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DIFFICULTY RATING ● Easy ●● Medium
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COVER DESIGN | BRANDON JONES

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...FROM THE EDITOR

The dog days of summer may be here, but don't sweat it: Just slip on some flip-flops, pour an ice-cold lemonade, and enjoy the August issue of GAMES WORLD OF PUZZLES.

We suggest you begin by perusing the feature article, "Shining a Spotlight on Video Game Makers," written by our longtime reviewer, Thomas L. McDonald (page 34). It's an in-depth look at *Game Masters*, a traveling exhibit that makes the argument for video games as an art form—and lets visitors play plenty of games, too. Whether you're a skeptic regarding the medium or a passionate fan, *Game Masters* offers plenty to think about and McDonald is an excellent guide.

Two of this issue's other features also reckon with games and their legacy. In "Your Word Against Mine," our Scrabble correspondent Scott Appel reflects on his career as a competitive player and how he's begun to give back to the game that brings him so much pleasure and so many friendships (page 42). Jonathan Schmalzbach, our quirky game collector, approaches the past in a slightly different manner in his latest "This Old Game" column (page 41). Revisiting Green Ghost, a childhood favorite, he conjures a wave of nostalgia, reminding us that some ghosts are friendly.

Of course, you come to this puzzle publication to enjoy some world-class cerebration. You'll get plenty of that in "Hidden Texts" (page 54), a series of cipher puzzles from former GAMES editor in chief R. Wayne Schmittberger. We have a hunch that they would probably keep a team of crack CIA cryptologists busy. And first-class cruciverbalist Patrick Berry contributes another one of his amusing—and challenging—crossword variations with "Some Assembly Required" (page 64).

Speaking of crosswords, we have plenty in this issue, including some from fan favorites Frank Longo and Mike Nothnagel. "Game On" columnist Ray Simon also touches on a recent initiative to diversify the format (page 48).

Enjoy!



Jennifer Orehowsky
Senior Editor

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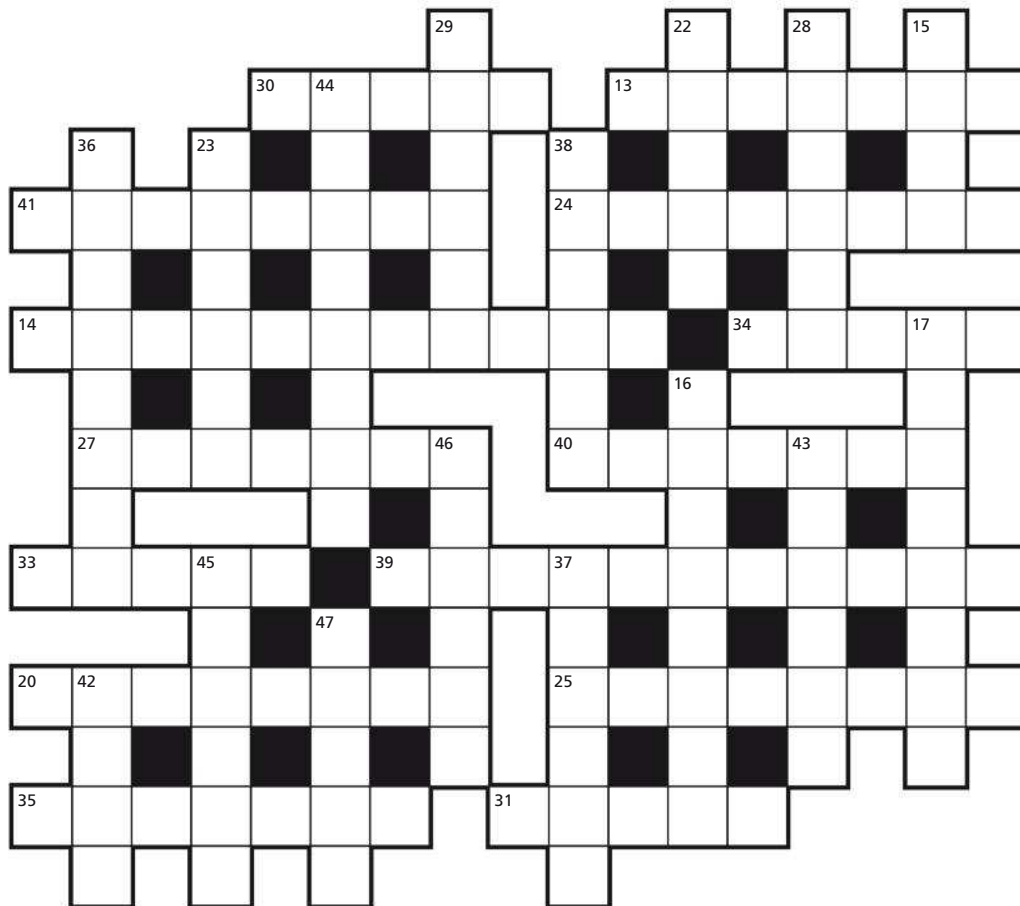


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Each answer word in this crossword variation has two clues leading to it, using different meanings of the word. The clues are separated into Across and Down, but are otherwise ordered randomly.

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

- 1 "Makes sense"
- 2 Unrigged contest
- 3 Accompanying
- 4 Getting by with little effort
- 5 Got on, as a ship
- 6 Buys then quickly sells
- 7 Purview
- 8 Lived at school for the semester
- 9 Copy by following pre-drawn lines
- 10 "As you wish"
- 11 Making steady progress
- 12 Poke fun at
- 13 Centrist
- 14 With a high degree of competence
- 15 Go past the scheduled ending time
- 16 Singer Anita, Bonnie, or June
- 17 Left covertly
- 18 Reasonable target, as for criticism
- 19 Comb hair to increase its fullness
- 20 Flatten with a vehicle
- 21 Moving without using power

- 22 Slowly dwindled
- 23 Listerine competitor
- 24 Helpful tip
- 25 Tiny amount
- 26 Diagrams in instructions
- 27 Coin tosses
- 28 Act as the head of a discussion

DOWN

- 1 Where arguments are heard
- 2 Not forward or backward
- 3 Milwaukee baseball pro
- 4 Window coverings
- 5 Fight a judge's ruling
- 6 Close up tightly
- 7 Billiards target
- 8 Going out with
- 9 "Kiss from a Rose" singer
- 10 Multi-hued
- 11 Astringent used in tanning
- 12 They juice up cell phone batteries
- 13 Unfortunate end, in slang

- 14 2004 film set in California wine country
- 15 Matching a bet, in poker
- 16 Tie, as a score
- 17 Metal for a second-place medal
- 18 Full stop
- 19 Calendar numbers
- 20 Browns lightly
- 21 Woo
- 22 Make level
- 23 Raises a glass to
- 24 Attractiveness
- 25 Stout person?
- 26 Like vulgar language, to put it mildly
- 27 One of three in an ice hockey game
- 28 Fruits from palms
- 29 The Lone Ranger's horse
- 30 Place for loose change
- 31 Graduate of a college, for short
- 32 San Diego football team

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 71

A	X	Z	A	N		H	O	R		A	N	A	O	A
B	U	C	O	N		E	C	T		R	E	L	W	B
C	T	F	P	I		G	E	R		Q	C	U	B	C
D	H	Q	R	L		A	N	E		Z	T	S	Q	D
E	Z	L	V	X		O	R	S		O	R	N	X	E
F	B	D	Q	O		N	I	N		U	R	E	D	F
G	L	D	L	I		U	E	U		M	X	D	G	G
H	T	K	Y	D		O	D	E		T	Y	V	W	H
I	X	X	G	E		R	A	I		W	A	S	H	I
J	R	R	B	A		L	A	V		A	Y	M	L	J
K	M	L	H	G		R	O	S		O	P	E	C	K
L	O	J	I	P		Y	S	I		U	E	R	R	L
M	R	U	H	A		D	I	N		S	S	Q	A	M
N	B	L	J	F		A	S	H		A	C	K	A	N
O	T	V	A	W		W	A	T		E	D	E	R	O
P	I	T	H	H		H	O	E		E	R	C	X	P
Q	U	N	Q	G		I	D	L		C	K	W	T	Q
R	M	V	E	D		S	L	I		I	N	G	J	R
S	M	F	O	O		S	T	E		P	S	D	Z	S
T	T	N	F	L		U	C	C		I	N	I	N	T
U	C	D	C	L		R	Y	N		S	J	C	B	U
V	O	W	Q	N		E	C	A		O	N	A	B	V
W	L	I	G	E		A	M	P		E	Z	K	Q	W
X	B	F	V	E		I	L	I		I	E	D	F	X
Y	X	I	C	R		A	D	K		L	L	L	I	Y
Z	H	Z	A	P		E	T	I		I	N	G	V	Z

PENCIL POINTERS 1

BY FRANK LONGO

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers. **ANSWER, PAGE 70**

Countries	New in print	Wallop	Fish that may shock	___-mâché	Prepare to be typeset	Goose of Hawaii	A tie may be worn with it	Loosen, as a skate		Lead-in to wave or basin	Overly flattering	Pack down tightly	Lhasa (small dogs)	Trying baby phase	Country east of Sudan	Federal grant of money	
																	
Device such as a Kindle								Capital in the Andes									
Relating to foxes								Tracy/Hepburn comedy									
								Cousins of garages									
Net surfers' stops		"Why" singer Frankie	AM/FM carriers		Emilio of the Brat Pack	Actress Christine		Wood for a bowyer				Voice from an iPhone					
Holders of beer or oil								On an ocean voyage		Cambodian currency	Judging the value of		Lacking a key, in music	Snooze site			
Actress Mendes of <i>Hitch</i>				World's largest desert								Ease, as fears					
Voguish thing				"Well, here we go!"									Fruit like a McIntosh		Chops with an ax	Roughly	
Greek grove growths												Weed B Gon's brand					
Aussie hopper, briefly				Sports analyst Dick								More up-to-date					
Take place as a result						Cereal-killing fungus	Comic Roseanne	<i>Cheers</i> actress Periman		Images that are cast							
Viruses, e.g.		"Nice play"	Slashed-price product	Striped safari sights								Ranch rope					
				<i>Goose-bumps</i> author	Yell of cheer					Joins the Navy, say		Pre-euro Spanish coins	<i>CHiPs</i> costar Erik		Front claws of lobsters	Prefix with resort	Sows again
Wild tusked beast					Common pizza topping												
Lounge lazily					Tequila sunrise garnish												
"Beware the ___ of March"					Spanish for "this"		Sport of a rikishi	Anjou, Bartlett, or Bosc			Old-style office scribes						
Hit hard, in the Bible						Black widow, for one							<i>NCIS: Angeles</i>		Get a glimpse of		
Much-debated topics											Nan or Gay of literature						
Incident						Yoga class surface						Really loved					
Outward bearings												Gives some lip to					

ACROSS

- 1 ___-cone
- 4 Rapunzel's "ladder"
- 8 Country star Cash
- 14 Magic spell
- 15 "Rule, Britannia" composer
- 16 One-celled creature
- 17 Buffoon
- 18 Designated driver's order, maybe
- 19 Stolen auto: 2 wds.
- 20 1973 hit by Elton John: 2 wds.
- 23 Actress Allen or Black
- 24 Balloon filler
- 25 Inter ____ (among others)
- 28 Benchmarks: Abbr.
- 29 Nickname of the Doors' Jim Morrison: 2 wds.
- 32 Macbeth's title
- 34 Get even
- 35 Unsatisfactory
- 38 Inquire
- 39 Prefix for cycle or lateral
- 40 Whisperer's target
- 41 Baltimore baseball pro
- 43 Actress MacDowell
- 45 1974 Evel Knievel jump attempt site: 2 wds.
- 47 Green-blue color
- 51 Young horse
- 52 Goat's comment
- 53 Light racing boat
- 54 Sunglass frame style
- 58 Intense fear
- 60 Dryer trap contents
- 61 CPR expert, briefly
- 62 Comparatively tidy: 2 wds.
- 63 Frozen heroine
- 64 Highlands denial
- 65 Bygone Oldsmobiles
- 66 Easter egg colorer
- 67 Long-running NBC comedy show, for short

DOWN

- 1 Car ride smoothers
- 2 ___ hand (close by): 2 wds.
- 3 Prestigious English university
- 4 Is wearing: 2 wds.
- 5 Former Yankees third baseman, to fans: Hyph.
- 6 Comic strip artist's medium: 2 wds.
- 7 Become aware of
- 8 365 days in Dortmund
- 9 Melville book set in Tahiti
- 10 Flapjack
- 11 It may be V-shaped
- 12 Jazz org.: Abbr.
- 13 *Star Trek: TNG* character Tasha ___
- 21 "___ la vie!" ("That's life!")
- 22 Cenozoic, for example
- 26 Actress Swenson
- 27 Ripening factor
- 29 Eye surgery instrument

1	2	3		4	5	6	7		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	37		38				39			40			
41			42				43			44				
45						46				47	48	49	50	
51						52			53					
		54		55	56				57					
58	59							60				61		
62								63				64		
65								66				67		

ANSWER, PAGE 70

- 30 Summer vacation agenda, for short: 3 wds.
- 31 507, in old Rome
- 33 Robust
- 35 Variety of pear
- 36 River though Florence
- 37 Sign that your home phone works: 2 wds.
- 39 In a restless way
- 42 10th month in 8-Down
- 43 Profited
- 44 Apiece
- 46 "That's what I think," on a message board
- 48 New York City borough
- 49 Comedienne Tracey
- 50 Company acquired by Verizon in 2009
- 53 Classification for a cool red giant: 2 wds.
- 55 Org. that fights music piracy: Abbr.
- 56 Makes lace
- 57 Massachusetts motto word
- 58 ___-Man (classic video game)
- 59 Chinese philosopher Chu ___

True, E is the most common letter in the English language, but this quiz takes the idea to extremes. The answer to each clue below is a word, name, or phrase that contains no vowel other than E. (Each answer will include at least three E's.) For example, the clue "Popular book" would lead to the answer BESTSELLER, while "Cold storage place" would be DEEP FREEZE. Only experts will have "letter perfect" solving.

ANSWERS, PAGE 70

- 1. Memphis's state
- 2. Moon material, in stories
- 3. Every which way
- 4. *Saturday Night Fever* singing group
- 5. Unrhymed poetry style
- 6. Long-running Sunday morning news show on NBC
- 7. One of two brothers encountered by Alice
- 8. Magazine for young women
- 9. TV bear of the late '60s
- 10. Apiarist
- 11. Sweeney Todd's address
- 12. *The Miracle Worker* character
- 13. Splenda or honey, e.g.
- 14. Saturday and Sunday

WORD WHEEL

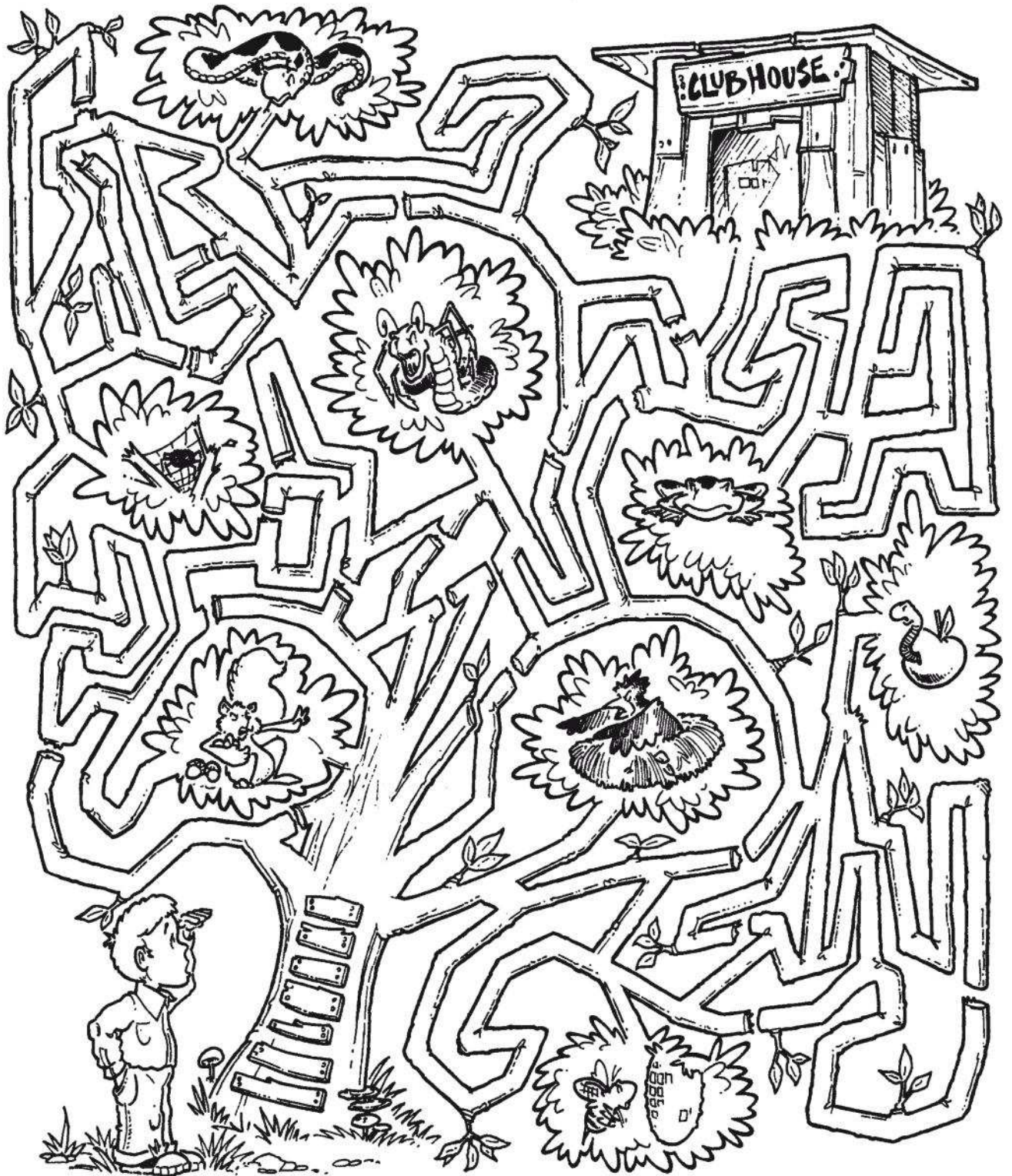
Fill each of the 16 spaces of the wheel with a three-letter word that is the same as the word on each side of it except for one letter (like PIG, PEG, LEG, LOG, etc.). Start with the given word FIX and continue around the wheel. Each answer word is pictured (in no particular order) somewhere on this page.

ANSWER, PAGE 70



UP A TREE

It's a-maze-ing, but Billy can't find his way up to his own tree house. He built it in the winter, and now the leaves and various nests in the branches have made the path hard to find. Can you show Billy the way? **ANSWER, PAGE 70**



Your O-mission, should you choose to accept it, is really quite simple: Identify a dozen "O-words" in the scene below and match each O-word up with its O-less counterpart. Look for words that end in O, such as DINGO, MIMEO, and PESTO, then knock off their tails (DING, MIME, and PEST) to end up O-less. If you can identify all 12 pairs, you're a real O-pro! **ANSWERS, PAGE 71**





PUZZLE BY GARY DISCH/ILLUSTRATION BY RON BARRETT

Your goal is to solve each individual 9x9 kakuro grid by filling each white square with a single digit from 1 to 9. The clue number for a horizontal group of digits is to the left of a group and above the slash, and for a vertical group of digits it is above the group and below the slash. This clue number represents the sum of the digits in its corresponding group. No zeroes are used and no digit may be repeated within a group. Use information from overlapping grids to help you determine which digits to place in the common areas.

ANSWER, PAGE 71

ONE OUT OF T-W-O

BY RAYMOND YOUNG

In our book, one out of two is fantastic! All of the words and phrases listed below contain at least one of T, W, or O. Fit them all into the grid so that they intersect in standard crossword style. When the puzzle is solved correctly, each word or phrase will be used exactly once.

STARTING HINT, PAGE 74

ANSWER, PAGE 71

5 LETTERS

AD WAR	B FLAT	FAWNY	IPODS	PINTA	STEER
AIOLI	CAROB	GRETA	NIMOY	RIATA	WEIRD
B AND W	CRYPT	HEATH	NO PAR	SCANT	WENDY

6 LETTERS

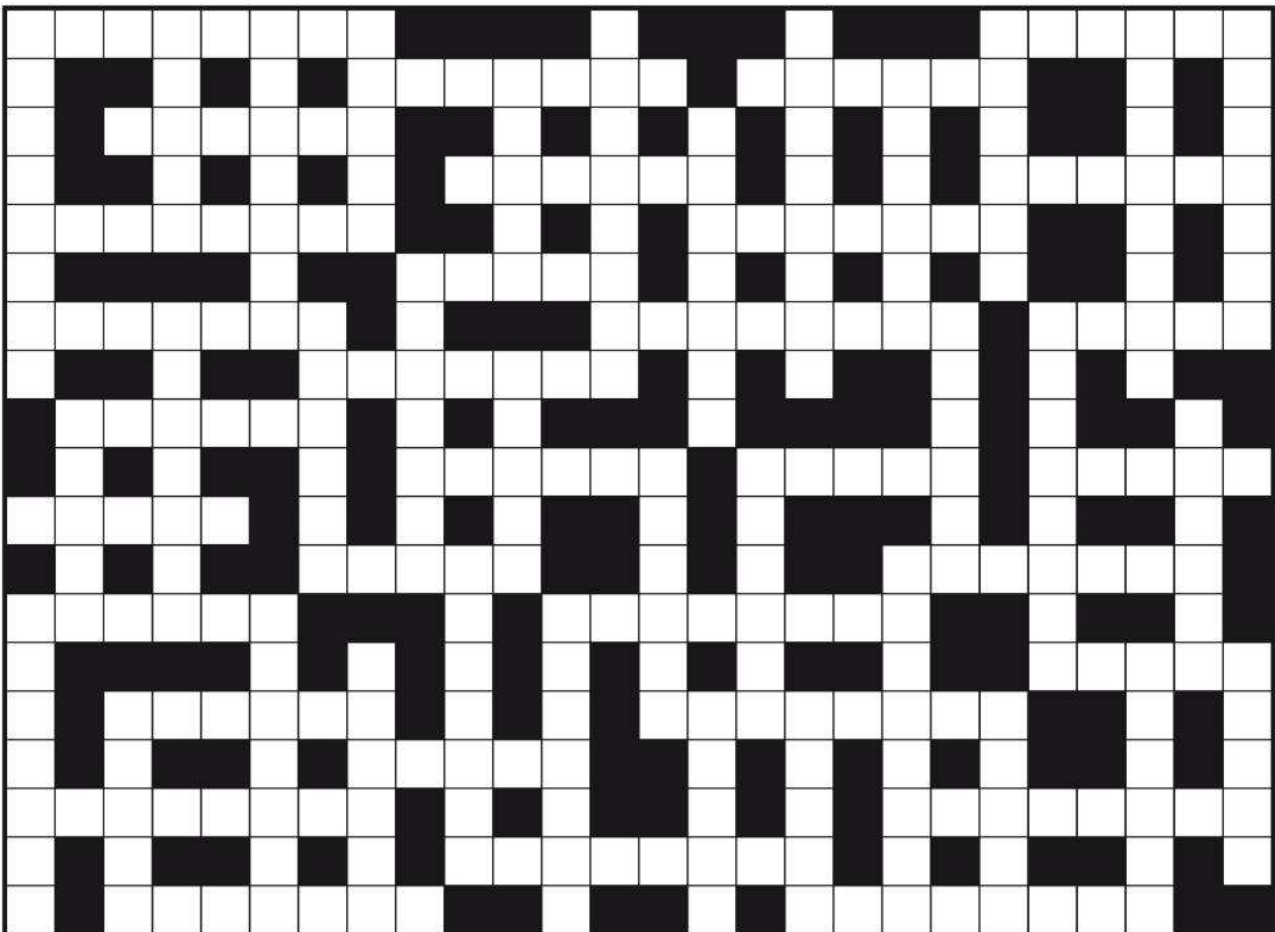
ATHENA	BUFFET	DEWLAP	GAWKED	ORDEAL	SONATA
AZORES	DANOVA	ESCHEW	HEY YOU	POMADE	UNWELL
BO PEEP	DATING	FULL OF	OAXACA	REDRAW	WEBERN

7 LETTERS

AUSTRIA	EDWARD I	I MEAN NO	PAYLIST
BOX HAUL	ETERNAL	LASER TV	SLEEP ON
DEFIANT	GIFFORD	MAKE FOR	WINDBAG
DO I EVER	ILL WIND	OIL PUMP	

8 LETTERS

ACID-WASH	BRICK TEA	HALFTIME	LATE CALL	TV DINNER
ANALOGUE	EMMENTAL	HAND-SEWN	SWEARS IN	VENULOSE
BEHOLDEN	GEEKFEST	HAWAIIAN	THUMB PAD	W.C. FIELDS



We're celebrating musician "Weird Al" Yankovic with a word search in his honor! Find all of the words and phrases listed below in the grid. They read horizontally, vertically, and diagonally, always in a straight line. Each time you hit a consecutive "AL," those two letters will be squeezed into one space. If all these weird ALs are too much for you, turn to the answer on page 72.

```

L S N D
K AL M I A
O M I AL AL AL
AL I V V L P S
A C I I C H S
B E AL N H A F
E D D O A R E
A G A R N A H
R N M G G S C
O I M E E G
C H AL E T A N L E
D A F I A A H T F AL
N A N N E B E U D AL T
J O AL AL S E P M AL T S
G AL Z AL A E E A E R R
M A O E I B R S L H B C O E
M N P P AL S A AL A AL O M T
E H Y M A S H AL L O W N
R P Y I E P D I
AL H T C R E AL W
O AL I A I R E A
T C L N D K
AL G A Y
    
```

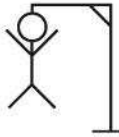
- | | | |
|-------------------|--------------|--------------------|
| ABSALOM | BEE BALM | KALMIA |
| AGENT DALE COOPER | CANAL ZONE | KOALA BEAR |
| ALEPH | CHALET | MORTAL FLESH |
| ALLEGRO | CHEF'S SALAD | MUHAMMAD ALI |
| ALLIED | CITY HALL | REPEATING DECIMALS |
| ALPHABET | DALEK | SARAH PALIN |
| ASPHALT | DNA LABS | SHALLOW |
| A WINTER'S TALE | GLACIAL | SMALL CHANGE |
| AZALEA | GONFALON | VALID |
| BALLERINA | JALOPY | |

SOLITAIRE HANGMAN

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 50; you now look in box number 50 in the Position Chart (to the right of the Letter Chart) and locate the number 9. This means the letter E occurs in the ninth 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.

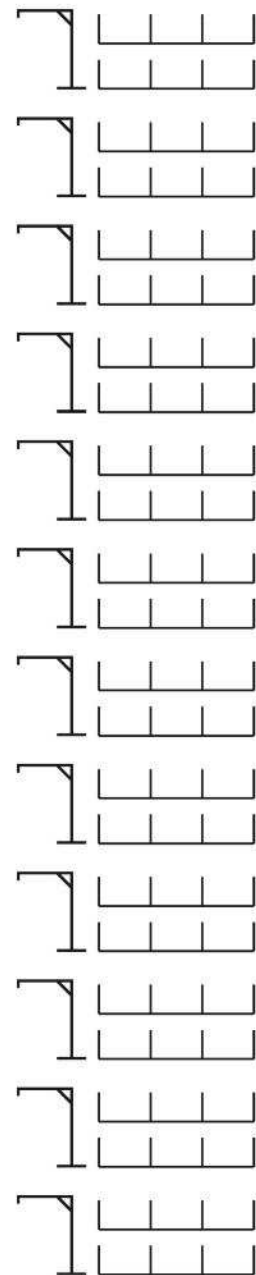


ANSWERS, PAGE 71

WORDS TO BE GUESSED

I.	1	2	3	4	5	6	7	8	9
II.	1	2	3	4	5	6	7	8	9
III.	1	2	3	4	5	6	7		
IV.	1	2	3	4	5	6	7	8	9
V.	1	2	3	4	5	6	7		
VI.	1	2	3	4	5	6	7	8	
VII.	1	2	3	4	5	6	7	8	9
VIII.	1	2	3	4	5	6	7		
IX.	1	2	3	4	5	6	7	8	
X.	1	2	3	4	5	6	7	8	
XI.	1	2	3	4	5	6	7	8	9
XII.	1	2	3	4	5	6	7	8	9

LETTERS MISSED



LETTER CHART

	I	II	III	IV	V	VI	VII	VIII	IX	X	XI	XII	
A	35	89	86	29	85	31	71	48	11	37	60	22	A
B	61	73	90	82	87	80	61	91	85	90	10	91	B
C	57	16	14	15	28	33	49	61	10	7	26	19	C
D	2	23	85	23	60	72	5	89	61	82	23	24	D
E	50	74	61	25	54	13	53	93	92	4	85	41	E
F	100	48	37	57	10	2	37	6	80	64	72	61	F
G	37	87	11	87	56	84	16	11	28	10	45	90	G
H	58	54	57	56	24	95	72	84	78	54	57	76	H
I	91	20	9	77	64	17	98	40	48	92	27	85	I
J	49	64	51	10	51	85	7	85	100	84	11	54	J
K	21	85	72	73	92	26	100	5	84	56	16	100	K
L	23	27	70	97	48	49	57	64	60	65	69	87	L
M	87	56	7	37	7	57	62	34	75	80	7	82	M
N	59	90	28	91	86	64	12	86	63	52	54	79	N
O	28	72	10	16	47	11	60	96	27	39	67	57	O
P	80	49	15	100	18	23	95	51	46	24	48	72	P
Q	60	1	100	28	82	82	54	7	57	46	28	86	Q
R	5	8	26	11	55	19	24	1	49	51	71	43	R
S	30	5	24	61	99	60	15	95	69	1	68	83	S
T	54	60	63	32	77	36	45	92	15	3	37	92	T
U	7	84	84	48	5	1	26	45	91	38	81	66	U
V	24	18	45	88	44	90	87	87	51	26	64	26	V
W	95	91	54	80	16	37	80	16	1	95	49	56	W
X	82	26	1	49	23	56	86	82	56	86	39	28	X
Y	45	100	5	51	45	86	90	23	42	5	51	15	Y
Z	92	88	92	95	15	91	94	28	72	61	15	77	Z
	I	II	III	IV	V	VI	VII	VIII	IX	X	XI	XII	

POSITION CHART

$\frac{1}{0}$	$\frac{2}{4}$	$\frac{3}{8}$	$\frac{4}{1,6}$	$\frac{5}{0}$
$\frac{6}{1,4}$	$\frac{7}{0}$	$\frac{8}{3}$	$\frac{9}{1,4,6}$	$\frac{10}{0}$
$\frac{11}{0}$	$\frac{12}{6,8}$	$\frac{13}{5}$	$\frac{14}{5}$	$\frac{15}{0}$
$\frac{16}{0}$	$\frac{17}{3}$	$\frac{18}{1}$	$\frac{19}{2}$	$\frac{20}{7}$
$\frac{21}{8}$	$\frac{22}{5}$	$\frac{23}{0}$	$\frac{24}{0}$	$\frac{25}{9}$
$\frac{26}{0}$	$\frac{27}{6}$	$\frac{28}{0}$	$\frac{29}{2,5}$	$\frac{30}{5}$
$\frac{31}{8}$	$\frac{32}{1,6}$	$\frac{33}{6}$	$\frac{34}{7}$	$\frac{35}{2,7}$
$\frac{36}{1,7}$	$\frac{37}{0}$	$\frac{38}{5}$	$\frac{39}{3}$	$\frac{40}{2}$
$\frac{41}{8}$	$\frac{42}{2,8}$	$\frac{43}{9}$	$\frac{44}{4}$	$\frac{45}{0}$
$\frac{46}{4}$	$\frac{47}{3,5}$	$\frac{48}{0}$	$\frac{49}{0}$	$\frac{50}{9}$
$\frac{51}{0}$	$\frac{52}{7}$	$\frac{53}{2,9}$	$\frac{54}{0}$	$\frac{55}{2}$
$\frac{56}{0}$	$\frac{57}{0}$	$\frac{58}{1,6}$	$\frac{59}{3}$	$\frac{60}{0}$
$\frac{61}{0}$	$\frac{62}{1}$	$\frac{63}{7}$	$\frac{64}{0}$	$\frac{65}{2}$
$\frac{66}{6}$	$\frac{67}{7}$	$\frac{68}{9}$	$\frac{69}{1}$	$\frac{70}{2,3}$
$\frac{71}{5}$	$\frac{72}{0}$	$\frac{73}{4}$	$\frac{74}{2,9}$	$\frac{75}{3}$
$\frac{76}{3}$	$\frac{77}{7}$	$\frac{78}{5}$	$\frac{79}{4}$	$\frac{80}{0}$
$\frac{81}{2,4,8}$	$\frac{82}{0}$	$\frac{83}{1}$	$\frac{84}{0}$	$\frac{85}{0}$
$\frac{86}{0}$	$\frac{87}{0}$	$\frac{88}{8}$	$\frac{89}{5}$	$\frac{90}{0}$
$\frac{91}{0}$	$\frac{92}{0}$	$\frac{93}{3}$	$\frac{94}{3,4}$	$\frac{95}{0}$
$\frac{96}{6}$	$\frac{97}{3}$	$\frac{98}{7}$	$\frac{99}{6}$	$\frac{100}{0}$

PENCIL POINTERS 2

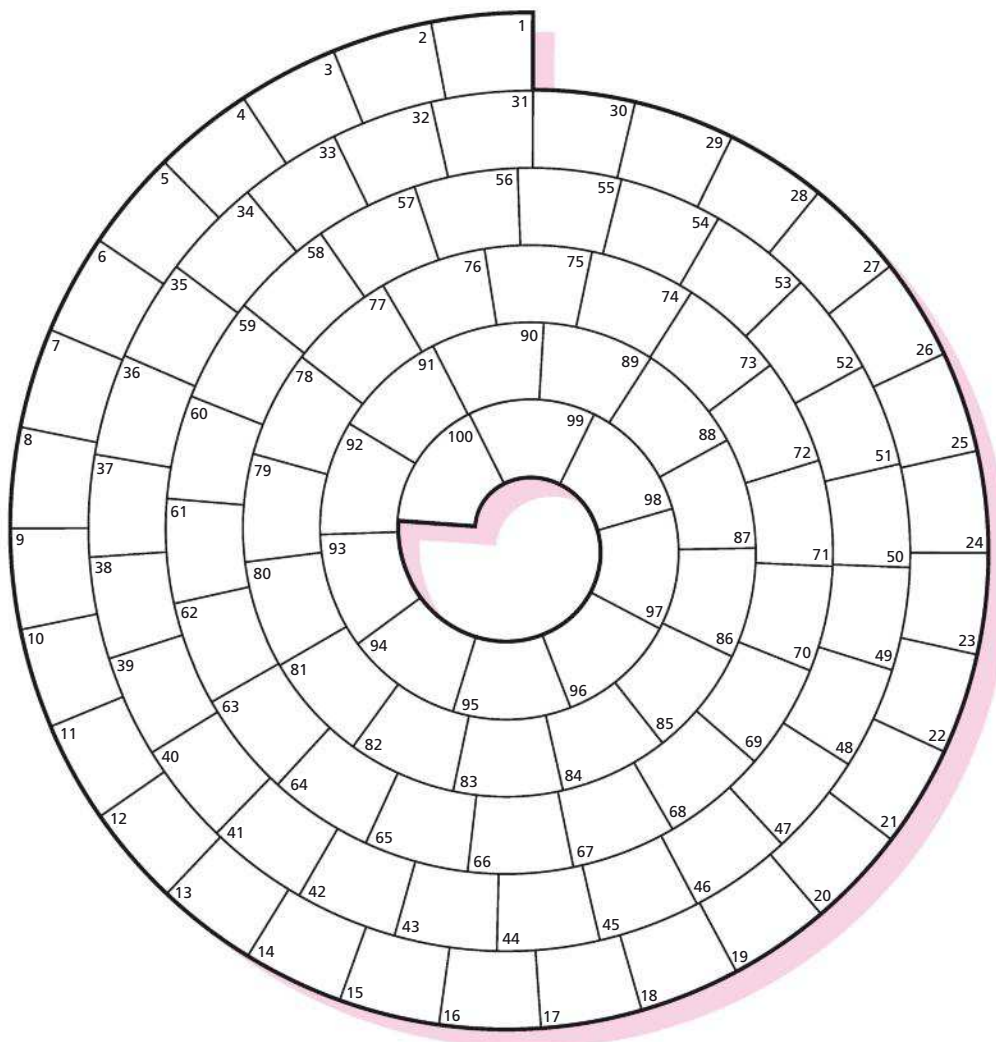
BY COREY KOSAK

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

1994 Harrison Ford film	↖	Like a big brother	Female spouses	Ran out of the country	Base for the dish pad thai	College course units	Other than that	↖	Person newly admitted	Less biased	Amateur night feature	↖	Mess up Eggy drink	"Well, look at that!"	↖	Leafy green veggie	
Mexican peninsula	▶															Alluring	
Liquid cure-all	▶						Flashy air show rotations	▶									
"Dear Abby" offering	▶						Falco of <i>Nurse Jackie</i>	▶				Mirth Minute div.	▶				
Rocked from shock	▶						Breathy, joyful laugh	Footed vases	▶				Boxing win, in brief		Hi- graphics		
Element in some poisons	▶							Grave site	▶								
Peculiar		Paper, not digital	Be an effective method	▶										Regards with favor		Single-floor	
↖			The Peach State	"Well, look at that!"	▶		Run-down, as a bar		Pull sharply			__ buco (veal dish)	▶				
Violin-tuning piece	▶			Tommy or Jimmy of swing	▶						Flying geese shape	"Honest" Lincoln	Ancient alphabet character		Passé music medium		
Issa of HBO's <i>Insecure</i>	▶			Guitar ancestor	▶			Extreme greed	▶								
↖				Writer Stanley Gardner	▶			Celestial dust clouds	▶								
Fix up								Most acute	▶								
Under pressure	▶																
Unit of work	▶			Lilted song syllable	What fills a Jacuzzi	That, to Juan	Carrot-tops	"Seems that way"	Go left or right	Movie poster phrases	Gas brand in Canada	▶					
Nor's partner	▶							Addams Family cousin	▶			Digital data display	Atop, in verse	▶			
Fragrant Chinese blossom	▶							Pledge	▶								
Hem and __		Work on a loom	Just slightly	▶				Egg on	▶				Back to being trendy	West African country		Jewish ritual meal	
↖			Patron saint of Norway	Christen		Color shade		Expands	▶								
Newborn baby	▶							Tennis court divider		Form a thought	▶						
One of Paul's Epistles	▶									"Pretty nice!"	▶						
2 <i>Fast 2 Furious</i> actress	▶									Home of Italy and France	▶						
Starts doing again	▶									Fruit-pitting device	▶						

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

- 1-4** Wacky
- 5-11** Shoot down, as plans
- 12-19** Where to find Kuala Lumpur
- 20-27** Crude, comical verse
- 28-34** Nonetheless
- 35-41** Romantic musical composition
- 42-48** Penn State football coach Joe
- 49-56** *Gargantua and Pantagruel* author François
- 57-63** As a group: 2 wds.
- 64-66** Puppy's bite
- 67-75** For the just-delivered
- 76-81** Five-time Mexican president ___ Juárez
- 82-87** Movie theater
- 88-92** Pitfalls
- 93-100** Mollified, as feelings

OUTWARD

- 100-94** Remove magnetism by means of electric coils
- 93-85** Generic name for NutraSweet
- 84-77** Tobacco alkaloid
- 76-70** Not subtle
- 69-61** Quality of mud or sentimental movies
- 60-54** Defendant's alibi, maybe
- 53-47** Chrysler model
- 46-40** Recorded again
- 39-31** In 2/2 time: 2 wds.
- 30-25** German chemist Friedrich
- 24-21** Waffle brand
- 20-16** Donald Duck's sweetie
- 15-9** Served with ice cream: 3 wds.
- 8-1** Code of correct conduct

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 72

1. CRYPTOON

"ISW JKJ WEB VJJ NEBH LSYNM OE
OSY MEBT KAMOYVJ EN OSHYY?
WEB RAEI ISVO OSYW MVW VQEBO
OEE UVAW LEERM!"



2. MORE OF THE SAME

*XPOO *QHCDN PN H RDGU GPLK
IHA CMTHU...HAT TM UMB SHAC CM
WAMS SKU? CKD HANSDG PN MAD
SMGT: RDGNPMAN.—THRD XHGGU

3. EXCUSE ME!

*"SBVGMB GPB GCVGMB" ZS *EV. *KBCKK
DXK GPB NOVKG YPOMEVBL'K KGQVS OL
DPOYP QLB QN GPB YPXVXYGBVK ZCVAK.

4. MUM'S THE WORD

JOU *ITSNYJO LFTI LFTG *YLFNMY,
AONMO MYW GUYVPFU PX JT JOFUU
LUUJ ANJO NJV SUIV UCJUWBUB,
NV GPJU.

5. ACUTE THINKING

LC HUTTPCHTPCS RWWJPPY, MPUTPSJE
SPRHXPJ RSSJLIASPY YAHHPYY SU OUUFLCM
RS SXLCMY BJUT TRCE RCMOPY.

6. WHERE THE STREETS HAVE NO NAME

WMDGF TNOFU NM ENIUFDFOEDBIC, HGWFZ
EFNUUHNFX QOSSJG PWRGF PGGDU MFBGIX
MNF ENMMGG WD DTG BIDGFUGEDBNI NM
MBLG WEFNUU WIX UGLGI XNHI.

7. SORE LOSER

*GOHTWFW GOWGVWCF GOMDS
GOMQQWTIWY: GOMS GOMTJF
"GOMCQMJMT!" GOMHCDMT GOWGVF
GOCATAQAIP, GORGVF GOHQYHFO GOMJJWC.

TIPS AND CLUES

Cipher 1: Compare OSY, OSHYY, and OSYWL. They are all common words—an article, a number, and a pronoun, respectively.
Cipher 2: TM and CM represent DO and TO, respectively.
Cipher 3: Try S for the letter after the apostrophe in YPOMEVBLK.
Cipher 4: Ciphertext U, appearing 12 times, represents the common vowel E.
Cipher 5: Word YAHHPYY has a distinct letter pattern. Bonus hint: P represents a vowel.
Cipher 6: It may be a real eye-opener when you figure out what ciphertext ENMMGG represents.
Cipher 7: The vowels A, E, I, O, and U are represented by A, H, M, R, and W, in some order.

- ACROSS**
- 1 Minolta rival
 - 6 *Tales from Shakespeare* essayist
 - 10 Sound of little feet
 - 16 Big name in early video games
 - 17 Jai ____
 - 18 Beached
 - 19 Training centers for war pilots?: 2 wds.
 - 22 Wind dir.
 - 23 Bass player Claypool
 - 24 Dutch dairy product
 - 25 "Don't change"
 - 26 Oscar winner Kingsley
 - 27 Rub out
 - 29 War fought by Dutch Boy?: 3 wds.
 - 35 College sr.'s test: Abbr.
 - 38 Father of Methuselah
 - 39 Makes invalid
 - 40 "Wouldya take ____ at this?": 2 wds.
 - 42 Maniac starter
 - 43 Luau entertainment
 - 44 Songlike
 - 45 Where Eve's family sits at her wedding?: 4 wds.
 - 50 Easter plants
 - 51 Applies lightly
 - 52 Coffee, informally
 - 54 One of the Pointer sisters
 - 55 ____-Lay (snack food maker)
 - 57 Gospel band backup
 - 59 Friday, e.g.
 - 60 Baum character from Vegas?: 2 wds.
 - 63 Enthusiastic shout
 - 64 Part of a GI's address
 - 65 Latin others
 - 68 Inner: Prefix
 - 70 Part of NOW
 - 71 Furniture wood

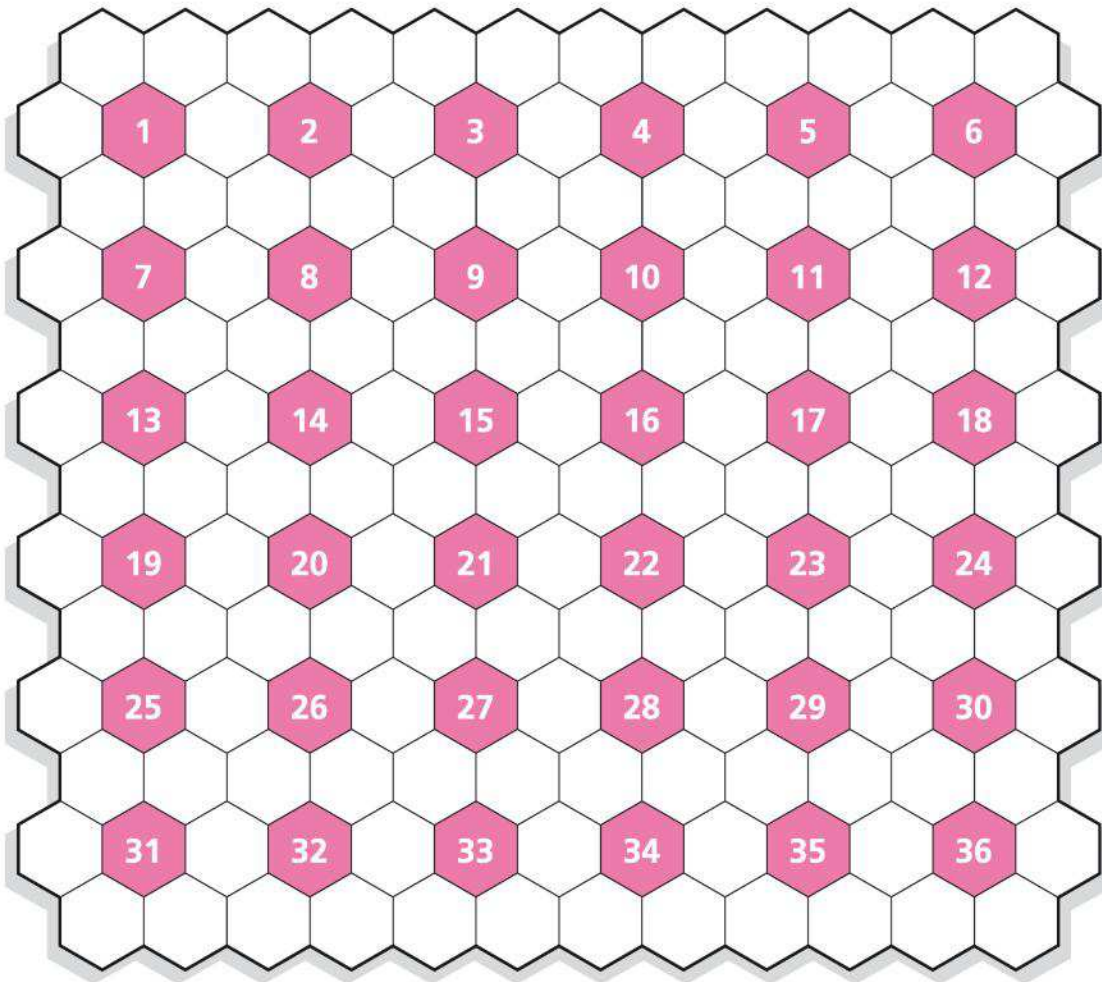
1	2	3	4	5		6	7	8	9		10	11	12	13	14	15		
16						17					18							
19						20					21							
22					23				24					25				
					26					27			28					
29	30	31					32	33	34						35	36	37	
38							39							40	41			
42							43							44				
	45			46	47						48	49						
50										51						52		53
54								55	56						57	58		
59								60	61						62			
65	66	67				68				69						71	72	73
74						75									77			
78																		
81																		

- 74 Street fight for sticklers?: 4 wds.
- 78 Incarnation of a Hindu god
- 79 Reds' state
- 80 Din
- 81 Square dance maneuver
- 82 Mystical poem
- 83 Serve as a member of: 2 wds.
- DOWN**
- 1 Broccoli ____
- 2 *Blame ____ Rio*: 2 wds.
- 3 Made an appearance
- 4 Globe
- 5 City near Miami's airport
- 6 Eton boys
- 7 *When We Were Kings* subject
- 8 Lion's pride
- 9 "So what?": 2 wds.
- 10 Video game classic: Hyph.
- 11 Bat wood
- 12 Not these
- 13 Sot's spree
- 14 Agatha's contemporary
- 15 Take five
- 20 Lease
- 21 Delhi wraps
- 26 Monty Python's original network
- 28 Critics' rating symbols, often
- 29 So-so grade
- 30 Continuous
- 31 Like a romantic evening
- 32 "Movin' ____" (*The Jeffersons* theme): 2 wds.
- 33 Sated
- 34 Enthusiastic approval
- 35 "Nice work": 2 wds.
- 36 Attar: 2 wds.
- 37 Squeeze by, with "out"
- 41 No. of weeks per annum
- 43 "____ a Rebel"
- 44 Braying beast
- 46 ____ for tat
- 47 "At his ____ grass-green turf..." (*Hamlet*): 2 wds.
- 48 Calculus, for example
- 49 Rap aficionado, slangily: Hyph.
- 50 Spanish article
- 53 Poetic palindrome
- 55 Fern leaf
- 56 Cheer on: 2 wds.
- 57 Toy pistols: 2 wds.
- 58 Medical insurance abbr.
- 61 "Cabbages and Kings" author: 2 wds.
- 62 *Dumb and Dumber* actress Teri
- 63 Breadth
- 65 Cries of discovery
- 66 Pumice soap brand
- 67 401(k) alternatives
- 69 Diamond Head locale
- 70 Midwest Indian
- 71 Newspaper sect.
- 72 As well
- 73 Like a bloodhound's sense of smell
- 75 Narrow shoe letters
- 76 Gluttony or sloth, for example
- 77 Me, in Metz

ANSWER, PAGE 73

Each clue below leads to a word or phrase that must be entered in the six hexagonal spaces circling the correspondingly numbered hexagon in the grid, reading either clockwise (+) or counterclockwise (–) as indicated beside the clue number. The answers are all at least seven letters long, though, so each answer must overlap itself by one or more letters. For example, HOGWASH, SEAHORSE, and INGESTING are all overlapping words. It's up to you to determine the starting point of each answer. If you manage to fill in all 36 rings, give yourself a round of applause.

ANSWER, PAGE 73



- (–) 1. Song that everybody's heard
- (+) 2. Jeep safety feature: 2 wds.
- (–) 3. Moondoggie and his Malibu pals
- (+) 4. Word-for-word
- (–) 5. No laughing matter
- (–) 6. Ugly landscape occupant
- (+) 7. Dense growth of shrubs
- (–) 8. Family reunion attendees
- (+) 9. Repel successfully: 2 wds.
- (–) 10. Rabbit ears
- (+) 11. Sign on a freeway median: 2 wds.
- (+) 12. One who makes life a living hell
- (+) 13. Loyal
- (+) 14. "Fixed" horse
- (–) 15. Ruthlessly competitive, as the business world: Hyph.
- (–) 16. The intervening hours
- (–) 17. Reactivate a lapsed policy
- (–) 18. Electric eyes and motion detectors
- (+) 19. Hard to catch
- (–) 20. Moor who "lov'd not wisely but too well"
- (+) 21. Migraine
- (–) 22. Exam taken just before spring break
- (+) 23. Topless dancers' bottoms: Hyph.
- (+) 24. Swallow greedily
- (+) 25. Puts away strewn toys: 2 wds.
- (+) 26. Women with oomph
- (+) 27. Paranoia that fueled the McCarthy hearings: 2 wds.
- (–) 28. Multiple-birth baby
- (–) 29. Letter read at Mass
- (–) 30. *Naked Gun* star Leslie
- (–) 31. British-style crossword
- (–) 32. Drastic
- (–) 33. Reagan's attorney general: 2 wds.
- (–) 34. Coyly shamefaced
- (–) 35. Jailbreak participants
- (–) 36. Blank page in the front of a book

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 72**



Water



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

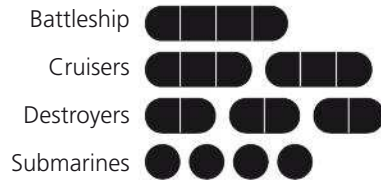
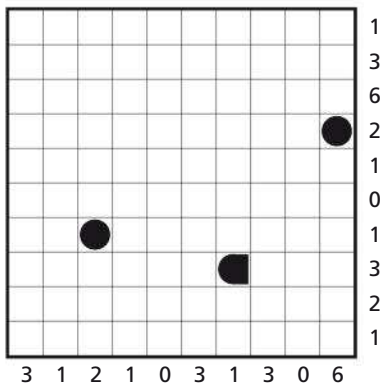


Submarine

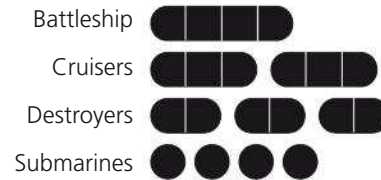
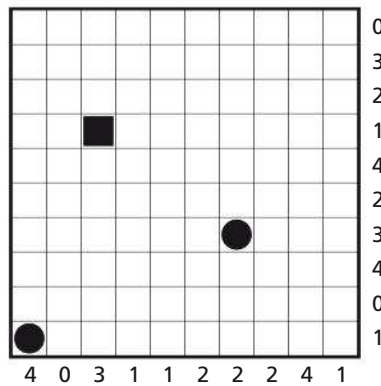


Middle of a ship (will continue either left and right or up and down)

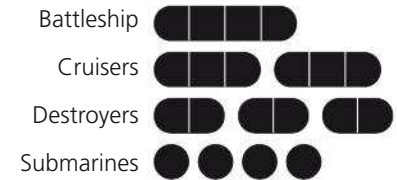
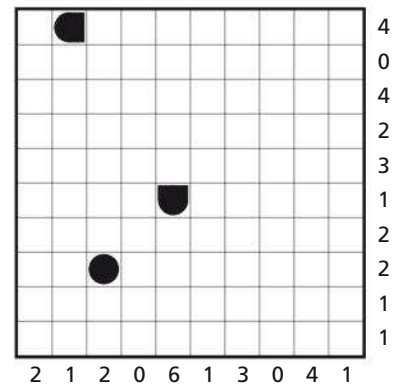
1-SEAMAN



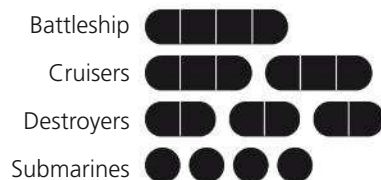
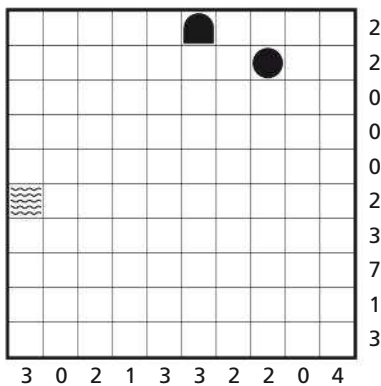
2-PETTY OFFICER



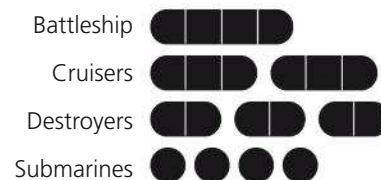
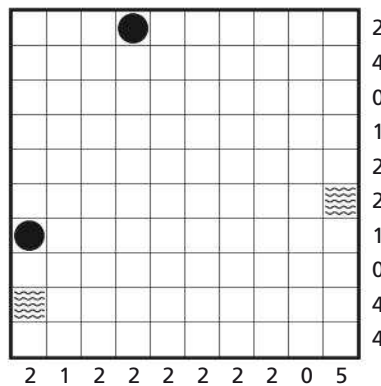
3-ENSIGN



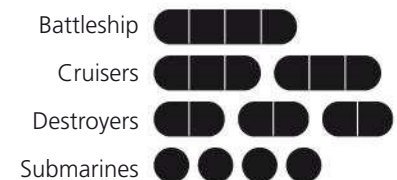
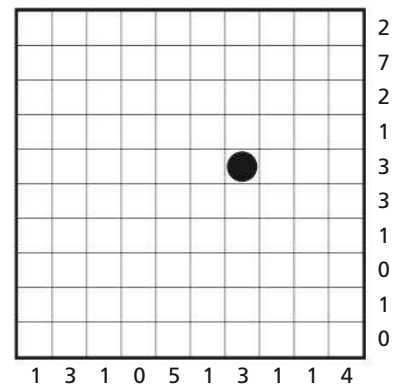
4-CAPTAIN



5-COMMODORE



6-ADMIRAL

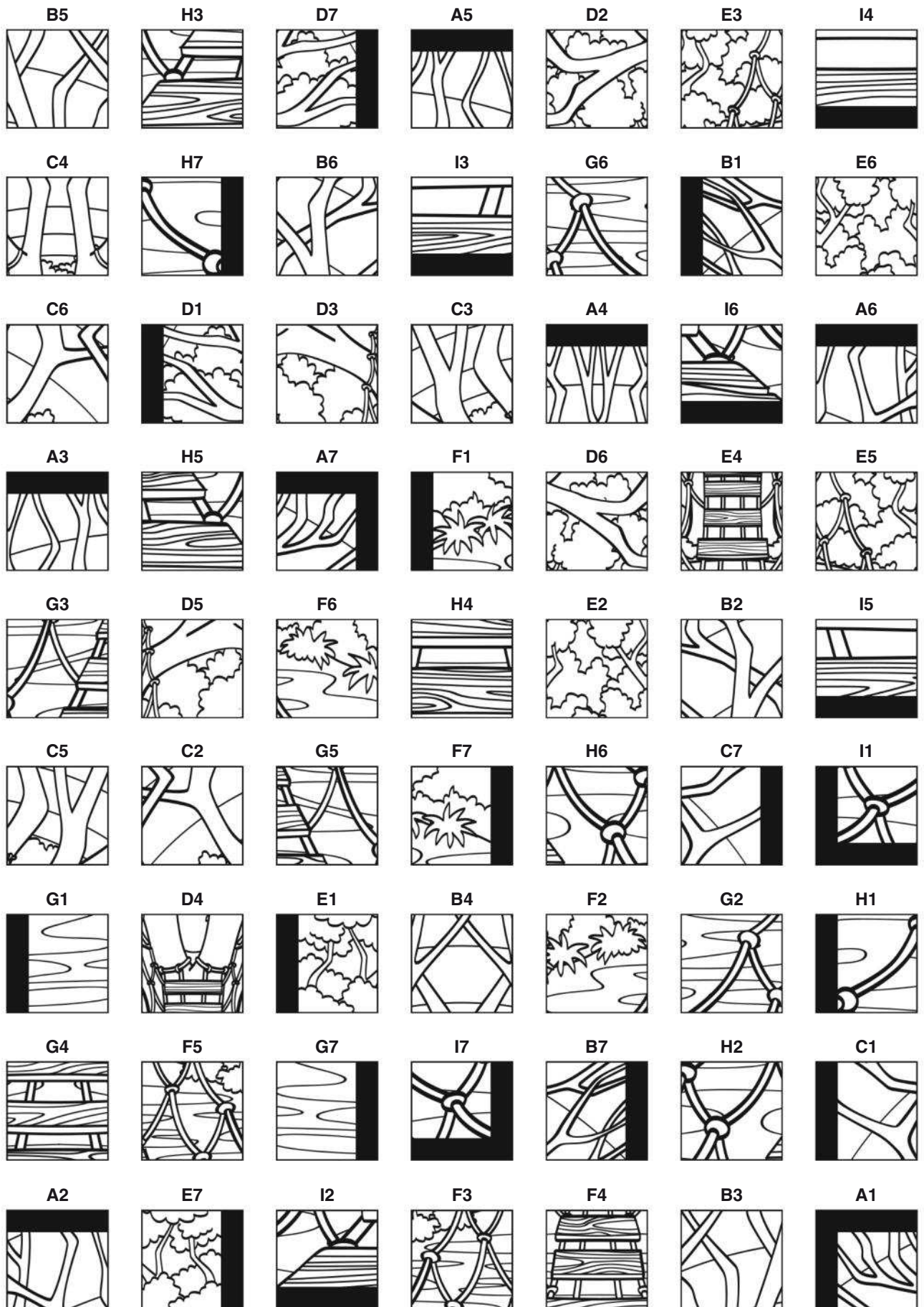


ART ON THE SQUARE

BY BONNIE KOVES

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.

	1	2	3	4	5	6	7
A							
B							
C							
D							
E							
F							
G							
H							
I							



• WILD CARDS •

WORDPLAY IT ALL ADDS UP

Can you determine what special characteristic the following words all have in common?

PITY	HOLSTER
COMING	STREAM
TIGHT	END
RIGHT	ROAR
ON	BRINGING
WARD	GRADE
LIFTING	BEAT
STAIRS	RISING

—RAYMOND LOVE

WORDPLAY BODY LANGUAGE

Can you fill each set of blanks with a part of the body so that a word is formed? For example, T ____ E becomes TRIBE when RIB is placed in the blanks.

- | | | |
|----------------|------------------|-------------------|
| 1. MAR _____ G | 6. VOLL _____ D | 11. N _____ BY |
| 2. SUN _____ E | 7. P _____ ER | 12. C _____ PER |
| 3. E _____ ANT | 8. TH _____ SS | 13. NA _____ COND |
| 4. EC _____ SE | 9. C _____ ELIER | 14. VE _____ S |
| 5. K _____ A | 10. DE _____ Y | 15. OR _____ RA |

—STU AGLER



TEASERS ABC

On the wall of a room you see a row of three lights—red, white and blue. In the adjoining room there are three buttons. Pressing one of them (you don't know which one) always switches the colors of the first and second lights; for example, it will change red-white-blue to white-red-blue. Pressing another button will switch the colors of the first and third lights, changing red-white-blue to blue-white-red. And pressing the remaining button will switch the colors of the second and third lights.

You mark the buttons A, B, and C at random with a pencil and then press them in the sequence A-B-C-B-C-A-C-A-B.

The lights are no longer in their original order. Pressing one button will restore them to the sequence red-white-blue. Which button?

—BOB STANTON

FOR THE RECORD MOVIE EQUATIONS

The number on the left of each equation below relates to the initials of the movie title on the right, for which only the first letter of each word is given. For example, One = F. O. T. C. N. represents *One Flew Over the Cuckoo's Nest*. Only a true movie buff will get them all. There are no obscure or foreign films involved. Popcorn is optional.

- | | | |
|------------------------|-------------------|---------------------------|
| 1. Zero = D. T. | 9. 9 ½ = W. | 17. Fifty = S. O. G. |
| 2. One = H. P. | 10. 10 = C. L. | 18. 55 = D. A. P. |
| 3. Two = W. N. | 11. 12 = M. | 19. 102 = D. |
| 4. Three = B. O. E. M. | 12. 16 = B. | 20. 127 = H. |
| 5. Four = B. | 13. 17 = A. | 21. 2001 = A. S. O. |
| 6. Five = W. I. A. B. | 14. 21 = J.S. | 22. 3000 = M. T. G. |
| 7. Seven = D. I. M. | 15. 27 = D. | 23. Million = D. B. |
| 8. 8 = H. I. A. D. B. | 16. 30 = M. O. L. | 24. 20 Million = M. T. E. |

—SCOTT ERDMAN

NUMBER PLAY WHICH WIDGETS?

You can purchase a certain type of widgets only in sets of four and seven. Therefore, you can buy exactly seven, eight (4 × 2), or 11 (4 + 7) widgets, but not five, six, or nine widgets. What is the largest number of widgets that you are unable to buy?

—WILLIAM JACOB BECHEM

ANSWERS, PAGE 74

• WILD CARDS •

TEASERS CHARGING DOWN

Techie Tommy loved showing off the latest technology to everyone. "So check out this new app I just got for my cell phone," said Tommy. "It's called Efficient-See. When my phone is turned on, it shows me two different numbers on my screen. The number on the left tells me what percentage of battery charge I have left. It starts at 100 percent, then works its way down to zero percent."

"What does the number on the right mean?" I asked him.

"The number on the right tells me how many minutes my battery has already been running, so I can see how efficiently my battery is working," Tommy replied. "In fact, I have figured out that my battery runs out of one percent of power every three minutes!"

"That's pretty interesting, Tommy," I said. "So is there any point at which both numbers are exactly the same?"

Tommy thought for a second. "Hmmm...let me pull up my calculator."

Can you figure out the answer without pulling up your calculator?

—NICHOLAS MACHADO

WORDPLAY BEFORE AND AFTER

Fill in each blank with a different letter of the alphabet—chosen from among the 20 letters below—so that each word on the list forms new words with the letters that come before and after it. For example, if TAR were on the list, it could be preceded by S to form STAR and followed by P to form TARP (note that the entire set of letters, STARP, need not be a word). It is possible to form many different words, but only one way (we think) to use all 20 letters.

- | | | |
|----------------|---------------|---------------|
| 1. __ APE __ | 4. __ HEAT __ | 8. __ LEE __ |
| 2. __ ARE __ | 5. __ HOVE __ | 9. __ SING __ |
| 3. __ ASTER __ | 6. __ LASS __ | 10. __ WIN __ |
| | 7. __ LEA __ | |

A B C D E F G H J K L N O P R S T U W X

—PADDY SMITH

WORDPLAY BEFORE AND AFTER II

Fill in each blank with a different letter of the alphabet so that each three-letter word on the list becomes a five-letter word. You must use each of the 26 letters of the alphabet exactly once. The five-letter answers (as well as the three-letter words listed) can all be found in *The Official Scrabble Players Dictionary*.

- | | | |
|--------------|--------------|---------------|
| 1. __ ARE __ | 5. __ LIT __ | 10. __ REC __ |
| 2. __ ELL __ | 6. __ ODE __ | 11. __ ROM __ |
| 3. __ EVE __ | 7. __ OUR __ | 12. __ ROW __ |
| 4. __ LIB __ | 8. __ OWE __ | 13. __ SAG __ |
| | 9. __ RAN __ | |

—PADDY SMITH

NEW!

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Volume 1

PRINT-AT-HOME
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SPIRAL

PENCIL POINTERS

DROPLINES
CODE CROSSWORDS
INITIAL REACTION

1-2-3 CROSSWORD

END OF THE LINE
PICTURE WORD-FINDS
BINARY PUZZLES

SIAMESE TWIN FILL-INS

KAKURO

BIBLE CROSSWORDS

SUMOKU
LOCO SUDOKU

KAPPAPUZZLES.COM | VARIETY

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 73

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

A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
I	V
J	W
K	X
L	Y
M	Z

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

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

A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
I	V
J	W
K	X
L	Y
M	Z

1	14
2	15
3	16
4	17
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!

If you love to cut and paste (on your computer or the old-fashioned way), this puzzle is for you! Pick a word that appears in the left-hand column below, cut two consecutive letters from it, and paste a word from the right-hand column in the empty space you just created so that a new word appears. For example, if the word in the left-hand column is CAVIAR, and the word LEND appears in the right-hand column, you could drop the VI in CAVIAR and replace it with LEND to spell CALENDAR.

You may cut any letters that are next to each other, including the first two or the last two, so you might drop the BR from BRIO and replace it with STUD to make STUDIO. Or you might cut the EO from ROMEO and paste the word ANTIC in its place to spell ROMANTIC.

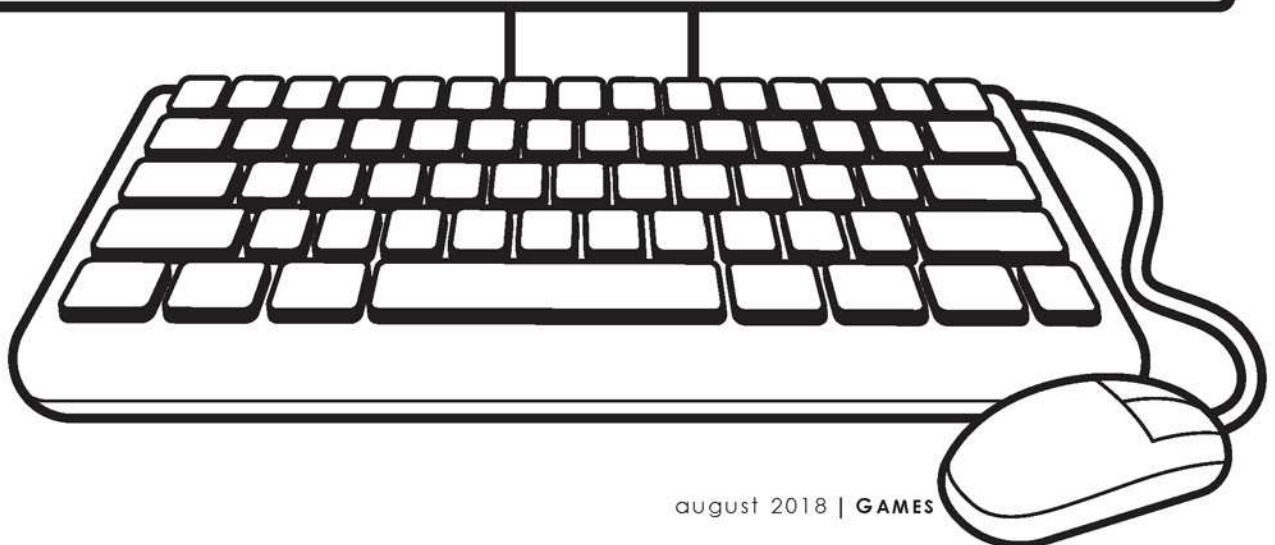
As a solving aid, no letter that is cut appears in the word that replaces it. Note that some words in the right-hand column may fit in more than one word in the left-hand column, but the solution to the entire puzzle is unique. The first answer has been filled in as an example.

ANSWERS, PAGE 74

DISCOVER (BA)

<ol style="list-style-type: none"> 1. DISBAR _____ 2. PRETTY _____ 3. WHEAT _____ 4. LAPSED _____ 5. PRECIOUS _____ 6. SEMI _____ 7. TOWER _____ 8. CHURN _____ 9. MUST _____ 10. GIFT _____ 11. SIREN _____ 12. UNION _____ 13. CONDO _____ 14. LEVEE _____ 15. CITY _____ 16. ARABY _____ 17. MANUAL _____ 18. INHALE _____ 19. CHOSE _____ 20. DIVOT _____ 21. MONKEY _____ 22. ELEMENT _____ 23. SEXIER _____ 24. TEETHE _____ 25. POSTURER _____ 26. LIAR _____ 	<ol style="list-style-type: none"> A. VERSE _____ B. SCIENCE _____ C. AFAR _____ D. TILLER _____ E. OLD _____ F. THEMATIC _____ G. QUIP _____ H. ARCH _____ I. CURSOR _____ J. NAG _____ K. COVE _____ L. TERMING _____ M. STAN _____ N. UNDER _____ O. NEVER _____ P. FELINE _____ Q. LACK _____ R. POSTER _____ S. RAVEL _____ T. OMEN _____ U. MONAD _____ V. MAST _____ W. ONCE _____ X. LEAN _____ Y. BEAU _____ Z. ALLAN _____
--	---





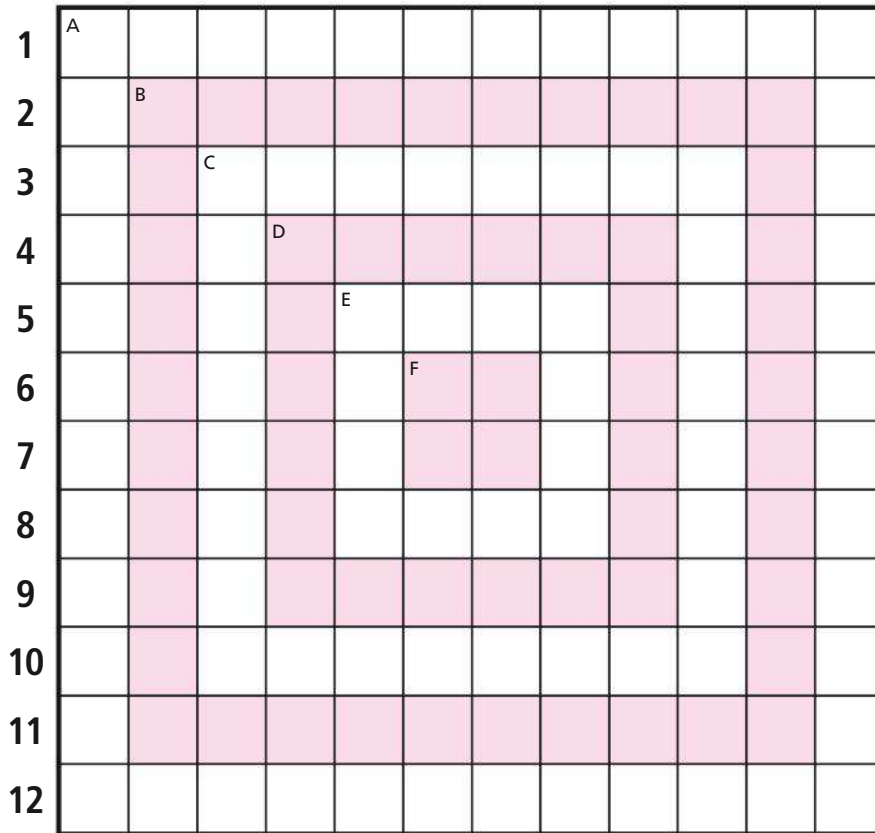
MARCHING TO A DIFFERENT DRUMMER



BY DOUGLAS TENCH

The answers in this puzzle march around the grid in two ways. Rows answers go left to right, with two answers per numbered row. The six Bands (A to F) are chains of several consecutive answers—except for Band F, which only has one answer. Each Band starts at a lettered square and marches counterclockwise around a shaded or unshaded ring. Band A, for example, starts in the first square of Row 1 and follows the grid's perimeter, ending up at the first square of Row 2. All clues are presented in order.

ANSWERS, PAGE 73



ROWS

- | | | |
|--|--|--|
| <p>1 Dr. of a Mötley Crüe song
Expressions of amazement</p> <p>2 Titania's consort, in
<i>A Midsummer Night's Dream</i>
Web designer?</p> <p>3 Similar to wood
Fleet of ships</p> <p>4 Naval clerk
Site of Cleopatra's last battle</p> | <p>5 IRS employee
Madness</p> <p>6 Dimwit
Have a taste</p> <p>7 Get comfy
Run out of clothes?</p> <p>8 Weird AI parody of a Michael
Jackson song: 2 wds.
Scolded harshly</p> | <p>9 Old British coin
worth two shillings
Ruffed bird</p> <p>10 Library transaction
"___, c'est moi" (Louis XIV)</p> <p>11 Batting figures
Cover with asphalt</p> <p>12 Selection of actors for a show
Allowable under the rules</p> |
|--|--|--|

BANDS

- | | | |
|---|---|--|
| <p>A Cunning
Teen woe
Noisy fight
Have a prickly feeling
Baum's Dorothy
"Hazel" cartoonist: 2 wds.
"24K Magic" singer Bruno
Witchcraft
Merriment</p> <p>B Permission to skip a
tournament round</p> | <p>Fertilizer ingredient
Power to influence
people or things
Health resort
Ming artifact
Refer (to) indirectly
Brief swim
Saw wood at night</p> <p>C Naturally magnetized mineral
Money holder
Lone Star state school, for short</p> | <p>Actor Neeson
"___ Ga Ga" (Queen song)</p> <p>D Barack's opponent in 2012
Making one's blood boil
Katy Perry hit of 2013
Pithy saying
Biblical water-to-wine site</p> <p>E Pinball infraction
Ernie's pal
Voluminous hairstyle</p> <p>F Famous loch</p> |
|---|---|--|

Helter-Skelter is a crossword variation in which the answers interlock in eight different directions. To solve, write the answer to each clue beginning in the grid square corresponding to the clue number and proceeding in a straight line toward—and if necessary, beyond—the next consecutive number. The first answer, MAZES, has been entered in Helter-Skelter #1 as an example. When each puzzle is completed, every square in the grid will be filled.

ANSWERS, PAGE 75

HELTER-SKELTER #1

S			12		11	13	
21	E	19		20			
	23	2	Z	3			
22		17	A	18			9
				1	M		
16	14			15	10		
		7					8
	6		4		5		

HELTER-SKELTER #2

	14		12		13		
17				16	7		
		2			4		
9	15	6			5		
		3	11		1	23	22
8	20	10					21
18	19						

- Labyrinths
- Big name in freezer bags
- "My sentiments exactly": 2 wds.
- Downy duck
- Become extinct: 2 wds.
- Lad milking the cows, maybe: 2 wds.
- Done high in the sky
- Bequeathed gift
- In the know
- Took a stroll
- Fingers or toes
- Frivolous and lighthearted
- Carlito's Way* director Brian: 2 wds.
- Seaside resort for Londoners
- Fat units
- Like a rock
- Letter after kappa
- Make money
- More exposed
- Gritty little hills
- Screens out
- Rattler's weapon
- "What's cooking?" prompt

- Dawn of the Dead* creature
- Pyrenees language
- "Cut that out!": 2 wds.
- Ape-man played by Johnny Weissmuller
- Lights a fire under
- Box-office hit
- Biblical bad-hair day victim
- Legendary loch
- Dough or puss preceder
- WWII subs: Hyph.
- Unjust conviction: 2 wds.
- It may be beaten
- Get to the point?
- Dishwasher cycle
- Dumbo's jumbo pair
- Palatable
- Take an opposing view
- Foot adornments: 2 wds.
- Clarinet cousins
- Money for the jitney: 2 wds.
- Self-important sort
- Steady, intent look
- Stradivari's teacher

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, S-CA-LAR, has been filled in as an example.

ANSWER, PAGE 73

1	S	CA	LAR		4	5	6	7		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					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 Ladderlike in arrangement
- 4 Mix up confusedly
- 8 Pipe-repairing professional
- 12 Books whose pages are cut four from a sheet
- 13 Center, tackle, or guard
- 14 Cryptogram creator
- 15 Line said repeatedly in *The Wizard of Oz*: 7 wds.
- 18 Bring shame to
- 19 Zac of 2017's *Baywatch*
- 20 Very arid
- 23 Caution on a medicine label: 3 wds.
- 27 Sort who's into '40s jazz
- 30 Healthy intellect: 2 wds.
- 32 *Michael Collins* costar Quinn
- 33 New York's ___ Zee Bridge
- 34 An hour before 1 p.m.
- 35 Wines from a single type of grape
- 36 Supermarket cashier
- 37 Been successful: 2 wds.
- 38 "Without You" singer Harry
- 39 Former Seattle NBA team
- 41 Saint toting a bag of presents
- 43 "In your dreams!": 2 wds.

- 45 "This is a blast!": 2 wds.

- 49 Line said repeatedly in *The Wizard of Oz*: 5 wds.

- 54 Like green bananas
- 55 Arthurian magician
- 56 Team list
- 57 *The Simpsons* school principal
- 58 Mushing animal: 2 wds.
- 59 Spent the cold months

DOWN

- 1 Repulsively dirty
- 2 Like caricatures
- 3 *The Girl With the Dragon Tattoo* novelist Stieg
- 4 Made from wheat, oats, and barley, say
- 5 Hash houses
- 6 Insist on
- 7 Steak and such that isn't too fatty: 2 wds.
- 8 Character aspects presented to others
- 9 Brown-bag contents
- 10 Internet connection peripheral
- 11 Fruit picked from a patch
- 16 Native of a tiny European country

- 17 Excited
- 21 The first bit of learning: 2 wds.
- 22 Dusk
- 24 Books under lock and key
- 25 Soloists' performances
- 26 *Cheers* bartender player: 2 wds.
- 27 Bungles: 2 wds.
- 28 Green Bay team
- 29 Popular pizza topping
- 31 Entertainer Liza
- 35 Classic malt shop treat: 2 wds.
- 37 Dirt for a tabloid
- 40 Cutting kitchen tool: 2 wds.
- 42 Pigging out, with "down"
- 44 Online discussion group name-callers
- 46 Add as a bonus: 2 wds.
- 47 Promote the growth of
- 48 Having no set rhythm, as poetry
- 49 Walrus tooth
- 50 French painter Matisse
- 51 Varnish ingredient
- 52 One-___ (like an amoeba)
- 53 Venice beach resort

What's Happening:
WORLD BOARDGAMING CHAMPIONSHIPS



When: July 21–29, 2018
Where: Seven Springs Mountain Resort; Seven Springs, PA
Details: About 2,000 people from all over the world will vie to be named champion of their favorite games. Competitions will be scheduled in about 100 different games. You don't need to be an expert player: While it's true that some of the events are for experienced players, many are designed for beginners, and coaching and demos are available for first-time players.

For more info: www.boardgamers.org

What's Happening:
CLASSIC GAME FEST



When: July 28 & 29, 2018
Where: Palmer Events Center; Austin, TX
Details: This annual Texas convention focuses on classic and retro video games. Try your luck in a tournament or check out the games museum and musical acts. Voice actor and composer Alexander Brandon of Skyrim will be there. As always, kids under 12 get in free.

For more info: www.classicgamefest.com

What's Happening:
LOLLAPUZZOOLA 11

When: August 18, 2018
Where: Lollapuzzoola is a crossword puzzle tournament in which all competitors solve the same set of seven puzzles, plus a meta puzzle suite. Participants compete in several divisions: Express (for quick solvers), Local (for mere mortals), Rookie, and Pairs. There's even an At-Home division if you can't make it to NYC. In addition to puzzles, there are assorted games, witty banter, plenty of snacks, and pizza.

For more info: www.bemoresmarter.com

What's Happening:
43RD BACKGAMMON WORLD CHAMPIONSHIP

When: July 31–August 5, 2018
Where: Fairmont Hotel; Monte Carlo, Monaco
Details: Test your backgammon prowess

against players from all over the world. The tournament will run under a double-elimination format. There are a number of side events, such as World Championship competitions for Doubles, Ladies, Juniors, and Seniors. Social events include an opening cocktail party and an awards presentation cocktail party at the end of the tournament.

For more info: www.bwcmc.com

What's Happening:
GEN CON 2018



When: August 2–5, 2018
Where: Indiana Convention Center; Indianapolis, IN
Details: Gen Con, which bills itself as "The Best Four Days in Gaming," is the largest annual fantasy, electronic, sci-fi, adventure, and hobby game convention in North America. Each year crowds of gaming aficionados converge to celebrate their shared interests, including tournaments, guest appearances, electronic games, workshops, seminars, and many other activities.

For more info: www.gencon.com

What's Happening:
TEXAS ANIME AND GAMING EXPO

When: August 3–5, 2018
Where: Houston Marriott Westchase; Houston, TX
Details: This one-of-a-kind event aims to promote both new trends and old favorites in the worlds of anime and gaming. Panels, exhibitions, events, and opportunities to meet industry insiders make this con unique. It also offers new and indie designers a platform to showcase their projects.

For more info: www.texasanimeandgamingexpo.com

What's Happening:
2018 NORTH AMERICAN SCRABBLE CHAMPIONSHIP

When: August 4–8, 2018
Where: Buffalo Niagara Convention Center; Buffalo, NY
Details: Think you have what it takes to be the best in SCRABBLE? Try your luck at one of the biggest tournaments of them all. To play in the NASC, you must be a NASPA member, and you need to have played in an officially sanctioned SCRABBLE tournament to earn an official tournament rating. Entrants may choose to play in either

the TWL or Collins divisions.
For more info: www.scrabbleplayers.org/w/2018_North_American_SCRABBLE_Championship

What's Happening:
MIND SPORTS OLYMPIAD

When: August 19–27, 2018
Where: JW3; London, United Kingdom
Details: The Mind Sports Olympiad is an international event with more than 60 different board game competitions. Games range from classics like chess and Scrabble and go to newer fare like Settlers of Catan, Magic: The Gathering, and Carcassonne. Card games, like poker and bridge, are also played, as well as Stratego, shogi, and dominoes. Unique events include the video game Tetris and a Computer Programming Championship. The most prestigious title is the Pentamind World Championship, which is awarded to the participant who has the best results in five different competitions. In addition, there are opportunities to learn games and play noncompetitively for free.

For more info: www.msoworld.com

What's Happening:
PLAY ON CON



When: August 9–12, 2018
Where: Camp Blue Ridge; Clayton, GA
Details: Play On Con combines the best parts of summer camp and gaming conventions! Con activities include 24-hour gaming, cosplay, concerts, panels, and parties. Outdoor fun is also encouraged, with activities like archery, canoeing, swimming, and rock climbing. To complete the summer camp experience, attendees have the option to stay in cabins with their own bathrooms and showers.

For more info: www.playoncon.com

What's Happening:
LIBERTY CITY ANIME CON

When: August 17–19, 2018
Where: Marriott Marquis Times Square; New York, NY
Details: LCAC, the largest anime convention in New York City, is run by fans, for fans. Highlights include cosplay contests, dances, anime screenings, musical performances, panel discussions, and much more. Come celebrate the love of reading manga and the entire anime world!

For more info: www.libertycityanimecon.com

SHINING A SPOTLIGHT ON VIDEO GAME MAKERS

BY THOMAS L. MCDONALD

A TRAVELING EXHIBIT ABOUT GAME DESIGN LANDS AT PHILADELPHIA'S FRANKLIN INSTITUTE

Those of us who came of age in the 1970s dreamed of arcades where no one needed quarters and great games were lined up waiting to be played at the push of a button. After climbing a series of long ramps festooned with Pac-Man and his ghosts Inky, Blinky, Pinky, and Clyde, that's exactly the kind of dream you'll enter at the Franklin Institute, Philadelphia's famous museum of science. There, *Game Masters: The Exhibition*, which has been traveling around the world since 2012, makes its second American stop until September 3. Over 100 playable games representing the work of more than 30 designers are offered to illuminate the art of game design.

Created by the Australian Centre for the Moving Image (ACMI) in Melbourne, the exhibit is a follow-up to 2002's *Game On*, the first major international touring exhibit to place video game design and culture in a museum setting. Curated by Conrad Bodman, ACMI's former Head of Exhibitions, both exhibits were created as part of his ongoing efforts to get video games taken seriously as a form of creative expression. While the first was a broad consideration of technology and types of games, *Game Masters* appears to ask a more focused question:

Does the auteur theory of creative authorship apply to games as it does to film?

It accomplishes this by placing approximately 30 individual game designers front and center, and grouping their games and developmental material under their names as one would the work of an author, director, or artist. The goal, as Bodman remarked during the Australian launch of the exhibit, was "to have a historical arc through the exhibition, all the way through, particularly starting in the classic, '70s golden age of arcades, and to try and reveal the personalities of the individuals, try and find out who they were and what they did."

Ultimately, this is accomplished by dividing the space into three roughly equal sections covering the early days of coin-ops, major designers, and independents.

NO COINS NEEDED

The entry to the exhibit is lined with over a dozen vintage coin-op cabinets set to run at the press of a START button. This is the Arcade Heroes section, featuring games from Dave Theurer (*Tempest* and *Missile Command*), Ed Logg (*Asteroids* and *Centipede*),





SEGA'S "HANG-ON" (1985) INCLUDED A FULL-SIZED MOTORCYCLE CONTROLLER GAMERS USED TO STEER THE BIKE.



introduced Pac-Man (found nearby at the Franklin exhibit) and game fever broke out of the arcade and took hold in the larger culture. Along the way, American designers added their voices with games like Defender, Centipede, Asteroids, Missile Command, and Tempest, all on display in playable versions.

THE DESIGNERS

The next section is by far the largest. Called Game Changers, it focuses on prominent computer and video game designers as independent creators innovating in a new medium. The exhibit curator's approach subtly echoes a debate that unfolded about film as art.

Eugene Jarvis (Defender and Robotron: 2084), Masanobu Endo (Xevious and The Tower of Druaga), Tim Skelly (Reactor and Rip-Off), Tomohiro Nishikado (Space Invaders and Gun Fight), Toru Iwatani (Pac-Man and Pole Position), and a lone box from Nintendo's Shigeru Miyamoto (Donkey Kong).

Since this is a one-of-a-kind dream space for Generation-X grownups and their kids alike, a sign politely reminds people to keep their playing sessions to five minutes per machine in order to give everyone time on the consoles. At peak hours, that might mean a docent urges players along to give others a chance.

One of the earliest cabinets on display is the simple Old West-themed showdown Gun Fight (Midway, 1975), the first video game to use a microprocessor



and the first to depict human combat. Three years later its creator, Tomohiro Nishikado, would release Space Invaders (also on display) and change everything. For its time, Gun Fight was a huge success in America, with over 8,000 machines sold. Space Invaders, by comparison, would move 100,000 machines in Japan alone in its first year and become the highest grossing entertainment product of its day, out-earning *Star Wars*.

Much of this rapid change and growth—wrought by an odd assortment of engineers, mechanics, programmers, and toy makers—is found in this single introductory room. Two years after Space Invaders, Toru Iwatani



DESIGNER DAVE THEURER FOLLOWED TEMPEST WITH MISSILE COMMAND. BOTH WERE RELEASED IN 1980 AND ARE TWO OF THE LANDMARK GAMES OF THE AGE.



collaborative medium. American critic Andrew Sarris dubbed this the auteur theory, arguing that a film's vision is guided, above all else, by its director. Some of those directors have a distinct enough approach—people like Orson Welles, Stanley Kubrick, or Alfred Hitchcock—that they become

the Sonic Team (Sonic the Hedgehog), Alex Rigopulos and Eran Egozy (Rock Band), Warren Spector (Deus Ex, Ultima Underworld), Yu Suzuki (Shenmue), and others.



THE EXHIBIT INCLUDES A DANCE STAGE FEATURING DANCE CENTRAL 2, WHICH USES MICROSOFT KINECT TO TRACK DANCE MOVES.

It's here where you'll find a lighted stage with a huge screen for Dance Central 2, performance booths for Rock Band and SingStar 2, a playable cherry-red Hang-On arcade motorcycle, and plenty of other interactive displays. Artifacts and art are also on hand, from sculptures illustrating Tim Schafer's Brütal Legend to the original hand-annotated design doc for Warren Spector's groundbreaking Deus Ex, called simply Shooter at the beginning of its life. It's easy to get lost in a haze of nostalgic retro

"authors" of their work despite the contributions of screenwriters, cinematographers, editors, and performers. As the language of games became more sophisticated, critics started applying this approach to individual game designers, beginning with figures like Shigeru Miyamoto (Mario, Zelda, Donkey Kong, etc.) and Hideo Kojima (Metal Gear).

gaming as old friends like Ultima Underworld and Lego Star Wars light up darkened spaces with familiar images. This is where most visitors linger, thanks to plenty of playing stations and controllers.

This notion is implicit in the Game Changers section, in which approximately 30 game makers are presented along with playable versions of their games, production art, and interviews. This is the heart of the exhibit, beginning with Fumito Ueda's unique work on games like ICO and Shadow of the Colossus. Multiple screens with headphones run loops of interviews with Ueda, as reproductions of game and concept art line the walls and machines offer the games themselves. The displays show how Ueda takes a game from idea to completion, highlighting his idea of "design by subtraction," which aims to build a game that is emotionally deep without being overly complex.

This approach is followed for the rest of the innovators profiled in the exhibit, among them Tetsuya






THE INDIES AND BEYOND

The final section of the exhibit focuses on the people who are changing the rules of video game design without the backing of huge multinational corporations and legacy media companies. Indie designers can afford to be offbeat and innovative, with ideas and approaches that are more easily lost on larger teams. *Minecraft*, *Angry Birds*, *Fruit Ninja*, *Castle Crashers*, and *fLOW* are among the indies that made it big, and that work is on display in the small final stretch of the exhibit, illustrating where the future of gaming innovation is found.

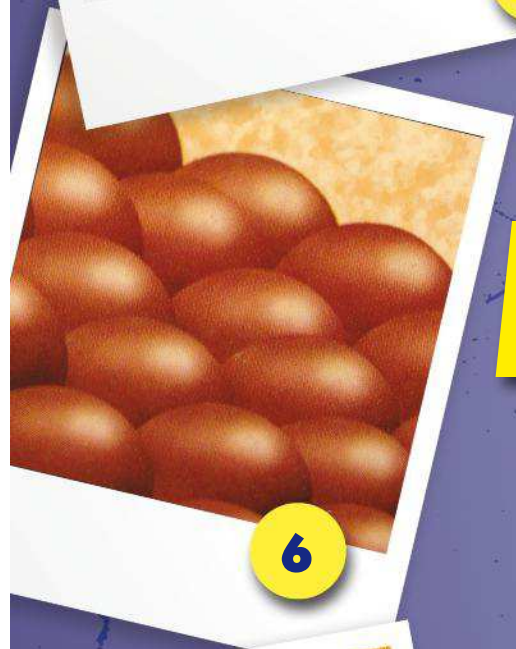
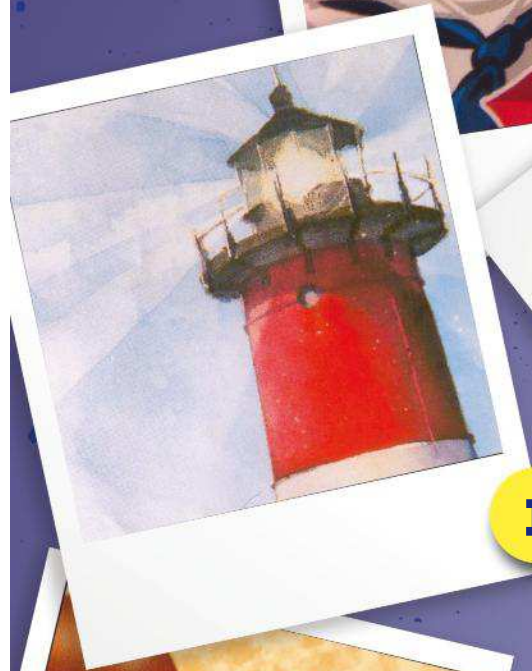
Certain pivotal points in the history of game design are notable by their absence. Merchandise featuring the Atari logo features prominently in the gift shop, but the pioneering company, its charismatic head Nolan Bushnell, and its landmark game—*Pong*—are nowhere to be found. Even more notable is the giant Mario-shaped hole: Except for the early *Donkey Kong* machine (which may be subject to different rights issues), Nintendo is conspicuously missing due to licensing reasons. PC gaming and its many celebrities and offspring—including popular shooters like *Call of Duty* and the work of pioneering strategy designer Sid Meier—is given short shrift. *Blizzard*, *Will Wright*, and *Warren Spector* are the only PC-centric players given significant space. Hardware as a driv-

ing factor in design, and the technological developments that spur creativity and innovation, are oddly underplayed if not ignored entirely. Elements of the original Australian exhibit—particularly an eye-catching controller display—seem to have fallen by the wayside during its peripatetic six-year journey from Australia to New Zealand, Scotland, Sweden, and San Diego. As some recompense, the Franklin Institute has added coding and robotics demos, as well as screenings of gamer movies *Tron* (1982) and *WarGames* (1983).

That's no surprise, given the Franklin Institute's longstanding mission of educating the public by making science accessible and, when possible, entertaining. "Game Masters is the first large-scale exhibition to take an in-depth look at the evolution of video games by revealing the stories of the legendary game designers behind them all," said Larry Dubinksi, President and CEO of the Franklin Institute. "It appeals to audiences of all ages and abilities—from the original generation of gamers to the average smartphone user to even the budding game developer. It's an exhibition that will spark nostalgia in some, and inspire an interest in exciting fields like design and computer science in others, and for those reasons, Game Masters is the perfect summer exhibition for The Franklin Institute." ■



OVER 20 ARCADE CABINETS ARE INCLUDED IN THE EXHIBIT, ALL OF THEM FREELY PLAYABLE.



EYEBALL BENDERS

By Jeff Moran

Can you identify these products or companies by what you see in these pictures? ANSWERS, PAGE 75





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Edward de Bono's "L" Game

BY JOE CELKO

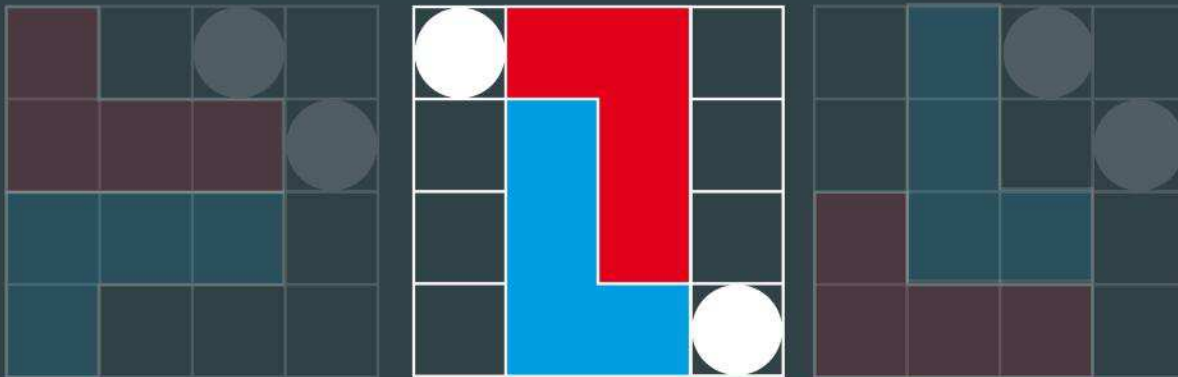
If you are involved with puzzles and thinking in general, you ought to know the name Edward de Bono. He is now in his 80s, living in Malta, and was responsible for the World Center for New Thinking, which ran from 2004 to 2011. He has written 57 books with translations into 34 languages, mostly dealing with his thinking methods. His work is really worth a look, but here I just want to focus on one of his inventions.

Cambridge University mathematician Prof. J.E. Littlewood challenged de Bono to invent a two-player game in which each player has only one piece. Furthermore, it had to be a real game, meaning that there is no strategy that ensures the first player will always win. (That's why tic-tac-toe is not a "real" game.) De Bono succeeded with the "L game," which he presented in his 1957 book titled *The Five-Day Course in Thinking*.

The goals of designing the L game were:

- 1) Each player has one and only one piece (Littlewood's constraint).
- 2) The board is as small as possible.
- 3) The rules are simple; they can be explained to anyone regardless of age.
- 4) There is a clear winner.

The game board is a 4x4 grid of squares. The initial position has two L-shaped tetromino pieces—one red and one blue. Each player plays one of those. There are two white neutral pieces, each of which occupies one square. See the illustration below for the starting position of the game.



On each turn, each player must first pick up their L-piece and reposition it in the 4x4 grid. Overlaps are not allowed. Each player's new position must include at least one square in the grid that their piece did not previously occupy. On the same turn, the active player may or may not move one of the neutral pieces to any unoccupied square in the grid. This feature is actually part of the strategy—not moving a neutral piece can be as important as moving it. A player wins if the opponent cannot make a legal move.

It is possible, given two competent players, for a game to last quite a long time or even infinitely. If you get stuck in such a situation, you can add a rule about allowing both neutral pieces to be moved or forbidding repetitious boards.

Your puzzle is to create all 15 possible final positions (not counting rotations or reflections) on the grid. Assume that blue is the winner, just to keep the number of other grids easier to handle.

ANSWER, PAGE 77

• THIS OLD GAME •

GREEN GHOST: THE EXCITING GAME OF MYSTERY THAT GLOWS IN THE DARK

By Jonathan Schmalzbach

As a six-year-old in 1966, I reverently played Green Ghost for hours on end. Well, I played until the glow-in-the-dark board began to dim, that is. But my fondness for the game has never lost its glow.

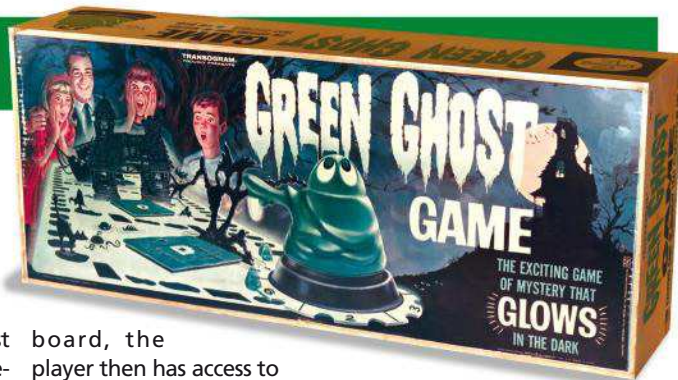
The game had everything that appealed to my young sensibilities: disgusting items like bat feathers and bones, crypts, keys, a game board on stilts, pits that a player needed to fall through in order to unlock a crypt, and a haunted house and shipwreck for scenery. Looming above it all was the ghoulish Green Ghost spinner with its luminous eyes and an ominous pointed finger. The glowing board and ghost meant that the game could be played in the dark! Could anything be cooler?

So, when I came across the 1965 Transogram game at a flea market, a palpable welling of nostalgia filled my body. I felt compelled to go back in time to revisit my young self and the reasons I so loved this game. Despite the hefty price (the game sells for \$75 to \$150 online), I did not hesitate—I bought the game, brought it home, and immediately set it up.

All the pieces were present, but the game had lost its glow—literally. A word to the wise: Leave the game board out in the sun for a few hours to recharge, so to speak.

The aim of the game is for all players to collect 12 Ghost Kids. The kids are thumb-drive sized and coated in green ooze, likely carcinogenic, but I'll pass on doing that research. The kids' names are all shades of green: Olive, Emerald, Lime, Chartreuse, Jade, Bottle, Nile, Mist, Ever, Forest, Biliious (Bill), and finally Kelly, the Green Ghost's son.

Players pick from game pieces called "bets," which are a bat, cat, rat, or vulture, and move around the board by whirling the Ghost spinner. The board is raised on stilts and a player's goal is to have his piece fall through a pit. Once the piece is under the



board, the player then has access to a key that can unlock one of three crypts.

Inside these crypts are the ghosts. Before grabbing a ghost, one has to rifle through items such as slimy snakes and bat feathers. Who knew bats had feathers and that these feathers look like fake eyelashes? Once a player opens one crypt, they must trade keys with another player to open the other crypts.

A player tries to collect as many ghosts as possible. Then, after all the ghosts have been retrieved from the netherworld called Spookyville, comes the reveal: Players place the ghosts they've collected around the spinner.

After one last spin, the Green Ghost points to a little ghost, who is Kelly. The winner is the player who owns Kelly.

So, how did the game stand up over time? The adult me would have liked to see some strategy, something more than spin and move, but the six-year-old in me was still enthralled.

Of course, I'm being nostalgic, but that's not such a bad thing. In a well-regarded episode of the cable television series *Mad Men*, adman Don Draper pitches a promotion for the Kodak Carousel, the familiar slide projector that once illuminated pictures of many family vacations.

Draper draws on nostalgia as a selling point. "Nostalgia—it's delicate, but potent," he tells the befuddled execs. He goes on to explain, "It's a twinge in your heart far more powerful than memory alone." The company's product, he notes, "takes us to a place where we ache to go again."

In a world where danger is all too real, what better place to explore how to confront threats than from the safe comfort of a beloved game like Green Ghost. ■



PAYING (AND PLAYING) IT FOWARD

As a player climbing the Scrabble ranks, I never thought that there might come a day when I'd become less interested in continuing the climb.

Don't get me wrong—I still love Scrabble. I relish my time playing the game and cherish my extended Scrabble family. But I've come to grips with the fact that I'm no longer driven to improve my game the way I was when I was younger. I don't really study anymore, and I no longer fanatically review my games to see what I might have done differently.

I used to internalize my losses, rehashing bad plays until it affected my sleep. Now I just shrug them off. "Mistakes are inevitable, I'm human." Or, "I'll do better next time." A lie, but a soothing one. Perhaps this is expected after a long career? I'm certainly not the first Scrabble expert who later drifted into a somewhat lower place on the rankings chart. In fact, several outstanding players whose careers far exceeded mine fell further than I have, or even walked away from the game entirely, frustrated that they couldn't deliver the same sorts of results that they could while at their peak.

I've also realized that for the better part of two decades I've been a Scrabble "taker." By this I mean that I attended tournaments, while others organized and directed them. I used software to improve my game, while

others spent countless unpaid hours building, testing, and upgrading that software. I trusted that attendance at tournaments would grow, while others worked hard to make that a reality.

Several years ago I decided to make a change. I joined the NASPA (North American SCRABBLE Players Association) Advisory Board, which makes decisions about the future of the competitive game. I also work on building a website for NASPA that will include tournament and club information, videos about strategy, and helpful word lists. Even this column is an example of my newfound Scrabble activism: I write it hoping to motivate word game fans to check out a local Scrabble club or attend a tournament.

For the last four years, I've also been running an after-school Scrabble club at the local middle school. On Tuesdays from September to March, students join me in the cafeteria for 45 minutes of Scrabble. They pair up with a partner and play against another two-player team. As each school year progresses, the more interested players begin learning the two-letter words and how to score points in ways they couldn't before. My goal as the head of that club is just to encourage them, hoping that their growing interest plus my excitement will help them become bigger Scrabble fans. I honestly wasn't sure if I was succeeding—at least until several months ago.

A little background might be helpful here. Every spring, the wonderful National School Scrabble Championship takes place. The competitors are kids in grades 3 to 8, and in many ways this is the Scrabble tournament that most captures American interest. Tapping into that, Jimmy Kimmel has had some wonderful segments on his show where he cockily battled the youngsters who recently won the championship. Many "living-room" players enjoy learning about the kids' tournament because the plays the kids make seem relatable, whereas to them expert-level Scrabble can seem like two computers battling in a language only vaguely resembling English. The kids make plays we can all aspire to.

For many years, Orlando, Florida, hosted the NSSC, which made it difficult and costly for my students to attend. But in 2018, the tournament will take place nearby at Lincoln Financial Field, home of the NFL champion Philadelphia Eagles. The convenient location and the residual excitement of getting to play at the stadium of the Super Bowl LII winners have fired up our club: I'll be taking 10 kids to the event.

Since this is their first experience of tournament play, the kids have all opted to play in the Challenger Division, which is less competitive than the Championship Division. They've been working hard to get ready: We meet for two hours each weekend, they've learned some of the vital short words, and have gotten used to playing with a clock.

For me, it's been an absolute pleasure watching these 10 kids get better and hearing stories of them gathering at each other's houses to hole up and practice. So, I'm giving, and it's paying me back in spades. Wish I'd done this sooner.

As of the time of this writing, the tournament is two weeks away. I'll recap the National School Scrabble Championship in my next column. ■



The columnist with his 10 students, just before the start of the National School Scrabble Championship, held at Philadelphia's Lincoln Financial Field, April 2018.

FORWARDS BACKWARDS

One fun variation of Scrabble is called Forwards Backwards, wherein you are permitted to play any main words or secondary words forwards or backwards, as you like. This allows so many more words to fit the board, particularly because it creates so many more acceptable 2-letter words. Some acceptable new 'words' you could play include IQ, TAH, SIXA, and DRAWKCAB.

In each of the following puzzles, find the highest-scoring play, noting that one or more words you make may need to be played backwards. As a hint to solving, in each case the highest-scoring word will score over 80 points. ANSWERS, PAGE 75

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	TRIPLE WORD			DOUBLE LETTER				TRIPLE WORD				DOUBLE LETTER			TRIPLE WORD
2		DOUBLE WORD				TRIPLE LETTER				TRIPLE LETTER			DOUBLE WORD		
3			DOUBLE WORD			DOUBLE LETTER		DOUBLE LETTER					DOUBLE WORD		
4	DOUBLE LETTER			DOUBLE WORD			DOUBLE LETTER					DOUBLE WORD		DOUBLE LETTER	
5					DOUBLE WORD							DOUBLE WORD			
6		TRIPLE LETTER				TRIPLE LETTER				TRIPLE LETTER				TRIPLE LETTER	
7			DOUBLE LETTER			DOUBLE LETTER		DOUBLE LETTER				DOUBLE LETTER			
8	TRIPLE WORD			D	A	N	G	L	E	S			DOUBLE LETTER		TRIPLE WORD
9			DOUBLE LETTER		T			DOUBLE LETTER		DOUBLE LETTER			DOUBLE LETTER		
10			TRIPLE LETTER		O					TRIPLE LETTER				TRIPLE LETTER	
11					U								DOUBLE WORD		
12	DOUBLE LETTER			DOUBLE WORD				DOUBLE LETTER				DOUBLE WORD		DOUBLE LETTER	
13			DOUBLE WORD				DOUBLE LETTER		DOUBLE LETTER				DOUBLE WORD		
14		DOUBLE WORD					TRIPLE LETTER			TRIPLE LETTER				DOUBLE WORD	
15	TRIPLE WORD			DOUBLE LETTER				TRIPLE WORD				DOUBLE LETTER			TRIPLE WORD

B E I O T U U

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	TRIPLE WORD			DOUBLE LETTER				P				DOUBLE LETTER			TRIPLE WORD
2		DOUBLE WORD					TRIPLE LETTER	A			TRIPLE LETTER			DOUBLE WORD	
3			DOUBLE WORD				DOUBLE LETTER	L		DOUBLE LETTER				DOUBLE WORD	
4	DOUBLE LETTER			P				I					DOUBLE WORD		DOUBLE LETTER
5				M				S					DOUBLE WORD		
6		TRIPLE LETTER		A				A				TRIPLE LETTER			TRIPLE LETTER
7			DOUBLE LETTER		H			D		DOUBLE LETTER			DOUBLE LETTER		
8	TRIPLE WORD				C	U	R	V	E				DOUBLE LETTER		TRIPLE WORD
9			DOUBLE LETTER							DOUBLE LETTER				DOUBLE LETTER	
10							TRIPLE LETTER					TRIPLE LETTER			TRIPLE LETTER
11													DOUBLE WORD		
12	DOUBLE LETTER							DOUBLE LETTER					DOUBLE WORD		DOUBLE LETTER
13			DOUBLE WORD					DOUBLE LETTER		DOUBLE LETTER				DOUBLE WORD	
14		DOUBLE WORD						TRIPLE LETTER				TRIPLE LETTER			DOUBLE WORD
15	TRIPLE WORD			DOUBLE LETTER				TRIPLE WORD				DOUBLE LETTER			TRIPLE WORD

A E M I I T T

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	TRIPLE WORD			DOUBLE LETTER				TRIPLE WORD				DOUBLE LETTER			TRIPLE WORD
2		DOUBLE WORD					TRIPLE LETTER			TRIPLE LETTER			DOUBLE WORD		
3			DOUBLE WORD				DOUBLE LETTER		DOUBLE LETTER				DOUBLE WORD		
4	DOUBLE LETTER			DOUBLE WORD			DOUBLE LETTER					DOUBLE WORD		DOUBLE LETTER	
5					DOUBLE WORD								DOUBLE WORD		
6			TRIPLE LETTER				TRIPLE LETTER		R			TRIPLE LETTER			
7			DOUBLE LETTER				DOUBLE LETTER		E				DOUBLE LETTER		
8	TRIPLE WORD			DOUBLE LETTER			G	O	C				DOUBLE LETTER		TRIPLE WORD
9			DOUBLE LETTER					L					DOUBLE LETTER		
10			TRIPLE LETTER					I					TRIPLE LETTER		
11					DOUBLE WORD			N					DOUBLE WORD		
12	DOUBLE LETTER			DOUBLE WORD				R	E	T			DOUBLE WORD		DOUBLE LETTER
13			DOUBLE WORD					A	R	E				DOUBLE WORD	
14		DOUBLE WORD						E		W				DOUBLE WORD	
15	TRIPLE WORD			DOUBLE LETTER				T					DOUBLE LETTER		TRIPLE WORD

A E L M N O W

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	TRIPLE WORD			DOUBLE LETTER				TRIPLE WORD				DOUBLE LETTER			TRIPLE WORD
2		DOUBLE WORD						TRIPLE LETTER			TRIPLE LETTER				Y
3			DOUBLE WORD					DOUBLE LETTER		DOUBLE LETTER				DOUBLE WORD	V
4	DOUBLE LETTER			DOUBLE WORD				DOUBLE LETTER					DOUBLE WORD		A
5					DOUBLE WORD					F					E
6			TRIPLE LETTER					TRIPLE LETTER		A		S	H		
7			DOUBLE LETTER					DOUBLE LETTER		B	J	T			
8	TRIPLE WORD			DOUBLE LETTER				DOUBLE LETTER		Q	A	I	E	I	V
9			DOUBLE LETTER					DOUBLE LETTER		M	T	E			
10			TRIPLE LETTER					TRIPLE LETTER			W	A	R	P	
11					DOUBLE WORD								DOUBLE WORD		E
12	DOUBLE LETTER			DOUBLE WORD				DOUBLE LETTER			S	I	X	E	S
13			DOUBLE WORD					DOUBLE LETTER							T
14		DOUBLE WORD						TRIPLE LETTER				TRIPLE LETTER			DOUBLE WORD
15	TRIPLE WORD			DOUBLE LETTER				TRIPLE WORD				DOUBLE LETTER			TRIPLE WORD

A E R R S T U

Scott Appel is a 20-year Scrabble veteran who still cannot get enough. Please visit scrabbleplayers.org and/or cross-tables.com for answers to any Scrabble-related questions you may have.

CARD PLAY

By R. Wayne Schmittberger

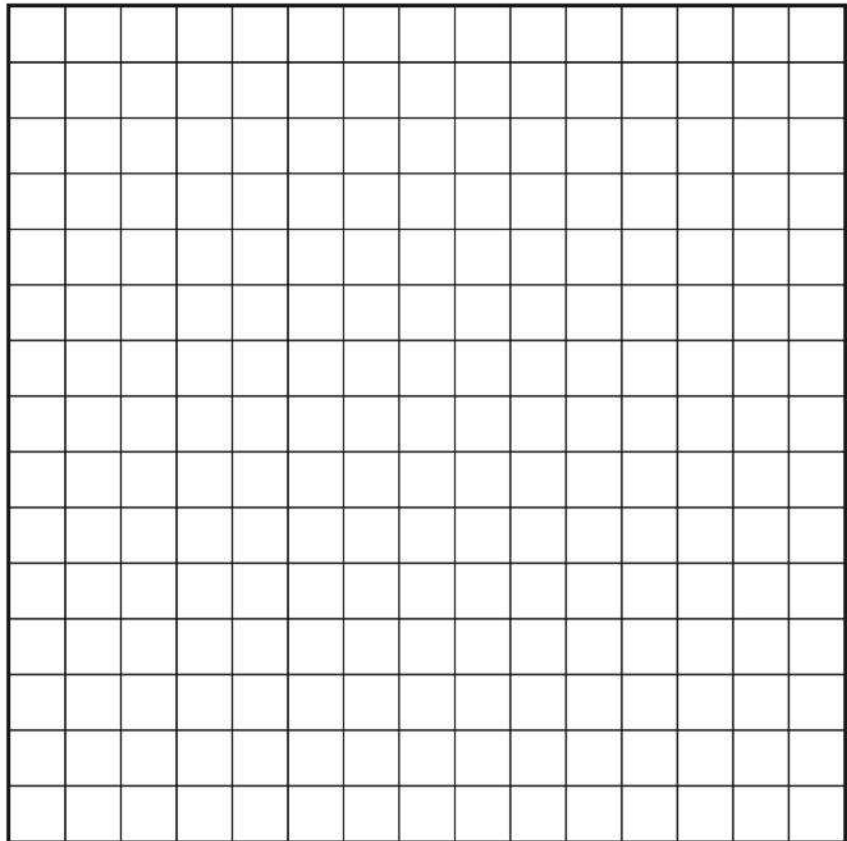
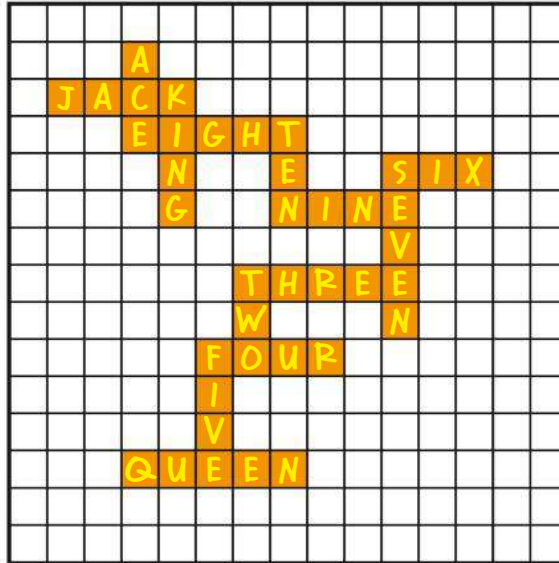
First Prize \$100 5 Runner-Up Prizes: A ONE-YEAR SUBSCRIPTION TO GAMES WORLD OF PUZZLES

Here's a challenge we trust readers will find suitable: Construct a crisscross using the words ACE, KING, QUEEN, JACK, TEN, NINE, EIGHT, SEVEN, SIX, FIVE, FOUR, THREE, and TWO. Words must read across or down as in a crossword, and each word must be used exactly once. Your grid may not contain any other words or nonwords. All the words must be part of a single network—i.e., connected directly or through a chain of other words. If two words are in the same row or column, they must be separated by at least one empty square.

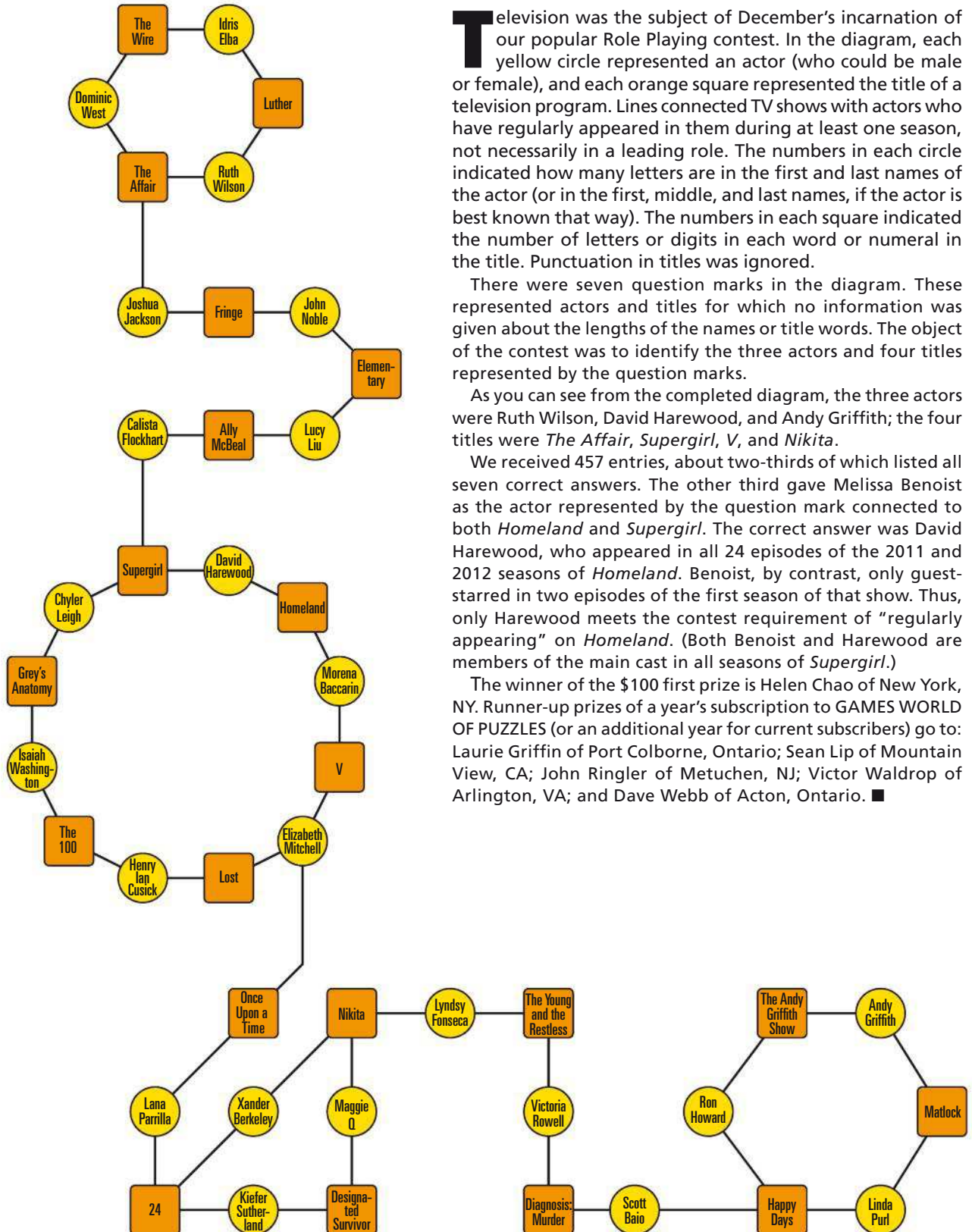
Your crisscross must fit within the 15x15 grid shown. Your score is the product of the number of rows and columns in your crisscross. The example shown at right uses 12 rows and 12 columns, and so scores 144 points. The entry with the lowest score wins; for instance, an entry using 14 rows and 10 columns would score 140, beating the example by 4 points. The next five lowest scores will be runners-up. Ties will be broken by random draw.

To enter, send your grid, along with your score, to: **Card Play Contest, GAMES WORLD OF PUZZLES, P.O. Box 134, Fort Washington, PA 19034.** You may send as many entries as you wish, but each entry must be mailed separately. Entries must be received by August 31, 2018. ■

EXAMPLE



TV ROLE PLAYING 2 FROM DECEMBER



Television was the subject of December's incarnation of our popular Role Playing contest. In the diagram, each yellow circle represented an actor (who could be male or female), and each orange square represented the title of a television program. Lines connected TV shows with actors who have regularly appeared in them during at least one season, not necessarily in a leading role. The numbers in each circle indicated how many letters are in the first and last names of the actor (or in the first, middle, and last names, if the actor is best known that way). The numbers in each square indicated the number of letters or digits in each word or numeral in the title. Punctuation in titles was ignored.

There were seven question marks in the diagram. These represented actors and titles for which no information was given about the lengths of the names or title words. The object of the contest was to identify the three actors and four titles represented by the question marks.

As you can see from the completed diagram, the three actors were Ruth Wilson, David Harewood, and Andy Griffith; the four titles were *The Affair*, *Supergirl*, *V*, and *Nikita*.

We received 457 entries, about two-thirds of which listed all seven correct answers. The other third gave Melissa Benoist as the actor represented by the question mark connected to both *Homeland* and *Supergirl*. The correct answer was David Harewood, who appeared in all 24 episodes of the 2011 and 2012 seasons of *Homeland*. Benoist, by contrast, only guest-starred in two episodes of the first season of that show. Thus, only Harewood meets the contest requirement of "regularly appearing" on *Homeland*. (Both Benoist and Harewood are members of the main cast in all seasons of *Supergirl*.)

The winner of the \$100 first prize is Helen Chao of New York, NY. Runner-up prizes of a year's subscription to GAMES WORLD OF PUZZLES (or an additional year for current subscribers) go to: Laurie Griffin of Port Colborne, Ontario; Sean Lip of Mountain View, CA; John Ringler of Metuchen, NJ; Victor Waldrop of Arlington, VA; and Dave Webb of Acton, Ontario. ■

STRATEGY
PROJECT HIGHRISE
 SOMASIM/KALYPSO
 PC/MAC: \$20, IOS: \$4
 AGE RANGE: 12+
 PLAY TIME: UNLIMITED
 PLAYERS: 1

It's been 20 years since Yoot Saito's *SimTower* first focused *SimCity*'s urban gameplay down to a single building, and since then very few challengers have stepped up to explore the same territory. *Project Highrise* steps into the breach with a game that asks you to push one tower into the sky while filling it with offices, apartments, retail, and restaurants.

Project Highrise gets things up and moving with a brisk series of tutorials to introduce the basics. While this helps, the interface isn't the most intuitive, and the functions of various

buttons, charts, and sub-menus—all looking a bit too much alike—takes time to sort out. This style is consistent with the clean graphic design, which gives the game a distinct look at the expense of visual flair. It's not ugly and in some ways it's often appealing, but the look suffers from lack of variety.

You can play the game either in an open sandbox mode or through a set of scenarios with particular conditions and event triggers, but the basics remain the same. You have a building that may be empty, partly filled, or even falling apart, and you need to make it profitable and get it to grow by fixing things up, expanding, and recruiting new businesses. Tenants have particular needs, the most basic being utilities requiring things like pipes



and wires. As demand increases, these utilities have to expand and improve.

The empty spaces are filled with businesses and residences, and each block has its own set of demands for services, amenities, and even decorations. Balancing this growth with rental income is a tough strategic nut to crack, but that's part of the fun for fans of

economic sims. It all comes down to the bottom line; fortunately *Project Highrise* keeps the numbers front and center so you know whether you're going to keep growing or go bust. The PC/Mac version was well received, and this port to mobile devices captures all the charm and challenge of the original. It's a solid entry in an underserved niche. ■

GOOD CHOICE FOR FANS OF: **SIMTOWER**

RATING B

RPG BOARD GAME
ARMELLO
 LEAGUE OF GEEKS
 PC/MAC/LINUX/PS4/XBOX1:
 \$20
 IOS: FREE
 AGE RANGE: 12+
 PLAY TIME: UNLIMITED
 PLAYERS: 1

In the fairy-tale Kingdom of Armello, a dark force called The Rot is driving the king mad and spreading evil. Anthropomorphic animals take on traditional adventurer roles such as warrior (Thane, a wolf), rogue (Mercurio, a rat), and others in a race to save the land. The influence of C.S. Lewis, Disney films, and other young adult fantasy is obvious.

The design is a curious and appealing mashup of tabletop RPG, board game, and card game. *Armello* is played on a 3D simulation of a board with hexagonal spaces representing the

landscapes. Cards provide companions, special powers, and equipment, while dice resolve encounters. Characters' roles are distinct, with each playing quite differently than the others.

Armello unfolds as you move your character across a map, playing cards to interact with the game world. Along the way, you pick up quests, choosing between those with simple goals that are resolved quickly or others that require dice and cards but bring higher risk/reward. These quests help increase stats and provide special items or companions as you work towards the ultimate goal of dealing with the king and his Rot. There are various victory conditions, from killing the king to earning prestige, and each can change the way you approach dangers and quests.

The game is very stuffed—perhaps overstuffed—with features and systems. There are many elements and



mechanics to discover and learn, including stealth, alliances, and some subtle character differences. The basics appear simple at first, but as you work through the four major tutorials, more and more features emerge. Hiding beneath that attractive board is a complex game that takes some time to grasp.

Fans of *Talisman* will be right at home with *Armello*, since it hits some of the

same board/electronic-game hybrid notes. *Armello* does it better, with a more interesting and attractive world and more diverse ways of playing. You can experience the basic game for free, or subscribe (\$6 a month, \$36 per year) to unlock all premium skins, dice, characters, and whatnot. There doesn't appear to be any one-time unlock for the mobile version, which may be a no-go for some. ■

GOOD CHOICE FOR FANS OF: **TALISMAN**

RATING A

TILE-LAYING
SAMURAI GARDENER
 OSPREY GAMES: \$20
 AGE RANGE: 10+
 PLAY TIME: 15–20 MINUTES
 PLAYERS: 2–5

You'd think a game about planting a Zen garden would be relaxing and not involve shouting, but this is the garden of a samurai, and competition for the best plots is fierce. Hisashi Hayashi's *Samurai Gardener* is an intriguing mix of styles, with a dexterity element and a puzzle-like quality that sit together a bit uneasily until you get the hang of things.

The goal is to score points by lining up four different types of garden tiles, called "features": garden, tatami, path, and pond. Players have a row of four cards in front of

them, one for each feature. A large colored block represents each player on a scoring track ranging from 0 to 25. As the game begins, this is all that's on the table.

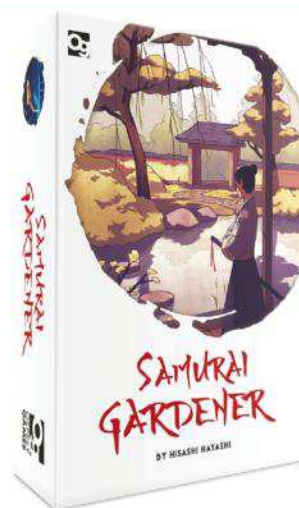
Cards are drawn one at a time from a deck of 64 garden cards, one for each player, and placed in a row at the center of the table. Garden cards are illustrated with six squares containing different feature types in a 2x3 grid. The layout and content of the squares is different for all the cards.

At this point, everyone puts their hands in their laps. A starting player calls "Ei! Ei!" and then everyone shouts "Oh!" and puts their hands on the garden cards they want. Once cards are taken, players start constructing a garden in front of them. The goal is to place cards to create

rows of matching tiles. Three in a row is worth 1 point; four, 2 points; five, 4 points; and six, zero points.

When a row is scored, a player marks the points by moving their block on the scoring track and turning over the corresponding feature card. This type of feature cannot be scored again until that particular player has scored the other three feature types. Once a person scores all four types, they can turn their feature cards faceup and begin to score each type again until someone reaches 25.

The idea is to encourage people to push their luck, going for large combos on a single round rather than just scoring one row at a time. Choosing and placing cards for maximum points can be quite



tricky—plus, quick reflexes are required to get the cards you need.

The game is listed for two to five players but is best with three or four. It's an attractive, odd little game that makes for a nice filler. ■

GOOD CHOICE FOR FANS OF: **GARDEN DICE**

RATING B

PUSH-YOUR-LUCK
KHAN OF KHANS
 CHAOSIUM INC.: \$25
 AGE RANGE: 8+
 PLAY TIME: 20 MINUTES
 PLAYERS: 2–5

Reiner Knizia's fertile mind returns with another appealing family game, this time about cattle rustling in an imaginary land. *Khan of Khans* is a simple idea buoyed by appealing art and a few novel rules.

Similar to *Take That* and other push-your-luck games, *Khan of Khans* challenges players to raid the cattle-rich lands of Dragon Pass. Ten location decks are placed around a map representing the pass. Each deck consists of the same eight cards plus one card unique to each deck. Decks represent the locations players will "raid" in an attempt to fill corrals with cattle for maximum points.

Within the decks are four cards representing different numbers of cows, plus one each of Tribal Champion, Stampede, Waha's Blessing, and Enemy Magic cards. The unique cards for each deck provide one-off bonuses or powers. As the game unfolds, players take turns drawing one card from any deck. Raid cards add cattle to your herd, while a Stampede causes you to lose cattle. Waha's Blessing allows you to take a card from another player. Enemy Magic forces an entire herd to be discarded, while Tribal Champion provides a defense against this.

Players are each given a limited number of corrals. The idea is to push your luck as far as possible to fill up a corral. Once in there, cattle are safe, but no new cattle may be added. This is where the risk comes in, as you try to



round up as many beasts as possible before pulling a card that causes all of them to escape. Tribal cards add variety to the mix, assigning each player a certain skill or bonus.

This is a simple game

with a few nice twists to make it interesting. It scales well for mixed ages: It's simple enough for young kids but has enough humor and additional layers to keep adults playing. ■

GOOD CHOICE FOR FANS OF: **TAKE THAT**

RATING B

Off the Bookshelf:
Triple Decker Trivia

Trivia mavens eager to test their knowledge should check out Joon Pahk's recent book.

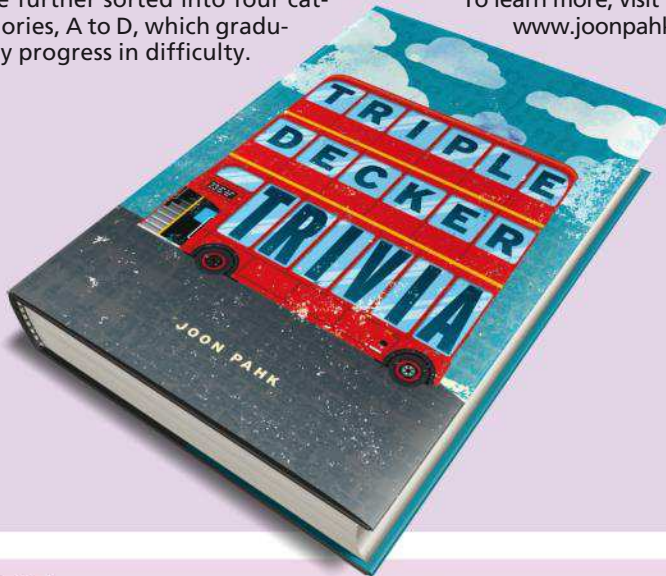
Pahk, a veritable puzzle polymath, is a consistent top-ten finisher at the American Crossword Puzzle Tournament. In 2011, he had a successful run on *Jeopardy!* A former physics instructor at Harvard, he's now a full-time puzzle maker with a flair for Rows Gardens, a particularly thorny crossword variation.

Pahk divided *Triple Decker Trivia* into 36 "games," each composed of 16 trivia questions. The topics covered range from ancient mythology to world religions. Those questions are further sorted into four categories, A to D, which gradually progress in difficulty.

Simply answering the questions is the "first deck," so to speak, but Pahk adds a little twist: Solvers are asked to find a connection between all four questions within a category. At this point, the "second deck," sheer knowledge and logical deduction are less helpful than wordplay and lateral thinking. If you can complete all that—no mean feat—there's one final challenge: identifying a common thread between the connections, or the "third deck."

Some solvers may want to play on their own, but each game can easily be adapted for group play, adding to the fun.

To learn more, visit www.joonpahk.com. ■



Queer Crosswords

There's no shortage of excellent crosswords available today. Solvers can enjoy everything from the venerable *New York Times* puzzle to indie fare like *The American Values Club*. But there are still some areas where crosswords could improve, including the representation of queer subjects.

Queer Crosswords is an effort to rectify that. The project, overseen by Nate Cardin, offers LGBTQ+ themed crossword puzzles created by 23 cruciverbalists, all of whom identify as LGBTQ+. They range from established constructors like Tracy Bennett and Trip Payne to relative newbies.

The puzzles, 22 in all, are available to anyone who donates at

least \$10 to one of the roughly 50 LGBTQ+ organizations, including Lambda Legal and PFLAG. According to Cardin, QQ is off to a great start: In less than two months it has raised more than \$18,000.

The puzzles themselves are playful, au courant, and guaranteed to get your synapses firing. There's no special knowledge required, so don't worry if you haven't watched every season of *The L Word* or you don't know the difference between a bear and an otter. All you really need is an open mind and a sharp pencil.

To pitch in—and have some fun—visit www.queergrosswords.com. ■

So Long, Bob!

Bob Dorough's name may not be familiar, but plenty of people recognize the playful tunes he wrote for *Schoolhouse Rock!* Dorough composed and performed some of that show's most memorable numbers like "My Hero, Zero" and "Lolly, Lolly, Lolly, Get Your Adverbs Here."

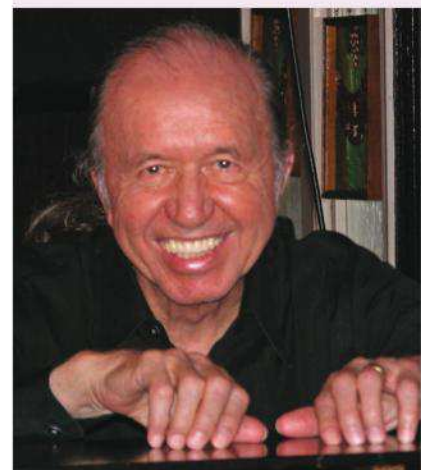
Dorough, who passed away in April, was the show's musical director. He'd had a somewhat eccentric career before that, although he co-wrote the wickedly funny song "I'm Hip" and was the only vocalist ever to appear on a Miles Davis record.

Schoolhouse Rock! first aired in 1973 and ran during commercial breaks between Saturday morning cartoons. Its catchy ditties about arithmetic, civics, and grammar enchanted kids who were otherwise zonked from eating too much sugary cereal.

Thanks to Dorough's music industry connections, buddies like trumpeter Jack Sheldon ("Conjunction Junction"), singer Blossom Dearie ("Unpack Your Adjectives"), and lyricist Dave Frishberg ("I'm Just a Bill") gained national exposure.

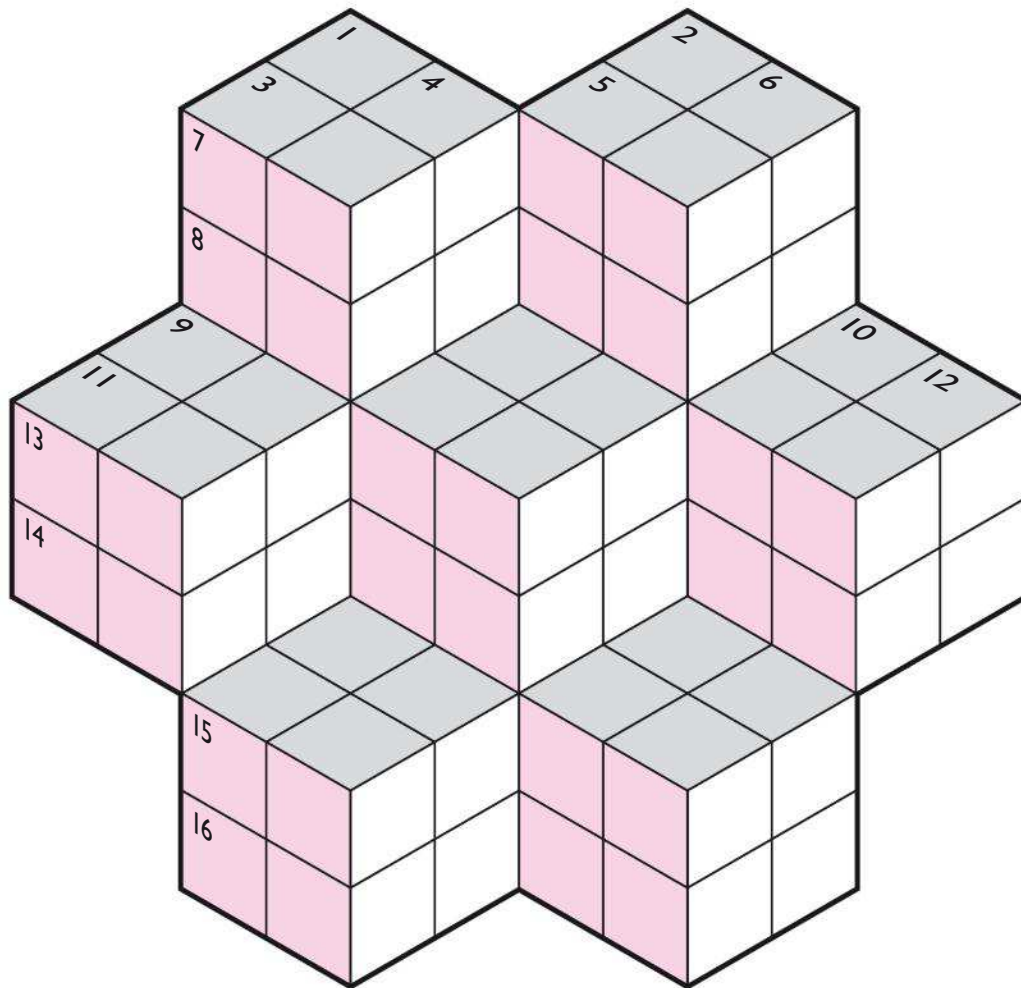
Some of the kids who were watching went on to make music themselves. Hip-hop group De La Soul cheekily adapted one of Dorough's best known songs, "Three Is a Magic Number," for their 1989 debut. And the 1996 tribute album *Schoolhouse Rock! Rocks* featured both Biz Markie and Pavement.

Now that's hip! ■



To solve this 3-D puzzle you must enter the answers in three different directions. The Down and Right answers “step” down the gray and white path, while the Down and Left answers follow the gray and pink sides of the cubes. Finally, the Across answers cross the structure from left to right, following the pink and white sides of the cubes. Each of the three directions has six rows with two clue answers per row. If you can fill them all in, you’re no blockhead!

ANSWERS, PAGE 75



DOWN AND RIGHT

- 1 Game where rolling doubles on the cubes three times sends you to Jail
Enamored by
- 2 ___ buco (veal dish)
Ran in the wash
- 3 Mass recitation: 2 wds.
When morning ends
- 5 State flower of Indiana
Timetable abbr.
- 9 Coffee mate?
Narrow inlet
- 11 Plumbing problem
The Last Jedi director Johnson

DOWN AND LEFT

- 1 Attacked with spray
Cleveland hoopster, for short
- 2 Newspaper section: 2 wds.
Cereal with a spokesrabbit
- 4 Presidential office shape
Earthenware vessel
- 6 Discount recipient, often
Puck, for one
- 10 “Catch you later!”
Yorba ___, California
- 12 Comic Jay
Roulette bet

ACROSS

- 7 City near Le Havre
Baseball’s Slaughter
- 8 Sailor’s patron saint
Pebbles’ pet
- 13 Go ___ for the ride
Nate has one, but Nat
doesn’t: 2 wds.
- 14 Ambiguous
Rocket’s cargo
- 15 Call ___ day: 2 wds.
Dostoevsky novel, with *The*
- 16 Warrior friend of Hercules
River through Florence

SOLE SURVIVOR: STEP AT A TIME

In these puzzles, you are presented a chess configuration that may or may not include kings. Each piece moves as it normally moves in chess. It's up to you to determine whether White or Black moves first. Every move must eliminate a piece of the opposing color. At the end, there must be only one piece remaining—the sole survivor. ■

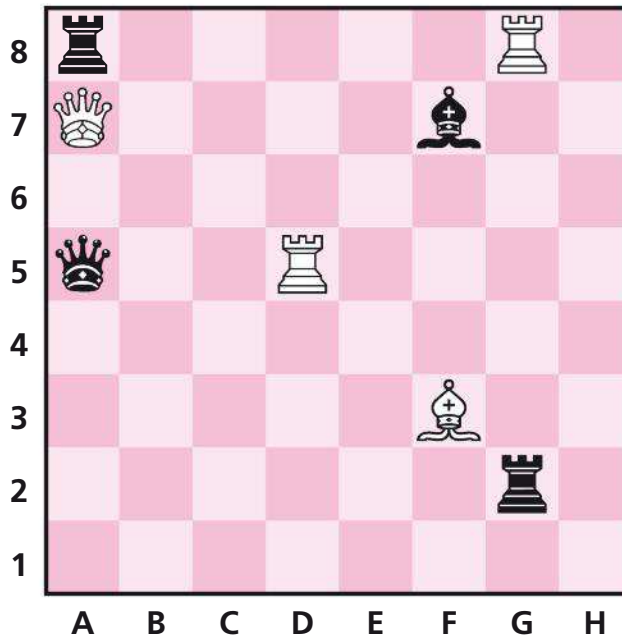
As a warmup, here is the puzzle from the June issue. At right is the initial configuration:

Here is one solution.

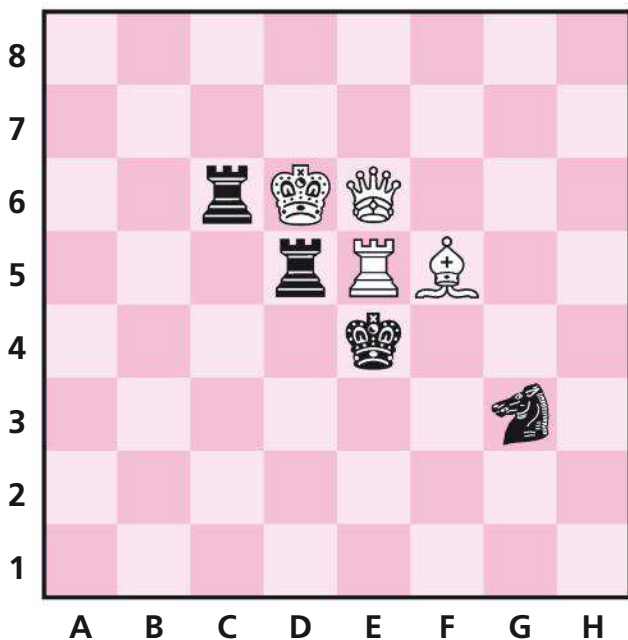
White starts:

Qa7xa8 Qa5xd5 Bf3xg2 Bf7xg8

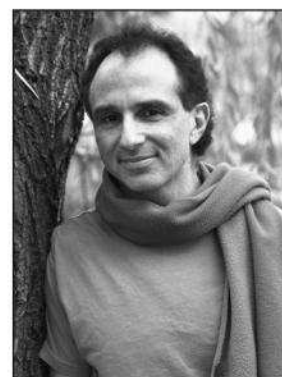
Qa8xd5 Bg8xd5 Bg2xd5



Now here is the problem for this issue. There may be more than one solution.



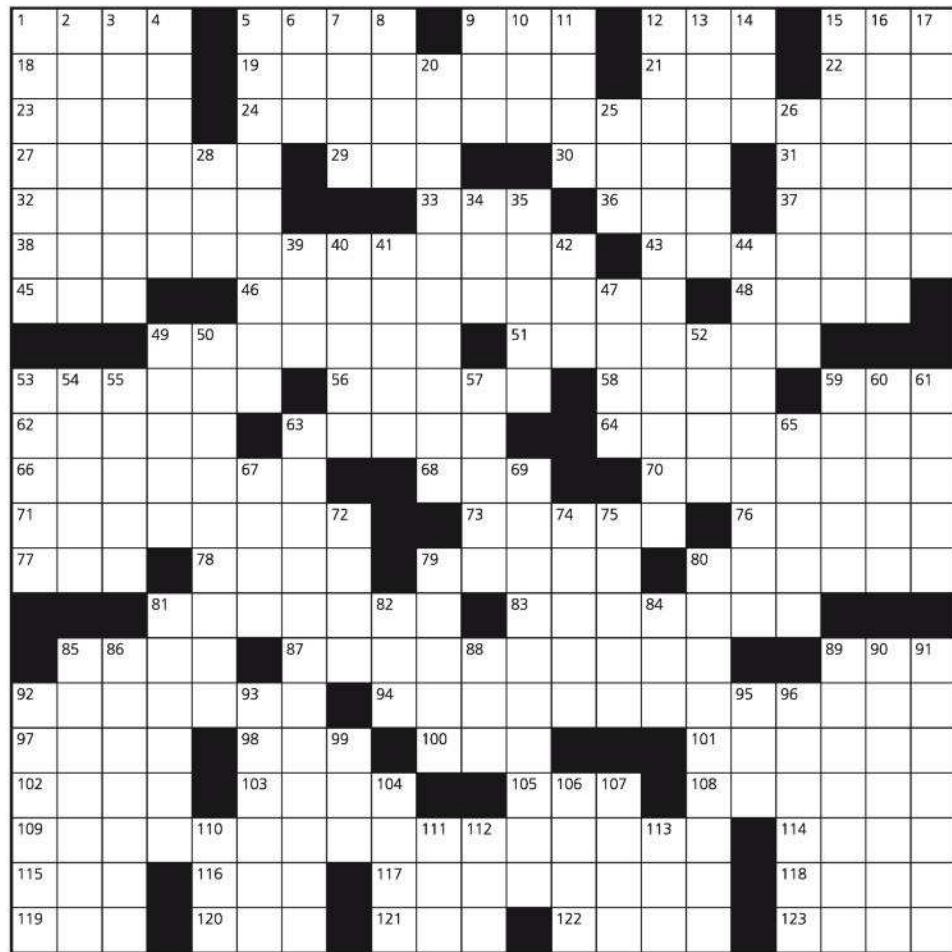
Dennis Shasha is a professor of computer science at New York University's Courant Institute. In addition to his scholarly research, Dr. Shasha has written six books of puzzles featuring a mathematical detective, Dr. Ecco. He writes the puzzle column for *CACM (Communications of The Association for Computing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



ANSWER, PAGE 75

ACROSS

- 1 The four-legged Charles
- 5 Drink like a frat boy
- 9 Waitress at Mel's Diner
- 12 He-turkey
- 15 R-V hitch
- 18 Senator aboard the *Discovery*
- 19 Imitative of classic fables
- 21 *Bird* ___ *Wire*
- 22 Great deal
- 23 Writer Hunter, a.k.a. Ed McBain
- 24 Hangover from hard liquor?
- 27 One of the Five Nations
- 29 Undermine, in a way
- 30 Munro's alias
- 31 Catholic supreme court
- 32 Hurl brickbats at
- 33 Goof
- 36 Jim and Tammy Faye's former org. "That's ___ need!"
- 37 Keggers in violation of the Volstead?
- 43 Tougher to tote
- 45 Select
- 46 Samples one of 24 brews?
- 48 *The Third Man* director
- 49 Before
- 51 Consolidated
- 53 Mercer's wares
- 56 Blow one's top
- 58 Peel
- 59 Soccer star Hamm
- 62 Type of acid obtained from tallow
- 63 Say flatly
- 64 Wiping out
- 66 Fauna of Sweden
- 68 The people's reps.
- 70 Port Authority employee
- 71 Off base, in a way
- 73 Best Actress of '39 and '51
- 76 "Mule Train" singer
- 77 Signs off on
- 78 Auto auction offering
- 79 Church fundraiser activity
- 80 Swag merchants
- 81 Dad's car in *Risky Business*
- 83 Xing out
- 85 Saxman Getz
- 87 Drinks request at Wimbledon?
- 89 4.9 ml
- 92 Treasure
- 94 Methodical bartender?
- 97 Slugger Aaron
- 98 Nasty old bat
- 100 Thumbs-up
- 101 ___ l'oeil
- 102 Pierce portrayer
- 103 *Dies* ___
- 105 Flop
- 108 Cloglike shoes
- 109 "Last call," e.g.?
- 114 Sunsets
- 115 Sugar substitute?



ANSWER, PAGE 77

- 116 Comprehend
 - 117 Sioux allies against Custer
 - 118 Solemn business
 - 119 Tag taggers
 - 120 ___ *Brown* (Judi Dench film)
 - 121 Tricked
 - 122 Percolate
 - 123 Ms. Durbeyfield
- ## DOWN
- 1 Way back
 - 2 Plans a purchase
 - 3 Surveyor's instrument
 - 4 Temper via heat
 - 5 Kind of converter
 - 6 Little chuckle
 - 7 Spent
 - 8 Desert south of the steppes
 - 9 Douglas, for one
 - 10 Little squirt
 - 11 Bucks
 - 12 Helped oneself to some vodka?
 - 13 Available for reference
 - 14 Orienteering essential
 - 15 Snitch
 - 16 Improvised on a recorder
 - 17 Not cricket

- 20 *Snow Falling on Cedars* setting
- 25 Some Z's
- 26 Not for Junior
- 28 Op. ___
- 34 Clark Gable's second missus
- 35 Abridge again
- 39 Advocating
- 40 One doing some venting
- 41 Like lava lamps
- 42 ___ Simeon (Hearst holding)
- 44 *What's My Line?* regular
- 47 Four-legged father
- 49 Group of lions
- 50 Uncle Ben's rival
- 52 Dope
- 53 Dispense with
- 54 "Take ___" ("check it out")
- 55 Has-___
- 57 Portraitist Rembrandt
- 59 Take off or send up
- 60 Fatuous
- 61 *All My Children* creator Nixon
- 63 Offers drinks on the house?
- 65 Metal-on-metal sound
- 67 Big jug
- 69 *Dublin Trilogy* playwright

- 72 Wiggly
- 74 Habituate (to)
- 75 Michael Phelps' collection
- 79 Muffin stud
- 80 Start of a flight
- 81 Tlingits' outerwear
- 82 March syllable
- 84 ___ *Liaisons dangereuses* (1782 novel)
- 85 Pungent bulb
- 86 Achilles and others
- 88 Hallux
- 89 Pic ineligible for an Oscar
- 90 The Dippers, for example
- 91 Duns
- 92 Fonzie's cousin
- 93 Brawl memento
- 95 Chunk of history
- 96 Mugabe of Zimbabwe
- 99 SUVs guzzle it
- 104 Create an aquatint
- 106 Skunk River city
- 107 Allele
- 110 Doctrine
- 111 "Eureka!"
- 112 Brother of Jack and Bobby
- 113 Vane dir.

SIAMESE TWINS

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

- 1 Cartoon rabbit...: 2 wds.
...and one of his frequent tormentors: 2 wds.
- 10 Binge
Close-lipped
- 13 Cheer: 2 wds.
Class registrants
- 14 Have existence
Zeta-theta link
- 15 Logical basis
"Wise thing to do": 2 wds.
- 16 Traitorous type
Scottish headwear
- 17 Berkshire school
Head, in Caen
- 18 City in Orange
County, California
Fit for the table
- 20 Pummeled
Charts of the night
sky: 2 wds.
- 24 Congeal
Qatari leader
- 25 Archaic verb ending
Leo's birth mo., often
- 26 Picture puzzle
Throw water on
- 27 Cartoon gunslinger...: 2 wds.
...and the series he appears in: 2 wds.
- 31 Art class
2006 Sacha Baron
Cohen film
- 32 Bad review
___ Lanka
- 33 Blood-related
Yoked beasts
- 34 Comes up with:
2 wds.
Nonlethal zappers:
2 wds.
- 39 Ancient
Roman orator
"You cheated!":
2 wds.
- 41 Saber's cousin
Pale blue hue
- 42 "And how!"
lead-in: 2 wds.
Expert
- 43 Rock formation in
the Sierra
Nevadas: 2 wds.
Unjustified
persecution:
2 wds.
- 47 Business mag
Howard of film
- 48 Heartless: Hyph.
Hockey arena,
to Canadians:
2 wds.
- 49 Big bang maker
Tip of a wing tip
- 50 Parasitic worms
24 global
divisions:
2 wds.

1	E	L	M	E	R	F	U	D		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	37	38
39						40				41			
42						43		44	45	46			
47						48							
49						50							

1	B	U	G	S	B	U	N	N	Y		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	37	38
39						40				41			
42						43		44	45	46			
47						48							
49						50							

DOWN

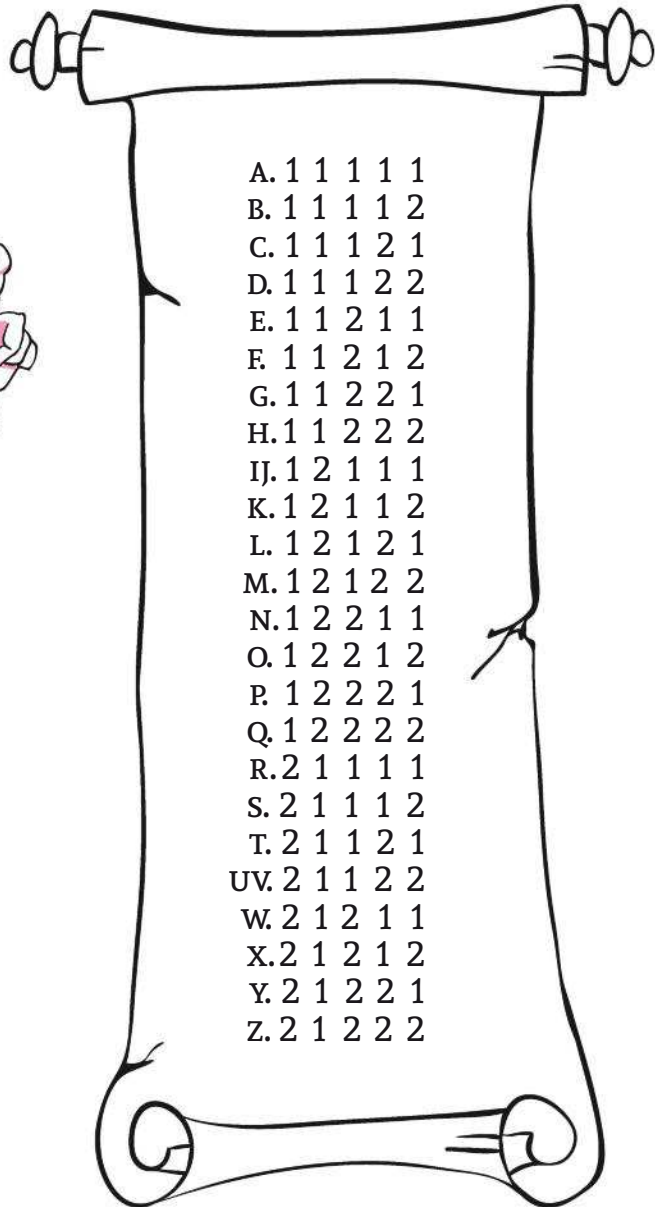
- 1 One-ups
Wetland wader
- 2 Reluctant
Not yet fulfilled
- 3 Revved thing
Persona non ___
- 4 More irritated
Minneapolis suburb
- 5 Deli classic, for short
Pi-sigma link
- 6 Einstein's birthplace
A killjoy kills it
- 7 Actress Thurman
Prefix with Latin
- 8 Parceled
St. Kitts and ___
- 9 Historical slave Scott
French-Belgian river
- 10 Xylophone relative
JFK-based airline
- 11 It has a "235" isotope
Perplexed: 3 wds.
- 12 Taxi tickers
Reproductive cell
- 19 Revered one
Geese formations
- 21 Assemble
Within reason
- 22 Shade
24-hr. cash cache
- 23 Sphinx setting
Grateful Dead-style band
- 26 Comedian Nora
Hold back
- 27 Defining work?
Double Fantasy
musician: 2 wds.
- 28 Minimal cash: 2 wds.
Opening
- 29 Novelist
Sarah ___ Jewett
Yemen's capital
- 30 Hexa- halved
Sigma-epsilon link
- 31 Kid's racer: Hyph.
Old West robber
- 34 In a ___
(very quickly)
Maestro Georg
- 35 Allstate alternative
Painter Frida
- 36 Supermodel Kate
Platoon part
- 37 Pound part
Novelist Zora
___ Hurston
- 38 Ships out
Destinies
- 40 Snooze, say
Victor's shout: 2 wds.
- 44 Pro ___ (for now)
Alternative to .net
- 45 Hydrocarbon
suffix
IRS hiree
- 46 Toque, e.g.
Brick-shaped
candy

HIDDEN TEXTS

The six puzzles at the bottom of the next page are examples of ciphers that have elements of both concealment and substitution. Each has been encrypted using one of two ciphers that we will now present, because knowing the cipher solves only half the puzzle.

ANSWERS, PAGE 75

Sir Francis Bacon (1561–1626) used a cipher in which each letter of the alphabet was represented by a string of five letters or numbers, each of which could have one of two values. Here are the basic substitutions:



A common way of using this cipher was to represent a message with text having five times as many letters as the message. The text, the content of which was irrelevant, would be composed of two slightly different fonts, and each string of five consecutive letters would represent a letter of the alphabet, as determined by the sequence of fonts. Thus if font 1 were a plain style and font 2 italic (in practice the difference would be subtler), the word HELLO could be encrypted with a 25-letter phrase such as *THE FOX JUMPS OVER THE LAZY DOG*. The first five letters have the font style pattern 11222, representing H as shown in the chart; the next five have the pattern 11211, representing E; and so forth. Note that one pattern can mean either I or J, and another can represent U or V; the correct letter must be determined from context.

A similar cipher was developed by the Benedictine Abbot Johannes Trithemius (1462–1516). This cipher uses three elements to represent each letter, which means that the text used to hide the message would be three times the length of the message. For example, HELLO could be encrypted with the phrase THE FOX JUMPS OVER, where the letters are printed in three different colors representing the numbers in the chart. (To represent the H in HELLO, the letters T-H-E would be in colors 1-3-2, etc.)

A. 1 1 1	J. 2 1 1	S. 3 1 1
B. 1 1 2	K. 2 1 2	T. 3 1 2
C. 1 1 3	L. 2 1 3	U. 3 1 3
D. 1 2 1	M. 2 2 1	V. 3 2 1
E. 1 2 2	N. 2 2 2	W. 3 2 2
F. 1 2 3	O. 2 2 3	X. 3 2 3
G. 1 3 1	P. 2 3 1	Y. 3 3 1
H. 1 3 2	Q. 2 3 2	Z. 3 3 2
I. 1 3 3	R. 2 3 3	&. 3 3 3



The first three ciphers below use Bacon's substitution code, and the next three use the Trithème code. The ways in which the numerical patterns are disguised are for you to determine. The hidden answer texts share a common theme.

1. ... hAViNG LiTTLe oR NO moNEY In MY pURSe ... i THOUgHT I WOUld ... SeE tHE WATERY pArT oF The wOrld.
2. oui miaou aioli nouveau oiled antic zoea outdo eerie oe oi oui ouch woo aa aerie eau oui saw sequoia blue'
3. APPLy BULLS COCOA BEACH GLORY ASSET DRESS LLAMA
4. They tell stories that the ancients told. They always tell true tales, they say, all strange and absorbing, such as ships sinking at Trinidad after storms. Twenty sailors, all alive, told their terrifying accounts to several strangers three times. Then after a time, the sailors told the audience that their thoughts are still traumatic.
5. Whatever falls down, however branches tumble, we cannot pretend or hardly even remember a reason that September mornings never begin properly. Pretty autumn leaves are many colors—green, red, brown, yellow—and merrily fall to earth with each windstorm. Then they are slowly covered by cold white snow.
6. 4 8 5 9 15 7 10 14 21 16 11 27 13 20 17 22 19 26 23 28 32 34 38 40 33 29 44 39 31 45 37 41 51 46 47 52 57 63 43 47 69 58 64 70 75 76 82 53 59 88 94

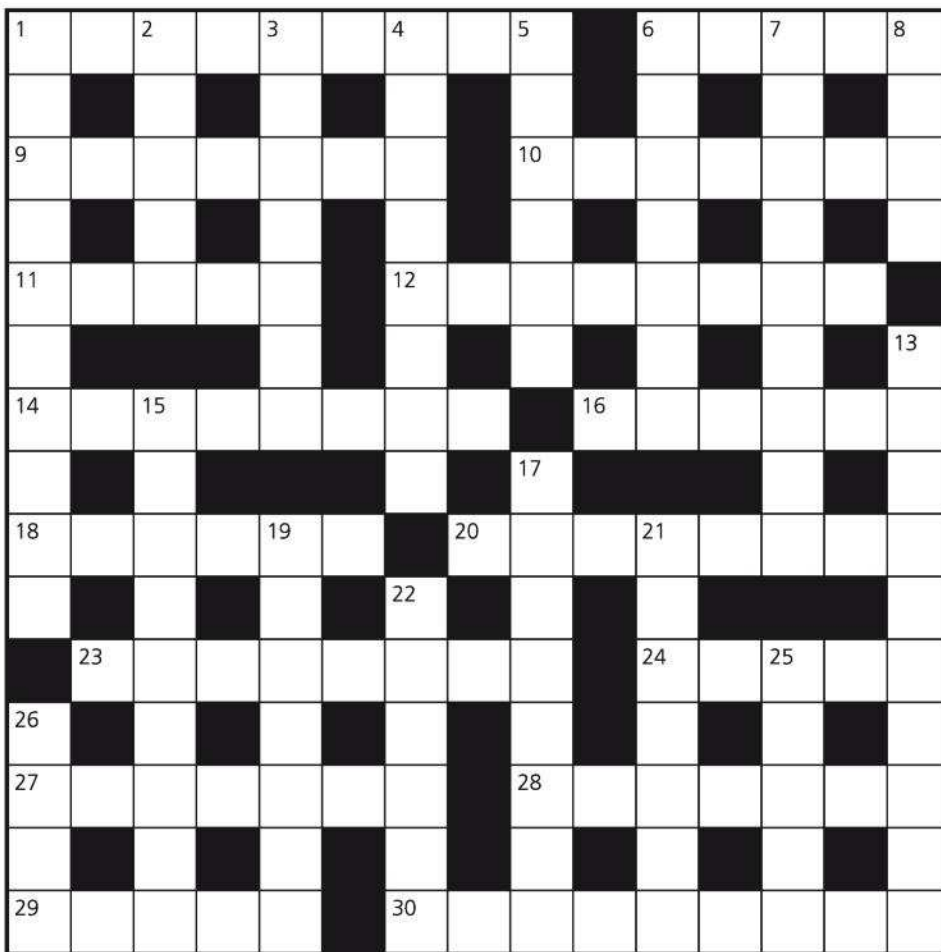
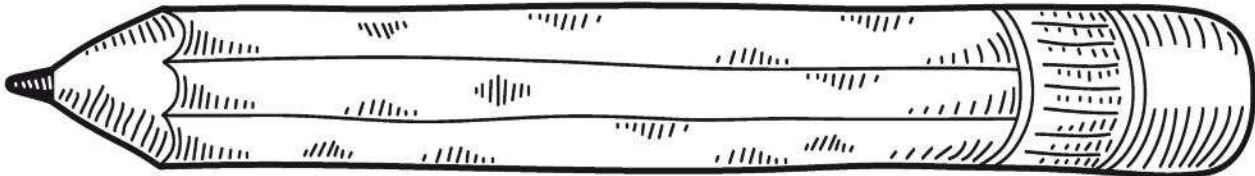
CRYPTIC CROSSWORD 1

BY MARIE BARRETT

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



- 29 Playboy, holding last of negatives back, tries to get prints (5)
30 Very drunken atmosphere at end of sociable card game (9)

DOWN

- 1 Eccentric has opulent indoor greenery (10)
2 Seem appropriate to reject if accepted in wager (5)
3 Crimson, green, and navy colored again (7)
4 Fireplace equipment and laundry room equipment (8)
5 Capture wayward parent (6)
6 Ring wrestler's action reflected no one view (7)
7 Originally found corrosion rate for foil (9)
8 Auditioned actual dance (4)
13 Spy Rebecca fooling around with Internet (10)
15 Scrapes as binding piece of lingerie is put back on (9)
17 First of cubs housed in lion building's storage bin (8)
19 Charges with a surcharge, so to speak (7)
21 Prohibit public relations, even with *Time* (7)
22 Doctor troubles bores (6)
25 Excuse all his brio, oddly (5)
26 Handled dues poorly (4)

ACROSS

- 1 Breathe in, out, to sleep a long time (9)
6 Propose non-operating hospital area (5)
9 Trend in nude swimming is still fresh (7)
10 Churning butter garners lowan's foremost praise (7)
11 "Special Edition" is running in next race (5)
12 Practical people are upset by tilts (8)
14 Getting knowledge right—breaking bias (8)
16 Restless in commune as youth (6)
18 Regular characters from *Cheers* and *Married...With Children* (6)
20 It holds up glasses of brewed tea recipe that's timeless (8)
23 Private shattered tie score (8)
24 Tests English at 10 a.m. Saturday (5)
27 Impassive stray is a colt (7)
28 United States CIA confused after whistle-blower beheaded (7)

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.

CRYPTIC CROSSWORD 2

BY RICHARD LEE CLARK

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 deletion of CHEAP.

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

Containers: A word such as PATIENTS "contains" TIE

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

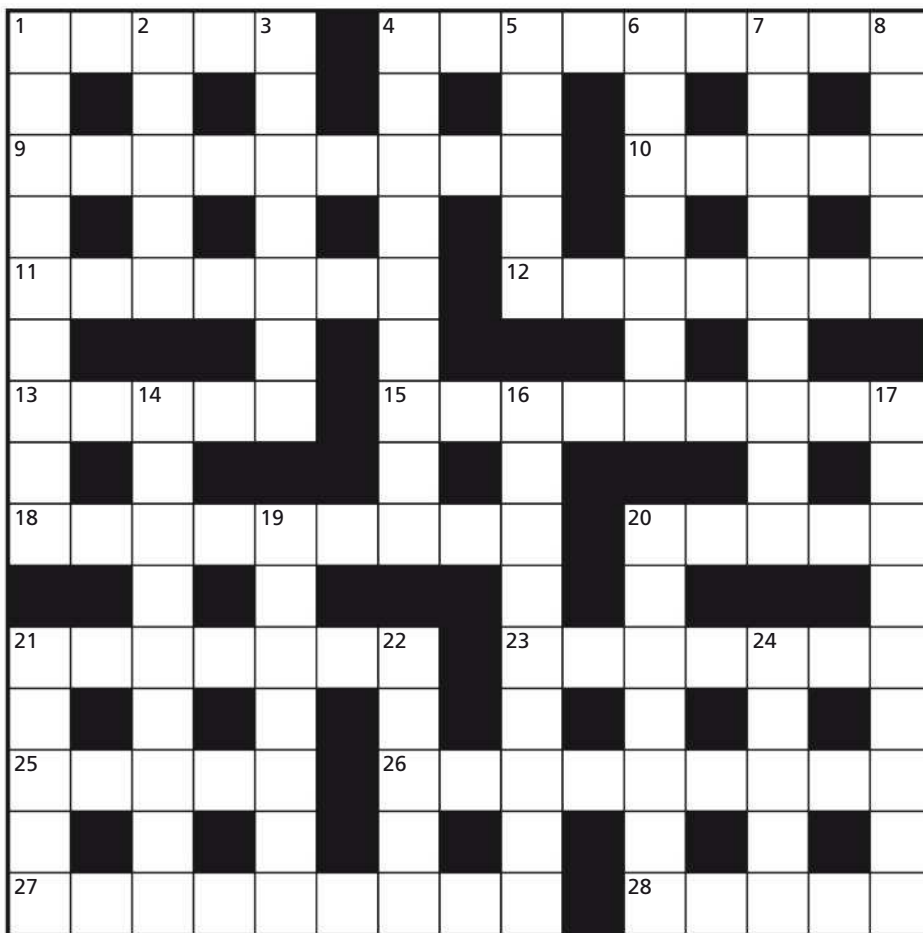
Hidden answers: The answer may appear intact, albeit camouflaged, in the clue. Example: *Myopic colonel clutches flute* for PICCOLO (myopic colonel).

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 Favored liberal Democrat embraces Eisenhower (5)
- 4 Figures improper integrals (9)
- 9 Wealthy guy is confused by no games (9)
- 10 Perfect poem written in 1050 (5)

- 11 Concerning a child's explanations (7)
- 12 Part of stain on plush floor (7)
- 13 Spy agency has run capital of Cuba roughly (5)
- 15 We sure solve exercises (9)
- 18 Signal for a pause—monocle is broken (9)

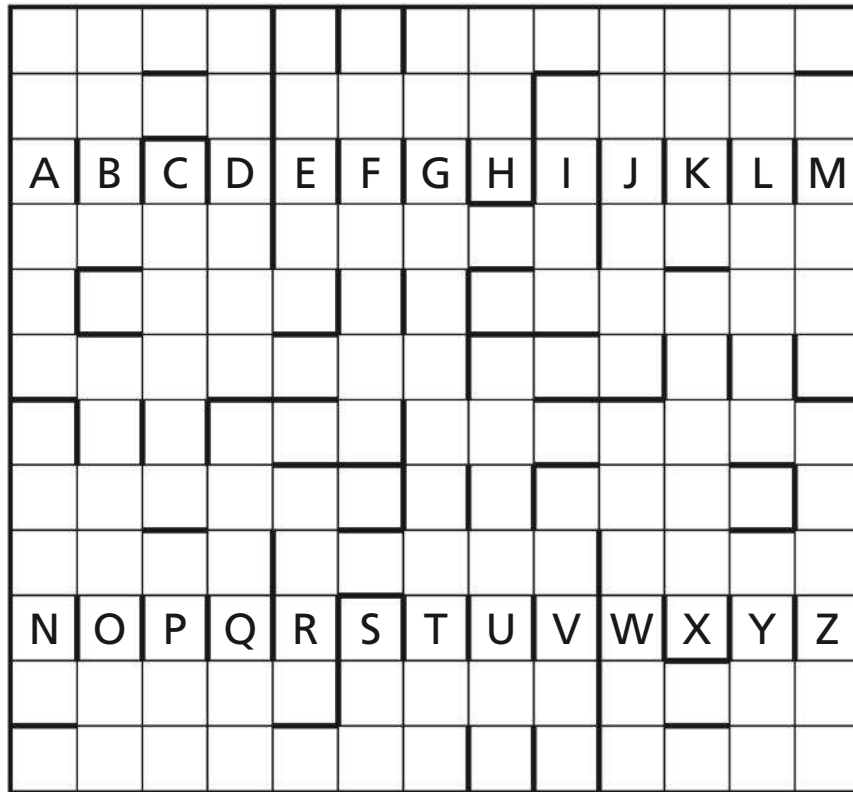
- 20 Question unorthodox prose (5)
- 21 "Talk with the judge," sighed Roseanne, once sounded out (7)
- 23 Form of an element is oxygen and tritium, with no nitrogen? Nope (7)
- 25 Capek play about the French king (5)

- 26 Old-fashioned mother almost gets a 10 (4-5)
- 27 Writer from western third of Minnesota circling Arkansas with TWA (4,5)
- 28 Reportedly teases motel owner in *Psycho* (5)

DOWN

- 1 I'm slicker, improving droll little poems (9)
- 2 Nation absorbed by Mencken yarns (5)
- 3 Actress Doris beginning to tan on a Florida beach (7)
- 4 Oddly, lots to do about a mushroom (9)
- 5 One second-rate senator becomes a playwright (5)
- 6 Candidate, in error, entering Alaskan town (7)
- 7 Sweethearts save Dolly's novel (9)
- 8 Goes it alone, either way you look at it (5)
- 14 Elder more upset with home improvement pro (9)
- 16 Red—popular color with Indiana movie canine (3,3,3)
- 17 Estranges foreign soldiers (9)
- 19 Exotic act incorporating nude floor show (7)
- 20 One that demonstrates British saying (7)
- 21 Get out of here, short stuff (5)
- 22 Burma's new dance (5)
- 24 Eight overtures of Offenbach continue to exasperate trumpeters (5)

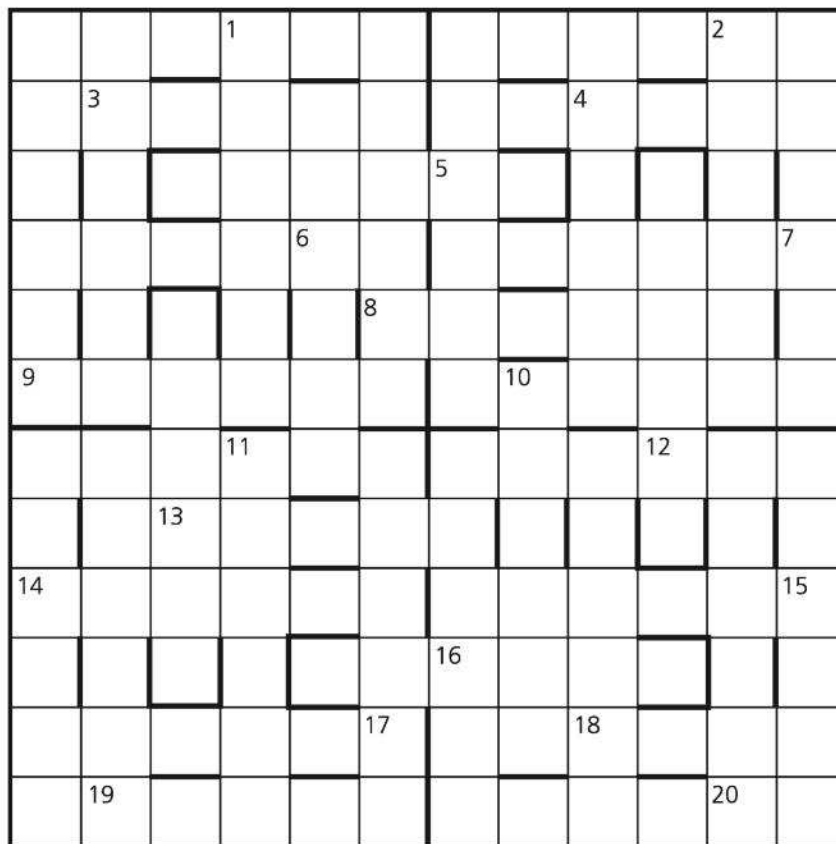
Clues are presented in the alphabetical order of their answers. In case you have forgotten the ABC song, we've pre-printed the alphabet in the grid. Clues are numbered solely for ease of reference. Enumerations are withheld. **ANSWERS, PAGE 79**



- | | | |
|---|--|--|
| <p>1 Speaker's conceded in a normal tone of voice</p> <p>2 Work near a sports facility</p> <p>3 Hardwood fire residue</p> <p>4 Folksinger Joan's college degree? Easy!</p> <p>5 Remove nothing from extravagantly ornate sailing vessel</p> <p>6 Wait; VP Joe isn't finished</p> <p>7 Retro watercraft or motor vehicle</p> <p>8 Sweet-talk Mr. Porter when holding ace-jack</p> <p>9 Make California exercise</p> <p>10 Relic moved Catholic priest</p> <p>11 Evidence of spider infestation we found in Colorado B&B</p> <p>12 Chicago player on a Caribbean island</p> <p>13 Leads horses around valleys</p> <p>14 Definite angst when short reduces power</p> <p>15 God of the French and the German university</p> <p>16 Choose photoelectric components</p> <p>17 Members of Fraternal Order of Police mull Sherlock Holmes's conclusions</p> | <p>18 Frost headed West with an Islamic prince</p> <p>19 Knievel engaged in revelry</p> <p>20 Contemplated and said I would</p> <p>21 In fact, use plastic spigots</p> <p>22 A fruit Greeks prepared for an Olympic athlete (2 wds.)</p> <p>23 Judge's mallet is handed over at end of trial</p> <p>24 A fan of the dark and morbid understood the point of Halloween</p> <p>25 Now listen to the auditors</p> <p>26 I'm proud to get rid of every other portable music device</p> <p>27 A reporter for the <i>Daily Planet</i> and <i>Time</i> dogging Mr. Burns</p> <p>28 Places suggested for wreathes</p> <p>29 Earl or duke hosting a nobleman</p> <p>30 The capital of Muhammad Ali's country</p> <p>31 Crackers made in a holy Saudi Arabian city</p> <p>32 A Stooze and yours truly, eating a bagel</p> <p>33 Complaints of naked Smurf inside of Smurf School</p> | <p>34 Former President of obstetrical doctors' organization</p> <p>35 City in Czechoslovakia</p> <p>36 Extra-excited following introduction of paychecks not reduced by withholding</p> <p>37 Pupil cleaned up center of sanctuary and minister's platform</p> <p>38 Very large stores start to circulate defective-product notice</p> <p>39 Returning old Apple products is fraud</p> <p>40 Quiet Eastern gal</p> <p>41 Sez Liz, "Ground steak is sold with this"</p> <p>42 Silver nugget is struck</p> <p>43 Postage meter contributed to escalating disputes</p> <p>44 Emptied-out secret file is curious</p> <p>45 Receiving a mediocre mark, cusses out winner</p> <p>46 For the Brits, sets of neckwear bearing the letter "L"</p> <p>47 Role Tom played with a vocal vibrato</p> <p>48 Underground bath house's closing</p> <p>49 Train Leroy, Ed and a Swiss Alps vocalist</p> |
|---|--|--|

Clues to the cryptic crossword below are given in pairs. Each pair of answers (all of which are six-letter words) intersects in the correspondingly numbered square in the diagram. Either the Across clue or the Down clue may be given first; it's up to you to determine their placements.

ANSWERS, PAGE 79



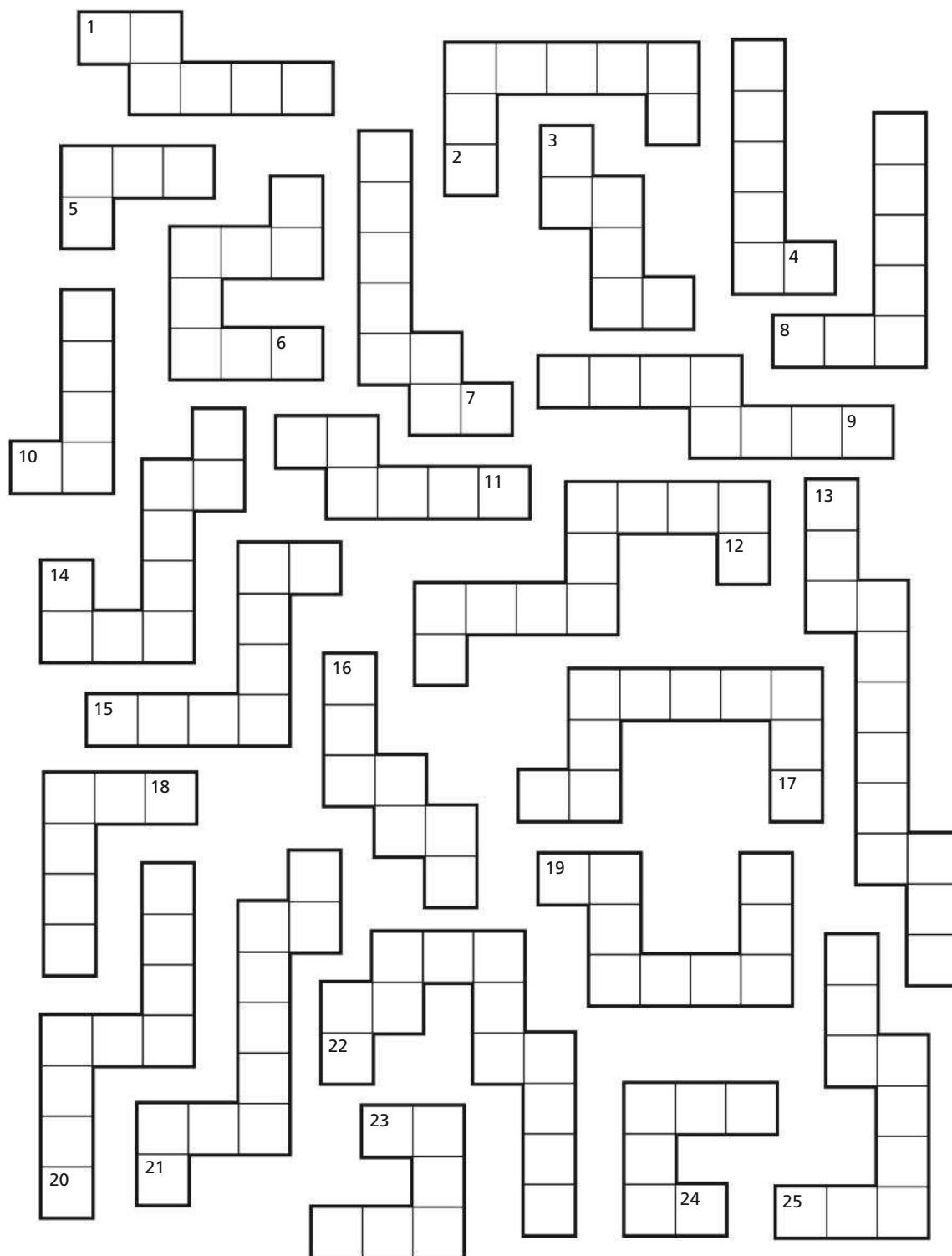
CLUES

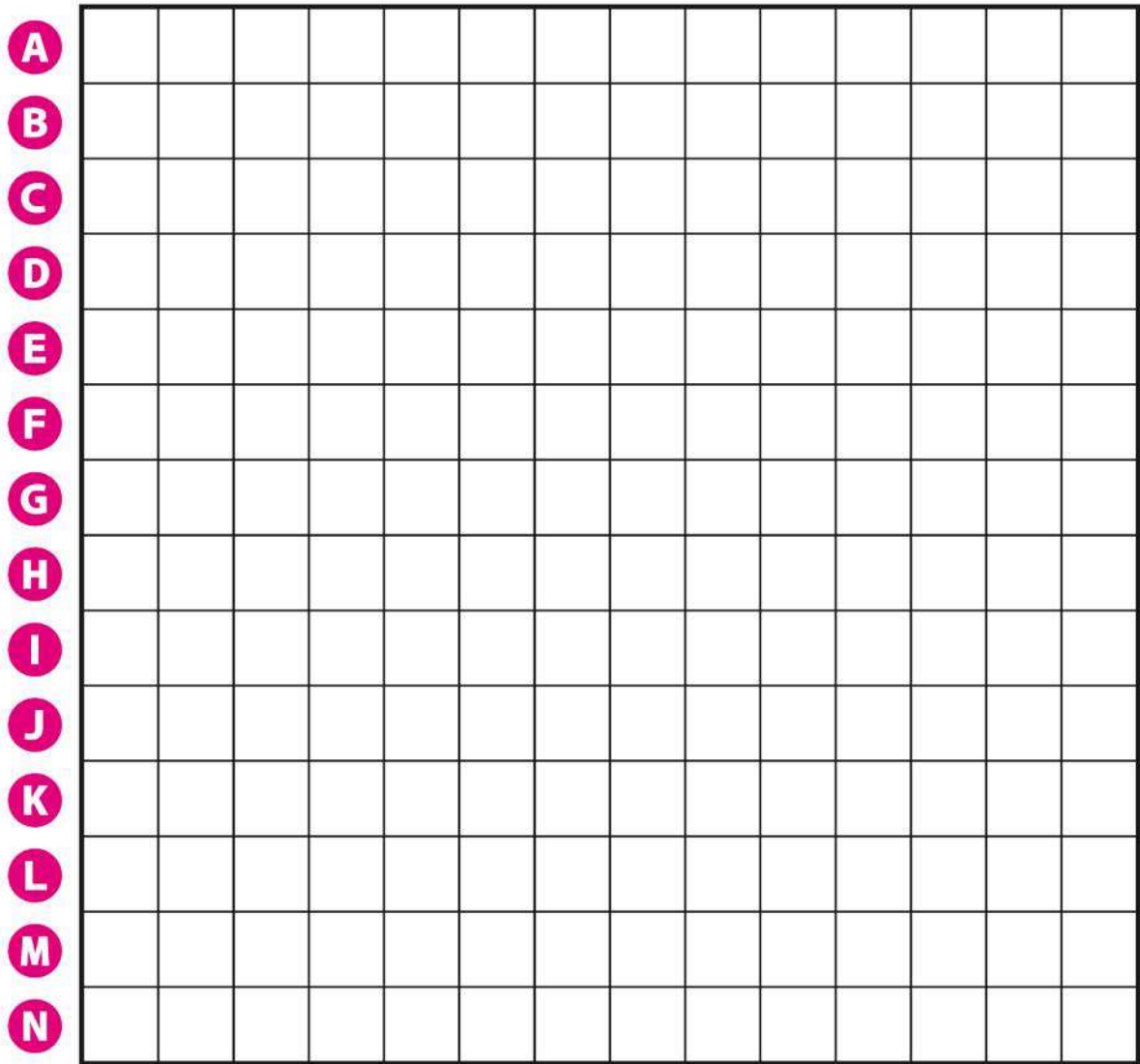
- | | |
|--|---|
| <p>1 Horse around in sea
Three miles outside Australia's capital, a large beast</p> <p>2 President-like dances?
Rate a female donkey?</p> <p>3 Wool interior of Mustang or Audi
Pack a scene with violence</p> <p>4 More massive brew includes last bit of flavor
Publisher learns of incipient takeover</p> <p>5 Fear of mischievous elf instilled in Ms. Zadora
Other sex's clothes worn by monster</p> <p>6 Dash it all—keeping nothing from seductive lass
Perched atop vessel to see object in outer space</p> <p>7 Horn player, an inept person, omits quarter-note
Worst architects show formality</p> <p>8 Old soldiers chasing 101 cats
Will's gift, for instance—frilly on the edges</p> <p>9 Mr. Tormé, faint-sounding and laid-back
Beginning to weep; teary, perhaps!</p> <p>10 A government agent, or a hat
New ref has difficulty</p> | <p>11 Mr. North receives poem as present
Service manual for graduate</p> <p>12 Israeli man to make tea
20/20 interviewer forgoes premiere to make changes</p> <p>13 A survey leads to "love god"
Princess puts up with fool</p> <p>14 Utter restraint regarding the wedding
Records for nearly all hoboes</p> <p>15 Wine...er...beer
Entitled to have small morsel in question</p> <p>16 Dad, angry, is beside himself?
Glutton to assume Peg is optimistic</p> <p>17 Having left for week always brings relief
Dance instructor spoke after knocking back liquor</p> <p>18 Quarterback is Number One at figuring course
Boat is in the sound, by a lot of paper</p> <p>19 Lawrence, not quite out of bed, is beat
Boxer shorts having a pastel color</p> <p>20 Makes uniform around time for special occasions
Slippery, as aboard battleship, for example</p> |
|--|---|

SOME ASSEMBLY REQUIRED



Here's a real piece of work for you: A 14x14 grid of letters has been chopped up into puzzle pieces, and it's up to you to reassemble it. Start by entering the answer to each of the Pieces clues in the corresponding piece below (beginning with the numbered square). If you hit a snag, turn to the Rows clues. Each row (A–N) in the "tray" on the facing page contains two answers, to be entered consecutively. (The clues are given in order, but you must determine the dividing point between answers.) Use the Row answers and the pieces' unique shapes to determine the proper location of each piece within the tray. You won't need to overlap or rotate any pieces. **ANSWERS, PAGE 80**





PIECES

- 1 *Caddyshack* director Ramis
- 2 Adds, as by growth
- 3 Conservative investor's selections: Hyph.
- 4 One way to pay: 2 wds.
- 5 *The Nanny* star Drescher
- 6 Completely isolated: 2 wds.
- 7 Everest trekker's starting point: 2 wds.
- 8 Means of entry
- 9 Drops in on an old haunt
- 10 Mathis classic that starts "Look at me..."
- 11 Soup urn on a buffet table
- 12 Vacationing celebrity's change of address?: 2 wds.
- 13 At random locations: 3 wds.
- 14 *Divina Commedia* name
- 15 Rocky shelf
- 16 Communal viewing places: 2 wds.
- 17 Singer called "Mr. La Bamba" in Europe: 2 wds.

- 18 Rust-colored horse
- 19 Bluesman behind "Midnight Special"
- 20 Well-timed
- 21 Important port on Cape Ann
- 22 Originals kept nice and clean: 2 wds.
- 23 President nicknamed "Old Rough and Ready"
- 24 Popular Honda model
- 25 Mosquito Coast nation

ROWS

- A Where to find Minos's labyrinth
Italian dictator Benito
- B Sports stick with a mesh pocket
1984, for one: 2 wds.
- C Actor Assante
Another name for a filbert
- D Almost went over the edge
Fancy kind of caviar
- E Pickle brand endorsed by a stork
Newspaper employee

- F *Creepshow* and *Night of the Living Dead* director George
Where *locos* run with the *toros*
- G Trained to return, as pigeons
Terror-stricken: 3 wds.
- H Moseyed along
Arrest (a criminal)
- I Dismounts
Having a will
- J Performs someone else's song
Underwater thriller of 1989: 2 wds.
- K Low card in a pinochle deck
Parts often buried in the
credits: 2 wds.
- L Gavel-pounder's word
A spoken word
- M Scolds severely
Gravy thickener
- N Mike Brady's wife
Forking off

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? All answers are single words. If you need help getting started, a list of the four categories appears on page 74.

ANSWERS, PAGE 80

FAMILY ONE

Category: _____

1. FETCH _____
2. SELDOM _____
3. SPOILT _____
4. DOTTER _____
5. STARLIT _____
6. WEARILY _____
7. PARCHESI _____
8. RACHETED _____
9. VENEERING _____
10. THEOCRATIC _____

FAMILY TWO

Category: _____

1. AEGIS _____
2. IDYLL _____
3. LIBRAS _____
4. METHYL _____
5. MUONIC _____
6. AUGMENT _____
7. CEVICHE _____
8. LAMPREYS _____
9. CRITERIUM _____
10. GUARANTOR _____

FAMILY THREE

Category: _____

1. TYKE _____
2. SHADY _____
3. SWOON _____
4. MERELY _____
5. COOLISH _____
6. EUCRITIC _____
7. GAMENESS _____
8. SHELFFUL _____
9. EBULLIENT _____
10. REPLICATE _____

FAMILY FOUR

Category: _____

1. NAIAD _____
2. ANONYM _____
3. RANDOM _____
4. MASCOT _____
5. AMYLOSE _____
6. ROMANCE _____
7. TOLUOLE _____
8. DIOLEFIN _____
9. ATTOURNED _____
10. HENROLLING _____

SPLIT ENDS

BY JOHN MCALLISTER

Each puzzle below consists of a two-word clue. Your job is to figure out the answer by determining which familiar two-word phrase or name, when placed between the existing two words, will result in three overlapping two-word phrases or names. For example, the answer to the clue "Taste bulb" would be "Bud Light" (taste bud, Bud Light, light bulb).

ANSWERS, PAGE 80

1. Stuart Deere

2. Whiskey Puff

3. Fighting Fever

4. Toby Legend

5. Owner's Pains

6. Little Wrap

7. Sin Monitor

8. Teacher's Bottom

9. Hidden Scouts

10. Iron Stewart

11. Kevin Swift

12. Harrison Sally

13. Ron Cowell

14. Billy Bearing

15. Baby Einstein

16. Loose Godmother

17. Rachael Barkley

18. Purple Cave

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD BY HARVEY ESTES

STUDY IN BLACK AND WHITE

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 | 74 They change clothes for a living | 134 See 131-Across |
| 1 They're sometimes circled | 76 Mother of Chaz | 138 Big wingding |
| 7 He gets back to you | 77 Yahoo's lack | 139 Merry tunes |
| 14 Camille portrayed | 78 Solar system gas giant | 140 Sheet sizes |
| 19 Mind | 79 Takes stock? | 141 <i>Songs in _____</i> (Alicia Keys album) |
| 23 Martian feature | 80 Failures, slangily | 142 Expressionist Schiele |
| 24 <i>The House of the Spirits</i> author | 81 Handle | 143 Chinese-born American architect |
| 25 Radio-friendly version, maybe | 82 Come-on | 144 Ancient vessel |
| 26 Culture medium | 83 Spy novelist | 145 Pressing machine |
| 27 Royal seat | 87 Future grooms | 146 Hems but doesn't haw |
| 28 Vocalized wordlessly | 88 Facility | 147 Krupp Works site |
| 29 Sound off | 89 It has teeth | 148 Goes lickety-split |
| 30 South America's "City of Kings" | 93 At sixes and sevens | 149 Fresco figures |
| 31 With 33-Across, network above | 94 Marshal Dillon's portrayed | |
| 33 See 31-Across | 95 Prop for Will Rogers | DOWN |
| 35 Place for a run | 96 Nabisco bestseller | 1 Any of the Three Weird Sisters |
| 36 Rosé alternative | 97 Items in a count | 2 Blessing preceder |
| 37 Warts and all | 98 Small singer | 3 Tiny troublemakers |
| 38 Lower in rank | 99 Corn feature | 4 Carol start |
| 39 Cured | 100 Vintners' equipment | 5 Half an Orkan farewell |
| 40 Fly swatter | 101 With 104-Across, spots in the paper | 6 Tracy of old films |
| 44 Agriculture goddess | 104 See 101-Across | 7 Alfalfa, for one |
| 46 Billing sharers | 108 Framer's supply | 8 <i>MacGyver</i> actor |
| 50 Body in space | 109 Coastal flier | 9 A diamond has one |
| 52 Publicist's bane | 110 Viewpoint | 10 Editor's call |
| 53 Put to rest | 111 Slicker materials | 11 Grooving on |
| 54 Little Rocker, e.g. | 116 Where some sun | 12 Temptation location |
| 55 Caron film | 117 Rustic | 13 Beatty flick |
| 56 With 59-Across, technique with Hindu roots | 119 Donkeys' din | 14 Brought in |
| 59 See 56-Across | 120 Emulates a mole | 15 Make useful again |
| 65 Buffs | 121 ___ Alto | 16 Issues |
| 66 Chipped in: Var. | 122 Bay of Biscay feeder | 17 Sticking point |
| 67 All-night party | 123 Representatives, say | 18 Rink feat |
| 68 Ruffles feature | 124 Fluffy kitty | 19 Degree of ability |
| 69 Key, e.g. | 127 Sport | 20 Work up |
| 70 Run off | 131 With 134-Across, personal sense of duty | 21 1956 Yul Brynner role |
| 71 Election-year broadcast | | 22 Stationer's supplies |

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

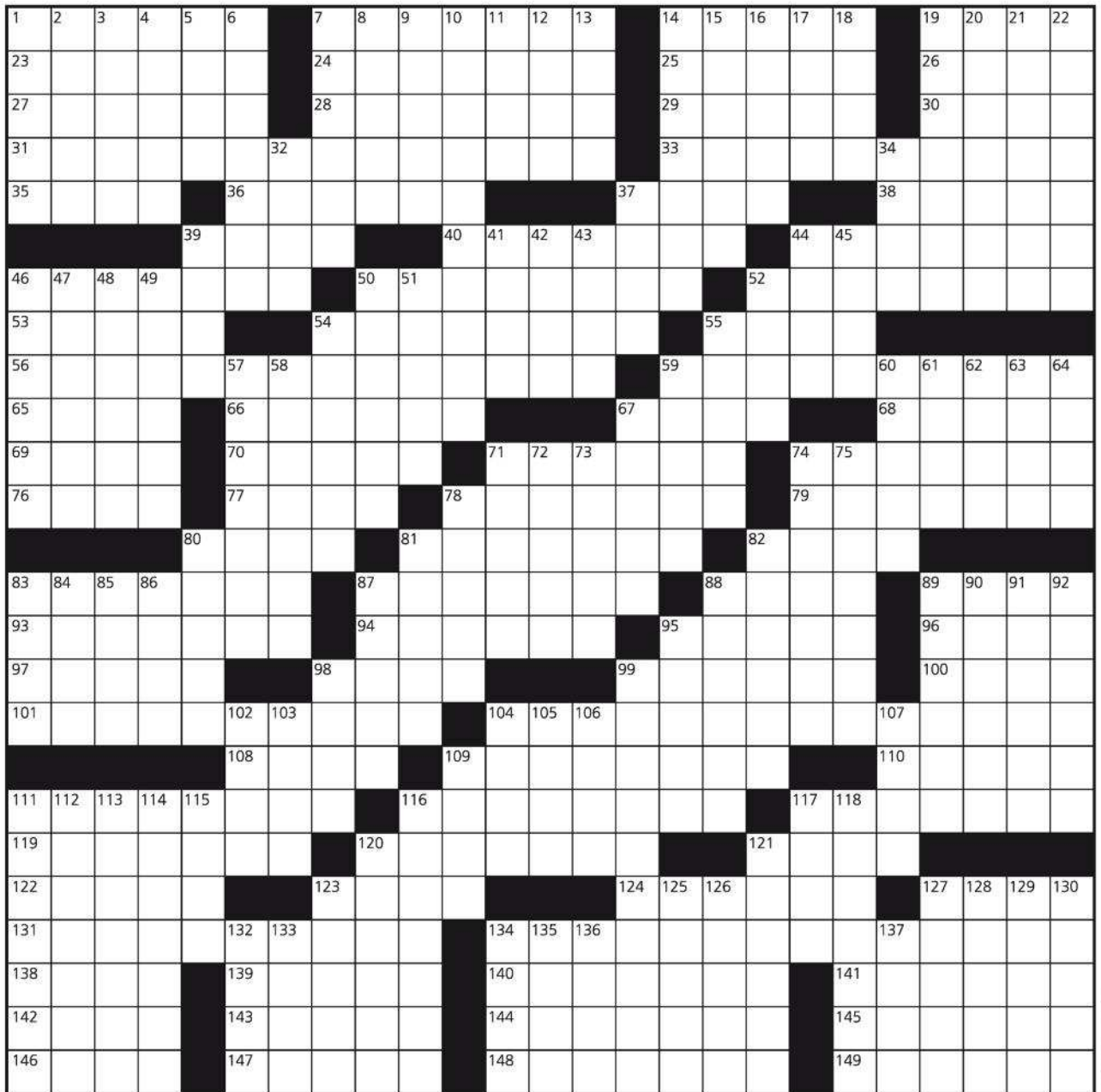
Easy Clues

ACROSS

- 1** Hayride vehicles
7 One who answers
14 Reclusive actress Garbo
19 Give a darn
23 Polar buildup
24 1970s Chilean president Salvador
25 Edit for radio, maybe
26 Thickening agent
27 King's chair
28 Sang nonsense syllables
29 Put in one's two cents
30 Peru's capital
31 With 33-Across, they relay signals
33 See 31-Across
35 Hydrant hookup
36 Red wine
37 Sale item disclaimer: 2 wds.
38 Take down a peg
39 In good health
40 Power hitter
44 Greek goddess of the harvest
46 Actors sharing top billing
50 Space rock
52 Unwanted publicity: 2 wds.
53 Put into the ground
54 Bill Clinton, by birth
55 Taylor of *American Crime*
56 With 59-Across, mantra method
59 See 56-Across
65 Massages
66 Fed the kitty: Var.
67 Four-star review
68 Chain of hills
69 Wight or Man
70 Cursive's opposite
71 Discuss pros and cons
74 Clothes alterers
76 Sonny's partner, once
77 Social grace
78 It's between Mars and Saturn
79 Steals steers
80 Boxers and bloodhounds
81 Familiar name
82 Attraction
83 *A Perfect Spy* author John: 2 wds.
87 Husbands-to-be
88 Tranquility
89 Hair untangler
93 All fouled up: 3 wds.
94 *Gunsmoke* star James
95 Roundup rope
96 Black and white sandwich
97 Carrots, to snowmen
98 Small songbird
99 Fez attachment
100 Fermenting tanks
101 With 104-Across, newspaper section
104 See 101-Across
108 Bathroom rugs
109 Bird that feeds on fish: 2 wds.
110 What a protractor measures
111 Waterproof garments for sailors
116 Lifeguard's no-running zone: 2 wds.
117 Hillbilly
119 Sounding like an ass
120 Secret passages, perhaps
121 ___ Alto, California
122 French wine valley
123 D.C. dealmakers
124 Long-haired cat
127 British bloke
131 With 134-Across, one's moral obligation
134 See 131-Across
138 Big celebration
139 Rhythmic cadences
140 Standard book sizes
141 Key with no flats or sharps: 2 wds.
142 *Ghostbusters* character ___ Spengler
143 JFK Library architect: 3 wds.
144 Oar-powered ship
145 Mar badly
146 Emulates Betsy Ross
147 Ruhr industrial center
148 Moves quickly
149 Los Angeles ballplayers
5 When repeated, Mork's good-bye: 2 wds.
6 Princess Diana's last name
7 Rascalion
8 Dana of *MacGyver*
9 Dish for your dinner
10 Meaning of "stet": 3 wds.
11 "What am I getting ___?"
12 Biblical garden
13 Cincinnati pros
14 Repulsed, with "out"
15 Patch up
16 Sends out
17 Fork feature
18 Skater's leap
19 Diameter of a gun's bore
20 Shake up
21 Ancient Egyptian king
22 Whiteboard wipers
32 Misfortunes
34 Place for a genie
37 Opposed to, to Li'l Abner
39 Armed conflicts
41 Pre-Easter period
42 Astronomical bear
43 Soccer score
44 Artist Salvador
45 Prepare to publish
46 Like a lemon's acid
47 Fast forward flow
48 Horse house
49 More uptight
50 Hot-blooded
51 ___ shooting
52 ___ one's time (wait)
54 Monkeyshines
55 Crowbar, e.g.
57 Takers of prisoners
58 Makes angry
59 Alma ___
60 Get out of bed
61 Cheat at pinball
62 Golden calf, for one
63 Fairy tale menace
64 Eliot the Untouchable
67 Gives a PG to, say
71 Actress Irene
72 Cast-of-thousands movies
73 Tour de France racers
74 Ties up
75 Ring of light
78 Craft store chain
80 Gown
81 Bogged down
82 TV collie
83 *The Mod Squad* character
84 Carbon compound
85 Honduras home
86 Mingo portrayer Ed
87 Cabby's charges
88 *Born in ___* (Cheech Marin comedy): 2 wds.
89 Spell-casting groups
90 Florida fruit
91 Gumption
92 Ordered around
95 Bigger than medium
98 Funny folks
99 Rips to shreds: 2 wds.
102 "___ the Mood for Love": 2 wds.
103 Canine tooth
104 Billion years
105 Chip's cartoon buddy
106 Calf meat
107 Deli spread
109 Boy babies
111 Does a favor for
112 Early metalworking period: 2 wds.
113 Stayed out of sight: 2 wds.
114 Damascus denizens
115 Ukraine capital
116 Grabs a parking spot: 2 wds.
117 Mata ___
118 "Sweet Home ___"
120 Exactly so: 3 wds.
121 Wild West search parties
123 Cheap, lurid publications
125 Work of fiction
126 Troll's kin
127 Hold on tight
128 Door joint
129 Coral island
130 Funereal fires
132 Nastase of tennis
133 Turns down, as lights
134 *Goodbye, Columbus* author Philip
135 Stocking hue
136 Begin to wake up
137 "___ old cowhand...": 2 wds.

DOWN

- 1** Mean old woman
2 Sneezing sound
3 Lysol targets
4 "___ All Ye Faithful": 2 wds.

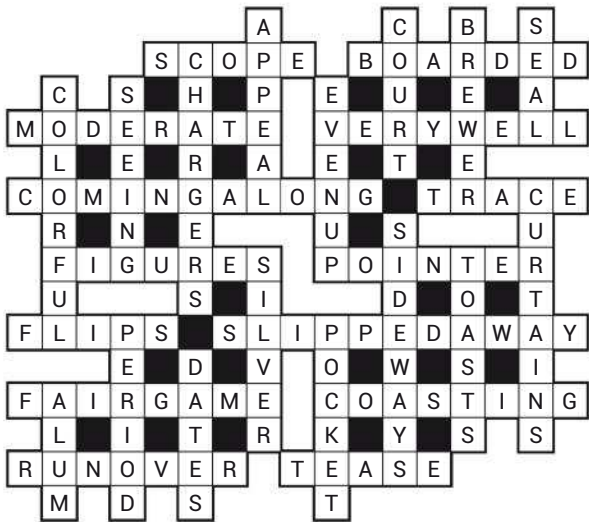


Hard Clues (continued)

- | | | | |
|--------------------------------------|--|--|--|
| 32 Some are social | 59 Dura ____ | 87 Makes out | 115 City on the Dnieper |
| 34 Aladdin's find | 60 Materialize | 88 <i>Stand and Deliver</i> setting | 116 Enters the driveway |
| 37 Not fer | 61 Joust | 89 Bewitching groups? | 117 Part of a spy name |
| 39 Part of VFW | 62 Pedestal topper | 90 Fall color | 118 Country band |
| 41 Time to give up | 63 Nasty sort | 91 Pluck | from Fort Payne |
| 42 Bear up there | 64 '20s gangbuster | 92 Directed | 120 On the nose |
| 43 Soccer game cry | 67 Parking lot posting | 95 One way to live | 121 Oater parties |
| 44 Painter of melting watches | 71 <i>I Remember Mama</i> actress | 98 Mental acuity | 123 Penny dreadfuls |
| 45 Prepare copy | 72 Elaborate productions | 99 Shreds | 125 Bestseller, often |
| 46 ____ acid | 73 Items in a rack | 102 Hacker's cry | 126 Treasure guardian of legend |
| 47 Charge | 74 Architectural supports | 103 Diller's hubby | 127 Not freestone |
| 48 Groom's place | 75 Sign of sanctity | 104 Ages: Var. | 128 Depend (on) |
| 49 Not so cool | 78 Actress Pflug | 105 Cartoon chipmunk | 129 Tarawa, for one |
| 50 Burning | 80 Say no to nudity | 106 Wiener schnitzel ingredient | 130 Combustible heaps |
| 51 Airborne targets | 81 Stuck | 107 Deli supply | 132 One of Bjorn's '70s rivals |
| 52 Wait | 82 Hot dog, once | 109 Male issue | 133 Obscures |
| 54 Capers | 83 <i>Mod Squad</i> role | 111 Binds | 134 IRA type |
| 55 Bottle opener, e.g. | 84 Organic compound | 112 Prehistoric period | 135 Neutral hue |
| 57 Ransom seekers | 85 "Mi ____ es su..." | 113 Hid out | 136 Big house |
| 58 Sets off | 86 Iowa city | 114 Aleppo natives | 137 Somalian model |

ANSWERS

3 | MIXED DOUBLES



CLUE PAIRS:

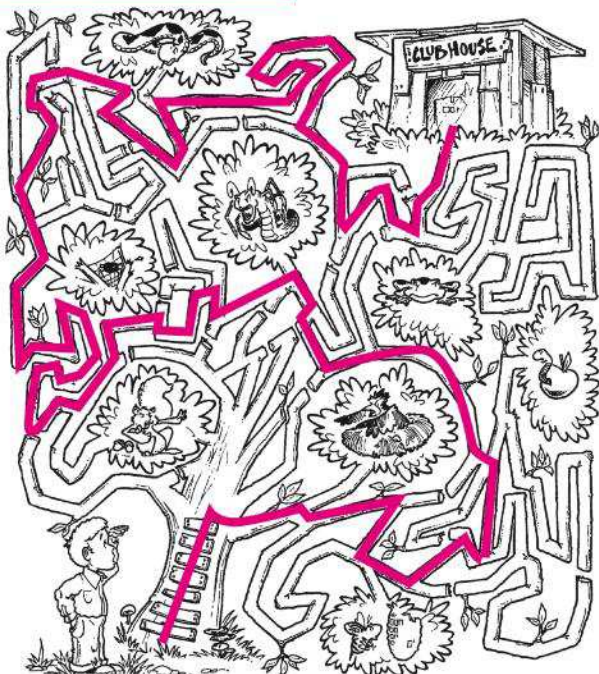
ACROSS: 1/26, 2/18, 3/11, 4/21, 5/8, 6/27, 7/23, 8/5, 9/25, 10/14, 11/3, 12/19, 13/28, 14/10, 15/20, 16/24, 17/22, 18/2, 19/12, 20/15, 21/4, 22/17, 23/7, 24/16, 25/9, 26/1, 27/6, 28/13

DOWN: 1/21, 2/14, 3/25, 4/13, 5/24, 6/9, 7/30, 8/15, 9/6, 10/26, 11/31, 12/32, 13/4, 14/2, 15/8, 16/22, 17/29, 18/27, 19/28, 20/23, 21/1, 22/16, 23/20, 24/5, 25/3, 26/10, 27/18, 28/19, 29/17, 30/7, 31/11, 32/12

8 | KID STUFF: WORD WHEEL

FIX, FOX, BOX, BOW, COW, COB, CAB, CAP, MAP, MOP, TOP, TOE, TIE, PIE, PIN, FIN, and back to FIX. (The order of the words can also be reversed.)

9 | KID STUFF: UP A TREE



5 | PENCIL POINTERS 1



7 | THE REPTILE FILES

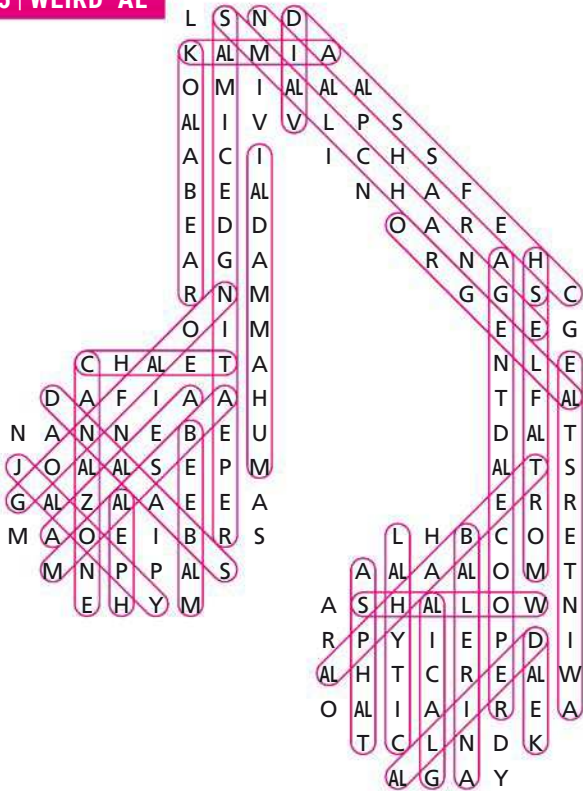


7 | LIFE OF E'S

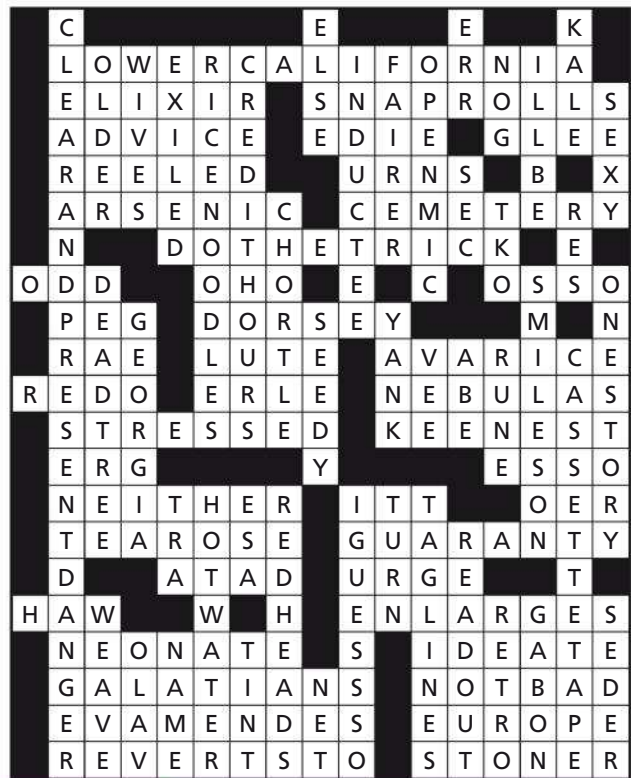
1. Tennessee
2. Green cheese
3. Helter-skelter
4. Bee Gees
5. Free verse
6. Meet the Press
7. Tweedle Dee
8. Seventeen
9. Gentle Ben
10. Beekeeper
11. Fleet Street
12. Helen Keller
13. Sweetener
14. Weekend

ANSWERS

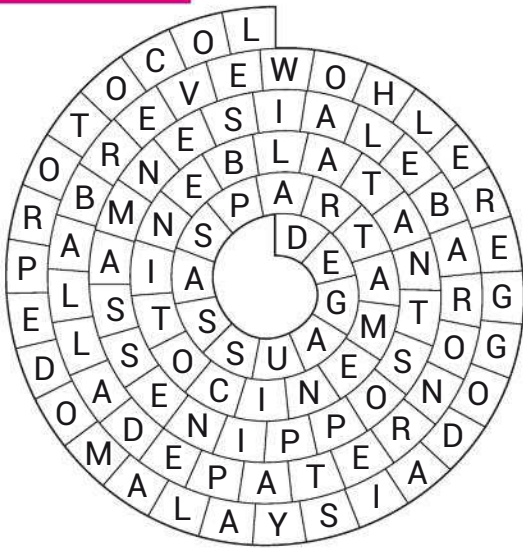
15 | WEIRD "AL"



18 | PENCIL POINTERS 2



19 | THE SPIRAL

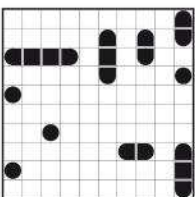


20 | DSZQUPHSBNT!

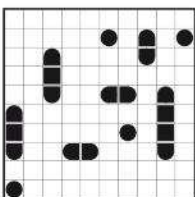
1. CRYPTOON. "Why did you add four chefs to the soup instead of three? You know what they say about too many cooks!"
2. MORE OF THE SAME. Bill Gates is a very rich man today...and do you want to know why? The answer is one word: versions. —Dave Barry
3. EXCUSE ME! "Yertle the Turtle" by Dr. Seuss was the first children's story in which one of the characters burps.
4. MUM'S THE WORD. The Goliath frog from Africa, which can measure up to three feet in length with its legs extended, is mute.
5. ACUTE THINKING. In commencement address, geometry teacher attributes success to looking at things from many angles.
6. WHERE THE STREETS HAVE NO NAME. After hours of constructing, weary crossword puzzle maker meets friend for coffee at the intersection of five Across and seven Down.
7. SORE LOSER. Chinese checkers champ challenged: chap chants "Charlatan!" Chairman checks chronology, chucks childish chatter.

23 | BATTLESHIPS

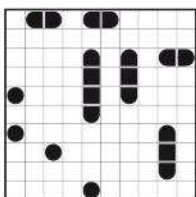
1 SEAMAN



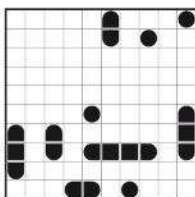
2 PETTY OFFICER



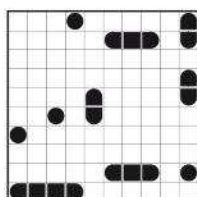
3 ENSIGN



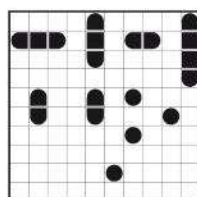
4 CAPTAIN



5 COMMODORE



6 ADMIRAL



ANSWERS

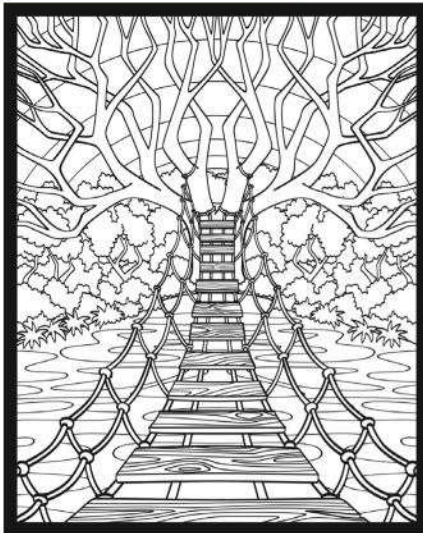
21 | MEMORY UPGRADE

R	I	C	O	H		L	A	M	B		P	A	T	T	E	R		
A	T	A	R	I		A	L	A	I		A	S	H	O	R	E		
B	O	M	B	A	R	D	I	N	G	S	C	H	O	O	L	S		
E	N	E		L	E	S		E	D	A	M		S	T	E	T		
				B	E	N					E	R	A	S	E			
C	O	M	B	A	T	O	F	P	A	I	N	T		G	R	E		
E	N	O	C	H		N	U	L	L	S		A	L	O	O	K		
E	G	O		H	U	L	A			A	R	I	O	S	E			
				O	N	T	H	E	P	L	U	M	B	S	S	I	D	E
L	I	L	I	E	S			D	A	B	S			J	O	E		
A	N	I	T	A		F	R	I	T	O		C	H	O	I	R		
S	G	T		D	O	R	O	T	H	Y	G	A	M	B	L	E		
				W	A	H	O	O			A	P	O					
A	L	I	I		E	N	T	O		O	R	G		O	A	K		
H	A	R	D	A	N	D	F	A	S	T	R	U	M	B	L	E		
A	V	A	T	A	R		O	H	I	O		N	O	I	S	E		
S	A	S	H	A	Y		R	U	N	E		S	I	T	O	N		

22 | OVERLAPPERS

S	A	B	A	U	S	A	L	R	E	E	Y	
S		L		R		R		I		S		E
I	C	L	O	F	E	E	T	O	U	O	R	
H		K		F		N		N		T		M
T	E	I	N	O	D	N	A	R	U	N	E	
O		D		G		T		E		S		S
V	E	L	E	E	A	I	M	I	N	O	R	
I		L		H		D		R		G		G
S	U	O	T	C	A	T	E	T	S	N	E	
K		P		S		R		L		I		S
C	I	X	E	D	E	I	P	E	P	E	L	
R		T		M		S		E		A		Y
Y	P	R	E	E	E	H	E	S	C	F	L	

24 | ART ON THE SQUARE



32 | ONE, TWO, THREE

S	C	A	L	A	R		M	U	D	D	L	E		P	L	U	M	B	E	R								
Q	U	A	R	T	O	S		L	I	N	E	M	A	N		E	N	C	O	D	E	R						
L	I	O	N	S		A	N	D	T	I	G	E	R	S		A	R	S	O	H	M	Y						
D	I	S	H	O	N	O		R						E	F	R	O	N										
						R		A	I	N	L	E	S			U	S	E	A	S	D	I	R	E	C	T	E	D
B	O	P	P	E	R			S	O	U	N	D	M	I	N	D			A	I	D	A	N					
T	A	P	P	A	N				N	O	O	N						V	A	R	I	E	T	A	L	S		
C	H	E	C	K	E	R			G	O	N	E	W	E	L			N	I	L	S	S	O	N				
S	U	P	E	R	S	O	N	I	C	S					N	I	C	H	O	L	A	S						
									A	S	I	F					W	H	A	T	F	U	N					
T	H	E	R	E	S	N	O	P	L	A	C	E	L	I	K	E	H	O	M	E								
U	N	R	I	P	E				M	E	R	L	I	N				R	O	S	T	E	R					
S	K	I	N	N	E	R				S	L	E	D	O	G			W	I	N	T	E	R	E	D			

28 | CODE CROSSWORDS

L	O	W	B	R	O	W		A	L	F	A	L	F	A	
O		I	O		I			P	L		E	C			
C	O	D		E	U	P	H	E	M	I	S	T	I	C	
K	E				I			R	E		S	T		U	
J	U	R	Y	M	A	N		T	U	R	T	L	E	S	
A			E	G				U			Y	E			
W	O	R	L	D	S			P	R	E	S	U	M	E	D
			A	A	T			E	T	P					
C	A	V	A	L	I	E	R		Q	U	A	H	O	G	
A	E		R		A	F			R						
S	A	N	D	B	A	R		B	U	F	F	A	L	O	
I			O		A	S				U		A			
N	I	N	C	O	M	P	O	O	P	S		D	U	N	
O		A	Z		I		R	I		I		E			
S	O	Y	B	E	A	N		B	O	X	W	O	O	D	

I	N	A	D	E	Q	U	A	C	Y		E	C	R	U
T		L	D		P		O				O		N	
C	R	O	W	D		H	E	M	S		I	N	C	H
H		E		I	O		B	J	I		E			
C	S		S		S		Q		L					
A	S	P	S		S	T	R	O	C	T	R	A	L	
L	U		I		E		A		S		O			D
I	R	R	E	V	E	R	E	N	T		O	O	Z	E
B							O	Y		T	S	F		D
R	E	F	O	R	M		W	I	N	K	S			
A	U		Y		J		T		E	P		F		
T	O	G	A		Y	O	G	I		T	I	A	R	A
E		U			W		E		C		L		I	
D	U	E	T		B	L	A	S	P	H	E	M	E	R

30 | MARCHING TO A ...

F	E	E	L	G	O	O	D	O	O	H	S
O	B	E	R	O	N	S	P	I	D	E	R
X	Y	L	O	I	D	A	R	M	A	D	A
Y	E	O	M	A	N	A	C	T	I	U	M
A	U	D	I	T	O	R	F	O	L	L	Y
C	R	E	T	I	N	S	A	M	P	L	E
N	E	S	T	L	E	S	T	R	E	A	K
E	A	T	I	T	B	E	R	A	T	E	D
F	L	O	R	I	N	G	R	O	U	S	E
R	E	N	E	W	A	L	L	E	T	A	T
A	V	E	R	A	G	E	S	P	A	V	E
C	A	S	T	I	N	G	L	E	G	A	L

ANSWERS

WILD CARDS

26 IT ALL ADDS UP

Adding "up" to the beginning of each word makes a new word (UPPITY, UPCOMING, UPTIGHT, UPRIGHT, UPON, UPWARD, UPLIFTING, UPSTAIRS, UPHOLSTER, UPSTREAM, UPEND, UPROAR, UPBRINGING, UPGRADE, UPBEAT, UPRISING).

26 BODY LANGUAGE

1. marching (chin)
2. sunshine (shin)
3. elegant (leg)
4. eclipse (lip)
5. karma (arm)
6. volleyed (eye)
7. plunger (lung)
8. thankless (ankle)
9. chandelier (hand)
10. delivery (liver)
11. nearby (ear)
12. chipper (hip)
13. nanosecond (nose)
14. vetoes (toe)
15. orchestra (chest)

26 WHICH WIDGETS?

17 widgets. You can get 18 ($2 \times 7 + 4$), 19 ($3 \times 4 + 7$), 20 (5×4), and 21 (3×7), and after that you can keep adding one or more sets of four to each of these to get any higher number.

Note: The general solution to this type of problem, when the two numbers (in this case 4 and 7) are relatively prime, is the product minus the sum. In this case, $4 \times 7 - (4 + 7) = 17$.

27 CHARGING DOWN

Both numbers will be the same after 75 minutes, when the battery will be at 75% power.

26 ABC

BUTTON C.

You pressed the buttons in the sequence ABCB, C, ACAB. The sequence ABCB will leave the sequence of lights unchanged regardless of how the buttons are labeled. For example, if A exchanges the colors of lights 1 & 2, B exchanges 1 & 3, and C exchanges 2 & 3, then the sequence ABCB will change red-white-blue to white-red-blue, blue-red-white, blue-white-red and red-white-blue. If A exchanges 1 & 3, B exchanges 2 & 3, and C exchanges 1 & 2, the sequence ABCB will change red-white-blue to blue-white-red, blue-red-white, red-blue-white, and red-white-blue.

The sequence ACAB also leaves the sequence of colors unchanged. So the first four and last four button-presses had no effect on the final sequence of colors. Only the 5th press, C, left an effect. Pressing C again will restore the lights to their original sequence.

26 MOVIE EQUATIONS

- | | |
|---|--------------------------------------|
| 1. <i>Zero Dark Thirty</i> | 13. <i>17 Again</i> |
| 2. <i>One Hour Photo</i> | 14. <i>21 Jump Street</i> |
| 3. <i>Two Weeks Notice</i> | 15. <i>27 Dresses</i> |
| 4. <i>Three Billboards Outside Ebbing, Missouri</i> | 16. <i>30 Minutes or Less</i> |
| 5. <i>Four Brothers</i> | 17. <i>Fifty Shades of Grey</i> |
| 6. <i>Five Weeks in a Balloon</i> | 18. <i>55 Days at Peking</i> |
| 7. <i>Seven Days in May</i> | 19. <i>102 Dalmatians</i> |
| 8. <i>8 Heads in a Duffel Bag</i> | 20. <i>127 Hours</i> |
| 9. <i>9 ½ Weeks</i> | 21. <i>2001: A Space Odyssey</i> |
| 10. <i>10 Cloverfield Lane</i> | 22. <i>3000 Miles to Graceland</i> |
| 11. <i>12 Monkeys</i> | 23. <i>Million Dollar Baby</i> |
| 12. <i>16 Blocks</i> | 24. <i>20 Million Miles to Earth</i> |

27 BEFORE AND AFTER

- | | |
|--------------|-------------|
| 1. J APE X | 6. C LASS O |
| 2. D ARE A | 7. F LEA P |
| 3. B ASTER N | 8. G LEE R |
| 4. W HEAT H | 9. U SING E |
| 5. S HOVE L | 10. T WIN K |

27 BEFORE AND AFTER II

- | | |
|------------|-------------|
| 1. H ARE M | 8. V OWE L |
| 2. J ELL Y | 9. T RAN Q |
| 3. S EVE R | 10. W REC K |
| 4. A LIB I | 11. P ROM O |
| 5. B LIT Z | 12. F ROW N |
| 6. C ODE X | 13. U SAG E |
| 7. G OUR D | |

29 | CUT AND PASTE

- | | | | |
|-----------------------|----------------------|------------------------|----------------------|
| 1-K DISCOVER (BA) | 8-W CONCERN (HU) | 15-Y BEAUTY (CI) | 22-G EQUIPMENT (LE) |
| 2-I PRECURSORY (TT) | 9-T MOMENT (US) | 16-D ARTILLERY (AB) | 23-E SOLDIER (EX) |
| 3-O WHENEVER (AT) | 10-Z GALLANT (IF) | 17-F MATHEMATICAL (NU) | 24-J TEENAGE (TH) |
| 4-N LAUNDERED (PS) | 11-Q SLACKEN (IR) | 18-L INTERMINGLE (HA) | 25-V POSTMASTER (UR) |
| 5-R PREPOSTEROUS (CI) | 12-A UNIVERSE (ON) | 19-X CLEANSE (HO) | 26-P LIFELINE (AR) |
| 6-C SAFARI (EM) | 13-B CONSCIENCE (DO) | 20-M DISTANT (VO) | |
| 7-S TRAVELER (OW) | 14-U LEMONADE (VE) | 21-H MONARCHY (KE) | |

66 | FAMILY REUNIONS CATEGORIES

Family One: Occupations

Family Two: Herbs and spices

Family Three: "Board" preceders

Family Four: Operas

14 | ONE OUT OF T-W-O STARTING HINT

The first word across is HAWAIIAN.

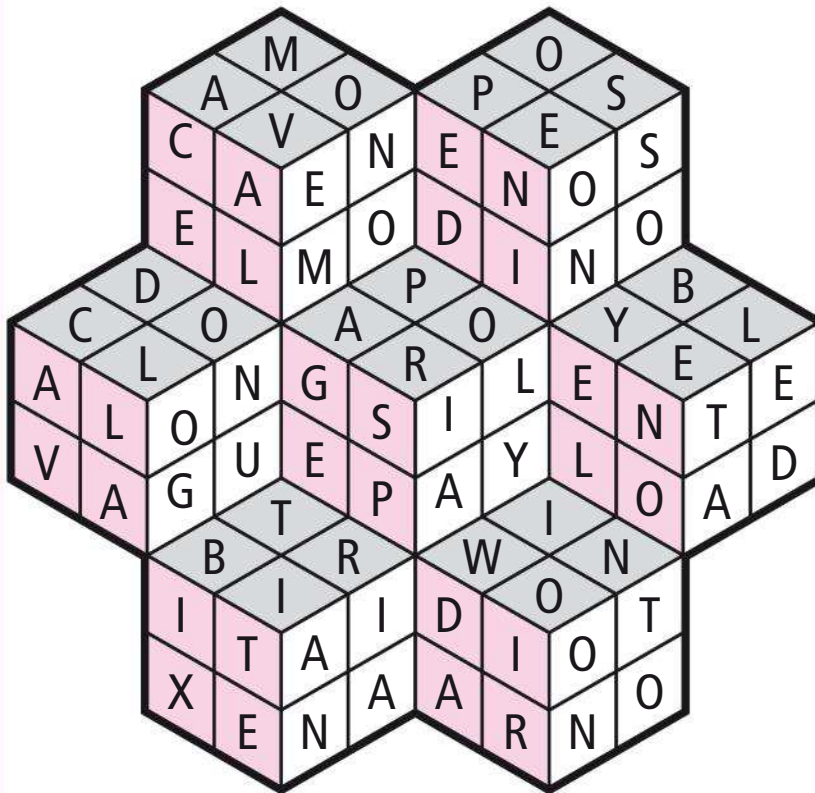
ANSWERS

31 | HELTER-SKELTER

S	T	I	G	I	D	D	Y
S	E	N	U	D	E	R	Y
I	A	Z	I	P	L	O	C
F	R	L	A	M	B	D	A
T	O	L	G	M	M	W	G
S	M	A	R	G	A	T	E
A	A	A	E	R	I	A	L
F	F	O	E	I	D	E	R

E	R	E	P	A	T	H	T
D	I	P	A	S	S	I	S
I	N	B	R	A	T	T	I
S	S	A	M	I	A	A	T
S	E	S	U	O	R	M	O
E	O	Q	B	E	Z	A	G
N	B	U	S	F	A	R	E
T	O	E	R	I	N	G	S

49 | DOUBLE CUBISM



54 | HIDDEN TEXTS

- TENNESSEE WALTZ (uppercase letter = 1, lowercase letter = 2)
The text is an excerpt from the first paragraph of Moby Dick.
- CALIFORNIA DREAMIN' (vowel = 1, consonant = 2)
- OKLAHOMA (letters A through M = 1, letters N through Z = 2)
- MOONLIGHT IN VERMONT (initial letters of words, S=1, T = 2, A=3)
- SWEET HOME ALABAMA (number of syllables in each word is 1, 2, or 3)
- MY OLD KENTUCKY HOME
(numbers divisible by 2 but not by 3 = 2, numbers divisible by 3 but not by 2 = 3, numbers not divisible by 2 or 3 = 1)

42 | YOUR WORD AGAINST MINE

- BOUTIQUE (backwards) 12J, 90 points
- IMITATE (forwards) I1, 82 points.
One of the secondary words, AS, will be backward.
- WATERMELON (backwards) 12L, 110 points
- QUARTERS (forwards) H8, 125 points.
One of the secondary words, SEXIST, will be backward.

51 | DOUBLE CROSS

- | | |
|------------------|-----------------|
| A. INVISIBLE MAN | L. NEEDY |
| B. SWISS GUARD | M. ALFRESCO |
| C. ASTRONOMY | N. ROBIN WRIGHT |
| D. ANN BEATTIE | O. DAVE THOMAS |
| E. CHEESEBURGER | P. ORATORY |
| F. SYMMETRY | Q. DIANA PRINCE |
| G. OFF CHANCE | R. ACQUISITION |
| H. NICOLE KIDMAN | S. VIPER |
| I. LEASE | T. IMMEDIATE |
| J. EARTH | U. NAACP |
| SCIENTIST | V. CACHE |
| K. OPENHANDED | W. IMPEACH |

He became the archetype of the Renaissance Man...His ability to combine art and science, made iconic by his drawing of a perfectly proportioned man spread-eagle inside a circle and square, known as Vitruvian Man, made him history's most creative genius.

—(Walter) Isaacson, *Leonardo da Vinci*

50 | SOLE SURVIVOR: STEP AT A TIME

HERE IS ONE SOLUTION.

White starts:

Kd6xd5, Ke4xe5, Kd5xe5, Rc6xe6, Ke5xe6, Ng3xf5, Ke6xe

38 | EYEBALL BENDERS

- Cape Cod Chips; 2. Cracker Jack; 3. Celestial Seasonings Mint Magic herbal tea; 4. KRAVE beef jerky; 5. Twizzlers; 6. Whoppers; 7. Wrigley's Big Red chewing gum; 8. SunChips French Onion Flavor; 9. Ferrero Rocher hazelnut chocolates; 10. Capri Sun Mountain Cooler; 11. Betty Crocker Candy Cake Decorations; 12. Lindt Milk Chocolate Bar; 13. Kraft Jet-Puffed Marshmallows; 14. Trident Spearmint gum; 15. Hostess Twinkies; 16. Scooby-Doo Fruit Flavored Snacks; 17. Tide PODS detergent; 18. Fancy Feast cat food; 19. Honey Bunches of Oats cereal; 20. Fruit by the Foot; 21. Newman's Own Ranch Dressing

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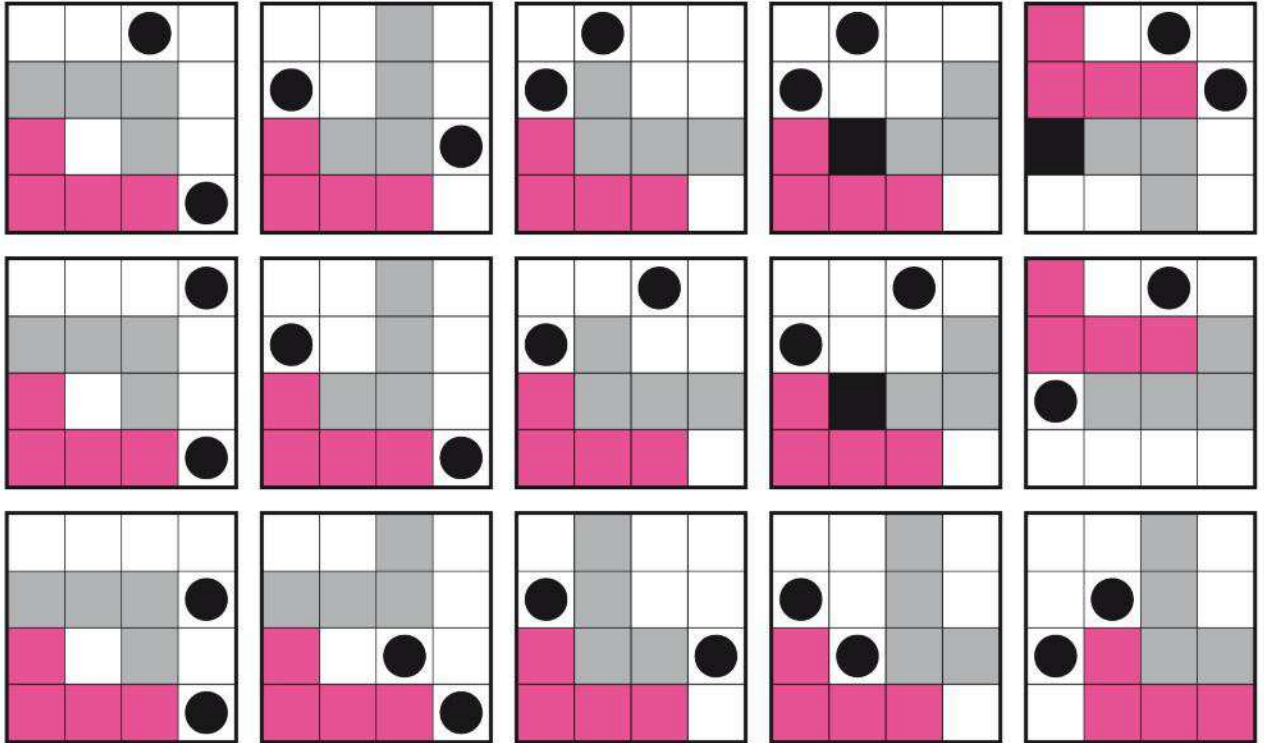
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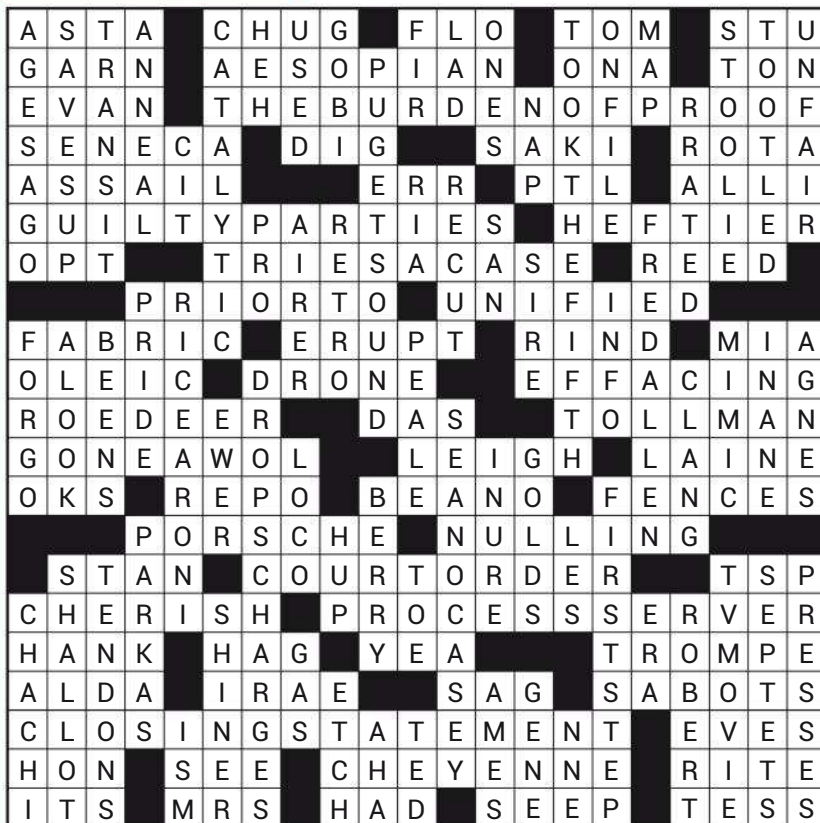
ANSWERS

40 | EDWARD DE BONO'S "L" GAME

Here are the 15 possible final positions. Red is to move and cannot, so blue is the winner.



52 | BAR ASSOCIATIONS



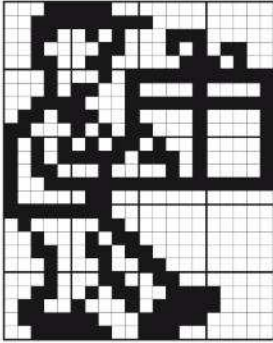
53 | SIAMESE TWINS



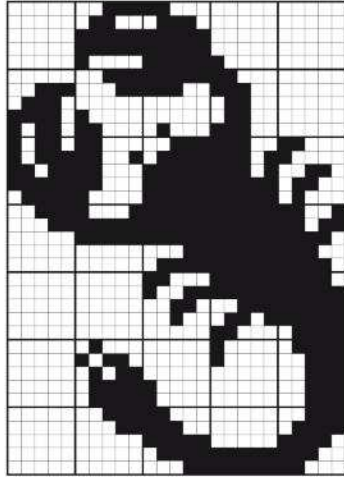
ANSWERS

56 | PAINT BY NUMBERS

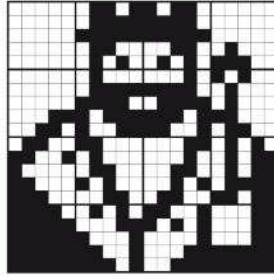
1 MAILMAN



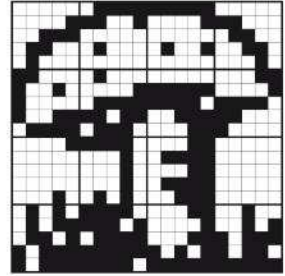
2 SCORPION



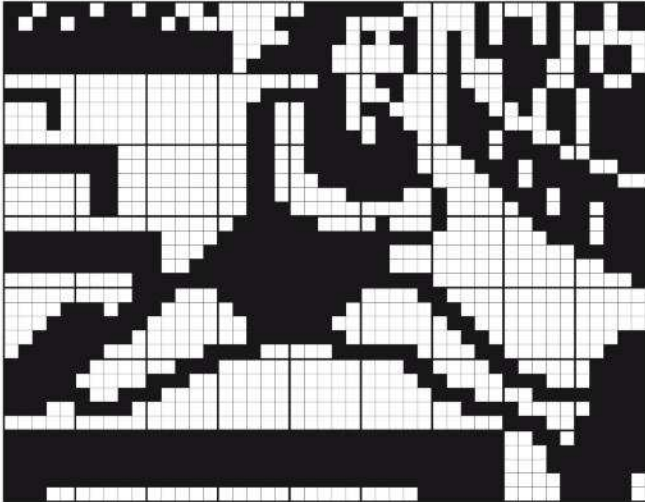
3 KING



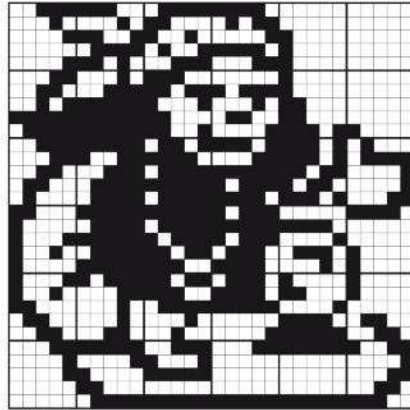
4 MUSHROOM



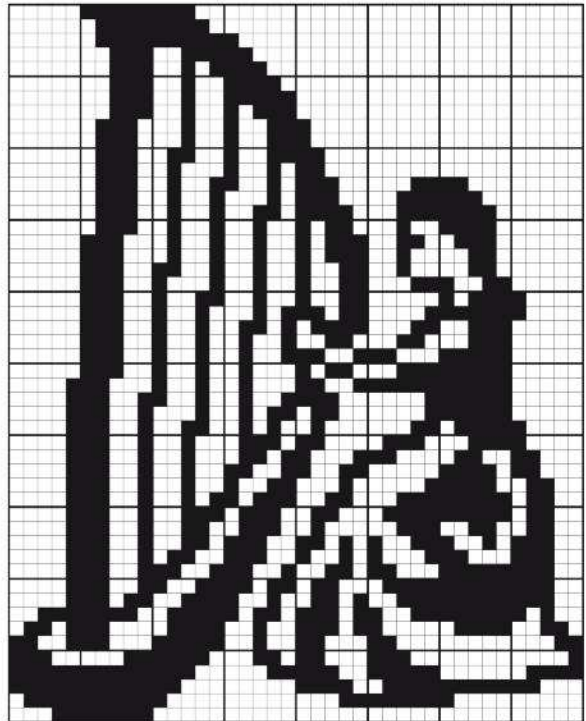
5 HURDLE RUNNER



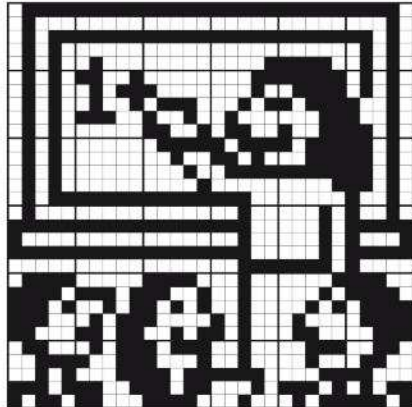
6 FORTUNE TELLER



8 HARP PLAYER



7 CLASSROOM



ANSWERS

60 | CRYPTIC CROSSWORD 1

ACROSS: **1.** Hibernate (breathe in); **6.** Offer (off + ER); **9.** Unfaded (fad + nude); **10.** Tribute (butter + I); **11.** Extra (nEXT RAcE); **12.** Realists (are + lists); **14.** Learning (R + leaning); **16.** Uneasy (commUNE AS Youth); **18.** Normal (Norm + Al); **20.** Earpiece (tea recipe - t); **23.** Esoteric (tie score); **24.** Exams (E + X + a.m. + S); **27.** Stoical (is a colt); **28.** America (CIA + namer - n); **29.** Dusts (stud + s); **30.** Solitaire (so + lit + air + e)

DOWN: **1.** Houseplant (has opulent); **2.** Befit (if + bet); **3.** Redrawn (red + raw + N); **4.** Andirons (and + irons); **5.** Entrap (parent); **6.** Opinion (O + pin + no + I); **7.** Frustrate (f + rust + rate); **8.** Reel (real); **13.** Cyberspace (spy Rebecca); **15.** Abrasions (as + bra + is + on); **17.** Catchall (c + cat + hall); **19.** Attacks (a tax); **21.** Prevent (PR + even + t); **22.** Drills (Dr. + ills); **25.** Alibi (AiL hIs BriO); **26.** Used (dues)

61 | CRYPTIC CROSSWORD 2

ACROSS: **1.** Liked (L + D + lke); **4.** Triangles (integrals); **9.** Moneybags (by no games); **10.** Model (ode + ML); **11.** Reasons (re + a son's); **12.** Nonplus (staiN ON PLUSh); **13.** Circa (CIA + R + C); **15.** Ourselves (sure solve); **18.** Semicolon (monocle is); **20.** Poser (prose); **21.** Sidebar (sighed + Barr); **23.** Isotope (is + O + T + nope - n); **25.** Ruler (R.U.R. + le); **26.** Moth-eaten (mother - r + a ten); **27.** Mark Twain (Min + Ark. + TWA); **28.** Bates (baits)

DOWN: **1.** Limericks (I'm slicker); **2.** Kenya (MenCKEN YArns); **3.** Daytona (Day + t + on a); **4.** Toadstool (lots to do + a); **5.** Ibsen (I + B + sen.); **6.** Nominee (in + E + Nome); **7.** Ladyloves (save Dolly); **8.** Solos (palindrome); **14.** Remodeler (elder more); **16.** Rin Tin Tin (R + in + tint + IN); **17.** Sergeants (estranges); **19.** Cabaret (act + bare); **20.** Proverb (prover + B); **21.** Scram (s + cram); **22.** Rumba (Burma); **24.** Octet (acronym)

62 | NOW WE KNOW OUR ABCS

S	C	A	M	E	D	F	A	U	C	E	T	S
T	U	B	E	L	E	I	S	D	A	L	E	S
A	B	C	D	E	F	G	H	I	J	K	L	M
M	A	L	I	C	A	U	S	E	O	S	L	O
P	K	E	N	T	N	R	P	U	L	P	I	T
S	T	R	A	N	G	E	M	O	E	R	E	E
A	R	I	B	U	S	S	U	C	C	E	S	S
R	E	C	A	L	L	K	R	G	O	T	H	I
E	M	I	R	O	B	A	M	A	B	A	E	Z
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
A	L	O	U	D	H	E	R	E	E	V	E	L
Y	O	D	E	L	E	R	S	L	B	I	D	E

1. Aloud (allowed); **2.** Arena (near a); **3.** Ash (two meanings); **4.** Baez (BA + E-Z); **5.** Barque (baroque - O); **6.** Bide (Biden - n); **7.** Bus (sub); **8.** Cajole (Cole + A + J); **9.** Cause (CA + use); **10.** Cleric (Relic + C); **11.** Cobweb (we + CO + B + B); **12.** Cuba (Cub + a); **13.** Dales (Leads); **14.** Defangs (Def. + angst - t); **15.** Dieu (die + U); **16.** Elect (photoELECTric); **17.** Elks (last letters); **18.** Emir (rime); **19.** Evel (rEVELry); **20.** Eyed (I'd); **21.** Faucets (fact use); **22.** Figure skater (A fruit Greeks); **23.** Gavel (gave + I); **24.** Goth (got + H); **25.** Here (hear); **26.** iPod (I'm PrOuD); **27.** Kent (T + Ken); **28.** Leis (lays); **29.** Lord (earL OR Duke); **30.** Mali (M + Ali); **31.** Medina (made in); **32.** Moe (me + O); **33.** Murmurs (sMURf + sMURf + S); **34.** Obama (OB + AMA); **35.** Oslo (czechOSLOvakia); **36.** Pretax (extra + p); **37.** Pulpit (pupil + t); **38.** Recall (real + L + c); **39.** Scam (Macs); **40.** She (sh + E); **41.** Sizzle (Sez Liz); **42.** Smote (s + mote); **43.** Stamps (M + spats); **44.** Strange (s,t + range); **45.** Success (C + cusses); **46.** Tellies (ties + ell); **47.** Tremolo (Role Tom); **48.** Tube (tub + e); **49.** Yodeler (Leroy Ed);

63 | CROSSWAYS

M	A	M	M	A	L	P	O	L	K	A	S
E	N	C	A	S	E	H	E	A	R	S	T
L	G	D	R	A	G	O	N	R	A	S	A
L	O	L	I	T	A	B	U	G	L	E	R
O	R	S	N	U	C	I	V	E	T	S	C
W	A	T	E	R	Y	A	F	R	E	S	H
A	L	U	M	N	A	H	E	B	R	E	W
L	A	P	O	L	L	O	D	I	S	V	O
B	R	I	D	A	L	P	O	R	T	E	R
U	R	D	E	P	A	I	R	E	D	N	T
M	U	R	R	A	Y	N	A	M	A	T	H
S	P	I	N	K	S	G	R	E	A	S	Y

1 Marine (mare + in)
Mammal (MMM + A + a + L)
2 Polkas (Polk + as)
Assess (ass-ess)
3 Angora (mustANG OR Audi)
Encase (a scene)
4 Larger (lager + r)
Hearst (hears + t)
5 Phobia (hob + Pia)
Dragon (drag + on)
6 Lolita (it all + O)
Saturn (sat + urn)
7 Bugler (bungler - n)
Starch (worST ARCHitects)
8 Civets (vets + CI)
Legacy (e.g. + lacy)
9 Mellow (Mel + low)
Watery (w + teary, & lit.)
10 Fedora (Fed + or + a)
Afresh (ref has)
11 Modern (Mr. + N + ode)
Alumna (manual)
12 Hebrew (he + brew)
Alters (Walters - W)
13 Apollo (a + poll + O)
Stupid (Di + puts)
14 Bridal (bridle)
Albums (all - I + bums)
15 Porter (port + er)
Worthy (ort + why)
16 Paired (pa + ired)
Hoping (hog + pin)
17 Allays (L + always - w)
Murray (ray + rum)
18 Namath (n + a + math)
Bireme (by ream)
19 Larrup (Larry - y + up)
Spinks (S + S + pink)
20 Events (evens + t)
Greasy (as + grey)

ANSWERS

64 | SOME ASSEMBLY REQUIRED

PIECES ANSWERS:

- | | |
|------------------|--------------------|
| 1. Harold | 13. Here and there |
| 2. Accretes | 14. Alighieri |
| 3. T-notes | 15. Overhang |
| 4. In cash | 16. TV rooms |
| 5. Fran | 17. Trini Lopez |
| 6. All alone | 18. Sorrel |
| 7. Base camp | 19. Leadbelly |
| 8. Ingress | 20. Opportune |
| 9. Revisits | 21. Gloucester |
| 10. Misty | 22. Master copies |
| 11. Tureen | 23. Taylor |
| 12. Assumed name | 24. Accord |
| | 25. Nicaragua |

C	R	E	T	E	M	U	S	S	O	L	I	N	I
C	R	O	S	S	E	L	E	A	P	Y	E	A	R
A	R	M	A	N	D	H	A	Z	E	L	N	U	T
T	E	E	T	E	R	E	D	B	E	L	U	G	A
V	L	A	S	I	C	R	E	P	O	R	T	E	R
R	O	M	E	R	O	P	A	M	P	L	O	N	A
H	O	M	I	N	G	I	N	A	P	A	N	I	C
S	A	S	H	A	Y	E	D	C	O	L	L	A	R
A	L	I	G	H	T	S	T	E	S	T	A	T	E
C	O	V	E	R	S	T	H	E	A	B	Y	S	S
N	I	N	E	M	I	N	O	R	R	O	L	E	S
O	R	D	E	R	U	T	T	E	R	A	N	C	E
C	H	A	S	T	I	S	E	S	F	L	O	U	R
C	A	R	O	L	D	I	V	E	R	G	I	N	G

66 | FAMILY REUNIONS

FAMILY ONE Occupations

- Chef
- Model
- Pilot
- Editor
- Artist
- Lawyer
- Cashier
- Teacher
- Engineer
- Architect

FAMILY TWO Herbs and spices

- Sage
- Dill
- Basil
- Thyme
- Cumin
- Nutmeg
- Chives
- Parsley
- Turmeric
- Tarragon

FAMILY THREE "Board" preceders

- Key
- Dash
- Snow
- Emery
- School
- Circuit
- Message
- Shuffle
- Bulletin
- Particle

FAMILY FOUR Operas

- Aida
- Manon
- Norma
- Tosca
- Salome
- Carmen
- Otello
- Fidelio
- Turandot
- Lohengrin

67 | STUDY IN BLACK AND WHITE

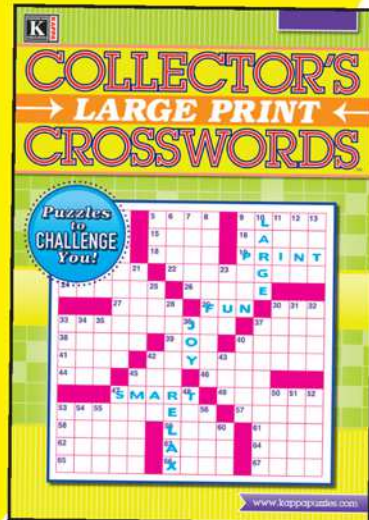
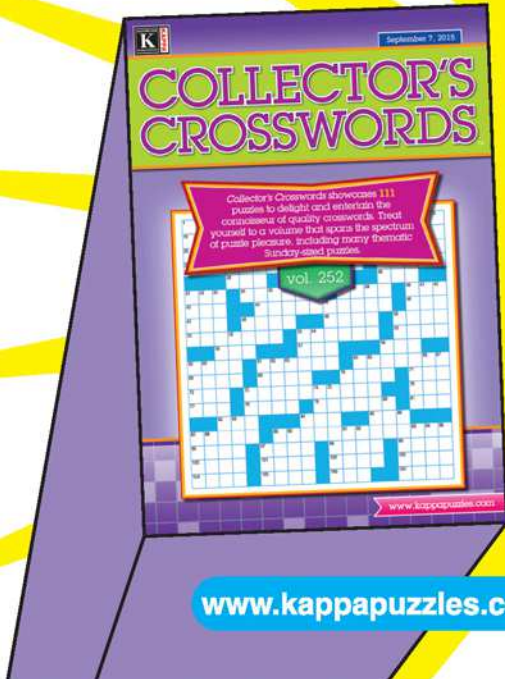
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I	C	E	C	A	P		A	L	L	E	N	D	E		R	E	M	I	X		A	G	A	R								
T	H	R	O	N	E		S	C	A	T	T	E	D		O	P	I	N	E		L	I	M	A								
C	O	M	M	U	N	I	C	A	T	I	O	N	S		S	A	T	E	L	L	I	T	E	S								
H	O	S	E		C	L	A	R	E	T					A	S	I	S			A	B	A	S								
					W	E	L	L					S	L	U	G	G	E	R		D	E	M	E	T	E	R					
C	O	S	T	A	R	S		A	S	T	E	R	O	I	D		B	A	D	P	R	E	S	S								
I	N	T	E	R		A	R	K	A	N	S	A	N		L	I	L	I														
T	R	A	N	S		C	E	N	T	A	L				M	E	D	I	T	A	T	I	O	N								
R	U	B	S		A	N	T	E	E	D					R	A	V	E			R	I	D	G	E							
I	S	L	E		P	R	I	N	T						D	E	B	A	T	E		T	A	I	L	O	R	S				
C	H	E	R		T	A	C	T							J	U	P	I	T	E	R		R	U	S	T	L	E	S			
					D	O	G	S							M	O	N	I	K	E	R		L	U	R	E						
L	E	C	A	R	R	E		F	I	A	N	C	E	S		E	A	S	E			C	O	M	B							
I	N	A	M	E	S	S		A	R	N	E	S	S		L	A	S	S	O			O	R	E	O							
N	O	S	E	S				W	R	E	N				T	A	S	S	E	L		V	A	T	S							
C	L	A	S	S		I	F	I	E	D					A	D	V	E	R	T	I	S	E	M	E	N	T	S				
						M	A	T	S						S	E	A	E	A	G	L	E		A	N	G	L	E				
O	I	L	S		K	I	N	S							P	O	O	L	A	R	E	A		H	A	Y	S	E	E	D		
B	R	A	Y	I	N	G				T	U	N	N	E	L	S						P	A	L	O							
L	O	I	R	E				P	O	L	S											A	N	G	O	R	A		C	H	A	P
I	N	D	I	V	I	D	U	A	L						R	E	S	P	O	N	S	I	B	I	L	I	T	Y				
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S	E	W	S		E	S	S	E	N						H	U	R	T	L	E	S		A	N	G	E	L	S				

67 | SPLIT ENDS

- | | |
|--------------------|------------------|
| 1. Little John | 10. Curtain Rod |
| 2. Sour Cream | 11. James Taylor |
| 3. Irish Spring | 12. Ford Mustang |
| 4. Keith Urban | 13. Paul Simon |
| 5. Manual Labor | 14. Crystal Ball |
| 6. Debbie Reynolds | 15. Fat Albert |
| 7. City Hall | 16. Tooth Fairy |
| 8. Pet Rock | 17. Ray Charles |
| 9. Valley Girl | 18. Rain Man |

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