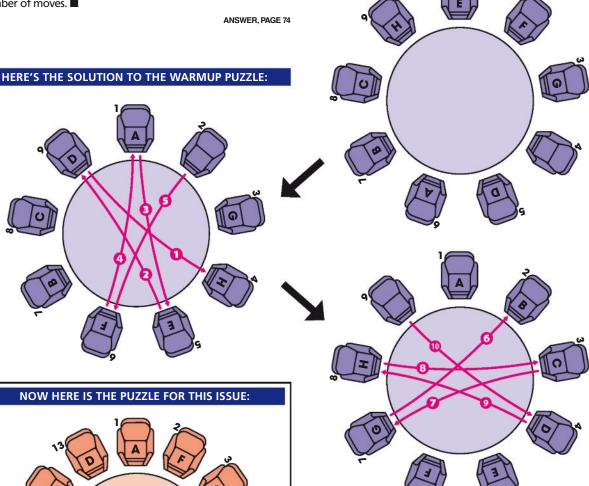
•LOGIC• BY DENNIS SHASHA

# **MINMOVES PUZZLES**

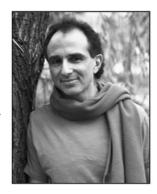
n MinMoves puzzles you are given a set of chairs around a table with a person whose name begins with the letter shown. You want to rearrange the people in the chairs to be sorted in alphabetical order in a clockwise fashion, with one empty chair just to the left of the person whose name begins with A, and A must be in position 1. The goal is to minimize the number of moves.

### **WARMUP**

Below is the starting arrangement. In each move, you are allowed to move a person from one chair to an empty chair four away in either direction. Use at most 10 moves to get to a sorted order.



Dennis Shasha is a professor of computer science at New York University's Courant Institute. In addition to his scholarly research, Dr. Shasha has written six books of puzzles featuring a mathematical detective, Dr. Ecco. He writes the puzzle column for CACM (Communications of The Association for Computing Machinery), and has also written puzzle columns for Scientific American and Dr. Dobb's Journal.



Find a way to achieve a sorted outcome using at most 8 moves, where the allowed move is to move four seats away to an empty chair in either direction.

### **•THIS OLD GAME•**

# THE MISS POPULARITY GAME

By Jonathan Schmalzbach

ow did a teen girl become popular in 1961? Well, she could attend modeling school. Good grades were a must. She went to parties and ski vacations with her girlfriends. If she was lucky, her boyfriend drove a convertible. Glamour ruled—she focused extensively on her looks and wardrobe. And if a creepy old man asked for her measurements to see if she'd be a good fit for a pageant, well, she jumped at the opportunity.

At least that's what Transogram, makers of the 1961 Miss Popularity Game, thought a generation of "True American Teen" girls ought to aspire to.

The game is a competition between 2 to 4 players to achieve the highest level of popularity. Each player starts out with a bulletin board where she places cards picked from a deck. The cards offer an opportunity for popularity points and the possibility of making or spending money.









For example, one card reads, "You have pretty legs and get to pose for a hosiery ad. Collect \$20.00." That player is also awarded 5 popularity points.

A player could lose points, however, if her best friend thinks she's after her boyfriend (-10) or—even worse!—if she neglects her looks (-50).

A typical card featuring a teen under a dryer and paging through a magazine reads: "Glamour—Miss Popularity must look her best. CALL your mother and ask if you may pay \$15.00 for a permanent and hair style."

In fact, these CALL cards are integral to the game. Cards might direct players to call their mothers to ask permission to go to a pajama party or their fathers to ask for permission to borrow the family car. One card even directs a teen

to call one member of the disturbing judging panel, publisher Ben

Stern, then describe herself and see "if he likes

your type."

That urgent telephone call would be made on a plastic lavender rotary phone called the

"Answer Phone," a triumph of

kitschy interactivity. The phone whirs when dialed and spits out "yes," "no," or "busy" answers to these vital questions.

The game concludes when a player's bulletin board is filled. Then the money and popularity points are tallied



ing cup and the title of Miss Popularity.

To contemporary eyes, the Miss Popularity Game is unnervingly sexist and racist (there are no people of color depicted on the game cards). In the game, teen girls have no agency other than to emphasize their looks, congeniality, and talent—ideals promulgated by beauty pageants. While girls could attend a basketball game, it would be unthinkable that they could play basketball. And although good grades are encouraged in the game, there is no mention that a teen girl might go to college or any hint that she might have a career.

all girls love

To outright disparage the game, however, is too facile. To do so dismisses the power of the prevailing popular cultural values of an era. The hit TV shows of the late 1950s and early '60s included Father Knows Best and The Adventures of Ozzie and Harriet—family-oriented, paternalistic sitcoms. Teens

listened to Connie Francis longing to find out "Where the Boys Are." As for films, Gidget Goes Hawaiian surfed its way to box-office popularity. In other words, teen girls were meant to listen to their parents and were thought of as objects by boys.

In 1961, Nancy Fleming of Michigan was crowned Miss America. In an example of life-



imitating-board game, Fleming made her own dress for the talent competition. A card from Miss Popularity reads: "Contest Gown: Make your own. CALL your friend and ask to borrow sewing machine..."

Fleming went on to break free from the limitations many women of the era faced. She earned her bachelor's degree from Michigan State University and then a teaching certificate from Berkeley. Fleming recalled her time at Michigan State right after she won the Miss America pageant: "I felt like a freak at MSU. I had just been on television three days before and I entered with a lot of fanfare. There was a lot of weirdness and rudeness. I was pointed out and stared at. It was really creepy."

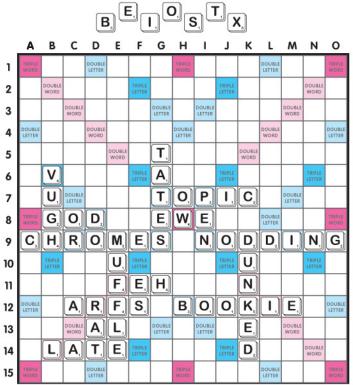
Miss America felt alienated by the objectification she felt on campus. How did Fleming become popular? By becoming a successful professional woman, not merely a tiara wearer. The times they were a-changin'...

# **X MARKS THE (50-POINT) SPOT**

In Scrabble, it goes without saying that certain tiles are more valuable than others. U's and V's, for example, are generally regarded as terrible. On the other hand, the blanks and S's are tremendously powerful, and are considered to be among the 10 "power tiles." The other four power tiles are the high-point tiles: X, Z, Q and J. Note that the ordering of the high-point tiles generally holds true—X is the best of that set of four, with Z a hair behind it, Q and J and the "worst."

Scrabble aficionados love the X because it's so easy to score very well with simple, easy-to-spot words. For example, the X goes with each vowel to produce a two-letter word (AX, EX, XI, OX, XU) and is a part of many frequently occurring three-letter words, like OXO, AXE, GOX, VOX, and OXY.

As an example of the power of the X, there are nine different ways you can score 50-plus points using the X on the board below. Your rack is BEIOSTX. All solutions involve common words only, except for several possibly less common two-letter words. See how many you can spot!



### YOUR RACK A D D В F G Н Ν U X. 1 OUBLE S 1 F WORD 2 S P 0 0 F 3 0 Ι. 4 L OUBLI Ι. Z D A 5 C. 0 A L A T. L 6 LETTER Q P G 7 T Q. U. A. E R Y V V 8 ΕÌ U V П N Т 1 9 N. M E 10 0 A. G E W H. Ш N GE R R 11 T. E E N R 12 DOUBLE W. N Y. 0 D A. T B R A. 13 M. 0 T S 1 Ε H. 0 C S R E E В N E Α OPPONENT'S RACK

# STICKY ENDGAME

At the end of the game, if one player has one or more tiles they cannot play, his or her opponent can then use their tiles slowly (often meaning one or two at a time) to rack up points while the helpless opponent just sits there, waiting for it to be over. This is usually referred to as being "stuck," or being "Q-stuck," "V-stuck," etc., depending on the tile you are stuck with.

In this puzzle, you trail by 70 and have the following tiles: ADDEIJU. It's your turn. Your opponent has left himself with just a K. The board is tight, and your opponent has but one way to use his K. Can you block his only possible play for the K, then figure out a way to play all of your tiles over a series of plays? Along the way, be careful you don't inadvertently create an additional spot for your opponent to use his tile.

(Note: If you can use all your tiles, your opponent will get -5 for not playing the 5-point K tile, whereas you will get an additional +5.)

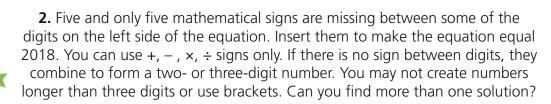
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# Mew Year's

By Marek Penszko

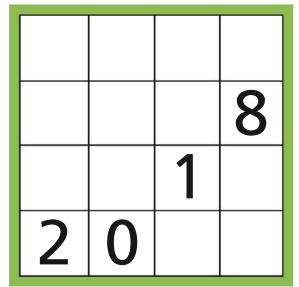
**1.** In the following increasing sequence, which was created according to a certain rule, the second number has been replaced by a question mark. What is the second number in this sequence and why?

10, ?, 82, 201, 218, 802, 1082, 2018



# 201520162017+1=2018

**3.** There will be a different digit from 0 to 15 in each square; four digits have already been placed. The remaining twelve digits must be arranged so that a magic square is formed; that is, the sum of the numbers in each row, each column, and each long diagonal should be equal to 30. Can you find the two "twin" solutions?









**4.** Can you reconstruct this multiplication problem by placing the two missing digits in the empty squares so that the math works out correctly? There are two valid solutions.

×
8

# BRIGHT LIGHTS

By R. Wayne Schmittberger

First Prize \$100 5 Runner-Up Prizes: A ONE-YEAR SUBSCRIPTION TO GAMES WORLD OF PUZZLES

ists A and B below are separate cryptogram for Fin the other list. (But Fand Z will not stand for one problems—that is, within each list, one letter of another within the same list.) the alphabet has been substituted for the same other letter throughout. After being unencrypted, the identify the last two items on List B. To enter, send the 17 items in List A form a logical sequence of sorts, and unencrypted items 16 and 17 on List B, along with your each item in List B (the last two items of which have been name and address, to: Bright Lights Contest, GAMES omitted) has a particular relationship to the correspondingly WORLD OF PUZZLES, P.O. Box 184, Fort Washington, PA numbered item in List A. This relationship is the same for 19034. You may enter as many times as you like, but each all 17 pairs of items on the lists. All the items on both entry must be mailed separately. Entries must be received lists are proper nouns. One accent is ignored in the lists. by January 31, 2018. The winners of the first prize and

another. That is, if F stands for Z in one list, then Z stands among the correct entries. ■

The object of this contest is to decipher the lists and The ciphers used in the lists are the reverse of one the runners-up will be selected by random draw from

# LIST A

# 1. OMIMRO

# 2. TCSNXRO

# 3. CPXGC TJSACRIM

- 4. CITARIRO
- 5. DJLC
- 6. TCXJPPC
- 7. IMLJP
- 8. XINTONS
- 9. CTGJISCI
- 10. YJAJPLJROJ
- 11. GCECI
- 12. CPACMI
- **13. CTIRB**
- 14. CPEJYCICS
- 15. CSACIJO
- **16. OXMTC**
- 17. XNPPRB

# LIST B

- 1. ATORN ITESU
- 2. ATUROT
- 3. ADOCTJUJN
- 4. XSSCDN
- 5. GBUT
- 6. TJURHT
- 7. SURSO
- 8. ATORN IROSU
- 9. DURVTOJN
- **10. SURSO**
- 11. ADOCTJUJN
- 12. TYJRGT
- **13. AUJP**
- 14. CTJUJN
- 15. NASULRJN
- 16. ?
- 17. ?

# A STUDY IN RED AND BLUE

# FROM MAY

he object of this contest was to form one red path and one blue path that are as long as possible by arranging some or all of the 36 tiles shown at right into a 6×6 array.

The two red tiles and two blue tiles containing a circle were to be the endpoints of the paths you formed. These tiles could be placed anywhere in the grid, but they could not be rotated; paths leading from the red circles had to remain horizontal, and paths leading from the blue circles had to be vertical. The red path had to consist of only red path segments and the blue path of only blue path segments.

Otherwise, all tiles could be placed in the grid with any orientation. Thus, each tile with a straight path could be used horizontally or vertically, and each tile with a single curve could be positioned so that the curve was in any of the grid square's four corners. As an important note, the number of tiles of a particular type and color used in making your paths could not exceed the number shown. Where a tile showed red and blue paths crossing, neither path blocked the other's connection.

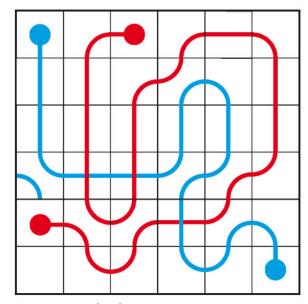
The length of a path was equal to the number of segments in the path, including both endpoints. Each tile containing part of the path

counted as one segment, with one exception: If a tile showed two curves of the same color and both curves were part of the path, that tile counted as two segments.

The red path scored 2 points per segment, and the blue path scored 3 points per segment. The total score was the sum of the scores for the red and blue paths.

As stated in the contest rules, the winner would be the grid with the highest total score. Ties were to be broken in favor of the entry using the fewest tiles; further ties were broken by random draw. As it turned out, out of a total of 71 entries, we received five entries with a score of 107, all of which used 35 tiles. This five-way tie for the first-place prize of \$100 was broken by random draw, with Mark Mammel of Ellicott City, MD, emerging as the winner. His winning entry is shown below. Runnerup prizes of a year's subscription to GAMES WORLD OF PUZZLES (or an additional year for current subscribers) go to: Charles De Stefano of Hammonton, NJ (107/35); Darrell Dolliver of Spring, TX (107/35); Nicholas Mitchell of Los Angeles, CA (107/35); Mike Reczek of Orland Park, IL (107/35); and Dennis Bowan of Miami, FL (106/35).

# WINNING ENTRY



Red path score =  $25 \times 2 = 50$ Blue path score =  $19 \times 3 = 57$ Total score = 50 + 57 = 107

# CARD MIRACLE MERCHANT TINYTOUCHTALES

ANDROID/IOS: \$2 AGE RANGE: E PLAY TIME: UNLIMITED

he Miracle Merchant is just trying to brew potions and make a few bucks, but some joker has slipped cursed cards into his deck of ingredients. Fortunately, a handful of strange customers seem to like cursed potions—if only the Merchant can get the right brew to the right person.

Tinytouchtales and designer Arnold Rauers are on a winning streak. They've turned out three fresh apponly solitaire card games in the past year: Card Thief, Card Crawl, and now Miracle Merchant. Each is easy to learn, fast to play, and graced with terrific art. Digital card games are entering a mini-Renaissance,

and with his third offering
Rauers establishes himself
at the vanguard of that
rehirth
unus points. If you
play a deck wrong
and don't have
the primary color

Each game begins with four stacks of cards in blue, green, yellow, and red. Each color represents a category of ingredient, and within each color there are different types of potion element. Cards also have icons that boost the value of other cards. Mixed in with the colored cards are black Curse cards. Normal cards add points, curses subtract points, and icons increase points.

Potions are made by playing four cards, which combine to form brews of varying strength and point value. Each potion is tailored to a specific customer, who must have one color ingredient for the turn to succeed and a second ingredient to add bo-

nus points. If you play a deck wrong and don't have the primary color card available for a client, the game ends. If you create a potion worth no points, the game ends. If you don't manage your deck well enough to clear all the cards by brewing the correct final potion, the game ends.

None of these goals are particularly difficult to master with some

deft deck management, so the main task is to create interesting potions worth the most points and complete unique goals each day. Some of the individual goals, such as earning 10 points on a single card, can be quite



difficult. It plays lightning fast, with a hand done in a few minutes, but that's precisely its appeal. It's both a perfect filler game and one that's easy to play for longer stretches as you try to clear all the goals for the day.

Good choice for fans of: Solitaire

OVERALL RATING



CLARUS VICTORIA
PC/MAC: \$10; IOS: \$5
AGE RANGE: E
PLAY TIME: UNLIMITED

redynastic Egypt is a fascinating and enjoyable oddity: a civilization-building game with only one civilization, no real enemies, and a dedication to historical accuracy. Most games with this level of genuine historical content are either dull educational affairs or pure military simulations. This is neither, and that's what makes it so enjoyable.

The game begins with difficult choices grounded in variations on the real-world situation in 5000 B.C. Starting conditions and game balance are determined by choosing one of three answers to four different questions: Who were our ancestors? (creators, warriors, sages); How did we get here? (resettlement, wandering, survivor); What is the

environment? (fertile, average, poor); and Whatspirits live here? (good, neutral, evil).

These choices offer a good idea of the focus and content of Predynastic Egypt. Your task is to grow the tribe, explore and improve the land, build, research, and worship. Each turn only requires a few decisions, but these choices move you gradually through six phases toward the ultimate goal of creating the Egyptian state. To win you must create the Hierakonpolis chiefdom, conquer the city of the god Seth, unite the 15 main river tribes, discover a single pantheon, build the capital Memphis, and conclude with a feast to celebrate the unification of Egypt. All of this must be done within 220 turns, many of them lasting only a couple seconds and requiring a few decisions in each.

Those decisions involve where you put your people, making this a worker-placement game with



the heart of a noncompetitive civilization builder. Technology trees offer increased yields for various resources, as does worship and improvements to the land. By the end of the game you've forged a highly developed Egypt from a wandering tribe and set the stage for the glories to come.

Interaction is very easy, amounting to little more than

dragging people from one place to another and making occasional choices. This compression works in the game's favor, pushing you forward to see what each choice does in the short term and how it affects the larger arc of the narrative and gameplay. It's low on conflict, but builds tension as you race to complete tasks in time.

**Good choice for fans of: Civilization** 



# BOARD GAME EIGHT-MINUTE EMPIRE

PUBLISHER: RED RAVEN/ ACRAM DIGITAL PRICE: \$25; MAC/PC, \$9 ANDRIOD/IOS, \$5 AGES: 8+ PLAYERS: 2-5 PLAY TIME: 8 MIN.

ed Raven's tabletop game for two to five players promises a fast area-control experience and largely delivers. It's a slight game, and that's fine. The electronic port from Acram actually does a better job of fulfilling the promise of the title since it doesn't require fiddling with cards and tiny wooden blocks. I haven't timed my electronic games of Eight-Minute Empire, but they do seem to take about eight minutes or less, whereas the tabletop games can stretch to 20 minutes if there are five players in the mix.

The elements are simple

and familiar. There's a map featuring continents divided into various regions. Soldiers, distinguished by different colors for each player, begin on a single region and then must spread out to take control of other regions. Region control isn't managed through direct combat as in Risk, but merely by having the most troops in the area.

All actions are done through cards that can cost 0, 1, or 2 tokens. Cards have two purposes—allowing actions and providing goods. Actions are simple: move a certain number of soldiers on land, water, or both; recruit troops; destroy troops; or build a city. These actions are done in alternating turns over seven to 13 rounds, depending on the number of players in a game. They allow players to spread out from the starting



space, build new centers for recruiting, move to new continents, or eliminate an enemy. The player with the most troops in a region controls that region. The person with the most regions on a continent controls that continent.

The cards also reward goods—gems, coal, lumber, iron, food, and a wild card "universal" good—with different point values. The winner is the person with the most combined points for territorial control and goods.

There are variants included, additional maps to purchase, as well as both live and asynchronous multiplayer support. All of it works very well and adds to the growing roster of fast-playing games in both tabletop and electronic formats.

Good choice for fans of: Risk

OVERALL RATING =

# PUZZLE ROLLER COASTER CHALLENGE

PUBLISHER: THINKFUN

PRICE: \$30 AGES: 12+ PLAYERS: 1

PLAY TIME: VARIABLE

veryone knows that the truly fun part of the board game Mouse Trap wasn't playing the game; it was messing around with all the little pieces. ThinkFun has captured some of that engineering play and married it to its time-tested puzzle format to create Roller Coaster Challenge, a sure bet for both adults and kids.

The box comes stuffed full of a baffling array of risers, track pieces, and curves in different colors, shapes, and sizes. Black posts are stacked together and snapped into a 5×5 grid to elevate the track pieces. Track color indicates how far the coaster drops along that length. Green drops one post, blue is two

posts, orange is three posts, yellow is five posts, and magenta doesn't drop at all. Sixteen curved tracks are colored blue (clockwise) and red (counterclockwise). One yellow loop-the-loop as well as starting and end track portions are also included, along with two cardboard tunnels.

Each color track also comes in various lengths, indicated by one to four dots. The tracks are soft plastic and snap together easily. A tongue on each end slides into the posts, securing the tracks in place. Puzzles can get so complex that one post may uphold multiple track sections at different levels.

As with all ThinkFun puzzles, the challenges are printed on a deck of cards, with difficulty ranging from Easy to Super Hard—and believe them when they say "Super Hard." The puzzle is on one side and the solution on the other. In each one the



goal is to get a little roller coaster safely from start to finish without getting stuck or flying off the track. The rider slides along on a metal ball set into its base. A card shows starting and finishing positions, stops along the way, and which track pieces are needed in the solution.

Everything isn't totally smooth riding with Roller Coaster Challenge. Even with correct solutions the little guy careens around the track like he's on Mr. Toad's Wild Ride, occasionally shooting off one end and plummeting to his doom. The difficulty level rises sharply toward the end of the basic puzzles, which may frustrate novices. Really, though, you don't even have to do the puzzles to have fun, since it's possible to just snap the pieces together and see what works.

**Good choice for fans of: Mouse Trap** 

OVERALL RATING 🔺

amusing, thoughtful survey of games salvation counts. that stretches from ancient Egypt to DeepMind's recent defeat of the world's games bring people together. That's top-ranked Go master.

One of his major themes is the way players adapt games to reflect their the Uncommons in Manhattan are on circumstances. Chess, for example, began in fourth-century India, wended its way through Persia and the characters Donovan reveals. They Muslim world, and eventually arrived in include Prince Alexis Obolensky, a Europe. At each stop, players tweaked rakish Russian émigré who singlethe game.

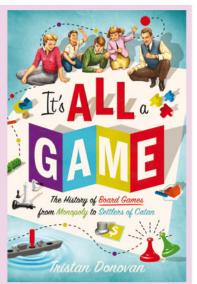
of Catan and old favorites like Scrabble game designer behind Haunted House get equal coverage, but it's the quirky and Mouse Trap. games Donovan unearths that stand out. Consider, for example, Mansion you win any games, but it will certainly of Happiness, a morbidly moralistic enrich your appreciation of them.

Off the Bookshelf: It's All a Game game from 19th-century England. Its Tristan Donovan's latest book is an goal wasn't winning—unless eternal

> Donovan also highlights the way why, despite the enormous popularity of video games, board game cafés like the rise.

Especially interesting are the colorful handedly resurrected backgammon, Contemporary classics like The Settlers and Marvin Glass, the exuberant, driven

Reading Donovan's book won't help



# An Unsuitable Arrangement

The future looks bright for Nashra Balagamwala. The 20-something game designer recently graduated from the Rhode Island School of Design and has already worked for Hasbro.

There's just one problem: As a young Pakistani woman, she faces tremendous pressure to enter into an arranged marriage.

Last summer, with her work visa about to expire and the possibility of a loveless marriage looming, she knew she had to act quickly. She came up with Arranged, a board game intended to spur discussion about South Asian customs like arranged marriages and dowries.

In Arranged, three young Pakistani women travel around the board depending on what the cards tell them. Their goal is to evade the "auntie," a matchmaker determined to fix them up with stereotypically undesirable suitors, including a mama's boy and a lady's man. Players employ a variety of strategies to stay single, from talking about furthering their education to mentioning not wanting children.

It would resemble a Feydeau farce, if Pakistani women who rejected arranged marriages didn't risk reprisals, including "honor killings."

Balagamwala is hoping that sales of Arranged will earn her enough money to return to the United States and resume her career. Want to help? Visit www.nashra.co.



### Hey Ricky!

Take one tongue-in-cheek card game loosely based on Dungeons & Dragons, add characters and plot elements from an off-the-wall animated series, and—voila!—you've got the makings of a terrific tie-in game.

Certainly, that's what the folks at USAopoly think, which is why they've wedded Munchkin from Steve Jackson Games to Rick and Morty, the Cartoon Network show about Rick, a bibulous, foulmouthed mad scientist, and his anxious but sweet grandson, Morty.

Rick is like a Bizarro World Doc Brown from Back to the Future, totally convinced of his intellectual superiority and, usually, half-snockered. That last part explains his habit of burping mid-sentence.

Rick and Morty is definitely unsuitable for kids, which is why it airs during the Cartoon Network's Adult Swim programming. Neil Genzlinger, television critic for The New York Times, described the show as "Grandparenting at its unhinged finest."

For this mash-up/expansion of the popular card deck game, Rick, Morty and the rest of the gang—Beth, Jerry, Summer, and Mr. Poopybutthole—battle against the wacky baddies inhabiting the cartoon series multiverse, some of whom were created by Rick.



If you're a fanboy or love someone who is, the game will have you shouting "Wubba lubba dub dub!" ■













# SuTriominoku PPP



# **BY RAYMOND YOUNG**

Here's a sudoku to tri! A triomino is like a domino, except it's made with three squares, each containing a number. When you are done, the grid will contain 1 through 9 exactly once in each row, column, and 3x3 region. Some numbers are filled in, including one triomino. Fit the remaining triominoes in using sudoku logic and process of elimination. The triominoes can be rotated but not flipped nor rearranged. You'll eventually get it using tri-al and error. ANSWERS, PAGE 76

# **PUZZLE 1**

		8			7		1	9
					5			6
			1			7		
8	3	2					5	
		9	5	3	6			
	1		8					3
7					3			
9			6	2		1		8

1 7	1 9	1 9	2 1	2 6 9
3	6	7	9	
2 7	2 9 6	3 1	3 4	3 5
8		4	7	4
4 2	4 7	4 8	4 8	6 5 2
8	5	3 <b>8</b>	6	
7 2	8 4	9 4	X	

# **PUZZLE 2**

	7	6						
1			6					
		1			0.00			
	2		9	1				
						1		
					1		2	
5		2	3					
9					2	8		6

1 3 2	1 4 7	1 9	2 5 8	2 8 8
3 7	4 5 7	4 5	4 8 9	4 5 7
4 5 7	4 9 5	5 6 9	5 7 9	
6 3	6 3 8	7 3 4	7 8 4	
8 2	9 2	9 6 8		

# Four by Four $\P$

Put the letters of each of the four-letter words into the circles or squares, without changing the order of the letters. Each set of circles and each set of squares should contain one of the listed words, and the 35 resulting eight-letter words should be in alphabetical order. The first word, ANTELOPE, is shown as an example. ANSWER, PAGE 76

ANTELOPE	41.05	HIDE	2222
	ALOE	HOLD	PROD
	ANTE	ICES	RACE
	AVER	ILLS	RAIN
	BABY	KEEN	RANT
	BANE	KNOT	RICE
	BEER	LEAN	RING
alala o	CARE	LEND	ROSE
	CLIP	LETS	RUNT
	COLD	LINT	SAGE
	COMB	LIST	SASH
	COPE	LOPE	SHOE
	CRAG	MAIL	SIDE
	CULT	MAIM	SIRE
	DEAL	MILD	SLID
	DIRE	MIST	SPED
anny alallo	EARL	MOLD	SPIN
	EASE FAKE	NINE	SPIT
	FEET	NODS	TALE
	FROM	ODES	TRIP
	GONG	ONCE	TRUE
	HEAT	PACT	VAIN
	HELD	PAST	WARY
	. 12.20	PEND	VVAILI

# Double Cross 💡 BY MICHAEL ASHLEY

Answer the clues on the numbered dashes, one letter per dash. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to reveal a quotation reading from left to right. (Black squares separate words.) When you're done, read down the list of answers; their initial letters will spell the author's name and the source of the quotation.

IN	21	3L	45	5E	6F	7T	8 G	9 M	10 Z		11C	12 X	13G	14 K	150	16 D	17 L	18W	19 Y	20 V	21 T		22 L	23 M
240		25 A	26 L	27 P	28 J	29 M	30 H	31F		32 J	33 E	34M	35 V	36 L	37 B	38D	39 A	40 X	41 Q		42 U	43 T	44 L	45 R
	46 D	47 B	48 N	49 H	50 W	51 L	52 Z	53 G	54X		55 W	56 K	57 Q	581	59 U	60 A	61 G	62 X	63 L	64 C	65 Z	66 F		67 T
8L	69 C	70 G	71 W		72 Y	73 V	74 C		75 P	76Z	77 G		78 Q	79 H	80 W		81 A	82 L	83 H	84 E		85 S	86 D	87 T
88G	89 O	90 Q		91 M	92 H	93 F	94 A	95 Y		96 Y	97 J		98 N	99 W	100L	1015		102 N	103 K	104L	105 I	106A		107 U
080		109 G	110 U	111P	112W	113 A	114J	1150	1161		117T		118R	1191	120 P	121 N	122 J		123 E	124D	-	125 G	126 Z	127 W
28 R	129 B	130 F	131।		132 E	133 A		134 E	135 P	136 V		137 Y	138 L	139 D	140 G	141 E	142 T	143 M	144 J	145 V	1460	147 N		148 Z
49 E		150 E	151 K	152Z	153 V	154B	155 Y	156 J	157 A		158 E	159 Y	160 G		161 L	1621	163 Q	164 A	165 P	166J		1670	168 J	169 G
70∨	171 D		172 <u>7</u>	173E	174 N	175 G		176∨	1775	178 <u>Z</u>		179A	180 J	181 Y	182 C		183 H	184 R	185 G	186J		187 S	188 U	189 O
	190 P	191 R	192 E	193 A	194 J	195 O	196 L	197 Z		198 B	199 A	200 H	201 D		202 M	203 Y	204 H		205 K	206 L	207 P	208 X	209 E	210 Z

																					:
<b>A.</b> Best Actor winner as Ray Babbitt: 2 wds.	94	39	81	60	193	164 25			133	N	new	est breaking s source of 2016 election	98	102	1	174	121	147	48	3	
<b>B.</b> Extremely bad	47	198	37	129	154	23	137		1,5	c	). Forn	ner	189	146	108	89	167	15	195	115	24
<b>C.</b> Concert site	69	182	11	64	74					ı		entatious ntion-seeker	120	135	165	75	190	27	207	111	
<b>D.</b> Feature of <i>The Raven</i> & other verse: 2 wds.	86	139	201	38	171	124	46	16		c	<b>).</b> Cat	burglar	41	90	163	57	78				
E. Noah Hawley suspense novel of 2016: 3 wds.	123	209	149	132	33	.,,	134 158		5 192			of the D-Day chheads	45	118	191	184	128				
<b>F.</b> For the specific purpose at hand: 2 wds.	31	6	66	93	130					9	. Actu	uality	187	4	101	177	85				
<b>G.</b> George Gershwin classic of 1924: 3 wds.	13	61	109	125	175 53	185	160	77	169 70	1	<b>r.</b> Inab com spee	préhend	87	67	43	142	21	7	117		
<b>H.</b> TV role for James Garner	204	79	83	49	183	92	200	30		ι	J. Den:	se	42	188	107	110	59				
I. Neighbor of Quintana Roo	116	162	105	119	131	58	2			١	<b>/.</b> Wall	king on air	136	145	35	73	153	20	176	170	
J. "Song of the Earth" composer: 2 wds.	32	156	97	144	180	194	186	166	168	V		lium of inter- ency exchange	50	112	80	127	55	99	18	71	
<b>K.</b> Correct	56	151	205	103	14		114	122	28	<b>)</b>		ond largest stellation in sky	208	40	62	54	12				
L. Region of Gabon, Kenya, et al: 2 wds.	36	161	82	196	51	63	17	104	22	١		of <i>La La</i> d: 2 wds.	19	181	137	96	95	72	203	159	155

26 138 100 206 44

34 91 202 9 29 143 23

M. Cause suffering

3 68

Z. Star of La La Land: 2 wds.

		197	65
january 2018   GAMES WORLD	OF	PUZZLES	51

126 10 76 152 172 148 178 210 52

# C CRUISE PP

- 1 Responder to an SOS
- 10 Bridesmaid, often
- Organic fuel
- Engineering branch

- Understanding
- Not flabby

- 46 Ixion's intended seducee

- **50** Support group for families
- Rolled
- 53 Animated film featuring Woody Allen

- 58 Cat from Asia
- painter Paolo
- Shore leave attire
- 66 Middle-of-the-pack finisher
- Overhauling
- 73 Alley target
- Mackerel family member
- Pool sport
- Brown, then simmer

- 83 Author Ambler
- Craving
- Shout of triumph
- Dispatch
- Formal orders

- Post office purchases
- Place with hot lines
- Fix, in a way
- Bring back on staff
- So-so, in Sèvres
- 109 Some terminals
- 110 Punch-drunk
- Around-town vehicles 113 Football Hall-of-Famer
- Joyful

- 1920 Colette novel
- 13 Cascade Range peak

- 22 Summon
- 23 Learning center
- 25 Went underground
- 26 Long-eared beast
- See the world
- 28 Public ax to grind
- With chilling indifference
- Part of Mesopotamia
- Grazing grounds
- Night spot
- Furlong fractions: Abbr.
- Smoker's accessory
- **47** Hammmered, as a spike
- Fleming villain

- Without knowing
- Calendar square
- Renaissance

- Pickup compartment

- Lukas of *Witness*
- 81 Hard to pin down
- 84 Richard Gere's ex
- 94 Underlying
- Perched on

- 103 Off-limits: Var.

- Organize socks
- Dawson
- Be frugal

# **DOWN**

- 1 Aimed heavenward
- 2 Handles

- 3 Former site of a U.S.
- Mint branch Co. that merged with
- Bell Atlantic
- 5 Winter air
- 6 Bad guy
- Perry's creator
- 8 Sinbad's transport
- Believer in self-government Stopped slouching
- 11 Finishes an éclair
- Battle of the
- Connivance
- Greeted warmly
- Hardwood tree
- 17 Walk through
- Chip in

Undesirable roommate

- 21 Highly recommended
- Joiner of banks 29 Eight, to two
- Jordan and Simon
- Hearty kind of soup Anshel's secret identity
- 38 Waggish

Become

39 Digital camera brand

Mathematician Lovelace

- 42 Hosing down
- Pan-greasing stuff Extremely
- well-behaved
- 45 Emilio, to Martin
- 46 Fruit of the Loom rival
- 47 Drop off
- 48 TripTik org.
- 50 Roquish
- Mechlin, e.g. 54 Kinshasa resident,
- in 1990
- 56 Left behind Female follower
- of Dionysus
- Finale
- Infant ailment
- Pupil setting
- Weather indicator 65 Ticket type The Name of the
- Rose setting Mr. Moto's portrayer

Breakfast bowlful

- 68 Country lad
- Everything Lad

74 Two after tau

ANSWER,

- Galoot
- 77 Jeopardy
- Logical processes Element in bicarb
- 84 Smart
- 85 Breath mint brand 50 Cent's music 88 Ending for fair
- or wire
- Put a price on White House bride
- after Lynda Bird
- 93 Odin's abode
- 94 Lost track? 95 Diamond cartel founder Rhodes
- 96 "World soul" of Hinduism 97 Home of Duane Allman
- Boulevard
- 98 Scrub, as a mission
- 99 Pull an all-nighter 100 Washoe County seat
- 101 Flapjack chain, briefly 102 71-Down's opposite
- 103 Plains home: Var.
- 107 Salon request 108 Unimpressive RV stat

# **BY FRANK LONGO**



This puzzle gives you two grids for the price of one. And two sets of clues to go with them, so you can work both crosswords at the same time. What's the catch? Each clue number is followed by two different clues to two different answers. The puzzle is to figure out which answer goes with which grid. 1-Across has been filled in for you.

ANSWERS, PAGE 77

### **ACROSS**

- "Gotta catch 'em all!" franchise...
  - ...and its most famous character
- Actress Pressly Mennonites' relatives
- Extirpate: 2 wds. Period when forging began: 2 wds.
- \_\_\_ Carlo "No dice!"
- Babble Olympics entrant
- Bishop's hat, in Britain Puzzling problem
- Heap Hill's partner
- Sooner than, in odes Denver-to-Phoenix dir.
- 20 Carter of Gimme a Break! Wild guess
- Syrian president Totally absurd
- Had night visions "How true": 2 wds.
- Perceiving Quiz show fodder
- Spike on a film set Bank acct. buildup

- 29 Series in which players control the hero Link, with "The"...: 3 wds.
  - ...and what the series consists of: 2 wds.
- Vain sort's problem Ear-related prefix
- Newswoman Diane Trail mix tidbit
- With no guarantee of payment: 2 wds. What the sun provides
- Simplifies
  Tips politely, as a hat
- Caroler's tune Take the train, say
- Sets for viewing Eggs, in biology
- Dreadful Singer Amos
- Photographer Diane Trojan War epic
- Spring or autumn phenomenon Jazz combo instrument: 2 wds.
- Brief quarrel: Hyph. "I love you," in Spain: 2 wds.
- "Sorry, you missed it": 2 wds. Green, White, or Brown
- Rub clean Barely defeated, with "out"
- Some swimsuits Knotted up

<sup>1</sup> P	2	3K	<sup>4</sup> <b>A</b>	<sup>5</sup> C	6Н	<sup>7</sup> U		8	9	10	11	12
13								14				
15								16				
17					18		19		20			
21				22			23	24				
			25		26	27				28		
29	30	31							32			
33				34								
35			36			E .		37		38	39	40
41					42	43	44		45			
46				47		48		49				
50						51						
52						53						

<sup>1</sup> <b>P</b>	<sup>2</sup> 0	3K	<sup>4</sup> <b>E</b>	<b>™</b>	6 <b>O</b>	<sup>7</sup> <b>N</b>		8	9	10	11	12
13								14				
15								16				
17					18		19	e e	20			
21				22			23	24				
			25		26	27				28		
29	30	31							32			
33				34								
35			36					37		38	39	40
41					42	43	44	o.	45			
46				47		48		49				
50						51						
52						53						

- Big name in designer bags Lindgren's Longstocking
- Hatch of politics Greek vowels
- Eucalyptus lover Macy's competitor
- No fewer than: 2 wds. Alliance between nations
- English runner Sebastian Yoga accessory
- Hovels Leer at
- Beehive State college team At no time, in odes
- Bit of gig gear Parsons of The Big Bang Theory
- Yellowstone mammal Pink-slipping
- Meantime Connect for use
- Dietrich of Desire Irate
- Celestial Seasonings offering: 2 wds. Holes in shoes
- Uplift morally Overindulgers in the grape
- Big name in farm equipment German artist Max

- Demolished Texas A&M student
- Establish as law The Gem State
- 27 Say "I do," say Infamous Amin
- 29 Just-born baby Building with few stories: Hyph.
- Virtual vendor: Hyph. Paid no heed to
- Horse feed holder Mexican stuffed flatbread
- Wearing down Writer France
- Showy feather Deli stock
- "'Tis a pity": 2 wds. Big exam
- Sister of Euterpe Edith Wharton's Ethan
- Facts-of-life class, for short: 2 wds. Dice "boxcars"
- Tannery tanks Watch pocket locale
- Blue hue Hog food
- Put turf on Fawn's mom
- Sock part Catering vessel



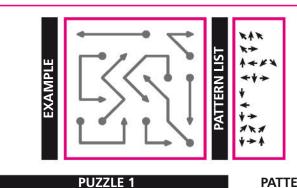
In each puzzle below, your goal is to connect every circle to a triangle in order to create an arrow consisting of a path of straight lines. Each line segment must connect to the triangles on the correct side—that is, on the opposite side of where the arrow's head is pointing.

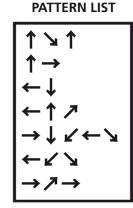
A line segment can go from dot to dot in any of the eight directions shown at right. Each pattern in the pattern list matches up with a circle-triangle pair. The patterns only show changes in direction. So if the pattern list shows an arrow pointing straight up followed by an arrow pointing to the right, that could be one space up and one right, or it could be six spaces up and five right. That's up to you to figure out. A solved puzzle is shown in the example below.

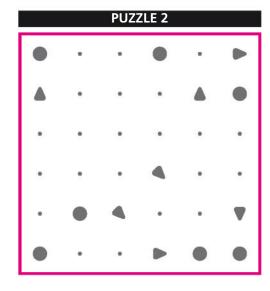


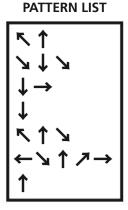
When a puzzle is solved correctly, every dot in the grid will be part of an arrow. Paths may not cross one another.

ANSWERS, PAGE 77

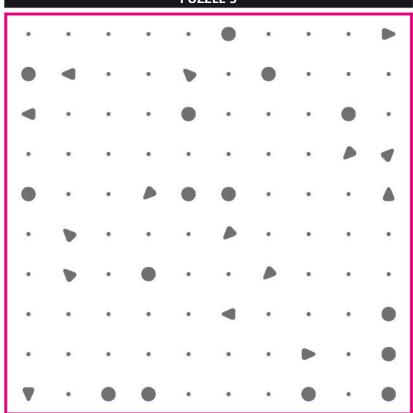








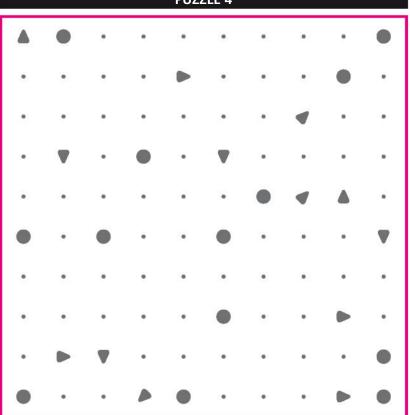
# **PATTERN LIST**

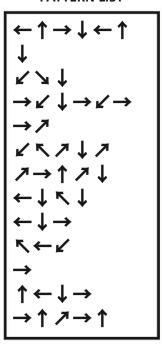


↑ / N N / N N N N N N N N N N N N N N N
<b>∠↓∠</b> ∇
←↑→
<b>←↑ ₹ ←</b>
$ \leftarrow\uparrow\rightarrow\nwarrow\rightarrow$
<b>↑</b>
↑→∠←
← \ ≠
$\rightarrow$
$\leftarrow \uparrow \rightarrow \downarrow \swarrow$
$\uparrow \leftarrow \uparrow \rightarrow \uparrow$
<b>▼↑∠</b>

# **PUZZLE 4**

# **PATTERN LIST**



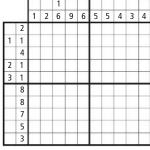


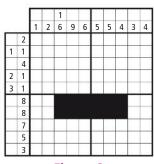
# PAINT BY NUMBERS Q

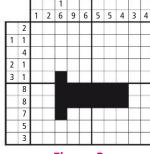
These eight puzzles feature a unique blend of logic and art. The numbers are all you need to determine which squares should be filled in to form a picture. Here's how it's done:

The numbers outside each row and column tell you how many groups of black squares there are in that line and, in order, how many consecutive black squares there are in each group. For example, 4 5 9 2 tells you that there will be four groups that will contain, in order, 4, 5, 9, and 2 consecutive black squares. The fact that the numbers are separated tells you that there is at least one empty square between them. (There may also be empty squares at the ends of lines.) The trick is to figure out how many empty squares come between the black ones.

Here's a starting hint: When there's a single number in a row and that number is greater than half the number of squares in the row, you can fill in one or more center squares. For example, in the sample below (Figure 1), which is 10 squares wide, the sixth and seventh rows each have the number 8. No matter how you place eight consecutive black squares in a row, the middle six squares will be filled in (Figure 2). Similar logic can be used to start a line that has more than one number in it. In the sample, the third column contains the numbers 1 6. The single black square and the following empty square must take up at least two squares above the 6. No matter how they get placed, the fifth through eighth squares of the column will be black (Figure 3). Figure 4 shows the completed picture.







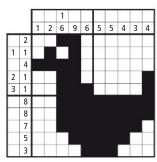
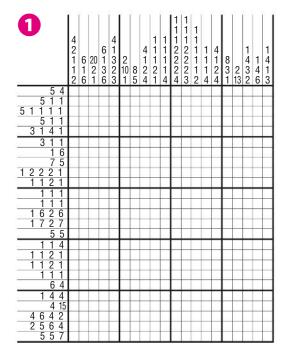


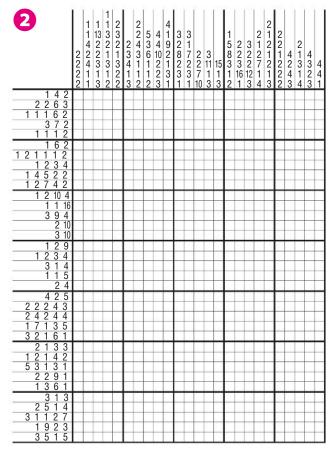
Figure 1

Figure 2

Figure 3

Figure 4







3	2 1 4 1	1 2 1 2 1	3 1 3 1 3 1	222213	2 1 4 1 2	26321	1 2 1 2 1	1 2 8 1 3	2243	6214	2216	1 1 1 1 3 1	2 1 1 1 2 1	1 6 2 1	1 2 1 2	2 1 3	2 2	2	1 2	3
3 3 5 1 3	F							F			F					F				
3 3 3 1 1 1 1 3 1 2 2 2 2 3 3 3 2 1 1 1 2 3 1 2 2 1 1 1 2 1 1 2 5 1 3 2 2 1 3 1 5 3 2 1 1 5 3 2 1																				
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# CRYPTIC CROSSWORD 1 99

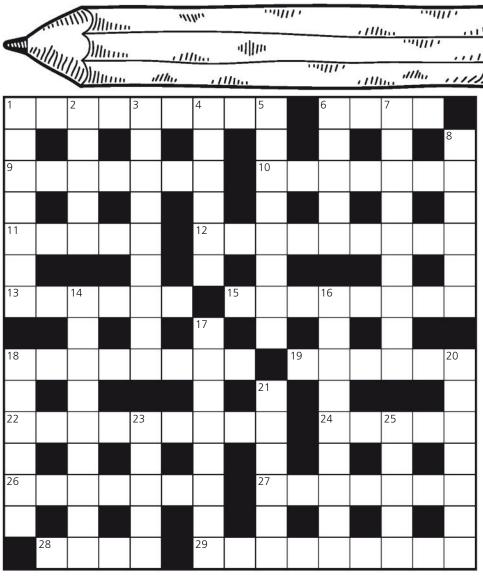


### **BY RON SWEET**

Each clue in a cryptic crossword has two parts: a definition of the answer and an indication of the answer's literal makeup via wordplay. Either half may come first; finding the dividing point between the two parts is the key to solving. On page 61, eight common methods by which hints are given via wordplay are described; any combination of these gimmicks may be used.

Expect to see references to abbreviations (doctor for DR, Hawaii for HI, or university for U), chemical symbols (iron for Fe), Roman numerals (five for V), and parts of words (end of year for R, head of cabbage for C, or heart of stone for O). A clue with an exclamation point may be what's called an & lit. clue, in which the two halves overlap, so the whole clue is both a definition and a cryptic indication of the answer, as in Terribly angered! for ENRAGED (see "anagrams" on page 61). Give these puzzles a try!

ANSWERS, PAGE 79



# **ACROSS**

- **1** Polish and freshly check out links in a chain? (6-3)
- **6** Vehicle harbors a thousand insects (4)
- **9** Cleverly arrange ending, capturing meaning at last (7)
- **10** Stephanie darted back inside for something to offer in exchange (5-2)
- **11** A man's representative (5)
- **12** Fit to fly with Ray or Rocky (9)
- **13** Catch upset parent (6)
- **15** Board, IBM look old, considering the odds for hostility (3,5)
- **18** Pile margarine, finally, on pastry (8)
- **19** Muslim official put back stones (6)
- 22 Sea mammals in acts eating real Hawaiian food (9)
- **24** Send a message through hotel examiners (5)
- **26** More boisterous crew member seen around couple of disturbances (7)
- 27 City worker going through bulk of map collection (7)

**28** Sea eagle in net called out (4)

....

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11.11.11

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29 Disneyland, e.g., kept harem excited (5,4)

### **DOWN**

- 1 In apartment, everything's initially swell (7)
- **2** Deflect uncovered weapon (5)
- **3** Almost hard to believe enthralling onset of fantastic sunset (9)
- **4** Has consuming desire for ones who laugh? (6)
- **5** Fatherly friend captures a bird (8)
- **6** Cheer buddy gaining a victory (5)
- **7** A cottager relocated in Chesterfield, maybe (9)
- 8 Burgundy edition maintaining the original color (6)
- **14** One who drinks taking back charge: excellent! (3-6)
- **16** Southern beauty packing a gun, a small thing (9)
- 17 Front spar piece around prow's repaired (8)
- 18 Linens from copycat in New York (6)
- **20** Per Rev. Spooner, selects bag for beer purchase (3-4)
- **21** Space out after starting to enjoy getaway (6)
- **23** Green ring, as it happens (5)
- 25 Name of a woman laid off around first of November (5)

For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES WORLD OF PUZZLES, P.O. Box 184, Fort Washington, PA 19034.

# **BY PAM WYLDER**

# CRYPTIC CROSSWORD 2 999

Anagrams: The answer appears in anagrammed form, preceded or followed by a word or phrase that suggests the mixing, as in *Changing times* for ITEMS. **Deletions:** Deletions come in three varieties: beheadments, curtailments, and internal deletions. The clue always contains a word or phrase indicating the deletion. Examples: *Uncovered bent charm* for ENCHANT, a beheadment of PENCHANT; *Fiery bird without a tail* for FLAMING, a curtailment of FLAMINGO; and *Heartless miserly bloke* for CHAP, an internal

**Charades:** The answer is broken into smaller words that are clued individually, as in *Auto animal* for CARPET

deletion of CHEAP.

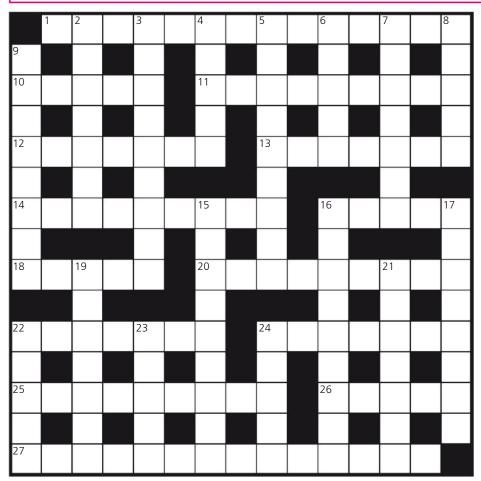
Containers: A word such as PATIENTS "contains" TIE

inside PANTS, so it might be clued as *Hospital residents* make knots in trousers.

Hidden answers: The answer may appear intact, albeit camouflaged, in the clue. Example: *Myopic colonel clutches flute* for PICCOLO (myo<u>pic colo</u>nel). Homophones: A word that sounds like the answer indicated by use of a giveaway phrase such as "We hear" or "as they say." Example: *Counted frozen chicken out loud* for NUMBERED ("numb bird").

**Reversals:** A synonym for "backward" or "overturn" in a clue may indicate a reversal, as in *Returned beer fit for a king* (LAGER reversed) for REGAL.

**Double definitions:** This type of clue has no wordplay half; instead, it has two definition halves. Example: *Scooter was blue* for MOPED. ANSWERS, PAGE 79



# **ACROSS**

- **1** Dancers' hosts defaced polished pitcher and vegetable dish (7,7)
- **10** Sketch old Texas city (5)
- **11** Bitter threesome involved in civil rioting (9)
- **12** Married men wearing business attire in high-level meetings (7)
- **13** Work outlining origins of coastal territory's oldest sea creature (7)
- **14** One who reveals record failure (9)
- 16 Reportedly raised cash (5)18 Blocks island nation's source
- of energy for area (5)
  20 Parisian who hangs traitors (9)
- **22** Sheet containing East German stamps (7)
- 24 It is carried by smart fellow in England (7)
- **25** Twisted red cotton weaving (9)
- **26** Wardrobe selection conceals having the need to diet (5)
- 27 Additional troops check for mortars (14)

- 2 Crises rocking Sumatra (7)
- **3** List of all sailing fleets (9)
- **4** Pixies taking pair of shoes from étagère (5)
- **5** Mix up prior to cooking (9)
- **6** Photograph Rod splitting half a quart (5)
- **7** Surpass English crops by mid-September (7)
- **8** Gets firm about beginning to control factions (5)
- **9** Majestic Harbors is odd, almost like a soap opera (8)
- **15** Prophet taking adventurous journey set off (9)
- 16 Hostile attorney Melvin favored ousting leader of House (9)
- 17 Dig up tired abstract about moral offense (8)
- **19** Shaggy movie mutt catches a South African dog (7)
- 21 Most organized joint evaluation l've heard (7)
- **22** A bit of courage possessed by each racehorse (5)
- 23 Removed letters from Buffalo office (5)
- **24** Distinguishing Mark from evil, heartless Gene (5)

# INQUIRE WITHIN 999

A dozen of the entries in this variety cryptic won't quite fit into the grid; to make themselves fit, they all must obey the same quirk.

ANSWERS, PAGE 79

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### **ACROSS**

- Five in love with southern Italian wines
- Shook after plucking large, heavy bird
- Liquid beaten with bit of horseradish at the bottom
- 13 University opens unusual shelters, primarily for people in line
- Rotten kid'll weep without old antique toy (2 wds.)
- Running team partner
- Doug listlessly offers tropical fruit
- Monty Python member retired
- 19 The man's grabbing money left for Greek hero
- 21 Vampire clown turned up near Los Angeles
- Fails to keep up standards

- Bavarian city without one bite of food?
- Torn desk covers were pierced with a stick
- Unique, eccentric, but ultimately restless
- Mother is back in Thailand
- Start to negotiate with a prosecutor...for naught
- 37 Noodle bar full of people at last
- Warmer Communist nation spreading into Central America
- Put the blame on average American sports pro
- Gets comfortable with less net bucks
- Fliers damaged rear boards—send help
- Stallone's boxing ace is a killer

- 1 Sucked up cave mud splattered around middle of vault
- 2 I live above a primarily metal girder (Hyph.)
- Start revision of notes
- Premiere of Spielberg's excellent *That Spanish Lake (Part II)*
- Steps over fences lead to livestock in pigpens
- 7 Reporter's at that place owned by that group
- Total ire about clear backhanded insult
- MP3 player's Wall Street debut heading down
- Singer Natalie takes stage in school
- Approve of some payables submitted
- Words of gratitude from Utah on newly hosting Kentucky (2 wds.)

- Economy-sized lager ordered
- Meet doctor, not quite turning old (2 wds.)
- 23 Copper cup placed over dark brown vegetable
- Criminal scum appropriates author's songs
- Don't start movie house furnace
- Discussed crystal milk bottles
- Cook in Red's restaurants
- Stupid, popular, and mostly empty
- **32** Block everything in the ear with something white and round (2 wds.)
- Bold claim about Social Security
- Beginners in art question using acrylic blue

# 

The outlined 9×9 section is a sudoku puzzle using nine letters (to be determined by you) instead of the numbers 1 through 9. Entries jutting into this section will help you get your bearings. Should you encounter rough sailing, the central Across row of the sudoku may provide assistance and comfort.

ANSWERS, PAGE 79

÷			1	2	3	4	5		6		7			
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### **ACROSS**

- 1 Records excluding the earliest primates (4)
- Theme to film (5)
- 8 Eat up Mr. Wilder's deep-fried food (7)
- Berry discovered in Maracaibo (4)
- 11 TiVo crashes, taking down one boob-tube addict (6)
- Mention Clinton's instrument bags (5)
- Burrowing animals, the source of trouble and bother (6)
- 17 Newly made candy (4)
- A generation divided by suspicion of Zechariah, an Old Testament prophet (4)
- Marvel Comics superhero sticker, 20% off (4)
- Punk rockers push singles (7)
- 22 A French painter, mostly overlooked, getting by (7)
- 25 Taste of the milk repelled painter Gustav (5)
- 27 Deceitful, like a serpent hiding face from Eve (6)
- 32 Actor Nick, starting to leave, contributed to bill (5)
- Shock fans, reversing course (4)
- 35 Wrong kitchen plant (4)
- Groups receiving extra naughty communications (5)
- Host ultimately gave grim comic the axe (5)
- Property Earl rehabbed outside of Troy (6)
- Bistro astutely features oven-cooked meat (5)
- 41 Napoleon's exile site is clever, upon reflection (4)
- Unravel love's twists and turns (5)
- 43 Read novel Beloved (4)

- European invader debarked with a couple of tanks, heading North (6)
- A type of tea said to arouse ... oh! (5)
- Eastern engineering school's issues (5)
- A variety of wheat with soft skin (5)
- Uproar resulting from New Ulm riot (7)
- Rate parking pro (4)
- Red wine from China—it's awful (7)
- Mr. Fawlty set up Lisa Bonet's premiere (5)
- Spinning serve changes direction (5)
- Party room?! (4)
- Restructure Kinko's, disposing of chain's last shoebox-sized store (5)
- Small group working on a ship propeller (5)
- Distribute election material after the Primary (5)
- 23 Criticism? Perversely, an Andrew Lloyd Webber musical embraces it (6)
- Initiate court proceedings against outspoken Native American tribe (5)
- 25 Advice to overthinkers: just get to first base (4)
- Department or service offering guides (7)
- 28 Approval is given to you for an oxen-coupling device (4)
- 29 Band on the radio, vocal and unprincipled (6)
- Legislative body chair receives no end of advice (6)
- Rang and gave an account to a reporter (6)
- Name a Scrabble piece bearing a letter worth one point (5)
- **35** Spread offense finally adopted by rising L.A. team (5)
- Cut short photography session and drive off (4)

# **500 RUMMY ₽ ₽ ₽**

Can you score 500 or more points in Word Rummy hands from the card layout at right?

# ♠ How to Play

Find as many common seven-letter words as you can whose cards form Word Rummy hands. A Word Rummy hand is a sevenletter word whose letters appear on cards that make up one **set** (three or four cards of a kind, like 7 7 7 or K K K K) and one **sequence** (three or four cards of the same suit in numerical order, like A 2 3 or 4 9 10 J Q). Either the **set** or the **sequence** may come first, but one of each must be used in each hand, and the two parts must not be mixed together. The letters of a **set** may be used in any order; the letters of a **sequence** must be used in the left-to-right order given in the grid. The same card cannot be used twice in the same hand. Sets and sequences, however, may be repeated in other words. Proper names and foreign words are not allowed, but plurals are fine.

# Scoring

Each card in a Word Rummy hand scores its face value. A 6 scores 6 points, for example. Aces are low and count 1 point each. Jacks, queens, and kings count 10 points each.

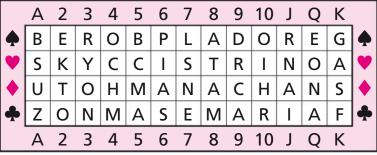
# **Example**

In the puzzle at right the word BUSHMAN forms a Word Rummy hand. The ♠A ♠A ♥A are a set with the letters B-U-S; the ♠4 5 6 7 are a sequence with the letters H-M-A-N. The cards used have values of 1 1 1 4 5 6 7, for a total of 25 points.

# Ratings

Knock: 350 points (good game) Gin: 500 points (winning game) Gin-off: 979 points (our best score)

ANSWERS, PAGE 80



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# QUINT-ESSENTIAL 💡 🔮 **BY DON HENDERSON**

Quit what you're doing for a quick fix of quiet time with this quite delightful word search. Though they're not listed for you, there are 50 words (of five or more letters) to be found in the grid below, each of which appears as a horizontal, vertical, or diagonal line of letters. Once located, they can be segregated into 10 groups of five related words each.

After you've circled all 50 words and filled in the blanks, the unused letters (read from left to right and top to bottom) will spell out an eleventh bonus group of five related words.

Note: The words FERAL, NATAL, and REACT appear incidentally and are not part of the solution. If you need a little help getting started, check out the hint listing the 10 categories on page 78. ANSWERS, PAGE 80

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# FAMILY REUNIONS P

# **BY REGIS MODESTA**

Change each group of 10 words below into a "family" of different words (words or proper names that have something in common) by dropping one letter from each word and then rearranging the remaining letters. For example, given the entries HAUNT, HAIRDO, and ADVANCE, you could drop the N from HAUNT to get UTAH, drop the R from HAIRDO for IDAHO, and drop the C from ADVANCE to get NEVADA, all in the category "U.S. states." Can you reunite each family by determining the category for each and unscrambling the 10 entries? Answers include one two-word phrase. If you need help getting started, a list of the four categories appears on page 78.

FAMILY ONE	FAMILY TWO	
Category:	_ Category:	_
<b>1.</b> EPIC		_
<b>2.</b> CREAK	<b>2.</b> RISHI	_
<b>3.</b> LORAL		_
<b>4.</b> RATTY		_
<b>5.</b> BETTOR		_
<b>6.</b> EARBUD		_
<b>7.</b> GAMBLE		_
8. ICEKOOL		_
9. STRAPPY	<b>9.</b> IBOGAINE	_
<b>10.</b> Crayonists		_
FAMILY THREE	FAMILY FOUR	
FAMILY THREE  Category:	FAMILY FOUR  Category:	_
		_
Category:	Category:	
Category:	Category:	_
Category:  1. AMAZON  2. MABBIT	Category:	- -
Category:  1. AMAZON  2. MABBIT  3. MANUAL	Category:	
Category:	Category:  1. SNIP  2. AGLOW  3. SAUNA  4. ABACUS	
Category:	Category:  1. SNIP  2. AGLOW  3. SAUNA  4. ABACUS  5. VERSAL  6. DARBAR	- - - -
1. AMAZON	Category:  1. SNIP  2. AGLOW  3. SAUNA  4. ABACUS  5. VERSAL  6. DARBAR  7. TOSSUP	
1. AMAZON 2. MABBIT 3. MANUAL 4. ADVERB 5. TZARINA 6. ZERIFON 7. CANDIDAL	Category:  1. SNIP  2. AGLOW  3. SAUNA  4. ABACUS  5. VERSAL  6. DARBAR  7. TOSSUP  8. UNSAFE	

# BANANAGRAMS 🖳

### BY EDMUND CONTI

Bananagrams—anagrams to drive you bananas—consist of rhymed couplets, each containing a pair of anagrams to be unscrambled. The word that ends each couplet is an anagram of the word that goes on the first blank, and the couplet itself will offer clues. Each number in parentheses indicates the length of the anagrammed word. ANSWERS, PAGE 80

1.	You drink light beer and are a stud, Therefore, sir, I thee	(3)
2.	My favorite student has come so far! Her skill with fine has made her a! (4)	
3.	I wanted to try that squid hors d'oeuvre, But I knew I could work up the (5)	
4.	You must let me have the wheel, dear. You'll hit those if you continue to (5)	
5.	Forget earrings, bracelets, and pins, Diamond will give 'em the biggest (5)	
6.	Whack! Lob. Whack! Whack! Drop. Golly! Wasn't that a? (6)	
7.	To get Meg to clean her bedroom floor, Her mom left a in the bureau (6)	
8.	If you think I'm a show-off, beg your pardon. But just take a at my	! (6)
9.	Those shoes she lent me caused such a blister, I must the urge to hurt my (6)	
10.	The politician was in jail all last season. The had committed several acts of (7)	
11.	I cut headstones (among other crafts), But I'm chiseling (8)	
12.	For every Willy Loman, there are ten anonymous, (8)	
13.	That bad conductor, Herbert Hubert Stands on the podium and (8)	
14.	Scissors, science, skiing, svelte. The words can get (8	8)
15.	Pepper, York, Bilko—yes, they are gents, You can always depend on	

# **FOLD THIS PAGE**

# THE WORLD'S MOST ORNERY CROSSWORD BY HARVEY ESTES

# OH, WHAT A FILLING!

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 69. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 68).

# **Hard Clues**



### **ACROSS**

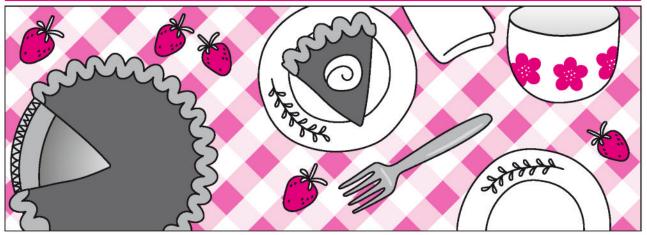
- 1 Signal Corps craft
- 11 Sub rosa
- 19 Big Island greeting
- 24 Dude who does duds
- 25 Lepton family member
- Shades
- 27 They can provide immunity
- 28 Rocker Álex or Eddie
- 29 Tracks
- 30 Loudspeakers, briefly
- **31** Monopoly need
- 32 Valerie of Lenny
- 33 Graceful beast
- 35 Relapse
- 38 Entablature's uppermost part
- 39 Hamburger helper?
- 40 Pay-phone feature
- 41 Numskulls
- 42 Ready for use
- 43 VW variety
- 45 Sprite, to
- Spenser **47** Mediterranean
- island language
- 48 Sell for a song 52 Drained of
- color **53** Hit
- **54** Air scrimmages 55 Tussaud's
- medium
- 56 Murder in the Cathedral monogram
- **57** Soft gloves
- **59** More wasted
- 60 Sixteenth of a peck
- **61** Being
- 63 Posted anew
- **64** Five people, say
- **65** Urgency
- 66 Trunk item

- 68 Wagger with little to wag
- Slate 70 Competes in
- the Iditarod 71 Where shots
- are served
- 72 Fetlock neighbor
- 73 Vac type 76 Withdraw
- **77** Models
- 78 Chagrined
- **79** Pants, e.g.
- 80 Territorial divisions in England
- **81** Tenth parts
- 82 Does Charon's job
- 83 Try to lose
- 86 Like crossword answers
- 87 Hiker's flask
- 88 From Wales, maybe
- 89 NY Met, e.g.
- 91 Drove
- 92 It's said to have started with Yalta
- 93 Overlooked
- 95 Center opening
- 96 Like Vivaldi's
- Primavera 97 Hide
- 98 Observing Ramadan
- 99 Used a sieve
- 101 Emulate Uncle Remus
- **103** Jots
- 104 Social strata **105** Negatively
- charged bits **106** Mate
- 107 Part of LEM
- **108** Catfight sound
- **111** Greek consonants
- 112 Like some family rooms
- 113 March in place
- 116 Theoretically
- 118 Florida hockey pro

- 119 Avis lead-in
- **120** CPI cousin
- **121** By and \_\_\_
- **122** Letter
- receptacle 124 Numskulls
- 127 Nasal quality
- 128 Clapping
- **129** Go from 0 to 60, say
- 130 Frat letters
- 131 Some inky
- people **132** Coasts

- 1 Cheek reddeners
- 2 Martian marking
- Consultants, for example
- 4 Bi- halved
- 5 QBs' objectives
- 6 Come first 7 Bernie Taupin's forte
- 8 One way
- to run
- 9 Specify
- **10** Inning's three 11 Hub of the
- Highlands
- 12 Adjacency
- 13 Morning glory? 14 Wrong-and-
- right field
- 15 Weight lifter **16** Tee off
- 17 Compass dir.
- **18** Speechless
- 19 Comprehensive
- **20** 6-0, in tennis \_ fronts
- (from every side)
- 22 Conversation starter
- Plus
- 32 Straw in the wind
- **34** Part of a rack
- **36** Pumice feature
- 37 Like some alleys

# THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)



### **ACROSS**

- 1 Reconnaissance aircraft:
- 11 Unknown to others: 2 wds
- 19 Island greeting
- **24** He does the wash
- 25 Particle like an electron, but with no charge
- 26 Sounds of music
- 27 Vaccine fluids
- 28 Sammy Hagar's band, for a while: 2 wds.
- 29 Racetrack shapes
- 30 Mas' mates
- 31 Casino cubes
- **32** Valerie of Superman
- **33** Small antelope
- 35 Return stealthily: 2 wds.
- **38** Molding between wall and ceiling
- **39** Burger roll
- 40 Coin-drop hole
- **41** Simpletons
- **42** Part of a cart horse's gear
- **43** Popular Volkswagen
- **45** Spenser's *The* \_\_\_ *Queene*
- 47 The \_\_\_ Falcon
- 48 Be bargain-priced: 2 wds. **52** Pale-looking
- 53 Triumph
- 54 Combat pilots' missions
- 55 Floss coating
- 56 The Waste Land monogram
- **57** Soft leather gloves
- **59** More inebriated
- **60** Pub serving
- 61 Narcissist's love
- **63** Be offended by
- 64 All an auto will hold **65** Speediness
- 66 Extra in the trunk: 2 wds
- **68** Dog with little to wag
- **69** Staff listing
- **70** Cornmeal concoctions
- 71 Oater bars
- 72 Part of a horse's foot
- 73 Vacuum cleaner type
- 76 Leave abruptly: 2 wds.
- Paisley and plaid, for example
- 78 Red-faced

- 79 Item of clothing
- **80** English counties
- **81** Parishioners' contributions
- 82 River crossers
- 83 Try to lose weight: 4 wds.
- 86 Given the lowdown, with "in"
- 87 Hiker's water holder
- 88 Boston cager
- 89 NY Met or LA Dodger: Abbr.
- 91 Rustler's target
- 92 Khrushchev-era rivalry: 2 wds.
- 93 Approved tacitly
- 95 Prefix with dermis
- 96 J.S. Bach's Partita \_ Minor: 2 wds.
- 97 Cover up
- **98** Forgoing food
- 99 Forced (spuds) through a sieve
- 101 Share one's tale: 3 wds.
- **103** Diacritical dots
- 104 Class of Hindu society
- **105** Particles with negative charges
- **106** Spouse
- 107 Moon-related
- 108 Snake's warning
- 111 N's in Greek
- 112 Walled with wood
- **113** Function in an
- unproductive way: 2 wds.
- 116 In writing: 2 wds.
- 118 Black cat
- 119 avis (one of a kind)
- **120** Title for Harland Sanders: Abbr.
- **121** Bigger than medium
- **122** Post-office slot: 2 wds.
- **127** Sound in country music
- **128** Sign flashed in TV studios
- **129** Speed up
- **130** Greek letters that look like Z's
- **131** Inky printing-plant people
- **132** Coastal margins

- 1 Major insults
- 2 Suez waterway

- **3** Folks called in to assist:
- 4 Prefix meaning "one"
- 5 NFL scores, briefly
- 6 Come before
- 7 Words of a song
- **8** Run \_\_\_ (go wild)
- Tom, Dick, or Harry 9 10 "Nine" has two
- 11 Large Scottish
- Highlands city
- **12** Proximity 13 Dawn
- 14 Moral values
- 15 Niles or Frasier
- **16** Madden
- 17 U-turn from WSW
- **18** At a loss for words: Hyph.
- 19 Comprehensive: 3 wds.
- 20 Lopsided tennis win: 2 wds.
- **21** Firing \_\_\_ cylinders: 2 wds.
- 22 Phone answerer's word
- 23 Admirable quality
- **32** Sign of things to come
- 34 Bullwinkle feature
- 36 Skin opening
- 37 man's bluff
- 38 Ashy oxide
- 39 Like an animal
- **42** Cyber-rebels
- 43 Russian wolfhounds
- 44 Fleur-de-
- 45 Domino or Waller
- 46 Beasts of burden
- 47 More tousled
- 48 Overheated engine's lack
- **49** Tornado, informally
- Jack-o'-
- **51** Nonresident docs
- 53 Was really fuming
- **54** Make order of: 2 wds.
- Son of Agamemnon
- **59** African monkeys Adds to (a scrapbook):
- 2 wds. 62 Very hungry
- **64** Dewhurst of *The* Dead Zone
- Fmceed
- 67 Made haste
- 68 More like Caribbean weather

- 69 Day-in, day-out drag:
- 71 Like Dali's work
- 72 Causing distress
- 73 Get heck from Mom: 2 wds.
- 74 Ike's boyhood town in Kansas
- **75** Au \_\_\_ (nude)
- **76** Some of the distance
- **77** Single particles of light
- **79** Masculine and feminine
- 80 G.I. Joe, e.g.
- 82 Atlanta's NFL team 83 Made tame
- 84 Pro who re-fuses to
- be paid?
- **85** Native American abode 87 It shows elevations: 2 wds
- 88 Dances with Wolves actor Kevin
- 90 Clears (of)
- **92** Trig ratio
- 93 Corral for bovines: 2 wds.
- **94** Had a few beers
- 97 Is able to
- 98 Hydrant hookup: 2 wds. **100** "The end \_ \_ hand" (doom-and-gloom
- prophecy): 2 wds.
- **102** Layered pasta dish
- **103** Bratty outburst
- **104** Responsive to treatment 106 Bearlike zoo cuties
- 107 Food-storage site 108 Former Notre Dame
- coach Lou
- 109 Very impressed: 2 wds.
- 110 No-fat Jack 112 Becomes wearisome
- **113** Venetian voyager Polo
- 114 The Count of \_\_ **115** "Somebody \_ \_ Money"
- (Wallflowers song)
- 117 Golf tees, e.g. 118 Plumber's supply
- 119 Rolling in dough
- 123 Earth Day month: Abbr. 124 Humanities degrees: Abbr.
- 125 One of the kin: Abbr.
- **126** Entourage character Gold

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130						131			_			$\vdash$	_		132							,	ļ.,	-

# **Hard Clues (continued)**

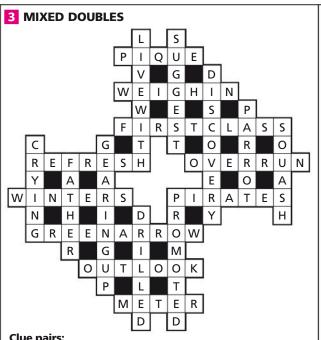
- **38** Reduce to powder, in a way
- 39 Brutish
- 42 Info Age troublemakers
- **43** Pooches from Russia
- 44 Showy fleur
- 45 Lipids
- **46** Numskulls
- 47 Not as tidy
- **48** Prestone product
- 49 Game for limber people
- **50** Lawn jockey prop
- 51 Some hospital staff
- 53 Was boiling
- **54** Categorize
- **58** Electra's brother
- **59** Big primates
- **60** Adds text electronically
- **62** Ravenous

- **64** Girl, in Galway
- **65** Entertained
- **67** Got cracking
- 68 More clement, weatherwise
- 69 Relentless
- competition
- **71** Fantastic
- 72 Causing grief 73 Get punished
- **74** City on the Smoky Hill River
- **75** Organic, in Orly
- **76** To some degree
- Zero-mass, zero-charge 77 elementary particles
- 79 Sexes
- 80 Persist, with "on"
- 82 Peregrines, e.g.

- 83 Soothed
- 84 Breaker fixer
- **85** Plains abode
- **87** USGS publication
- **88** Waterworld star 90 Delivers from,
- with "of" **92** Secant's reciprocal
- **93** Stockyard structure
- 94 Didn't pass the bar?
- 97 Preserve
- 98 High-pressure sprayer
- 100 "The wolf \_\_\_ the door"
- **102** Layered dish
- **103** Fit
- 104 Unlike the common cold
- 106 Raccoon relatives
- **107** Staples store?

- **108** Former Fighting Irish coach Lou
- 109 Open-mouthed
- **110** Young herring
- **112** Gets old
- 113 Frank Sinatra's role in The Manchurian Candidate
- 114 Popular gambling game in Spain
- **115** "Someone \_ \_ Eyes" (Aretha Franklin hit)
- **117** Cribbage equipment
- **118** One kind of dream
- **119** Doing okay by oneself
- **123** Credit card promo abbr.
- **124** Relief lead-in
- **125** Nepotism beneficiary: Abbr.
- **126** Exodus protagonist

# **ANSWERS**



# Clue pairs:

**Across:** 1/13, 2/18, 3/12, 4/8, 5/20, 6/17, 7/15, 8/4, 9/19, 10/14, 11/16, 12/3, 13/1, 14/10, 15/7, 16/11, 17/6, 18/2, 19/9, 20/5

**Down:** 1/12, 2/17, 3/19, 4/14, 5/6, 6/5, 7/9, 8/13, 9/7, 10/16, 11/18, 12/1, 13/8, 14/4, 15/20, 16/10, 17/2, 18/11, 19/3, 20/15

# 5 PENCIL POINTERS 1

			J								2.00		Α			
Α	I	R	Α	N	D	S	Р	Α	С	Ε	М	U	S	Ε	U	М
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	Υ				Ι	Т	Α	L	1	С	S		١	М	1	N
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	Κ	Α	Р	U	Т		Ε	Т	D		Н	Α	N	K	S	
	Ε	В	0	N	1	Ε	S		Ι		0	D	Ε	S	S	Α
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# 4 52-SKIDDOO

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		L	Τ	G	Α	Т	Τ	0	N			
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С	R	Α	N	В	Е	R	R	Υ				
			S	U	В	S	Ε	Q	U	Ε	N	Т
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	В	0	D	Υ	W	0	R	K				
М	U	Т	Τ	L	Α	Т	Ε	D				
	Τ	N	Ε	Х	0	R	Α	В	L	Ε		
	C	0	N	J	Ε	С	Т	U	R	Ε		
				W	Α	R	Ε	Н	0	U	S	Ε

# **6** MATCHBOXES

PUZZLE 1, TOP TO BOTTOM: Shovel, chisel, sickle, pliers, scalpel, scraper, spade, plane, plunger, grease gun, sander, shears.

PUZZLE 2, TOP TO BOTTOM: Budapest, Bucharest, Brussels, Buenos Aires, Nairobi, Cairo, Riga, Algiers, Brasilia, Islamabad, Manila, Lima.

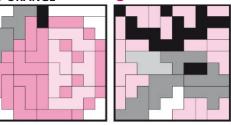
# 7 WILD MEN

М	Α	М	Α		F	Ι	R	S	Т		L	Α	Р	S
0	L	I	N		L	0	L	R	Ε		Ε	L	L	Α
J	Α	C	Κ	L	0	N	D	0	N		Т	Ε	Ε	N
0	N	Ε	Н	0	R	S	Ε			S	Т	Ε	Α	K
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Т	V	Α		S	Т	Ε	V	Ε	М	Α	R	Т	I	N
R	I	N	S	Ε		K	Α	Т	0		М	Α	G	Ε
	D	Ε	Α		Р	Ε	R	Ε	S		Α	R	L	0
L	Е	Α	N		R	0	ı	L		Α	N	Т	0	N
L	0	R	D	D	0	U	G	L	Α	S		S	0	S
			Р	0	S	Т			R	Υ	Е			
Α	R	N	Α	Z			N	Ε	G	L	I	G	Ε	Ε
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Т	Α	M	Ε		Α	N	٧	I	L		Α	U	L	D
Α	М	0	R		S	Т	Α	Т	Е		Τ	Ε	S	S

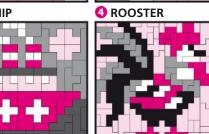
#### **8** KID STUFF: PAINT BY BLOCKS

ORANGE

2 DEER

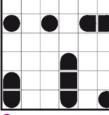


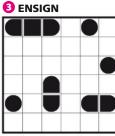
SHIP

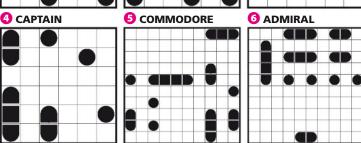


9 KID STUFF: BATTLESHIPS JUNIOR

1 SEAMAN PETTY OFFICER







#### 7 LAST BUT NOT LEAST

**ISLANDS:** Guam, Tobago, Greenland, Long, Sicily, Cuba **HERBS & SPICES:** 

Cardamom, oregano, mustard, nutmeg, parsley, paprika

#### **MUSICAL INSTRUMENTS:**

Harmonium, cello, harpsichord, gong, hurdy-gurdy, viola

FRUITS: Plum, mango, tamarind, fig, cherry, papaya

WORLD CAPITALS: Stockholm, Cairo, Madrid, Beijing, Mexico City, Vienna (Your answers may differ)

#### 12 QUOTE BOXES

- **1.** Snow and adolescence are the only problems that disappear if you ignore them long enough. (Earl Wilson)
- **2.** Avoiding danger is no safer in the long run than outright exposure. The fearful are caught as often as the bold. (Helen Keller)
- **3.** We live in a moment of history where change is so speeded up that we begin to see the present only when it is already disappearing. (R.D. Laing)

#### **16 SOLITAIRE HANGMAN**

I. MANIFEST VII. DYNAMIC

II. TURQUOISE VIII. COXSWAIN

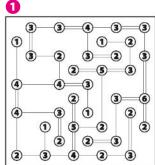
III. EFFERVESCE IX. VOCABULARY

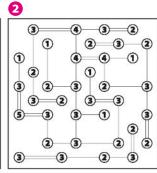
IV. FARMHOUSE X. PAPYRUS

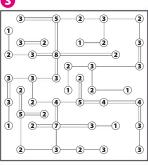
V. SKITTISH XI. GRAPEFRUIT

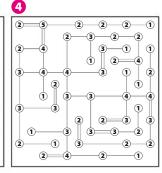
VI. ARPEGGIO XII. QUARTZITE

#### 13 HASHI



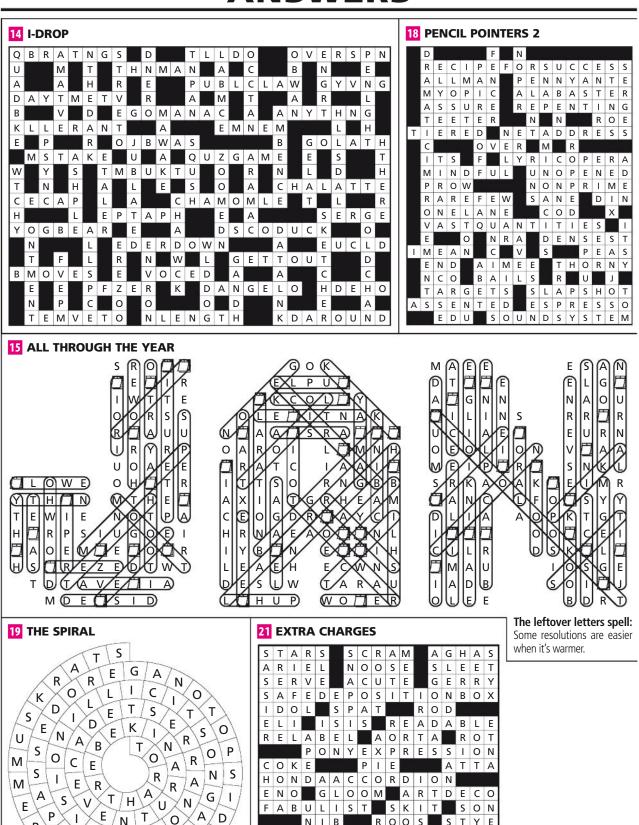






#### **20 DSZQUPHSBNT!**

- 1. CRYPTOON. If I pointed you toward the self-help shelf, that would defeat the purpose, now, wouldn't it?
- 2. LIVING PROOF. Freedom is like drink. If you take any at all, you might as well take enough to make you happy for a while.—Finley Peter Dunne
- 3. THE TRUTH ATLASSED. Park ranger says backwoods trails have always been marked in map books as dotted lines...or so the legend goes.
- 4. NO RSVP NECESSARY. Lonely undertaker who wants to throw great big cocktail party decides to invite everybody he can dig up.
- 5. GUT REACTION. Whenever supervisor of nuclear power plant steps out for lunch, he leaves sign on office door that says "Gone fission."
- 6. PRESTO CHANGE-O. According to Canadian public law, it is illegal for residents to pay debts greater than twenty-five cents using only pennies.
- 7. SLEIGHT OF LAND. Weary nomad rides camel along dusty earth, views shady palms, dates, water. Oasis fades among dunes after witch moves close.



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#### 22 MIXED DOUBLES: SHADES OF MEANING



#### **CLUE PAIRS:**

ACROSS: 1/14, 2/19, 3/15, 4/20, 5/11, 6/17, 7/13, 8/21, 10/16, 11/5, 12/18, 13/7, 14/1, 15/3, 16/10, 17/6, 18/12, 19/2, 20/4, 21/8

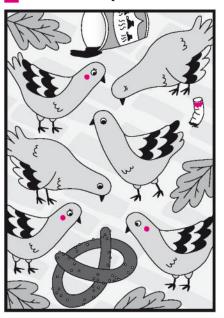
DOWN: 1/13, 2/10, 3/8, 4/21, 5/17, 6/11, 7/19, 8/3, 9/18, 10/2, 11/6, 12/16, 13/1, 14/20, 16/12, 17/5, 18/9, 19/7, 20/14, 21/4

#### **EXTRA CLUES:**

9-Across, 15-Down

**BONUS WORD: HAMSTRINGS** 

#### 24 ART ON THE SQUARE



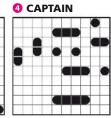
#### 23 BATTLESHIPS



#### 2 PETTY OFFICER



#### **6** ENSIGN



#### 6 COMMODORE



#### **6** ADMIRAL



#### **WILD CARDS**

#### 26 ANAGRAM TRIOS

- 1. EIGHTHS. HIGHEST
- 2. MANLIER, MINERAL
- 3. BEDROOM, BOREDOM
- 4. DOWRIES, WEIRDOS
- 5. CHALETS, SATCHEL
- 6. SMOTHER, THERMOS
- 7. PROMISE, SEMIPRO
- 8. BEARCAT, CABARET
- 9. MAGENTA, NAMETAG
- 10. CITADEL, DIALECT

#### 26 AFTERTHOUGHTS

1-a BEAR) **4-b** (CRAM) **5-f** (TUT) **2–c** (OAT) **3–d** (PEAR) 6-e (QUART)

Consecutive letters of the alphabet, in order, can be added to the ends of the words in each series to make a new word. The letters are A-B-C-D in series 1 (PARKA, PLUMB, ANTIC, BEARD), E through H in series 2 (SCRAPE, BELIEF, CLANG, OATH), followed by I through L (COATI, HADJ, THANK, PEARL), M through P (HAREM, LINEN,

CAMEO, CRAMP), R through U (BOAR, CARESS, VALET, TUTU), and W through Z (SINEW, CODEX, FAIRY, QUARTZ).

#### **26 NEW YEAR'S CRYPTARITHM**

 $4901 \times 4901 = 24019801$ 

#### 26 WE GET LETTERS...

- **1.** S (every third letter)
- 2. T (all letters that rhyme with "tree")
- **3.** U (top row of letters on a keyboard)
- 4. K (letters with tops and bottoms that are mirror images)
- **5.** S (initials of days of the week)
- **6.** Y (STUPEFY)
- **7.** Y (every fourth letter)
- 8. L (only letters made up of straight lines)

#### 26 PUZZLING NAMES

- 1. David Davis follows immediately from the second clue: No surname but Davis has a third-to-last letter the same or alphabetically after the V in David.
- **2.** James Johnson follows immediately as well: James is the only given name that has more: than one letter in common with Johnson.
- **3.** Linda Rodriguez follows quickly: With Davis

- already used, the only surname remaining satisfying both the second and third clues with the given name Linda is Rodriguez.
- 4. Mary Williams follows next: The only remaining given name that satisfies both the second and third clues with Williams is Mary.
- 5. Just one of the four names determined so far (David Davis) has a given name whose third letter is either the same, or alphabetically before, the third letter of the surname. The first clue says exactly two full names have this property, so there is just one more of them. The only surnames that satisfy the third clue with Robert are Brown and Miller, and either surname's third letter is after B. the third letter of Robert. Therefore, for Barbara, Patricia, and William, the third letters of their given names are after the third letters of their surnames.
- **6.** Using the result from 5, Barbara can only be Brown, so Barbara Brown is one of the names.
- 7. Since Robert is either Brown or Miller and we just determined Brown to be Barbara, Robert Miller is another name.
- 8. Using the result from 5, William cannot be Garcia, so he must be Smith. That leaves Patricia Garcia.

#### In summary, the names are:

Barbara Brown, David Davis, James Johnson, Linda Rodriguez, Mary Williams, Patricia Garcia, Robert Miller, and William Smith.

#### **26 ON THE TRAIL**

The word is SCENT.

#### 27 COUNTRY COUNT

- 1. Nigeria and Niger
- 2. Berlin (Germany) and Bern (Switzerland)

#### 27 SORT AS...

Each pair of words is an anagram of a Major League Baseball team: Dodgers, Padres, Orioles, Giants, Tigers, Phillies, Pirates, Mariners, Brewers, Rockies, Blue Jays, Nationals, Cardinals, Yankees. (And the title anagrams to Astros.)

#### **27 WE'VE GOT YOUR NUMBER**

.38 Special

Maroon 5

Eve 6

Heaven 17

Matchbox Twenty

Twenty One Pilots

Sum 41

Level 42

Haircut 100

Blink-182

Front 242

808 State

10,000 Maniacs

#### **27 TRIPLE-A SERVICE**

1. Cabana 11. Alpaca

2. Macadam 12. Havana

3. Mascara 13. Caravan

4. Anagram 14. Ramadan

5. Alfalfa 15. Cataract

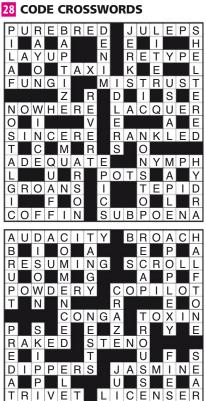
6. Panama 16. Maracas

7. Banana 17. Avatar

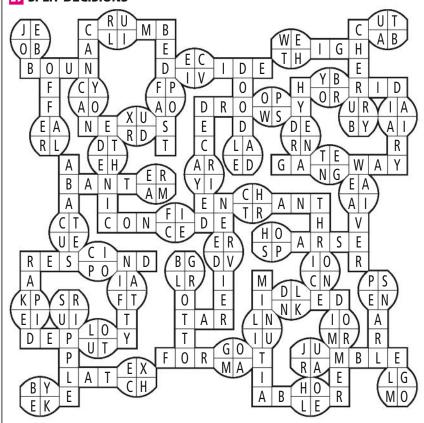
8. Aardvark 18. Manhattan

9. Alaska 19. Bazaar

20. Adamant 10. Baccarat



#### **29 SPLIT DECISIONS**



#### **30** THE END IS IN SIGHT

С

N

DIGITS

#### **PUZZLE A**

С Α Т

BEQUEATH

- 1. Commodity 11. Masquerade
- 2. Chauffeurs 12. Mistake
- 3. Whiskevs 13. License
- 4. Window **14.** Logarithm
- 5. Pinky 15. Somersault
- 6. Pedicure 16. Scissors
- 7. Desire 17. Occupants
- 8. Display 18. Orchid 9. Lieutenant 19. Trapeze
- 10. Lantern 20. Toxin

#### **PUZZLE B**

- 1. Sergeant **11.**Receipt
- 2. Smorgasbord 12. Ragamuffin
- 3. Imagination 13. Caterpillar
- 4. Ingenuity 14. Cynic
- **5.** Antique 15. Syntax
- **6.** Apostrophe 16. Suckers
- 7. Specimen 17. Hurricane **18.** Holdout
- 8. Surprise **9.** Budget 19. Molasses
- 10. Belief 20. Merchandise

#### **40** MINMOVES

F moves from 2 to 6

B moves from 11 to 2

K moves from 7 to 11

G moves from 3 to 7

C moves from 12 to 3

L moves from 8 to 12

H moves from 4 to 8

D moves from 13 to 4

#### 31 STRAY ARTS

#### Numbers in parentheses refer to clue numbers.

The total number of paintings donated by Gig equals the number of Uruburu works (6), so it follows (by subtracting any Uruburu works donated by Gig from each of these groups of paintings) that the number of Seles and Tippit works donated by Gig is equal to the number of Uruburu works donated by Hannah and Izzi. Gig's Tippit total equals Izzi's Uruburu total (4), so Gig's Seles total must equal Hannah's Uruburu total (as well as Izzi's Seles total as provided in clue 3).

Izzi donated at least three works by one artist (5) and at least one by another (since we know he donated at least one work each by Seles and Uruburu), so he donated at least four paintings total. That means Hannah could not have donated more than two paintings; had she donated three (or more), Gig would have to have donated six (or more) according to clue 1, and Izzi's four known donations would bring the total number of paintings to at least 13.

If Hannah donated only one painting, then Gig would have to have donated four and Izzi the remaining seven. But if Gig only donated four paintings, then there would be only four Uruburus donated (6). This means there would be at most three Seles works and two Tippits (2), or a total of at most nine paintings. Therefore, Hannah must have donated exactly two paintings. This means Gig donated five (1) and Izzi the remaining five; it also means that there were five Uruburus (6), four works by Seles, and three Tippits (clue 2 and the fact that the total must equal 12).

Both of Hannah's donations were Uruburus; had she donated only one Uruburu, then Gig and Izzi would have donated just one Seles each (per the last sentence of paragraph 1 above), and Hannah none, for a total of just two Seles works. However, we have already established that there must be four. Since Hannah donated two Uruburus, Gig and Izzi donated two Seles works each (3).

Izzi donated at least one Uruburu (4), so he donated three (5); therefore, Gig must have donated three Tippits (4). The total donations so far are: Gig's two Seles paintings and three Tippits; Hannah's two Uruburus; and Izzi's two Seles paintings and three Uruburus.

For Gig to have an equal number of paintings on the left and center walls, he must have two on each wall—it would be impossible for the center wall's donors to be arranged palindromically if there were an odd number of any donor (or artist) on that wall. Thus the two end paintings on the left wall must have been donated by Gig. Since Gig must have two others on the center wall, he must also have donated the middle painting on the right wall, which must be a Tippit. (There are an odd number of Gig-donated Tippits, so placing it anywhere else would violate the requirement that each wall be palindromic.) The left wall's center painting must be an Uruburu donated by Izzi, which is the only other painting-donor combination of which there is an odd number.

There are two consecutive Tippits somewhere (8), so the two Gig donations on the left wall must be Seles paintings, and the pair of consecutive Tippits (donated by Gig) must occupy the two center spots on the center wall. The single pair of consecutive Uruburus (8) can only appear at the right end of the center wall and the left end of the right wall, because a pair of Uruburus at one end of the center wall would require a matching pair at the opposite end of the same wall.

Finally, because the Seles paintings on the center wall were donated by Izzi, the Uruburus in the center must have been donated by Hannah (to avoid consecutive matching donors, other than at the very center of the center wall), and the two end paintings on the right wall are Uruburus donated by Izzi.

#### LEFT WALL:

Seles Uruburu Seles Gig Izzi Gig

#### **CENTER WALL:**

Uruburu Seles Tippit Tippit Seles Uruburu Hannah Izzi Gig Gig Izzi Hannah

#### **RIGHT WALL:**

Uruburu Tippit Uruburu Izzi Gig Izzi

#### 32 ONE, TWO, THREE

ſ	F	UN	RUN		Α	POL	LO	S		ALL	0	WED	FOR
	LE	AN	EST		N	ICE	GO	ING		EN	1	G	MA
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	0	RAT	ES		ST	Ε	Е	PEN		RIV	Ε	Т	ED
	LO	ES	S	E	R			N	EG	ATE			
				S	EE	T	HE		G	LA	S	STO	Р
	CRO	S	BY	S	T	IL	LS	NA	SHA	ND	Υ	0	UNG
	W	HIR	LAW	AY		L	INK	U	Р		STO	L	EN
	D	Ε	S	IST		S	1	GHT	ED		LE	S	T

#### **34 SUPERCLUES**

**ANSWERS** to four clues relating to "Familiar Games"

XO	tic-tac-toe	Guessed by a	l 10 teams
Kwai ——	bridge	Guessed by a	l 10 teams
lago ——	Othello	Guessed by 9	teams
Jills —	jacks	Guessed by 7	teams

Jills — jacks	Guessed by 7 team	IS
CLUES FILLED IN	ΔNSWFRS	SCORE
1. SSE ————	<ul> <li>North by Northwest</li> </ul>	9
2. Jets ———	<ul><li>West Side Story</li></ul>	8
3. (red) Queen —	<ul> <li>Alice in Wonderland</li> </ul>	8
4. (Aldous) Huxley ———	<ul> <li>Brave New World</li> </ul>	9
5 (Thomas) Mann	Neath in Venice	6
6. C (See) How (they run)	▶ Three Blind Mice	8
<b>7.</b> (Eliza) Doo (little) ———	Mv Fair Ladv	6
<b>8.</b> tig(er) ————————————————————————————————————	▶ Life of Pi	4
9. ETs —	Men in Black	6
<b>10</b> No 7 ————	Sleenless in Seattle	8
<b>11.</b> tweet ———	<ul> <li>Bye Bye Birdie</li> </ul>	5
<b>12.</b> run —	<ul><li>Chariots of Fire</li></ul>	8
<b>13.</b> (big) LOO ——————————————————————————————————	► Big Bad John	4
14. AOL —	➤ You've Got Mail	9
<b>15.</b> unpect —	<ul> <li>Never Been Kissed</li> </ul>	2
16. HBO	Game of Thrones	7
<b>17.</b> IA (lowa) ———	<ul><li>Field of Dreams</li></ul>	8
<b>18.</b> e-(mail) —	➤ You've Got Mail	7
<b>19.</b> L(oretta) Lyn(n) ———	<ul><li>Coal Miner's Daughter</li></ul>	9
<b>20.</b> next 2 (to) ———	➤ Side by Side	4
<b>21.</b> Conrad ———	Bye Bye Birdie	2
22 Eab 4 Eirct	Chalavas Ma	0
<b>23.</b> diver —	Men of Honor	7
23. diver	<ul><li>Driving Miss Daisy</li></ul>	8
<b>25.</b> Spain —	➤ Vicky Cristina Barcelona	1
<b>26.</b> Truth is —	<ul> <li>Stranger Than Fiction</li> </ul>	9
<b>27.</b> (John) Denv(er) ———	<ul> <li>Rocky Mountain High</li> </ul>	9
<b>28.</b> Isak (Dinesen) ———	<ul><li>Out of Africa</li></ul>	8
<b>29.</b> B(ee)G(ee)s ———	<ul> <li>Saturday Night Fever</li> </ul>	8
<b>30.</b> Led (Zeppelin) ————	<ul> <li>Stairway to Heaven</li> </ul>	6
<b>31.</b> (Jerod) Leto ———	▶ Dallas Buvers Club	9
<b>32.</b> K9 (canine) PM ———	▶ Dog Day Afternoon	6
NOTE: Soveral teams pointed out t	hat "Lovo Mo Do" (not "S	ho Lovos

**NOTE:** Several teams pointed out that "Love Me Do" (not "She Loves Me") is the Beatles first song, which probably explains why nobody guessed the correct answer. Since no team guessed "She Loves Me," the clue-givers earn zero points for this clue. No additional penalty is assessed for an "incorrect" clue.

#### **38 DIAMOND EXCHANGE**

Trades are made in the order shown. The diamonds switched are only specified if the trade shown in that chart line could be made in either direction.

- C, B, D (replacing two greens and a blue with a yellow)—ending with three yellows
- **2.** B, A, D—ending with one blue
- **3.** C, B, D—ending with three blues
- **4.** B, C, A (replacing three greens with a red)—ending with three reds
- **5.** A, D (replacing three greens with a blue), C—ending with three reds
- **6.** C, D, B (replacing green and blue with two reds)—ending with four reds
- **7.** D, A, C—ending with three greens
- **8.** B, C, D (replacing three reds with a green)—ending with four greens

#### 49 SUTRIOMINOKU

6	2	8	3	4	7	5	1	9
1	9	7	2	8	5	3	4	6
3	4	5	1	6	9	7	8	2
8	3	2	4	9	1	6	5	7
4	7	9	5	3	6	8	2	1
5	1	6	8	7	2	4	9	3
7	8	4	9	1	3	2	6	5
2	6	1	7	5	8	9	3	4
9	5	3	6	2	4	1	7	8
			_		_		_	-
2	7	6	1	3	9	5	4	8
2	7	6 <b>5</b>	1 2	<b>3</b> 7	9	5	4	8
2 8 1	_		1 2 6	3 7 8				
	3	5	1 2 6 8	3 7 8 2	4		9	1
1	3	5 4		3 7 8 2	<b>4 5</b>	6	<b>9</b> 7	1
1	3 9 5	5 4 1	8	2	4 5 3	6 2 9	9 7 6	1 3 7
1 4 7	3 9 5 2	5 4 1 8	9	2	4 5 3	6 2 9 3	9 7 6 5	1 3 7
1 4 7 3	3 9 5 2 6	5 4 1 8 9	9	1 5	4 5 3 6 7	6 2 9 3 1	9 7 6 5	1 3 7 4 2

#### 42 YOUR WORD AGAINST MINE

#### X MARKS THE (50-POINT) SPOT

BOXIEST 4B, 90 points BOXIEST 13G, 83 points COEXIST A9, 77 points BOXES 15A, 76 points EXIST A11, 65 points TUX 10D, 57 points OX 6I, 56 points XI F14, 53 points XU 10J, 50 points

#### STICKY ENDGAME

#### Our best solution:

AW M12, 5 points, blocking opponent from playing KNEE DO 10D, 3 points JUDO 10B, 28 points SPOOFED 3H, 26 points ID N2, 6 points +5 for K Opponent -5 for K

Making up 78 points of difference, thus earning an 8-point win!

**Note:** If you know the word UDO, it might be tempting to play UDO after DO, for an additional 4 points. But this allows your opponent the chance to play KUDO, and the game is lost! Also, ID needs to be your very last play, or else your opponent can play KID.

#### **50 FOUR BY FOUR**

	-
1. Antelope	<b>19.</b> Monocled
2. Banknote	<b>20.</b> Nomadism
<b>3.</b> Bearably	<b>21.</b> Pleasant
<b>4.</b> Beholder	<b>22.</b> Practice
<b>5.</b> Calliope	23. Protrude
<b>6.</b> Clarinet	<b>24.</b> Roundest
7. Compiled	<b>25.</b> Schooled
8. Disagree	<b>26.</b> Scraping
9. Fearsome	27. Sculpted
<b>10.</b> Flakiest	28. Shielded
<b>11.</b> Fleetest	<b>29.</b> Sidereal
<b>12.</b> Groaning	<b>30.</b> Spiciest
<b>13.</b> Hecatomb	<b>31.</b> Splendid
<b>14.</b> Hillside	<b>32.</b> Starship
<b>15.</b> Kerosene	<b>33.</b> Triangle
<b>16.</b> Lavender	<b>34.</b> Variance
<b>17.</b> Mainline	<b>35.</b> Warranty
<b>18.</b> Mistitle	-

#### 51 DOUBLE CROSS

I. YUCATAN

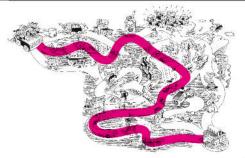
A. DUSTIN HOFFMAN	J. GUSTAV MAHLER	S. TRUTH
<b>B.</b> AWFUL	K. RIGHT	T. APHASIA
C. VENUE	L. EQUATORIAL AFRICA	<b>U.</b> THICK
<b>D.</b> END RHYME	M. AFFLICT	V. EUPHORIC
<b>E.</b> BEFORE THE FALL	N. TWITTER	W. EUROBOND
F. AD HOC	O. ERSTWHILE	X. VIRGO
<b>G.</b> RHAPSODY IN BLUE	P. SHOWBOAT	Y. EMMA STONE
H. ROCKFORD	Q. THIEF	<b>Z.</b> RYAN GOSLING

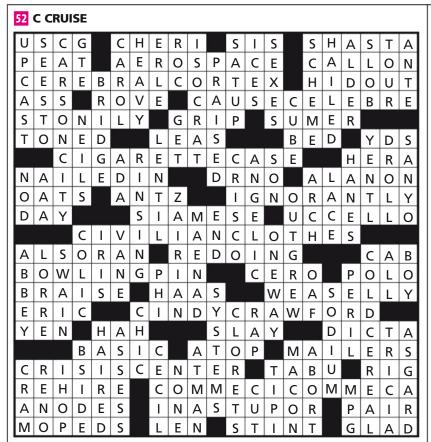
R. SWORD

Incredibly, Northerners...ate Florida [grapefruit.] This marketing breakthrough paved the way for such "health foods" as tofu, which is actually a waste by-product of the manufacture of linoleum, and quinoa, which gets its name from the Bolivian word for "gravel."—Dave Barry, Greatest State Ever

#### 10 TRIP TO MEGA-MALL BINGO

The fourth horizontal row of the bingo card (reading from right to left) depicts the sights encountered along our route: barricade, charging rhino, falling sock zone, Bratmobile, and school crossing.





53	SIAMESE TWINS											
Р	0	K	Е	М	0	N		Α	М	Τ	S	Н
1	R	0	N	Α	G	Е		М	0	N	Т	Ε
Р	R	Α	Т	Т	L	Е		Р	0	S	Ε	R
Р	I	L	Ε		Ε	R	Ε		S	Т	Α	В
Τ	Ν	Α	N	Ε			D	R	Е	Α	М	Т
			Т	R	Ι	٧	Τ	Α		L	Ε	Ε
L	Ε	G	Е	N	D	0	F	Z	E	L	D	Α
0	T	0		S	Α	W	Υ	Ε	R			
w	Α	R	М	T	Н			D	0	F	F	S
R	1	D	Е		0	٧	Α		D	1	R	Ε
L	L	1	Α	D		Е	Q	U	L	N	0	Х
S	Ε	Т	Т	0		S	U	R	N	Α	М	Ε
Е	R	Α	S	Ε		Т	Α	N	G	L	Ε	D
	_	_	_		_			_	_	_	_	_
Р	1	K	Α	C	Н	U		J	Α	1	М	Е
R	0	0	Т	0	U	Т		1	Х	N	Α	Υ
Α	Т	Н	L	E	T	E		М		Т	R	Е
D	Α	L	Е		S	S	W		N	E	L	L
Α	S	S	Α	D			1	Α	G	R	Е	Е
			S	Е	Ε	1	N	G		1	N	Т
N	1	N	Т	Ε	N	D	0	G	Α	М	Ε	S
Е	G	0		R	Α	1	S	L	N			
0	N	S	Р	Ε	С			Ε	Α	S	Ε	S
N	0	Ε	L		Т	٧	S		Т	0	R	Ι
Α	R	В	U	S		Α	L	Т	0	S	Α	Х
Т	Ε	Α	M	0		Т	0	0	L	Α	Т	Ε
												-

S P E E D O S

#### **43 NEW YEAR'S WISHZZLES**

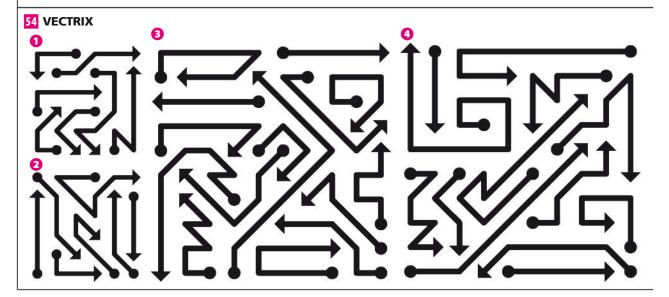
- **1.** 21. Each number is the product of two prime numbers (so named "semiprime") composed of two different digits appearing in 2018.
- 2. There are two solutions:  $201 \times 5 - 201 + 6 \times 201 + 7 + 1 = 2018$  $201 \times 5 + 201 \times 6 - 201 + 7 + 1 = 2018$

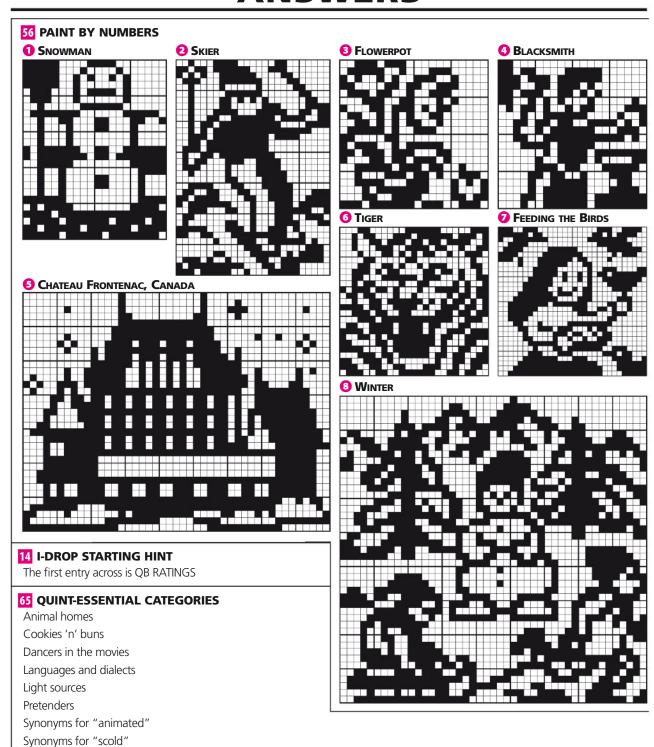
3.	9	11	4	6	
	5	7	10	8	
	14	12	1	3	
	2	0	15	13	

9	11	6	4
7	5	10	8
12	14	1	3
2	0	13	15

E D G E D

**4.**  $904 \times 32 = 28928$  or  $952 \times 82 = 78064$ 





#### **66 FAMILY REUNIONS CATEGORIES**

Family One: Bakery goods
Family Two: Flowers

Synonyms for "tranquil"

Family Three: Animated Disney films

Family Four: Acronyms

Trees

#### **60 CRYPTIC CROSSWORD 1**

**ACROSS:** 1.Island-hop (polish and); **6.** Bugs (bus + G); **9.** Finagle (finale + g); **10.** Trade-in (stephaNIE DARTed); **11.** Agent (a + gent); **12.** Airworthy (with Ray or); **13.** Entrap (parent); **15.** Bad blood (odd letters); **18.** Napoleon (nap + oleo + n); **19.** Agates (aga + set); **22.** Porpoises (poses + R + poi); **24.** Telex (hoTEL EXaminers); **26.** Rowdier (rower + d,i); **27.** Atlanta (ant + atlas – s); **28.** Erne (earn); **29.** Theme park (kept harem)

**DOWN:** 1. Inflate (in + flat + e); 2. Lance (glance – g); 3. Nightfall (nigh + tall + f); 4. Hyenas (has + yen); 5. Paternal (pal + a + tern); 6. Bravo (bro + a + V); 7. Greatcoat (a cottager); 8. Undyed (burgUNDY EDition); 14. Top-drawer (toper + ward); 16. Bagatelle (belle + a + gat); 17. Bowsprit (bit + prow's); 18. Napery (aper + NY); 20. Six-pack (picks sack); 21. Escape (space + e); 23. Olive (O + live); 25. Linda (laid + N)

#### 61 CRYPTIC CROSSWORD 2

**ACROSS:1.** Stuffed peppers (steppers + buffed -b + P); **10.** Plano (plan + O); **11.** Vitriolic (trio + civil); **12.** Summits (suits + M + M); **13.** Octopus (opus + c + t + o); **14.** Discloser (disc loser); **16.** Bread (bred); **18.** Cubes (Cuba's -e + a); **20.** Quislings (qui slings); **22.** Postage (page + Ost); **24.** Britain (brain + it); **25.** Contorted (red cotton); **26.** Obese (wardrOBE SElection); **27.** Reinforcements (rein + for + cements)

**DOWN:** 2. Traumas (Sumatra); 3. Flotillas (list of all); 4. Elves (shelves – sh); 5. Potpourri (up prior to); 6. Print (pint + R); 7. Eclipse (E + clips + e); 8. Sects (sets + c); 9. Episodic (epic + is odd – d); 15. Sequester (seer + quest); 16. Bellicose (Belli + chose – H); 17. Disinter (tired + sin); 19. Basenji (Benji + a + S); 21. Neatest (knee test); 22. Pacer (a + c + per); 23. Aloof (buffALO OFfice); 24. Badge (bad + Gene – en)

#### **62 INQUIRE WITHIN**

V	Τ	N	0	S	0	S	Т	R	1	С	Н
Α	В	Ε	N	Ε	Α	Т	Н	Ι	Р	0	В
Q	Ε	R	S	Q	Р	Ι	Ε	D	0	L	L
М	Α	Т	Ε	U	G	L	1	1.	D	L	Е
E	М	Н	Т	Ε	Н	Ε	R	Q	L	Ε	S
D	R	Α	Q	L	Α	S	F	L	Α	G	S
М	U	N	C	Н	Н	S		Ε	R	Ε	D
U	N	Q	U	Ι	Е	Т	U	Q	G	S	T
s	1	Α	M	N	Α	D	Α	В	Ε	Α	N
L	N	Q	В	Α	Т	0	R	Α	Q	S	Е
C	Т	U	Ε	N	Ε	S	Т	L	Ε	S	R
S	0	Α	R	Ε	R	S	S	L	Α	Υ	S

**ACROSS:** 1. Vinos (V + in + O + S) **5.** Ostrich (lost - I + rich) **11.** Beneath (beaten + h) **13.** Queuers (U + queer + s) **14.** Kewpie doll (kid'll weep + O) **15.** Mate (team) **17.** Ugli (doUG LIstlessly) **18.** Idle (two meanings) **19.** Hercules (he's + lucre) **21.** Dracula (card + U + L.A.) **24.** Flags (two meanings) **25.** Munch (Munich - I) **27.** Skewered (desk + were) **30.** Unquiet (unique + t) **34.** Siam (ma + is) **36.** Nada (n + a + D.A.) **37.** Bean (ban + e) **38.** Incubator (Cuba + into + r) **39.** Accuse (C + U.S. + ace) **40.** Nestles (less net) **41.** Soarers (rear + SOS) **42.** Slays (Sly's + A)

**DOWN:** 1. Vacuumed (cave mud + u) 2. I-beam (I + be + a + m) 3. Onset (notes) 4. Sequel (S + E + que + L) 6. Stiles (I + sties) 7. Their (there) 8. Ridicule (ire + lucid) 9. iPod (IPO + D) 10. College (Cole + leg) 12. Bless (payaBLES Submitted) 16. Thank you (Utah on + KY) 20. Large (lager) 22. Run into (turning - g + O) 23. Cucumber (Cu + C + umber) 25. Music (scum + I) 26. Heater (theater - t) 28. Quarts (quartz) 29. Diners (in Red's) 31. Inane (in + and - d + E) 32. Cue ball (cube all) 33. Sassy (say + S.S.) 35. Aqua (acronym)

#### 63 A SUDOKRYPTICAL VOYAGE

			Α	Р	Ε	S	Т	0	Р	Ι	С			
			Т	Ε	М	Р	U	R	Α	В	Н			
			Τ	K	Ι	Ε	R	Α	С	Α	I			
V	I	D	Π	0	Т	L	М	N	Ε	S	Α	C	K	S
E	М	0	L	Ε	S	Т	0	Α	М	Τ	N	Т	Τ	С
E	Z	R	Α	М	N	Ε	L	S	0	L	Т	Н	0	R
R	Α	М	0	N	Ε	S	L	М	Α	Т	Τ	S	S	Е
S	L	S	S	Α	1	N	Т	Е	L	М	0	Т	K	W
Κ	L	1	М	Т	L	0	Α	1	S	Ν	Е	Α	K	Υ
Ι	0	0	Ε	T	Α	М	S	Т	N	0	L	Т	Ε	0
S	Т	U	N	L	М	Ι	Е	0	Т	Α	S	Ι	N	K
S	Ε	Х	Т	S	0	Α	N	L	Ι	Ε	М	С	Ε	Е
			0	Н	R	Ε	Α	L	Т	Υ	Ε			
			R	0	Α	S	Т	Ε	L	В	Α			
			S	0	L	٧	Ε	D	Ε	Α	R			

**ACROSS:** 1. Apes (tapes - t); 5. Topic (to + pic); 8. Tempura (Eat up Mr.); 10. Acai (marACAlbo); 11. Vidiot (TiVo + D + I); 13. Sacks (sax); 16. Molest (moles + t); 17. Mint (two meanings); 18. Ezra (era + Z); 19. Thor (thorn - n); 20. Ramones (ram + ones); 22. Matisse (missed - d + at); 25. Klimt (t + milk); 27. Sneaky (snaky + E); 32. Nolte (I + note); 33. Stun (nuts); 35. Sink (sin + K); 36. Sexts (sets + X); 38. Emcee (last letters); 39. Realty (Earl + T,y); 40. Roast (bistRO ASTutely); 41. Elba (able); 42. Solve (love's); 43. Dear (Read)

**DOWN:** 1. Attila (alit + t,a); 2. Pekoe (pique oh); 3. Emits (E + MIT's); 4. Spelt (S + pelt); 5. Turmoil (Ulm riot); 6. Pace (P + ace); 7. Chianti (China it); 9. Basil (Lisa + B); 11. Veers (serve); 12. Dorm (do + rm.); 14. Kiosk (Kinko's - n); 15. Screw (S + crew); 21. Allot (ballot – b); 23. Static (Cats + it); 24. Sioux (sue); 25. KISS (two meanings); 26. Mentors (departMENT OR Service); 28. Yoke (OK + ye); 29. Amoral (AM + oral); 30. Senate (seat + N + e); 31. Tolled (told); 34. Title (tile + T); 35. Smear (e + Rams); 37. Shoo (shoot -t)

#### 65 500 RUMMY S Α F G Н Α Ν Κ Q K 70 K Κ 10 J Α S R П Ν 6 9 10 J 53 В U S М Α Ν н 7 25 Α Α 5 6 4 C Ε Н Ν Ν L 9 10 J Q 7 7 7 60 D R Α C Н M A 9 9 q 9 4 5 6 51 F Α S C I S Т K Κ Κ 5 6 7 8 56 Н Δ N D C Α R 9 10 J Q 9 9 9 66 Н 0 ı Z 0 Ν 10 10 10 Α 2 3 46 10 В M M Α 8 9 10 5 5 5 52 Ε S M Α Ν 58 7 7 8 9 10 7 - 1 Α S R Υ M 0 Ν 4 5 3 3 3 3 27 6 M Α Т Α D 0 R 8 8 8 8 9 10 61 0 R Ε G Α Ν 0 Q 10 J Q Κ Q Q 70 P C R D L Α Α 6 7 8 9 9 9 9 57 S Ε N Α R M 6 7 8 J J J J 61 S K Y C Α Ρ S Α 2 3 4 6 6 6 28 S P I Ν Α C Н 7 8 9 10 52 6 6 6 S R U В Ζ Ε 0 Α 2 3 4 13 Т R Ε Т Т Ν Κ

## 66 FAMILY REUNIONS

FAMILY ONE	<b>FAMILY TWO</b>
Bakery goods	Flowers

**1.** Pie **1.** Lily

**3.** Roll

10. Croissant

**2.** Cake **2.** Iris

**4.** Tart **4.** Orchid

3. Rose

10. Lavender

**5.** Torte **5.** Peony

**6.** Bread **6.** Aster

7. Bagel
 8. Cookie
 8. Freesia

9. Pastry 9. Begonia

## FAMILY THREE FAMILY FOUR

# Animated Disney films Acronyms

**1.** *Moana* **1.** PIN

Bambi
 AWOL
 Mulan
 NASA

**4.** *Brave* **4.** Scuba

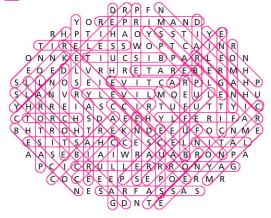
**5.** *Tarzan***5.** Laser**6.** Radar

**7.** Aladdin **7.** POTUS

8. Tangled9. Hercules9. NASCAR

**10.** Peter Pan **10.** UNICEF

#### 65 QUINT-ESSENTIAL



**ANIMAL HOMES:** aerie, beehive, dovecote, roost, stable **COOKIES 'N' BUNS:** biscuit, cracker, cruller, muffin, shortbread

**DANCERS IN THE MOVIES:** Astaire, Gaynor, Hines, Kelly, Prowse

**LANGUAGES AND DIALECTS:** Arabic, Cantonese, Gaelic, Latin, Romany

**LIGHT SOURCES:** beacon, chandelier, firefly, flare, torch **PRETENDERS:** bluffer, charlatan, deceiver, phony, ringer **SYNONYMS FOR "ANIMATED":** active, energetic, lively, peppy, tireless

**SYNONYMS FOR "SCOLD":** berate, censure, chastise, reprimand, upbraid

**SÝNONYMS FOR "TRANQUIL":** hushed, pastoral, peaceful, serene, sleepy

TREES: cedar, larch, maple, sassafras, spruce

**BONUS (SUPREME COURT JUSTICES):** Fortas, O'Connor, Rehnquist, Thomas, Warren

## 67 BANANAGRAMS

- 1. dub, Bud
- 2. arts, star

8 9

U T

Α

10 J 2 2 2 43

0

3 6 6 6

I A S

**TOTAL SCORE: 979** 

6 30

- 3. never, nerve
- 4. trees, steer
- **5.** rings, grins
- **6.** lovely, volley **7.** reward, drawer
- 7. reward, drawer
- **8.** gander, garden
- resist, sister
   senator, treason
- **11.**happiest, epitaphs
- 12. nameless, salesmen
- **13.** butchers, Schubert **14.** simplest, misspelt
- 15. greatness, sergeants

#### 67 OH, WHAT A FILLING!

S	С	0	U	Т	Р	L	Α	N	Ε		Τ	N	S	Ε	С	R	Ε	Т		Α	L	0	Н	Α
L	Α	U	N	D	R	Υ	М	Α	N		N	Ε	U	Т	R	T	N	0		Т	0	N	Ε	S
Α	N	Т	, L	S	E	R	U	М	S		٧	Α	N	Н	Α	L	Ε	N		0	V	Α	L	S
Р	Α	S			D	Ι	С	Ε		Р	Ε	R	R	L	N	Е		G	Α	Z	Ε	L	L	Е
S	L	1	Р	В	Α	C	Κ		С	0	R	N	1	С	Е		В	U	Ν		S	L	0	Т
		D	0	L	Т	S		Н	Α	R	N	Ε	S	S		В	Ε	Ε	Т	L	Ε			
F	Α	Е	R	1	Е		М	Α	L	Т	Е	S	Ε		С	0	S	Т	L	1	Т	Т	L	Е
Α	S	Н	Ε	N		S	U	C	C	Ε	S	S		S	0	R	Т	1	E	S		W	Α	Х
Т	S	Ε		D	0	Е	S	K	1	N	S		В	0	0	Z	1	Ε	R		Р	1	N	Т
S	Е	L	F		R	Е	S	Ε	N	Т		C	Α	R	L	0	Α	D		Н	Α	S	Т	Е
	S	Р	Α	R	Е	Т	Τ	R	Ε		В	0	В	Т	Α	I	L		R	0	S	Т	Е	R
			М	U	S	Н	Ε	S		S	Α	L	0	0	N	S		P	Α	S	Т	Е	R	N
С	Α	N	1	S	Т	Е	R		Р	U	L	L	0	U	Т		Р	Α	Т	Т	Ε	R	N	S
Α	В	Α	S	Н	Ε	D		G	Α	R	М	Ε	N	Т		S	Н	1	R	Ε	S			
Т	1	Т	Н	Ε	S		F	Ε	R	R	T	Ε	S		G	0	0	N	Α	D	1	Ε	Т	
C	L	U	Е	D		С	Α	N	Т	Е	Е	N	١.	С	Е	L	Т	T	C		N	L	Е	R
Н	Е	R	D		С	0	L	D	W	Α	R		С	0	N	D	0	N	Е	D		Ε	Р	П
Ι	N	Е		C	0	N	С	Ε	Α	L		F	Α	S	Т	1	N	G		R	1	C	Ε	D
Т	Е	L	L	Α	S	Т	0	R	Υ		Т	1	Т	Т	L	Ε	S		С	Α	S	Т	Ε	S
			Α	N	L	0	N	S		Р	Α	R	Т	N	Е	R		L	U	N	Α	R		
Н	L	S	S		N	U	S		Р	Α	N	Ε	L	E	D		М	Α	R	Κ	Т	1	М	Е
0	N	Р	Α	Р	Ε	R		Р	Α	N	Т	Н	Ε	R		R	Α	R	Α			С	0	L
L	Α	R	G	Ε		М	Α	1	L	D	R	0	Р		В	Τ	R	D	В	R	Α	I	N	s
Т	w	Α	N	G		Α	Р	Р	L	Α	U	S	Ε		Α	С	C	Ε	L	Ε	R	Α	Т	Е
z	Е	Т	Α	S		Р	R	Ε	S	S	М	Е	N		S	Н	0	R	Е	L	I	N	Е	s

#### WORDPLAY CONTEST

#### **SIX DEGREES OF MADNESS** (from Alan Levine PUZZLEUP)

\*\* FEE WAIVED FOR FIRST TIME ENTRANTS

**WIN UP TO \$1,000** 

Score the highest number of points by answering 50 questions with multiple parts. Many interconnect.

**Emphasis** on the manipulation of words and letters

## **COMMENTS from CONTESTANTS**

"The questions are fiendishly clever!"

David Senner Chanhassen, MN Bob Senner Philadelphia, PA

"I don't know of any activity during the year that provokes more cerebral exercise!"

Tom Pulliam, former editor of the New York Times Crossword Puzzle Dictionary

SCHEDULE: Deadline for entries: DECEMBER 31st, 2017

Contest begins online JANUARY 1st, 2018

Postmark deadline for answers: FEBRUARY 17<sup>th</sup> 2018

- \*\* To be eligible to receive the <u>SIX DEGREES OF MADNESS CONTEST</u>, answer the following question:
- \*\* What seven letter country rearranges to the first and last name of an actress?
- \*\* <u>SEND THE ANSWER</u> to <u>puzzleup@hotmail.com</u> with the following information:

<u>NAME</u> :		
STREET ADDRESS : _		
APARTMENT #	<u>PO BOX</u> :	
EMAIL:		
CITY:	STATE:	ZIP:

# SUDOKU PLUS!

IF YOU ARE ONE OF THE LEAGUE OF FANS ADDICTED TO THIS INTRIGUING PUZZLE, OR YOU WANT TO BE, THESE ARE THE MAGAZINES FOR YOU. THEY CONTAINS PUZZLES WITH VARYING LEVELS OF DIFFICULTY AS WELL AS SOME VARIETY SUDOKU FOR A CHANGE OF PACE.



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