

THE ACPT:
AN INSIDER'S
VIEW P. 40

APRIL 2017

GAMES

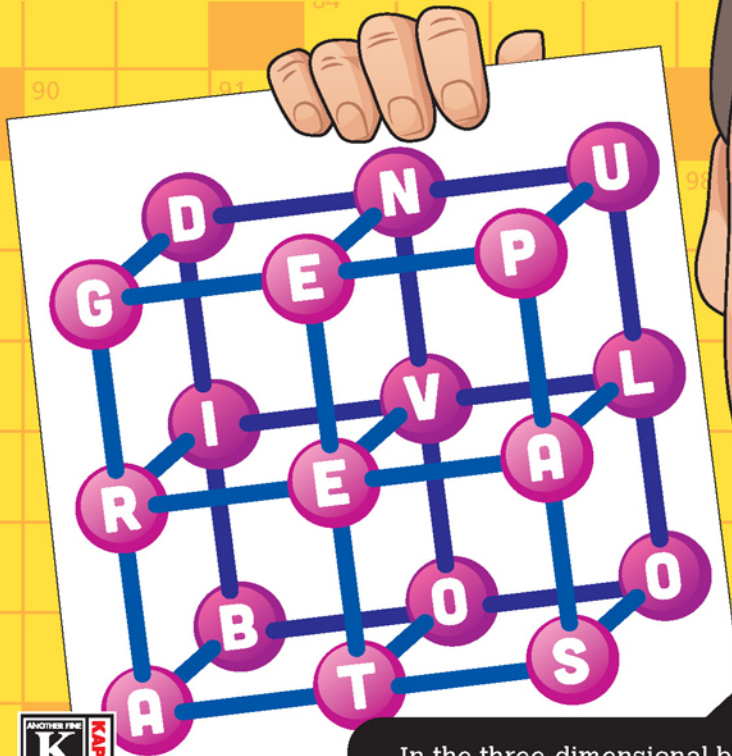
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In the three-dimensional block of letters above, how many five-letter words can you find? A word may start at any letter, but must proceed along balls that are consecutively connected by straight lines. In forming a word you may return to a letter and use it twice, but you may not stand on a letter and use it twice before proceeding. Proper names are not counted, but plurals are fine. We counted 47 relatively common five-letter words in the block. And you?

ANSWERS, PAGE 75



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DIFFICULTY RATING ● Easy ●● Medium
●●● Hard ●●● Mixed

COVER DESIGN | MEREDITH MORIARTY

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...FROM THE EDITOR

What a pleasure to present the April issue, which celebrates the work of Will Shortz. A highlight is Jonathan Schmalzbach's revealing in-depth interview with Mr. Puzzle himself (page 34). Even though I've known Will for almost 40 years, in this great piece I learned plenty about the Puzzlemaster that I had not known before. As an editor, it's particularly interesting to hear about how Will weighs those issues we deal with every day at GAMES WORLD OF PUZZLES. Is a topic too icky? A clue too offensive? Is that word part of our everyday language or not? And though it's fun to read about the "oops" factors, it is astonishing to think about how much Will gets right on a daily basis.

To fans who know Will from his byline and from his regular appearances on NPR, it will come as no surprise that he surrounds himself with puzzles and games, both in his work and in his home. So how does the Puzzlemaster relax? Just read the interview to find out about another diversion that is a huge part of Will's life every single day.


Of course, it's no fun to read all about Will and not get to solve any of his amazing puzzles. So be sure to try the puzzle on the cover, an original Will Shortz creation from his days at GAMES (and kindly re-edited by him for this issue) as well as Split Ends and New Equation Analysis Test, two other puzzles of his that appear on pages 70 and 71.

If this article inspires you to meet the Puzzlemaster in person, it's still not too late to register for the American Crossword Puzzle Tournament, which takes place from March 24–26 in Stamford, Connecticut. Go to www.crosswordtournament.com for more info and/or to register. If you can't make it to Stamford, check out the opportunity on this site to sign up to solve online, just to see how you fare against the best of the best.

As a former judge I can attest to the delight of the participants, even those who wind up with terrible scores. Don't believe me? Just check out the brief Q&A on pages 40 and 41 that Raymond Simon did with some of the awesome people who help keep make the ACPT such a blast to attend.

The competition up in Stamford is always fun, but it is cocooned inside a slew of events that Will puts together year after year. The standout event at the ACPT this year will be the 2nd World Palindrome Championship. It will be held alongside the crossword tournament, and the world's top palindrome creators will compete to compose palindromes with a particular constraint that will then be voted on by the tournament participants. The very first edition of this championship was also held at the ACPT back in 2012; the constraint that year was a palindrome that contained both an X and a Z. The winner was Mark Saltveit, editor of the magazine *The Palindromist*. His winning palindrome was: "Devil Kay fixes trapeze part; sex if yak lived."

While you may not be able to match Saltveit's impressive feat of wordplay, you've certainly got a great start if you're reading GAMES WORLD OF PUZZLES. So find a comfy chair, grab a pencil, and enjoy!


Janis Weiner
Editor in Chief,
GAMES WORLD OF PUZZLES

GAMES WORLD OF PUZZLES

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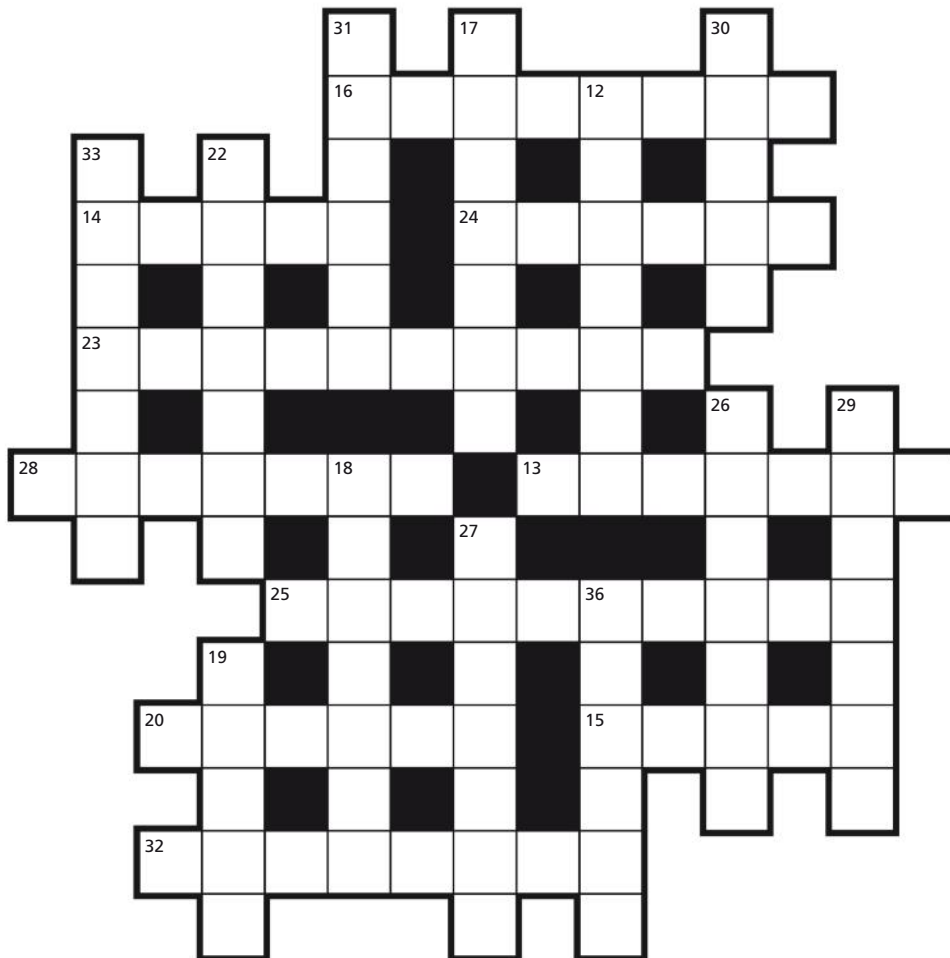


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Each answer word in this crossword variation has two clues leading to it, using different meanings of the word. The clues are separated into Across and Down, but are otherwise ordered randomly.

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 72



ACROSS

- 1 Move forward
- 2 Calligrapher's movement
- 3 Family member
- 4 Emcees' needs
- 5 Bracelet trinket
- 6 Friendship-ending disagreement
- 7 Football player on one side of the quarterback
- 8 Relaxes after a hard day
- 9 Enchant
- 10 Roman goddess of the dawn
- 11 Pence and Myers
- 12 Money paid before it's earned
- 13 Not absolute
- 14 Colorful atmospheric phenomenon
- 15 Seen from above, as a view
- 16 First deodorant available in aerosol form
- 17 Big name in frozen vegetables
- 18 Golf shot
- 19 Spilling from the confines (of)
- 20 Removes from a spool, say
- 21 On time
- 22 Section of Las Vegas with many casinos
- 23 White piano key, colloquially
- 24 Intense bliss
- 25 More under the effects of anesthesia
- 26 Disappear, as a skin condition
- 27 Mystic's trancelike state
- 28 Baseball infield
- 29 "99 4/100% pure" soap
- 30 Great deal
- 31 Antitank rocket launcher
- 32 Cue, as a response
- 33 It may be natural or rational
- 34 Vest's lack
- 35 Making crisscrossed scratches

DOWN

- 1 "Sweet Caroline" singer Neil
- 2 Remove confusion about
- 3 Negotiate
- 4 Record album holders
- 5 Blush
- 6 Bubble gum that comes with a comic strip
- 7 Indicate a stop, as a traffic signal
- 8 Long, thin piece of paper
- 9 Making a goal or a basket

Place each of the 26 letters of the alphabet once in the grid below to form a common word of *five or more letters* reading across in each line. Not all the letters in each line will be used; it's up to you to determine which ones are needed. Some letters may fit in more than one of the empty squares to form familiar words; however, only one arrangement of all the letters of the alphabet will complete a word in each row. Hyphenated words, proper nouns, and plurals are not used. ANSWER, PAGE 73

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

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

PENCIL POINTERS 1

BY COREY KOSAK

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

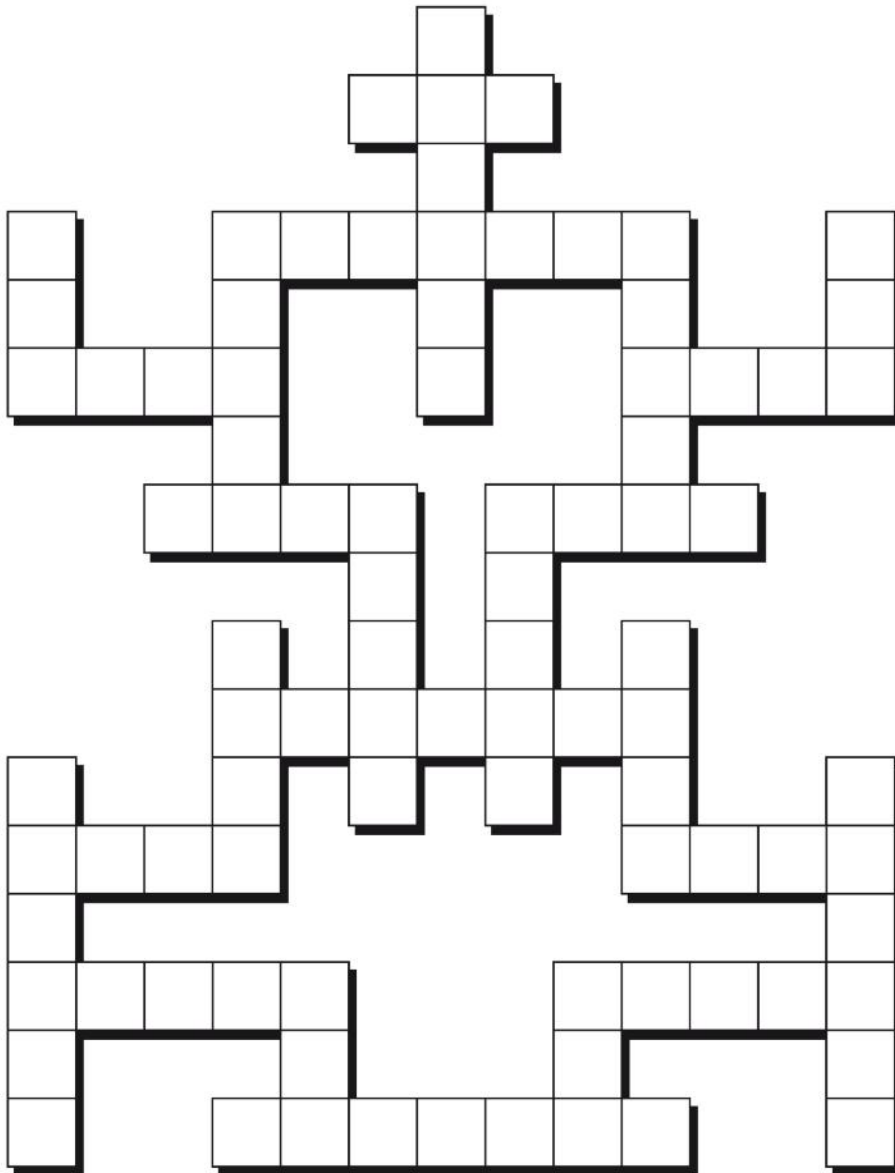
ANSWER, PAGE 72

Mexico's northern neighbor	▼	Irish New Age singer	Hospital division	Usually deleted email	Fir or spruce's cousin	Wedding vow locales	Green pasta sauce	Circle portions	▼	Slugger Ripken	Counting calories	Grieves for	<i>Exodus</i> novelist Leon	Former camera brand	More snazzily dressed	Catches a few z's	
"Dear Abby" and such	▶																
Heaped messily	▶							Tenerife native, for one	▶								
Iron-fisted rulers	▶							Hit head-on hard	▶								
▶								Pop singer Abdul	Suffix with Siam	Classic Chrysler __ admin	▶						
Doomed one, slangily		Silver-white element	In one's house	Classic Olds	Lures New Deal prez	▶							<i>30 Rock</i> character Lemon	▶			
Devours, with "down"	▶							Thus far	▶				Casual shirt	▶			
Carried along	▶							Big-name visitors, on TV	▶				Male cat	▶			
Despise	▶							Not religion-related	Golf course slots	House furniture, to Brits	Iris-family flower	Tasty tidbits	Makes really mad	Object of baseless fear	Augment	Moved about an axis	
The way, to Lao-tzu	▶			"Neon" fish in a tank	Company employee	▶											
Graceful street shader	▶								Get the wrinkles out of	▶				Party card game	▶		
▶								A little conservative, say	▶								
Perfume queen Lauder		Rock-clinging mollusks	Not slack Thorn in the side	▶						Little plateau	▶				Sheep's call	▶	
Showing no bias	▶							Point-to-point length	▶								
Father of Isaac, in the Bible	▶									Cairo's river	▶				Expert	▶	
Damage	▶									Most mad	▶				Big golf event	▶	
Holy artifact	▶				Is priced at	"Don't you worry..."	▶										
▶						<i>V for Vendetta</i> actor Stephen	Distress call at sea	▶			Tennis star Arthur	Burn slightly	Bat's hangout	▶	Teeming (with)	Snare or bongo	Blu-ray Disc maker
Spinning copter part	▶																
Looking at it one way	▶																
Mythical half-men	▶																
Endures	▶																
▶								Archival	▶								

See if you can beat our score by packing this grid with words using only the 10 letters provided at the foot of the page. You may use any letter as often as you like, but don't use the same word twice in the grid. This includes singular and plural versions of the same word, inflected versions of a word (such as LOVE and LOVED), and variant spellings of the same word. Use any word in a standard dictionary, including slang, but don't use capitalized or foreign words, contractions, abbreviations, acronyms, prefixes, or suffixes.

After completing the grid, calculate your score by adding up each Across row; our high score was 324...but we were a little off that day.

ANSWER, PAGE 72



V	A	T	L	N	C	E	I	H	W
1	2	3	4	5	5	4	3	2	1

LINE SCORE	
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
11.	
12.	
13.	
14.	
15.	
16.	
17.	
TOTAL	

ANIMAL CALLS

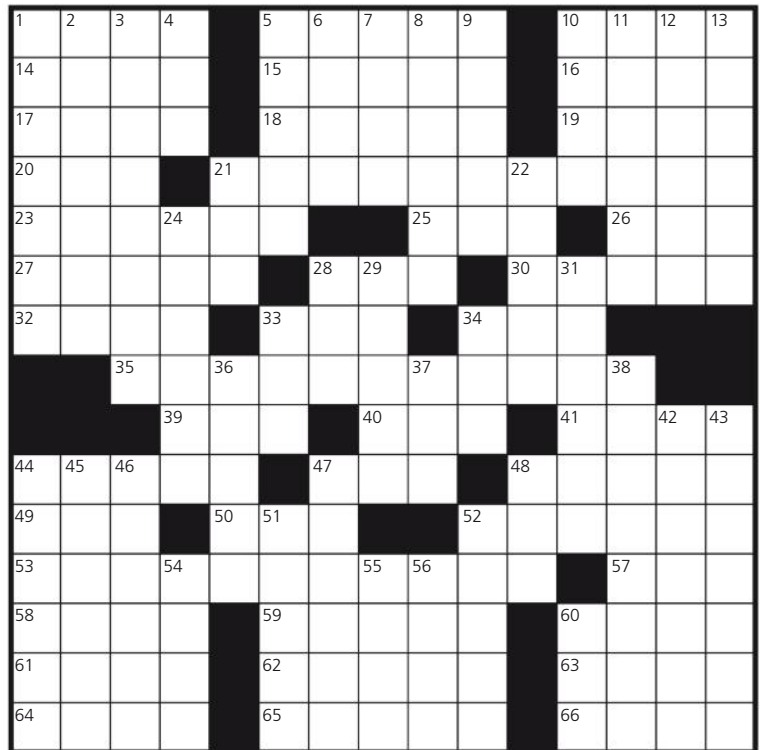
BY HARVEY ESTES

ACROSS

- 1 At one's ___ and call
 5 Place for old trunks
 10 Napoleon's exile isle
 14 To be: Fr.
 15 Trainer
 16 Lascivious look
 17 Gently break a habit
 18 *Bridget Jones's Baby* actress Zellweger
 19 Fawn's father
 20 Rainbow shape
 21 King cobra?: 2 wds.
 23 Rubber-stamper's need: 2 wds.
 25 Military mail abbreviation
 26 Valvoline product
 27 Spot for a campaign button
 28 Devoted booster
 30 Burton's role on *Roots*
 32 ___ gin fizz
 33 Lighter that's flicked
 34 Guys
 35 Lovebirds?
 39 WSW's opposite
 40 Three Dog Night or U2 song
 41 "___ Lama Ding Dong" (1961 hit by the Edsels)
 44 Calf-roping competition
 47 Bay State cape
 48 Periwinkle or pink, e.g.
- 49 ___-lda (Tater Tots company)
 50 Lion of the zodiac
 52 Marked as a no-show
 53 Where sheep are sheared?: 3 wds.
 57 Reagan's "Star Wars" initials
 58 Kareem's old school: Abbr.
 59 Less than fresh
 60 Airport stats: Abbr.
 61 Use a letter opener
 62 Diner patron
 63 Festive occasion
 64 ATM bills
 65 Drag queen's outfit
 66 Yoked beasts

DOWN

- 1 Laments
 2 Undying
 3 Guy with nutty notions
 4 *Tommy* director Russell
 5 Like smoke from electrical fires
 6 Boot tips
 7 Sunbathes successfully
 8 O'Neill's *The ___ Cometh*
 9 Penny-pinching
 10 In some other way
 11 Reveals, as a secret: 2 wds.
 12 *Thriller* hit: 2 wds.



ANSWER, PAGE 72

- 13 Sock or sweater design
 21 Linden of *Barney Miller*
 22 Wild card, sometimes
 24 Nickname for a shrimp
 28 ___ to be tied
 29 Sneezin' season sound
 31 Opening passages, for short
 33 Spell-off
 34 West of Hollywood
 36 ___ Gay (WWII bomber)
 37 Conclusion
 38 Purchase surcharge: 2 wds.
 42 Jimmy Carter's vice president Walter
 43 Master craftsman
 44 Like a good coffee blend
 45 Prophet at Delphi
 46 Let join a poker game: 2 wds.
 47 Fellow headliner
 48 *Elementary* network
 51 Alleviated
 52 Copycats
 54 Cricket equipment
 55 Can't stand
 56 Cheers for the matador
 60 Psyche component

HOUSE PARTY

BY GENE TRAUB

No doubt about it—each answer in this quiz is a household word. In fact, each answer is a word, name, or phrase that contains the word HOUSE—like POWERHOUSE or HOUSE DETECTIVE. How many can you identify? ANSWER, PAGE 72

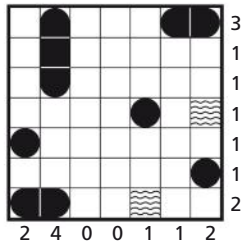
1. Gratis, as drinks _____
 2. Home christening _____
 3. Elvis Presley song or movie _____
 4. Swatting target _____
 5. Old-time doctor's visit _____
 6. Ibsen drama _____
 7. Kurt Vonnegut novel _____
 8. Confinement to quarters _____
 9. Strong poker holding _____
 10. Fraternity flick _____
 11. Paul Ryan, e.g. _____
 12. Michael Landon series _____
 13. "Trained," as a puppy _____
 14. Be a smash, on Broadway _____

Attention kids (and Battleships novices): The six puzzles on this page are easy solitaire versions of the classic paper-and-pencil game of Battleships. Here's how to play: Imagine that each grid is a section of ocean in which a fleet of six ships is hiding. In the first four puzzles, this fleet consists of one cruiser (three grid cells long), two destroyers (two cells each), and three submarines (one cell each). Additional ships are included in puzzles 5 and 6. The ships may lie either horizontally or vertically, and no two ships can occupy adjacent grid cells, not even diagonally. The numbers along the outside of the grid tell you how many cells in the corresponding rows and columns are occupied by ships.


You'll notice that some parts of the oceans have already been mapped out for you. The wavy lines stand for water—unoccupied water, that is. Water in a grid cell means that *no part of a ship can occupy that cell*. Other clues given


may be a complete submarine (a circle) or the end of a ship (a rounded-off square). You can cross off ships below the grids as you locate them. An example of a solved puzzle is shown at right. Can you reach the rank of Admiral by locating all six fleets?

EXAMPLE




ANSWERS, PAGE 72

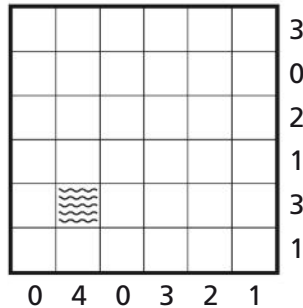
 End of ship (will continue in the direction of the flat side)




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

 Water

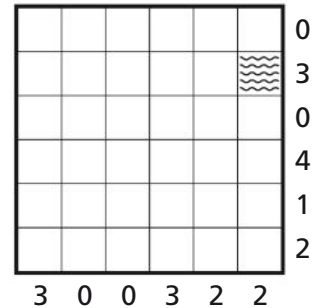
 Submarine


1-SEAMAN



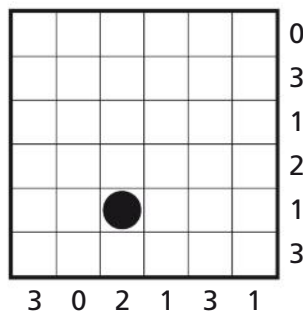
Cruiser 
Destroyers 
Submarines 




2-PETTY OFFICER



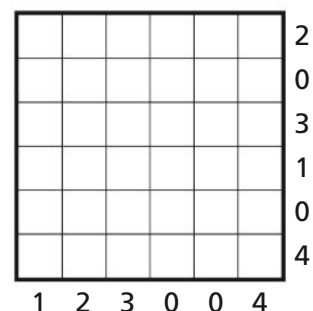
Cruiser 
Destroyers 
Submarines 

3-ENSIGN



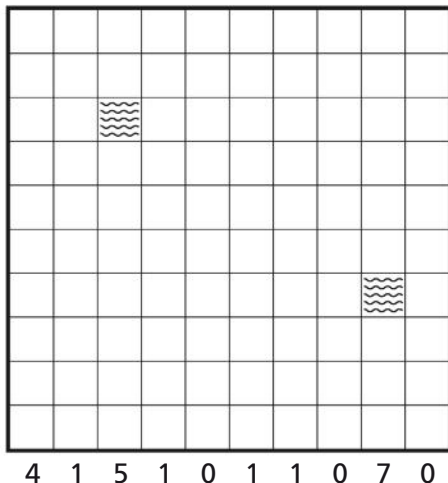
Cruiser 
Destroyers 
Submarines 





4-CAPTAIN



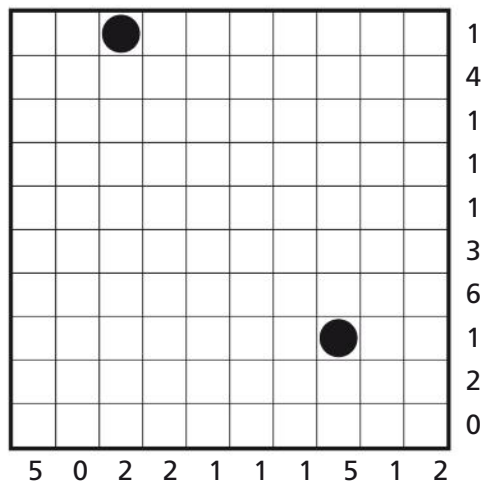
Cruiser 
Destroyers 
Submarines 





5-COMMODORE



Battleship 
Cruisers 
Destroyers 
Submarines 

6-ADMIRAL



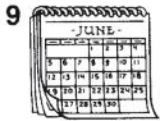
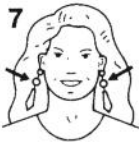
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KID STUFF: PICTURE CROSSWORD

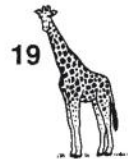
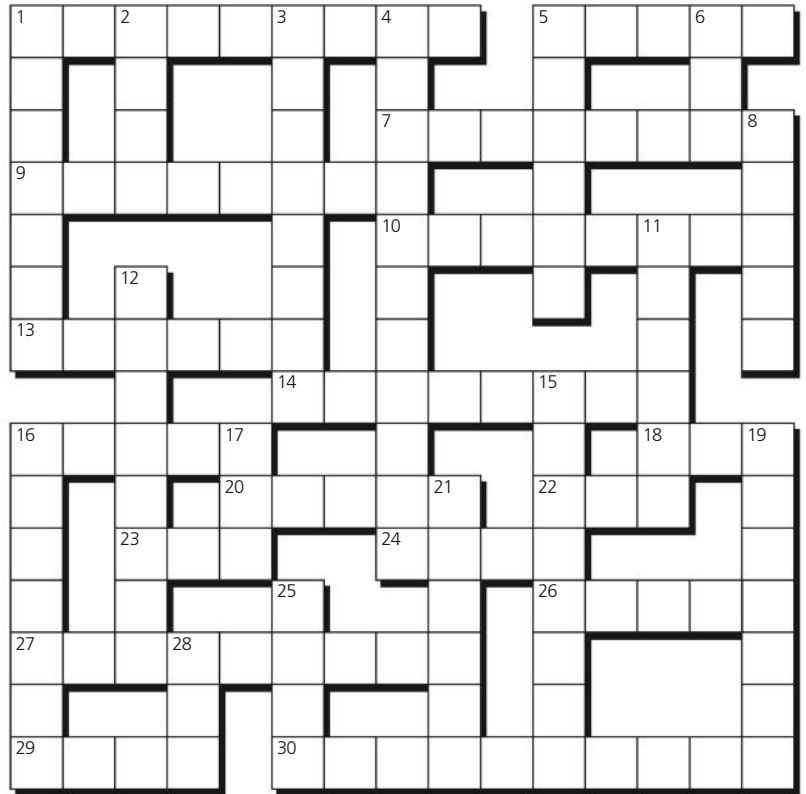
In this special crossword puzzle, the clues are pictures instead of words. There's nothing to read, but you still have to write the name of each object in the grid—once you figure out what you're looking at, that is!

ANSWER, PAGE 72

ACROSS



DOWN



TAKING THE FIFTH

FROM THE GAMES LIBRARY

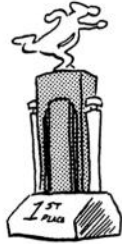
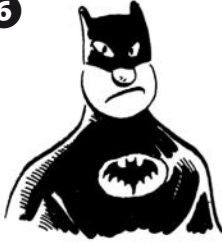
You have the right to solve this puzzle, but you'll have to "take the fifth" to do it. By that we mean you will need to identify the pictures in each group (1–10) below and take the fifth letter of each word. For example, the first picture shows a butterfly, so you would write down the letter E. Next, unscramble the five letters in each group to get a four-letter word and a leftover letter. (Which one is the leftover letter is for you to determine.) All 10 four-letter words will be related. When you've found all the words, the leftover letters can themselves be unscrambled to form an appropriate bonus phrase.

ANSWERS, PAGE 72

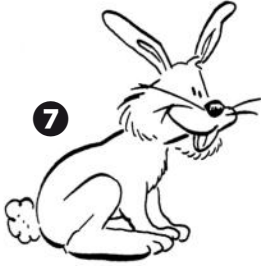
PUZZLE & ILLUSTRATIONS BY ROBERT LEIGHTON



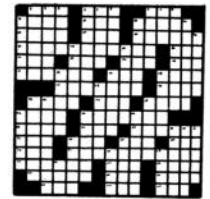
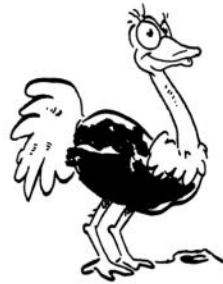
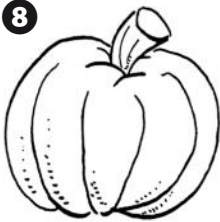
6



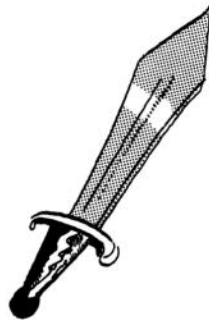
7



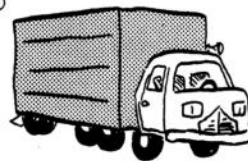
8



9



10



To solve Quote Boxes, drop the letters from each vertical column—not necessarily in the order in which they appear—into the empty squares below them to spell a quotation reading from left to right, line by line. Words may continue from one line to the next; black squares indicate ends of words. The author of each quote is given above its grid. ANSWERS, PAGE 72

1. BENJAMIN FRANKLIN

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

2. JAMES MICHENER

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

3. GLORIA STEINEM

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

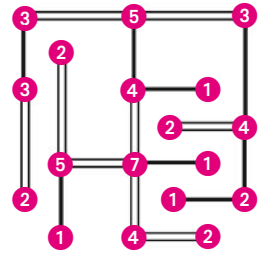
In this puzzle, you are given an arrangement of numbered islands. Your goal is to add bridges (lines) between islands so that the islands form a single connected group.

When adding bridges, you must follow these rules:

1. The number on each island tells you how many bridges are to be connected to that island.
2. There are at most two bridges between any pair of islands.
3. All bridges are placed horizontally or vertically.
4. A bridge never passes through an island.
5. Bridges do not intersect.

An example of a solved puzzle is shown at right.

EXAMPLE:



ANSWERS, PAGE 73

The main puzzle grid contains 13 columns of islands. The numbers on the islands are as follows (row by row):

- Row 1: 2, 4, 2, 2, 4, 5, 2
- Row 2: 2, 2, 3, 4, 2, 2, 1, 2
- Row 3: 3, 2, 1, 4, 6, 8, 2
- Row 4: 2, 4, 3, 1, 2, 1, 2, 3, 4
- Row 5: 2, 2, 3, 6, 2, 3, 2
- Row 6: 1, 2, 2, 1, 2, 4, 3
- Row 7: 2, 2, 1, 1, 3, 2, 2
- Row 8: 2, 4, 5, 3, 4, 3, 3
- Row 9: 2, 2, 2, 4, 5, 4, 3
- Row 10: 4, 2, 4, 3, 3, 2, 3, 3
- Row 11: 3, 2, 2, 4, 3, 2, 5, 4, 3
- Row 12: 3, 2, 4, 2, 2, 2, 1, 2, 5, 3
- Row 13: 1, 2, 1, 4, 3, 3, 2, 2
- Row 14: 2, 4, 5, 5, 3, 5, 2, 2
- Row 15: 2, 4, 2, 1, 2, 1, 4, 3
- Row 16: 3, 4, 4, 1, 2, 3, 3, 5, 2
- Row 17: 2, 2, 2, 3, 3, 2, 5, 2
- Row 18: 2, 2, 1, 2, 2, 1, 2
- Row 19: 3, 3, 2, 2, 3, 1

TRIPLE THREAT

BY RAYMOND YOUNG

Just as in your everyday crisscross puzzle, your job is to fill the words and phrases listed below into the grid in standard crossword style. What's a little different about this puzzle is that there's some (intentional) repetition in the word list: the entries BAGS FULL, D MOVIE, SIXTY, and WISE MEN will each appear three times in the completed grid. All of the other entries will appear exactly once.

STARTING HINT, PAGE 75 ANSWER, PAGE 73

5 LETTERS

ASYLA	I'M HOT	SIXTY
BARQ'S	INDIA	SIXTY
CLIMB	IN TWO	SOLID
ELVEN	MINAJ	SPADE
FRITZ	NAOMI	WAFER
GODOT	SIXTY	WENCH

6 LETTERS

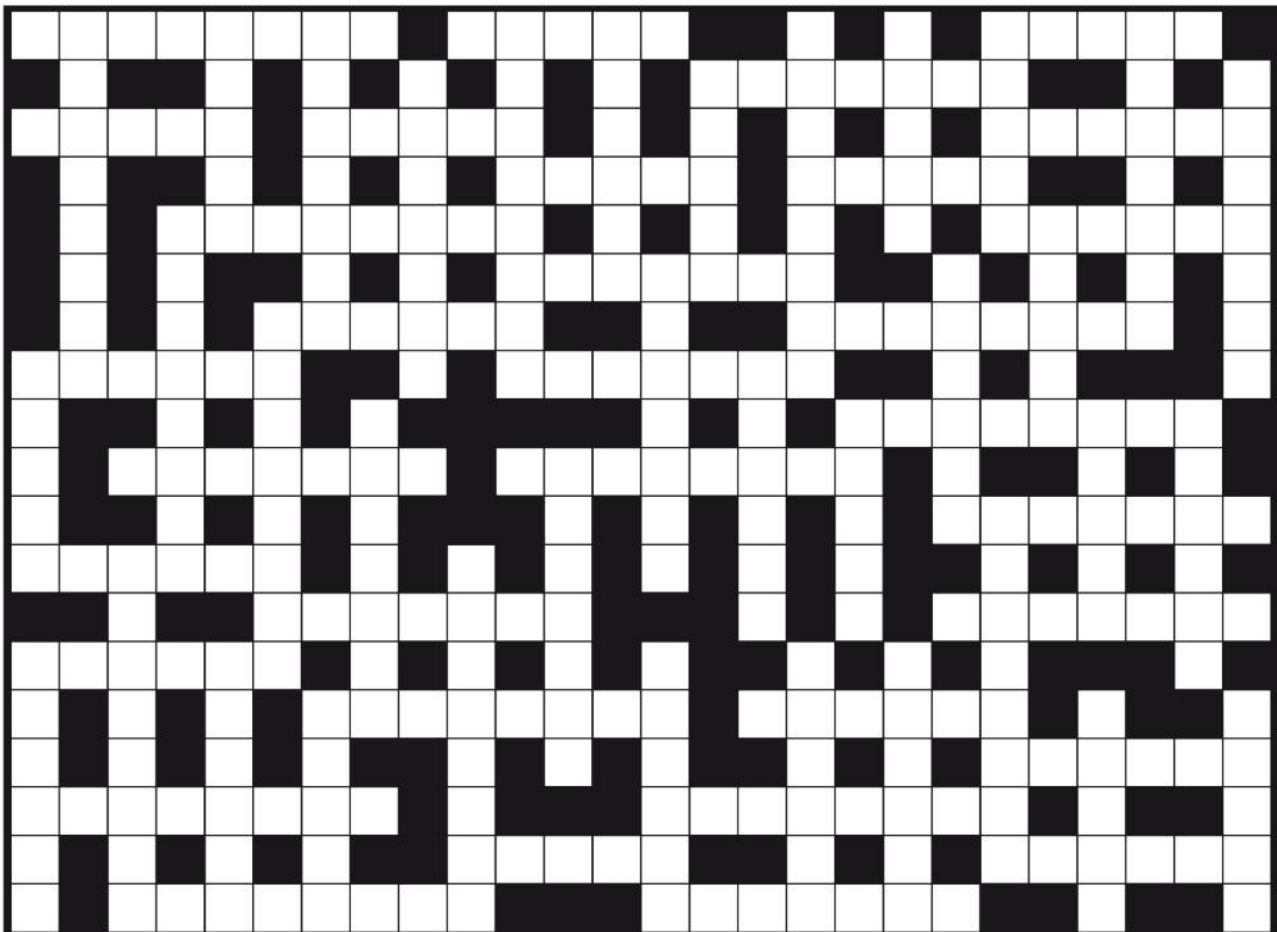
ACQUIT	D MOVIE	JIBE AT
A MAJOR	D MOVIE	MIDAIR
AW, C'MON	D MOVIE	OLD PAL
BAD GUY	DOES OK	PURIFY
BUG OFF	EQUATE	SPRUCE
BYE-BYE	FATHOM	VLASIC

7 LETTERS

ALADDIN	HORATIO	WISE MEN
CD DRIVE	OH MY GOD	WISE MEN
DOG TEAM	PLAYOFF	WISE MEN
DRUMMER	SIMPSON	
ELIXIRS	SKYNYRD	
E-TICKET	TEE SHOT	


8 LETTERS

ADELAIDE	COVERS UP	LA LA LA LA
ANIME FAN	DAIQUIRI	LAME DUCK
AT NO TIME	DREAMT OF	PATENTED
BAGS FULL	EGG WHISK	SNOW LILY
BAGS FULL	ESPN STAR	ZABAIONE
BAGS FULL	GO UPHILL	ZAC EFRON

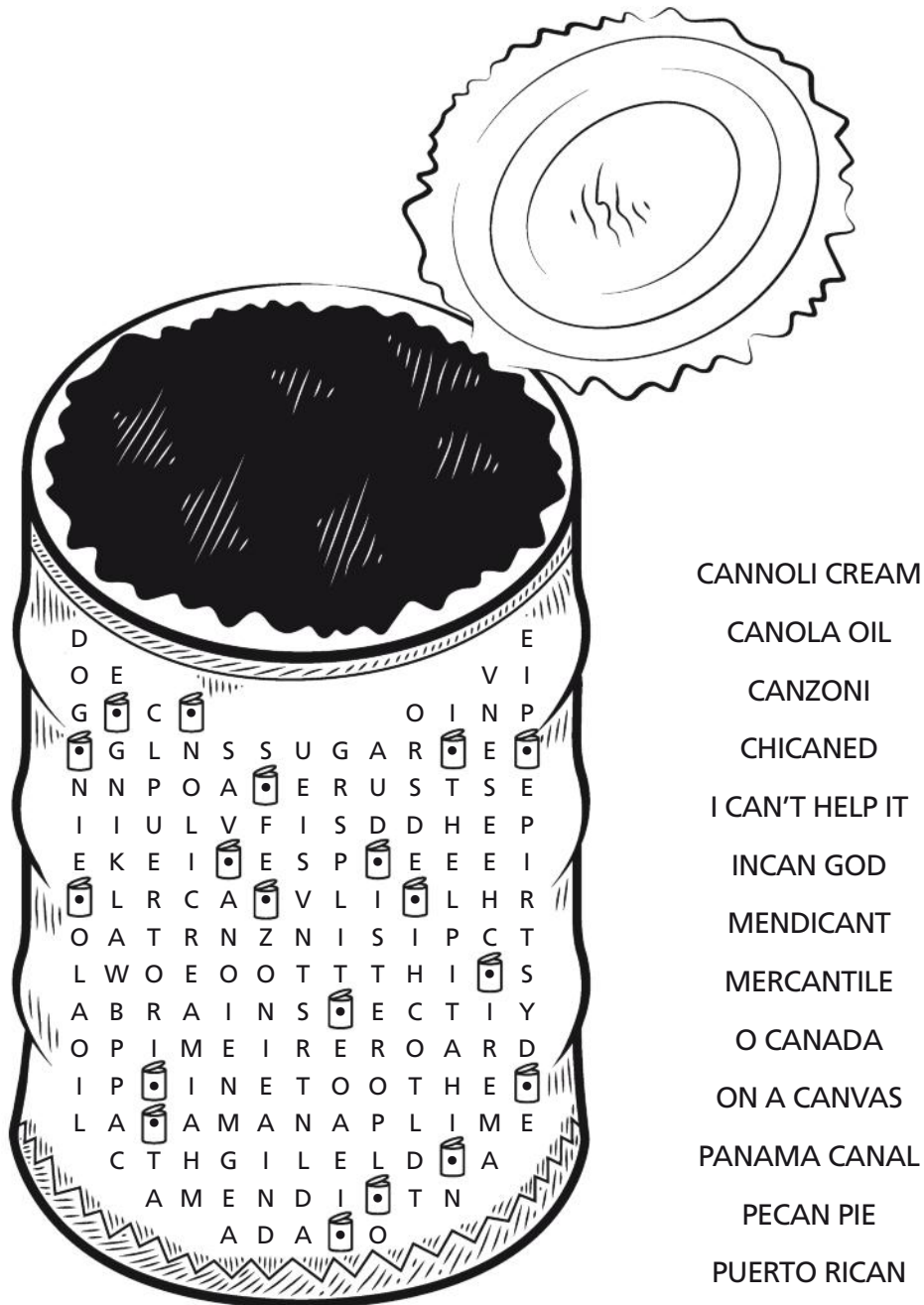


IT'S IN THE CAN

BY RAYMOND YOUNG

In fact, they're all in the can! Find all of the words and phrases listed below; they run horizontally, vertically, and diagonally (always in a straight line). In addition, each entry contains the consecutive letters C-A-N; these letters have been replaced by a  in the grid. Find them all...if you can.

ANSWER, PAGE 73



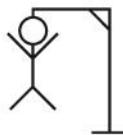
- CANNOLI CREAM
- CANOLA OIL
- CANZONI
- CHICANED
- I CAN'T HELP IT
- INCAN GOD
- MENDICANT
- MERCANTILE
- O CANADA
- ON A CANVAS
- PANAMA CANAL
- PECAN PIE
- PUERTO RICAN
- SPLIT-CANE
- SUGARCANE
- VIRUS SCANNER
- WALKING CANE

- ACTIVE VOLCANO
- CANDIED
- CANE RUST
- AMERICAN CHEESE
- CANDLELIGHT
- CANINE TOOTH
- BRAIN SCAN
- CANDY STRIPE
- CANISTER

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 59; you now look in box number 59 in the Position Chart (to the right of the Letter Chart) and locate the number 7. This means the letter E occurs in the seventh 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 73

Words To Be Guessed

Letters Missed

I.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	1	2	3	4	5	6	7	8		
II.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	1	2	3	4	5	6	7	8	9	10
III.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	
	1	2	3	4	5	6	7	8	9	
IV.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>		
	1	2	3	4	5	6	7	8		
V.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>			
	1	2	3	4	5	6	7			
VI.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	
	1	2	3	4	5	6	7	8	9	
VII.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	1	2	3	4	5	6	7	8	9	10
VIII.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>		
	1	2	3	4	5	6	7	8		
IX.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	
	1	2	3	4	5	6	7	8	9	
X.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>		
	1	2	3	4	5	6	7	8		
XI.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>				
	1	2	3	4	5	6				
XII.	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>			
	1	2	3	4	5	6	7			

	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>
	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Letter Chart

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

Position Chart

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

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 73

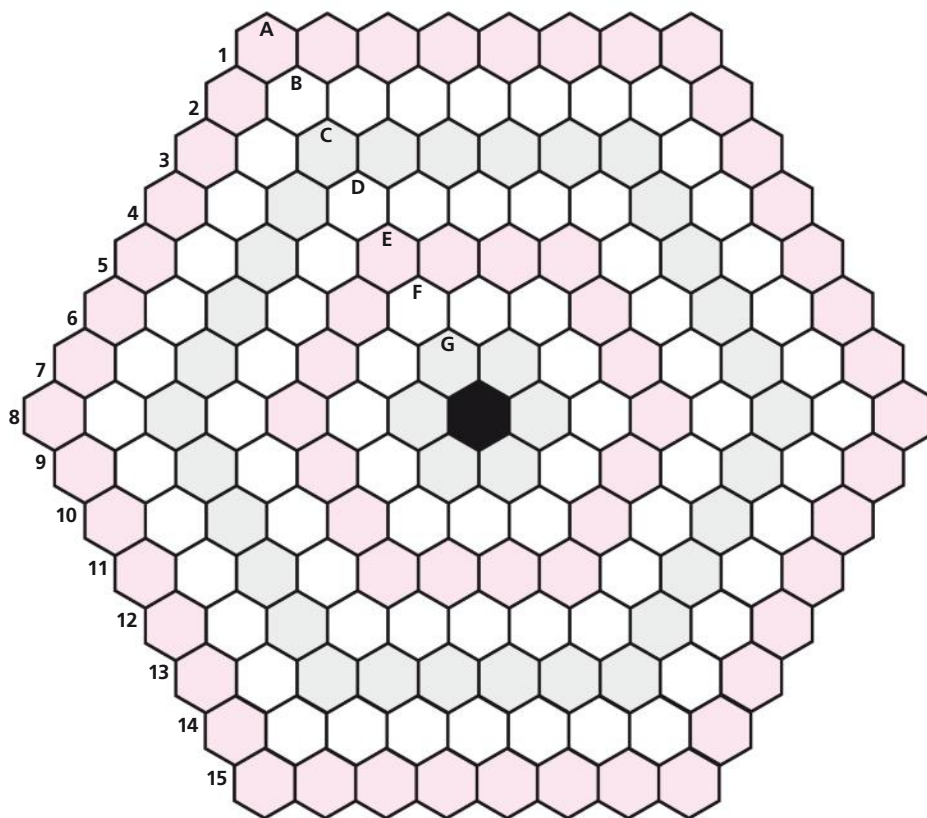
Zilch	Relax after anxiety	Slogan / Signet	▼	Actor Neeson	▼	... Vista Social Club	Make a blunder	Huey and Dewey's brother	Over there	▼	Sign one's name to	The one ___ got away	Sharp-eyed and raptorial	▼	Colossus	Got bigger
															Cruel emperor	
Make a new knot in						Swindle	Strip hot-rodder					Spiteful sort				
Leave just after a meal											Metal bearing mineral	Informed				
Second baseman Roberto							"Beats me"					Negative answers				
The whole ___ (all of it)		End of a school's URL	Small piece	Tiny energy source	Garcia-parra of baseball		Architect Saarinen					Plays on words		Not cooked at all	Spanish for "that"	Painter Andrea ___ Sarto
							Small river	Inhaled and exhaled								
Text cleaner-uppers							Sea east of Sicily	Loud racket	Befriend again, maybe		Czar's order					
Convenient mag offering											Snares					
Part of a fish's body		"Beats me"	Item for close-up photos										___-Pei (Chinese dog)	Rotating car part	Person who's opposed	Project <i>Runway</i> , for one
			Lingerie shop offering	Simulate, as a war battle								Asterisk				
Obtained				Snail-paced	Even if it isn't fair weather							"Shoo!"				
Hurries, old-style					Greek god of love	1215 symbol of liberty										
Pamper																
						<i>Little Women</i> novelist	Having no equal									
Hat for Indiana Jones							Needless bustles	Take it easy					Often-sprained joints	Least adorned	Pilot a plane	
								___ apso (Tibetan dog)	Salary			Capital of Yemen	Blind as ___			
Canine hunting in packs		Actress Stone or Watson	Fighter in the <i>Iliad</i>	Carves in stone, say									Armed force at sea			
Meadow				French article	City near Toronto								Khloe's mom Jenner			
"That's my take, at least"													<i>King of Queens</i> actress Remini			
Flows out (from)									Develops a liking for							
Sent via phone line							Sister of Malia Obama						Gumbo or goulash			

MARCHING HEXAGONS

BY MIKE SHENK

The answers in this puzzle march around the grid in two ways. Rows answers march from left to right, with two answers per numbered line. The dividing point between these two is for you to determine, except in Row 8, where they're separated by a black hexagon. Hexagon Bands answers begin at the lettered squares (A to G) and proceed clockwise around each of the seven shaded and unshaded hexagons. For example, Hexagon Band A, when filled, will contain seven consecutive entries, starting in hexagon A and marching around the grid's perimeter. Again, it's up to you to figure out where one answer ends and another begins. All clues are given in order.

ANSWER, PAGE 74



ROWS

- 1 Hexagonal part of a hive
"___ girl!"
- 2 Hoity-toity type
Think tank products
- 3 "Africa" band
Kid's first vehicle, maybe: Hyph.
- 4 Susan's *All My Children* role
Worth having
- 5 State tree of Iowa: 2 wds.
Direction seeker's confession: 2 wds.
- 6 1983 Michael Jackson hit: 2 wds.
"Under the word," in cross-references:
2 wds.
- 7 Work under, as a boss: 2 wds.
Silence breakers
- 8 Fixes a boot, maybe
Developing
- 9 Little giggle: Hyph.
Sent a check, say
- 10 Incorporates: 2 wds.
Locate
- 11 Fill the quill anew
Elizabeth I's "I": 2 wds.

- 12 Ulan ___
Ghostlike quality
- 13 Diving bird
Wood-shaping machine
- 14 Caesar's *veni*, to us: 2 wds.
Oddball
- 15 Ship's petty officer, informally
Aviation prefix

HEXAGONS

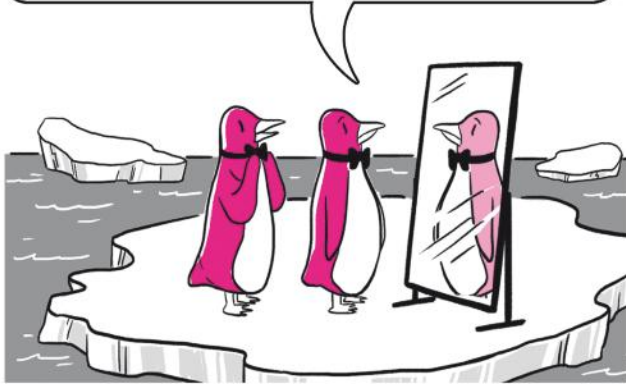
- A** It may be hand-to-hand
Comparison, as of Coke and
Pepsi: 2 wds.
Big name in tractors
Seoul man
Pulitzer Prize-winning Edna
Ferber novel
Babysitter's bane
Deep notches in
furniture-making
- B** Kind of contract: Hyph.
Jimmy Carter's middle name
When in Act 3 Hamlet says,
"What ho! Horatio!": 2 wds.
- 17th-century English philosopher/
scientist Robert
Actor Gordon of *Oklahoma!*
Southern cooking
expert Paula
Mark's replacement
- C** Its capital is Lomé
Freight train finale
Whopper: 2 wds.
Happens to
Indian one-shoulder
garment
- D** Creating a direct outcome
Foodstuff
Oft-spattered garments
___ *Win Friends and Influence*
People: 2 wds.
- E** With hands on hips
Command to a terrier
Kind of terrier
Hawaiian souvenir
- F** Seismic sea wave
Mocking expression
- G** Photocopier powders

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 73

1. CRYPTOON

"H'Q OPK UOKHLUJC VPOEHOVUG
BNU'JJ ZYC KNU VPJG AUUK BKPLC.
RAKUL RJJ, CPY GP JHEU PO RO HVU
AJPU... "



2. EXCUSE ME

NBPXTJ JOWPT VT. X LUH'Q MWHQ QU SBQ
VD ZWXQI XH STUSCT MIU MTPTH'Q JVWPQ
THUBAI QU ATQ UBQ UZ NBDP LBQD. "
—*VUHXOW *SXSTP

3. A REAL BIG SHOT

SD KQOQNDEZI CZK KQDEKEIT UBLSI
OSIIZIFSP, QLNPZHQK OZLLQIDJ DUSD
ED'PP FQ USKX DZ CEIX SIZDUQK TBH
ZC UEJ OSPEFQK.

4. SILENT TREATMENT

JVJKWFSSBN CNVQSFUVXXK VSSBPGSW SA
UAPCANS MALWBCLX AC UNKFQY
UMFXONBQ, UAQWFOBNW MBN PBVYBN
UAPGBQWVSFAQ MLWM PAQBK.

5. STEER CLEAR

NXXCQUHZA KC *XNYHGCQZHN YNL, HK
HT HYYVANY GCQ SVJHXYVT LHKJCIK
UQHSVQT KC VRXVVU TFVVUT CG THRKO
EHYVT FVQ JCIQ.

6. FOUL PLAY

UWAA-KXPPWKLWS OCOOWLWWG BNF
LGXCDAW QWLLHPQ JNGHXPWLLW FBXU
HPLX LBWNLWG, SWKHSWF LX OCAA
FLGHPQF WAFWUBWGW.

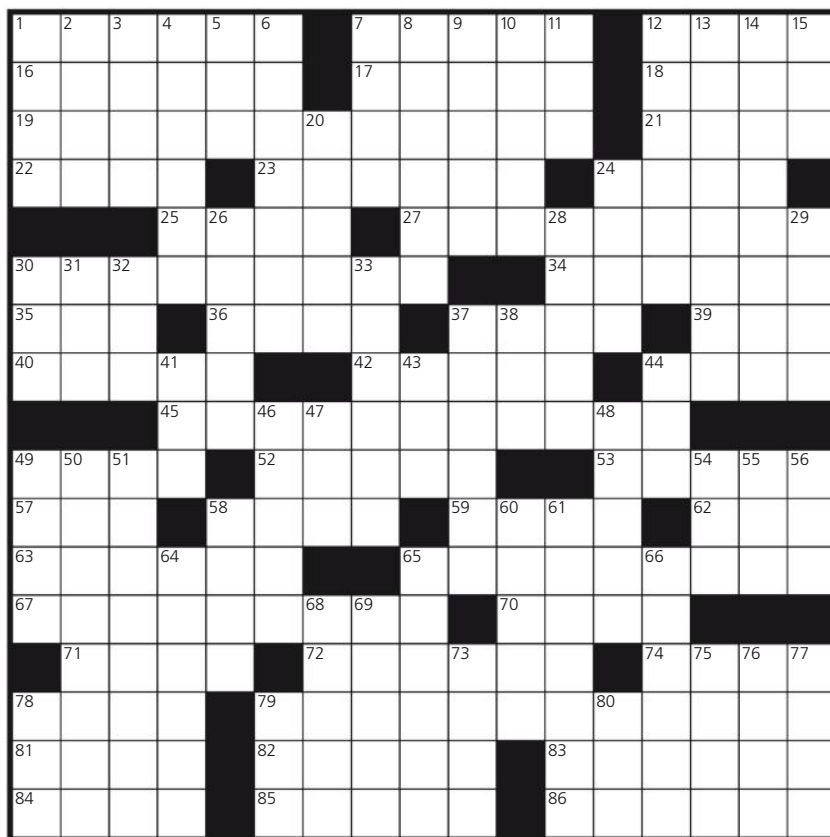
7. PLAIN SPEAKING

KJTTMUP SVHIVVU SLDDJTR ELUHVCN
TVNNVUN SVKJLNV QRUHETA JKKRLUH
NLQQJCA LUFVMTN QJNNMFV CRJQMUP
KEJCPVN.

TIPS AND CLUES

Cipher 6: The hyphenated word in this puzzle is an adjective; what word with pattern UWAA often begins such words?
Cipher 7: Vowels A, E, I, O, and U are represented by J, L, M, R, and V, in some order.

Cipher 4: MLWM does not represent THAT or SAYS here.
Cipher 5: The first letter of HK and HT is probably A or I. Try I here.
Cipher 6: DUSD probably represents THAT or SAYS. Since SD appears as its own word, try THAT.
Cipher 7: Ciphertext STUSCT has a distinctive letter pattern. Stumped? S = R.
Cipher 2: Ciphertext STUSCT has a distinctive letter pattern. Stumped? S = R.
Cipher 3: DUSD probably represents THAT or SAYS. Since SD appears as its own word, try THAT.



ANSWER, PAGE 74

ACROSS

- 1 Docking site
- 7 Come home safely
- 12 Instant, informally
- 16 Floor duster: 2 wds.
- 17 Proverbial crowd
- 18 Comics pooch
- 19 Potato chips may be fried in this: 2 wds.
- 21 Spirit of Islamic myth
- 22 Bavarian river
- 23 South Seas wrap
- 24 ___ bene
- 25 Approximations, briefly
- 27 Well-to-do dude
- 30 880-foot waterfall in Yosemite
- 34 So very much
- 35 Santa ___ winds
- 36 Nerve network
- 37 Work on copy
- 39 British ref. work
- 40 Required wear for some employees: 2 wds.
- 42 Betelgeuse's constellation
- 44 They may be hard to beat
- 45 It's cut at the reception: 2 wds.
- 49 Place for a stud

DOWN

- 52 Like the smiling eyes of song
- 53 Big shot
- 57 Couple's pronoun
- 58 One who hasn't turned pro?
- 59 Lt. Kojak, to friends
- 62 Org. with a "Most Wanted" list
- 63 Right this minute: 2 wds.
- 65 Brief sketch
- 67 Chinese restaurant side dish: 2 wds.
- 70 Badlands sight
- 71 Baldwin of *The Aviator*
- 72 Plane place
- 74 ___ Cong
- 78 Low-pH stuff
- 79 Planetary feature visible through a telescope: 2 wds.
- 81 Not specific: Abbr.
- 82 ___ barrel: 2 wds.
- 83 Complete circuit of the track: 2 wds.
- 84 Advantage
- 85 Largest body in the asteroid belt
- 86 Some vowel sounds

DOWN

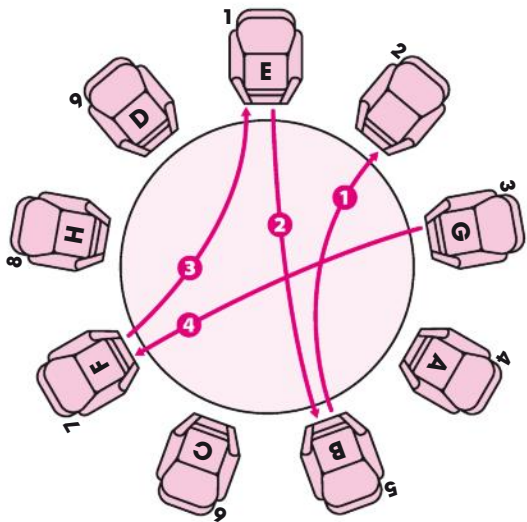
- 1 Store inventory, briefly
- 2 "...bug in ___": 2 wds
- 3 Baseball's Sandberg
- 4 Hit song from the Who's *Tommy*: 2 wds
- 5 Cambodia's Lon ___
- 6 Peter or Paul, but not Mary
- 7 Ending for young or road
- 8 Color quality
- 9 Home of the Black Bears
- 10 Wear the crown
- 11 Sea shocker
- 12 Seed whose oil is used in cosmetics
- 13 Annual Alaskan event
- 14 Got through manipulation
- 15 Marshy area
- 20 Attended: 2 wds.
- 24 Russian refusal
- 26 Burst of voltage
- 28 Minneapolis suburb
- 29 Guitarist Barrett and cartoonist Hoff
- 30 Mai ___
- 31 German conjunction
- 32 Gobble up
- 33 Ninth-century pope: 2 wds.
- 37 ___ note (quaver)
- 38 Grumpy colleague
- 41 Sense of wonder
- 43 Hosp. staffers
- 44 Old name for Tripoli
- 46 Route 66 pit stop
- 47 2000 Richard Gere title role: 2 wds.
- 48 Door handles
- 49 Do nothing
- 50 Ran faster than
- 51 Extremely hot
- 54 Museum employee's deg., perhaps
- 55 Kimono cincher
- 56 Cartoonist Keane
- 58 Current letters
- 60 Earthling
- 61 "The American Scholar" essayist
- 64 Sewing basket item
- 65 Academic's goal
- 66 Armadas
- 68 "___ my doubts": 2 wds.
- 69 Do lunch?
- 73 Mardi ___
- 75 *To Live and Die* ___: 2 wds.
- 76 On a par, in Paris
- 77 Recipe amts.
- 78 Ripen
- 79 Part of SSN: Abbr.
- 80 Messenger ___

MINMOVES PUZZLES

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

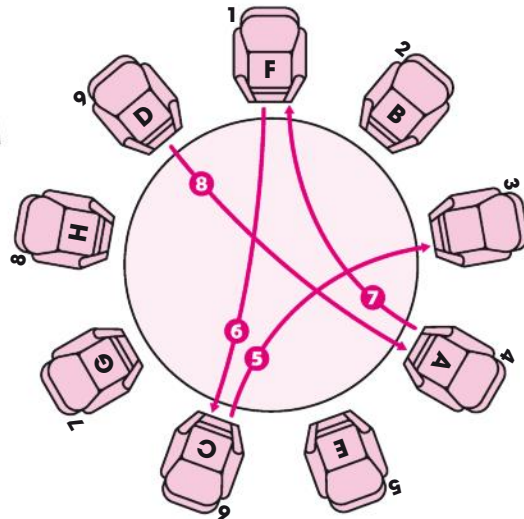
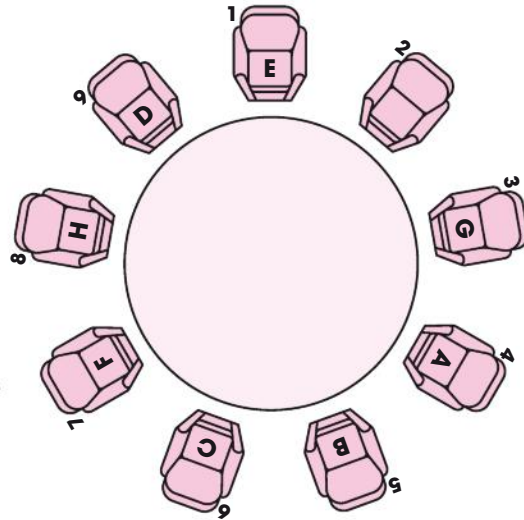
ANSWER, PAGE 75

HERE'S THE SOLUTION TO THE WARMUP PUZZLE:

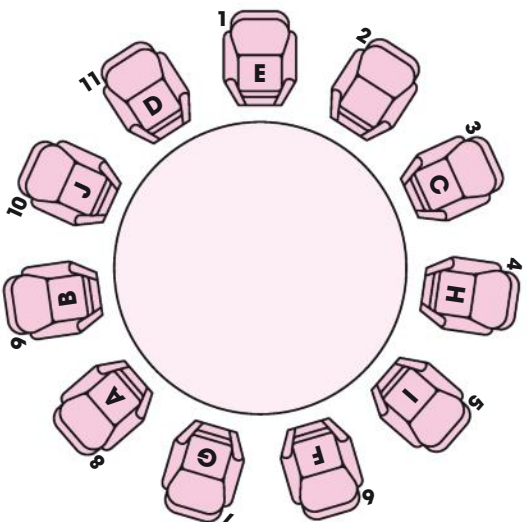


WARMUP

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

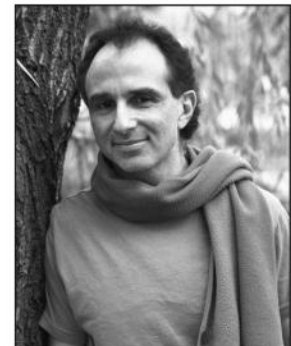


NOW HERE IS THE PUZZLE FOR THIS ISSUE:



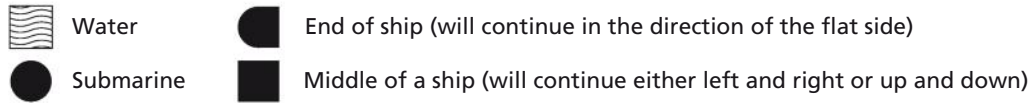
Find a way to achieve a sorted outcome using at most 6 moves, where the allowed move is to move four seats away to an empty chair in either direction.

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*.

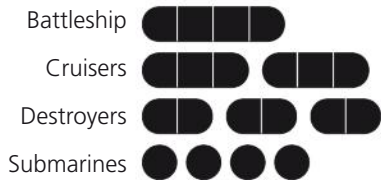
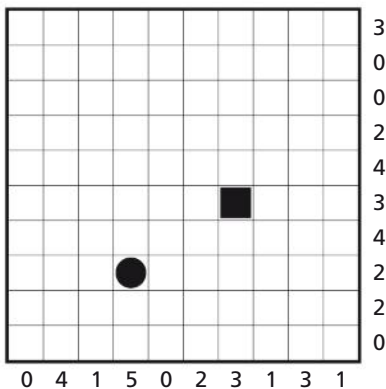


The six puzzles on this page are solitaire versions of the classic paper-and-pencil game of Battleships. Each grid represents a section of ocean in which a fleet is hiding. This fleet consists of one battleship (four grid cells in length), two cruisers (three cells each), three destroyers (two cells 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.

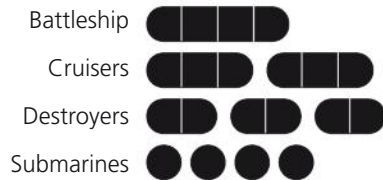
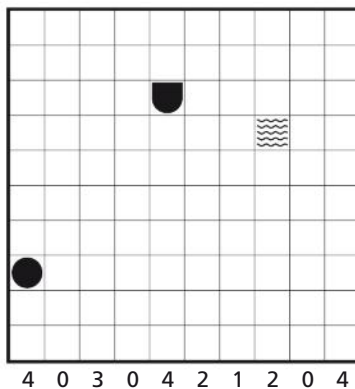
You'll notice that some "shots" have been taken to start you off. These may show water (indicated by wavy lines), a complete sub (a circle), the bow or stern of a ship (a rounded-off square), or a midsection of a battleship or cruiser (a square). The puzzles get harder as you go. Can you reach the rank of admiral by locating all six fleets? **ANSWERS, PAGE 74**



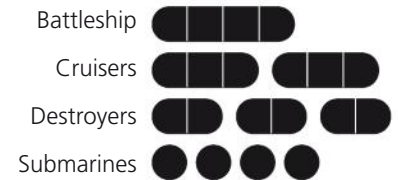
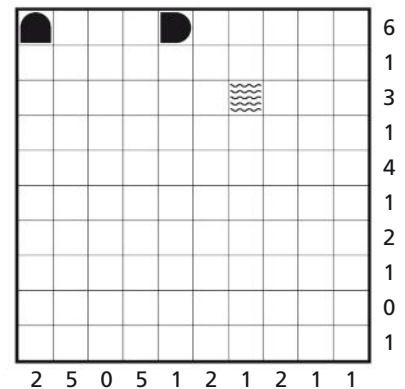
1-SEAMAN



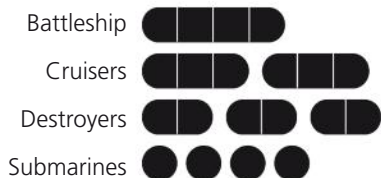
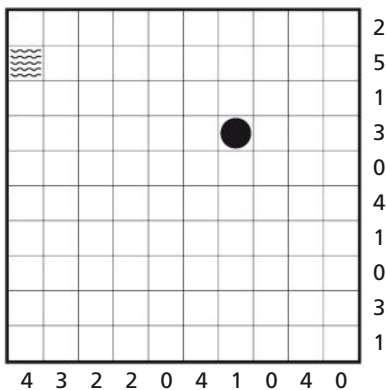
2-PETTY OFFICER



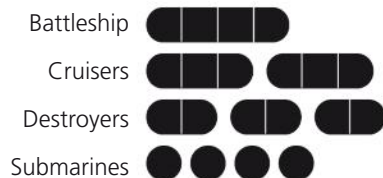
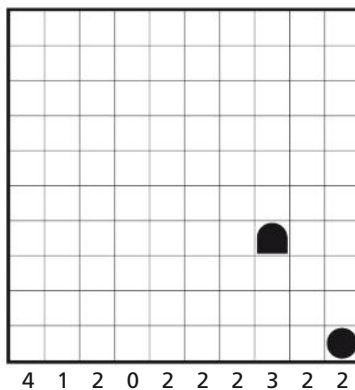
3-ENSIGN



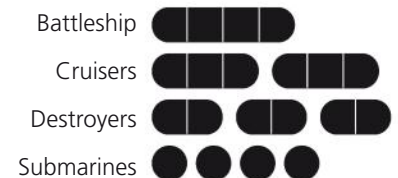
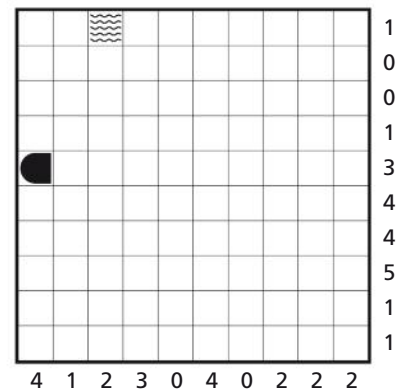
4-CAPTAIN



5-COMMODORE



6-ADMIRAL



CARLSEN RETAINS WORLD CHESS CHAMPIONSHIP

In November, Magnus Carlsen of Norway successfully defended his title of world chess champion in a closely fought match against challenger Sergey Karjakin of Russia. The event was held in the Fulton Market building in New York City's Seaport District, near the Manhattan side of the Brooklyn Bridge.

Carlsen, who turned 26 on the final day of the match, has been world champion—as well as the highest-rated player in the world—since 2013, when he defeated the previous titleholder, Viswanathan Anand of India. Karjakin, 26, became the challenger by winning the 2016 Candidates Tournament, an eight-player, double-round-robin event held in Moscow last March. Both Carlsen and Karjakin hold noteworthy age-related chess records: Carlsen as the youngest player to be world champion (22), and Karjakin as the youngest person to earn the grandmaster title (12 years and 7 months).

The 12-game match began with seven straight draws. Carlsen developed favorable positions in games 3 and 4 that on another day he might have won, but in time pressure he did not find the most accurate moves. Karjakin similarly failed to convert a clear advantage in game 5. In game 8, Karjakin broke through with a win as black after Carlsen overoptimistically sacrificed two pawns. Carlsen was visibly upset after the game and left the playing hall without giving the mandatory press interview, an action that could result in his being fined 10 percent of his winnings. Two games later Carlsen capitalized on an endgame error by Karjakin to even the match, which ended up 6–6 after two more draws. (A win is worth 1 point, and a draw half a point.)

This result led to a one-day, four-game tiebreak match at rapid time controls, in which each player had 25 minutes per game, with 10 seconds added to a player's time after each move. This contrasted sharply with the classical time controls of the first 12 games, in which each player began with 1 hour 40 minutes to make the first 40 moves, followed by 15 minutes for the rest of the game, with 30 seconds added after each move throughout the game.

Carlsen, who won the World Rapid Championship (as well as the World Blitz Championship) in 2014, appeared confident as the tiebreak games began. In the first game, Karjakin fell behind in time early but was never in a difficult position, and the game ended in a draw. In the second game, Carlsen built up a clearly winning position as Karjakin's time went down to as little as 10 seconds, but Carlsen kept missing winning moves and the game ended in a draw by stalemate. Grandmaster Judit Polgar, the main commentator at the match's official website (worldchess.com/nyc2016/), wondered whether Carlsen could overcome the disappointment of failing to win such a won game.

But if Carlsen was angry at himself going into game 3, he seemed energized by it, and as black quickly built up an aggressive position that threatened the white king while maintaining threats on the other side of the board. Karjakin, once again in time trouble, made some inaccurate moves followed by a blunder that allowed Carlsen to win at once.

Carlsen needed only a draw as white in tiebreak game 4 to retain the title. (Had Carlsen lost this game, the match would have continued with a series of blitz games in which the time control would have been 5 minutes per player per game, with 3 seconds added after each move.) As the game developed Karjakin, short of time and struggling to find a winning plan when there was none, drifted into a lost game. In the following position, Carlsen ended the game with what is undoubtedly the most spectacular final move of any world chess championship match. (The move is revealed at the end of this article.)

The players shared a prize fund of 1 million euros, or about \$1.1 million. Because the match went to tiebreak games, the winner-loser percentage split was 55–45 instead of 60–40.

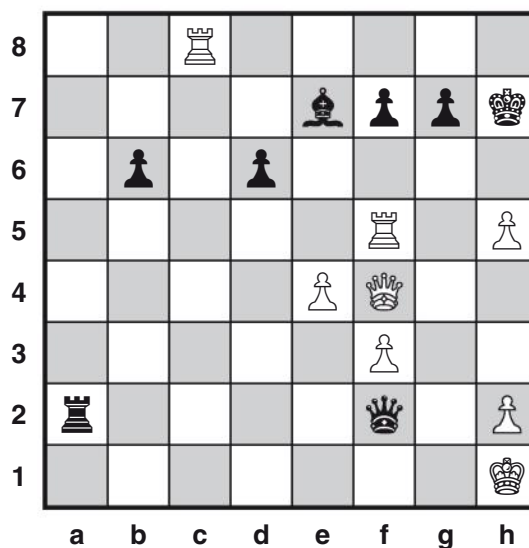
An unusual feature of the match was the prevalence of the Ruy Lopez (also known as the Spanish) opening, which was played in 10 of the 16 games. Karjakin played it in all but one of his games as white, and Carlsen as white played it three times. The only other opening to appear in more than one game was the Giuoco Piano (or Italian opening), chosen twice by Carlsen. Both these openings begin with 1.e4 e5 2.Nf3 Nc6, after which 3.Bb5 is the Ruy Lopez and 3.Bc4 is the Giuoco Piano. Queen's pawn openings (1.d4) were played only once by Karjakin and twice by Carlsen.

Complete records of all the games can be found at https://en.wikipedia.org/wiki/World_Chess_Championship_2016.

In the diagram, Carlsen played the queen sacrifice Qh6+, leading to mate next move. If Kxh6, Rh8 mate; while if gxh6, Rxf7 mate. Upon seeing the queen move, Karjakin resigned at once. ■

World Chess Championship 2016

Tiebreak Game 4 Carlsen vs. Karjakin



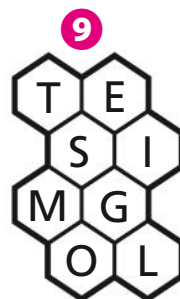
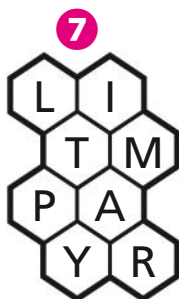
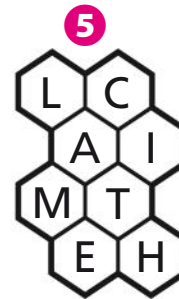
Position after 49. ...Kh7
White to move and win

WORD HEXES

BY ERICH FRIEDMAN

To solve each puzzle below, start at some letter and spell out a 12-letter word by moving to adjacent letters. Each letter will be used at least once, but no letter will be used twice in a row. As an example, the answer to #1 is AMALGAMATION.

ANSWER, PAGE 74



• WILD CARDS •

TRIVIA

OVERLAPPING TITLES, ALMOST

Each sentence below describes parts of two different films. The last word of one of the film titles is a homophone of the first word in the other film's title. For example, "While a mother seeks to avenge her daughter's murder, one of the last human survivors of a pandemic tries to develop a cure" would describe *Eye for an Eye* and *I Am Legend*.

1. The Caped Crusader fights the Joker while struggling to survive a zombie apocalypse.
2. As singers perform "White Christmas" and other songs, a Philadelphia detective and Mississippi sheriff develop a rapport while solving a murder.
3. Two identical though unrelated girls scheme as matchmakers while a teacher struggles to gain control of an unruly class in a secondary school in London's East End.
4. As Bobby Darin rises to fame and marries Sandra Dee, a psychopath terrorizes a blind woman.
5. Heist and forgery schemes go wrong as the relationships among six Louisiana women are explored.

—R. WAYNE SCHMITTBERGER

WHERENESS AWARENESS COORDINATED CITIES

Lists 1–4 below each contain three cities that share, within one degree, the same latitude, and one city that does not. Lists 5–8 each contain three cities that share, within one degree, the same longitude, and one city that does not. Without consulting a reference source, can you determine which city in each group does not belong?

1. Buenos Aires (Argentina), Cape Town (South Africa), Rio de Janeiro (Brazil), Sydney (Australia)
2. Dublin (Ireland), Edmonton (Canada), Minsk (Belarus), Paris (France)
3. Beijing (China), Madrid (Spain), Los Angeles (California), New York (New York)
4. Bangkok (Thailand), Oklahoma City (Oklahoma), Tehran (Iran), Tokyo (Japan)
5. Miami (Florida), New York (New York), Panama City (Panama), Pittsburgh (Pennsylvania)
6. Cairo (Egypt), Cape Town (South Africa), Sarajevo (Bosnia and Herzegovina), Stockholm (Sweden)
7. Ho Chi Minh City (Vietnam), Jakarta (Indonesia), Manila (Philippines), Ulaanbaatar (Mongolia)
8. Beijing (China), Darwin (Australia), Nanchang (China), Perth (Australia)

—R.H. WEI



TEASERS PNOOIT?

We took a common six-letter word, subtracted one letter, and rearranged the remaining five to form another common word, and so on until we ended with a one-letter word. Then we replaced each letter with a different letter, using the same simple substitution code for each word. Can you crack the code and decipher the words?

P N O O I T
O T N P I
T N O I
O N I
N O
N

Hint: If you rearrange the letters used in the solution in alphabetical order, the corresponding letters will spell a kind of horse.

—BOB STANTON

TEASERS

THE LAST SHALL BE FIRST

The last syllable of what U.S. state is the same of the first syllable of its capital?

—IRIS CRADDOCK

WORDPLAY

UNNATURAL PAIRS

A surprising number of animals have names that are composed of the names of two different kinds of animals, such as SHEEPDOG and MULE DEER. The 36 words below can be paired up to form compound words or two-word phrases that are types of animals. Some of the words can be paired in more than one way (for example, TIGER may precede BEETLE, MOTH, or SHARK), but there is only one way to pair them so that all 36 words are used.

ANT	BUZZARD	GNAT	MONKEY	SNAKE
BARNACLE	CAT	GOOSE	MOTH	SPIDER
BEAR	DEER	GOPHER	MOUSE	TERRIER
BEETLE	DOG	HORSE	PARROT	TIGER
BIRD	ELK	HOUND	RACCOON	TURKEY
BUFFALO	FISH	KANGAROO	RAT	WHALE
	FLY	LEOPARD	SHARK	
	FOX	LION	SLOTH	

—PADDY SMITH

WORDPLAY

SOLVE THE PUZZLE

The 20 words below can be paired up in a special way. Can you figure out which words go together and why?

BREAK	PARTY	DROP	CRASH	STOP
EVEN	MUSIC	KICK	SOUND	HABIT
LOWER	BANK	HIT	BALL	STEAL
DECK	ALARM	SHOW	SCORE	BOOM

—RAYMOND LOVE

TEASERS

RIDDLE ME THIS

1. What three-letter word can be added between two letters of BENDER to make a new word?
2. What three-letter word can be added between two letters of PANTRY to make a new word?
3. What three-letter word can be added between two letters of PORTAL to make a new word?
4. What three-letter word can be added between two letters of VACATE to make a new word?
5. What three-letter word can be added between two letters of RENTING to make a new word with four syllables?
6. What three-letter word can be added between two letters of HURRIES to make a new word?
7. What three-letter word can be added between two letters of PERFORCE to make a new word?
8. What three-letter word can be added between two letters of DESCANT to make a new word?
9. What three-letter words can be added between two letters of POSTER to make a new word with four syllables? (There are two possible answers.)

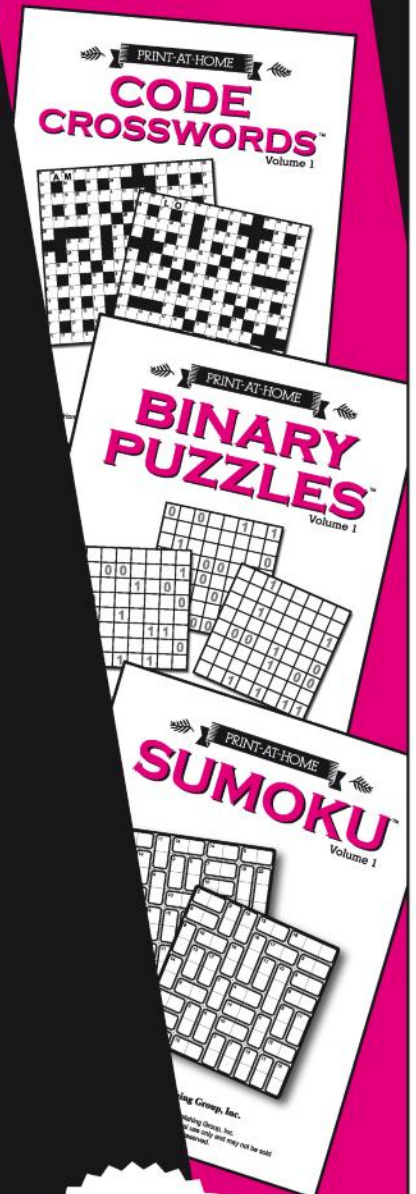
—STEPHEN SNIDERMAN

ANSWERS, PAGE 74

NEW!

PRINT-AT-HOME

CODE CROSSWORDS,
BINARY PUZZLES &
SUMOKU



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\$2.99

kappapuzzles.com/variety

CODE CROSSWORDS

BY JOEL NANNI

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 75**

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

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

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

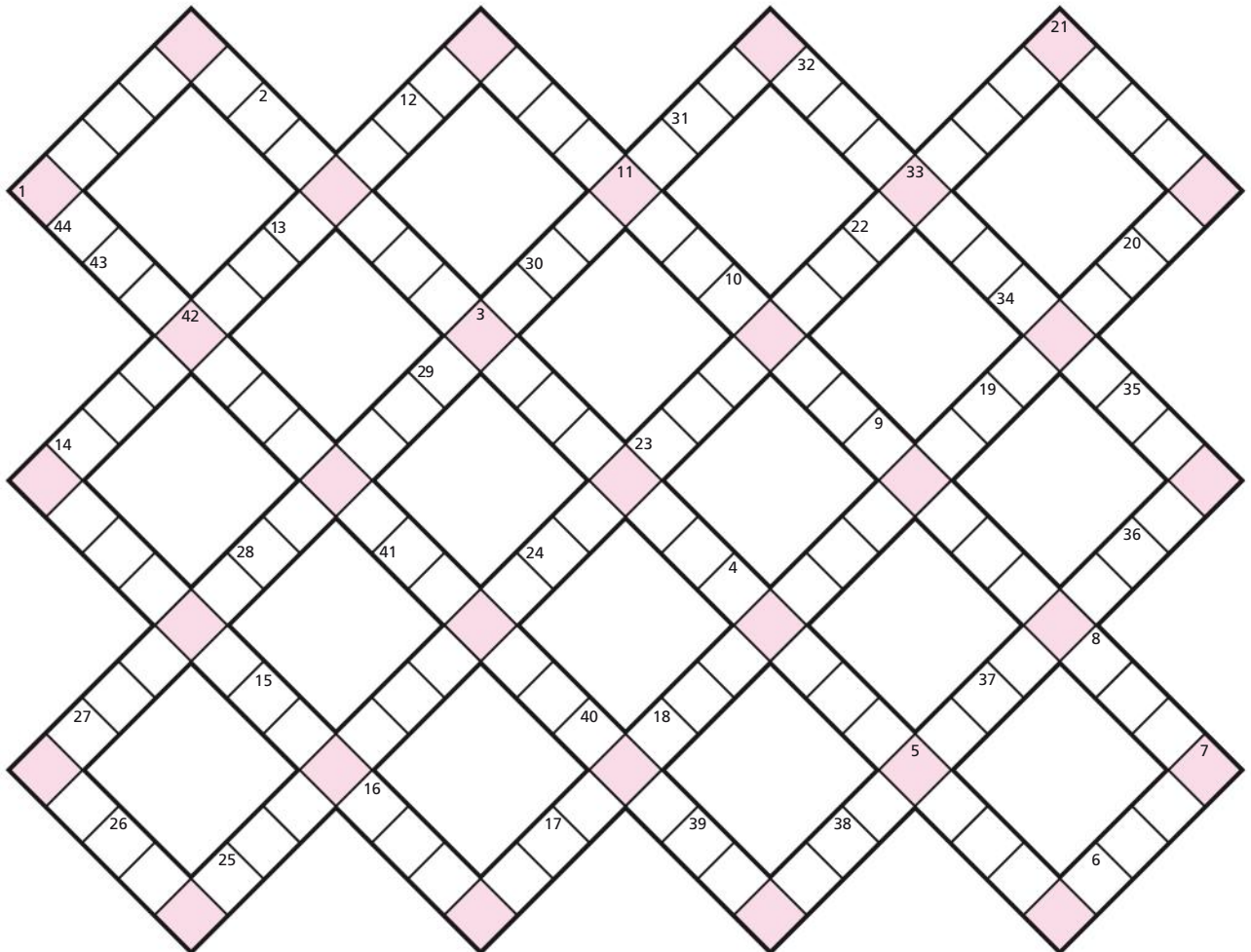
A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
I	V
J	W
K	X
L	Y
M	Z

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!

Starting with at the space marked "1," enter the words suggested by the correspondingly numbered clues. When you get to a corner, turn. When you get to an intersection, just keep going straight. The last two letters of each word overlap the first two letters of the next word, so each letter is part of one, two, three, or four words. When the grid is filled in correctly, the pink spaces will reveal an Irish blessing.

ANSWERS, PAGE 75



- | | | |
|--|---------------------------------------|---|
| 1 Furthest back | 16 Vitamin B1 | 30 Stand firm against |
| 2 Surreptitious | 17 Accustom to hardship | 31 "Gangnam ___" (2012 hit) |
| 3 Exaggeration | 18 Make a new deal | 32 Madagascar primate |
| 4 Academic talk | 19 Job security for professors | 33 Part of HUD |
| 5 Piano student's performance | 20 Make over, as an old home | 34 Journalistic slant |
| 6 Hawaiian greeting | 21 Battered and fried Japanese dish | 35 Rank in the Cardassian military (<i>Star Trek</i>) |
| 7 Safe place | 22 Car engine cooler | 36 "Love Me ___" (Elvis song) |
| 8 Imagine the future | 23 Haunted-house instrument | 37 Collection of corrections |
| 9 Like some banking or dating | 24 Make a collection of short stories | 38 Airport apron |
| 10 Info-packed | 25 Referee, slangily | 39 Keen |
| 11 Heartfelt feeling for others' misfortunes | 26 Silklike synthetic | 40 Cloth |
| 12 Laughing doglike animal | 27 Bad kind of wind for surfing | 41 From Beirut, say |
| 13 Sicken | 28 New beginning | 42 Will be, to Doris Day |
| 14 Camera lens for far subjects | 29 Been ___, done that | 43 Stadium cheer |
| 15 Incisor or molar | | 44 Sushi tuna |

MISSING PERSONS

BY MIKE SHENK

In each of the sentences below, replace the asterisks with the full name of a famous person to complete the sentence. For example, the sentence "The felon a***** * ****iting friend" could be completed with the name BETTE DAVIS: "The felon aBETTED A VISiting friend." The number of letters in each answer name is given in parentheses.

ANSWERS, PAGE 75

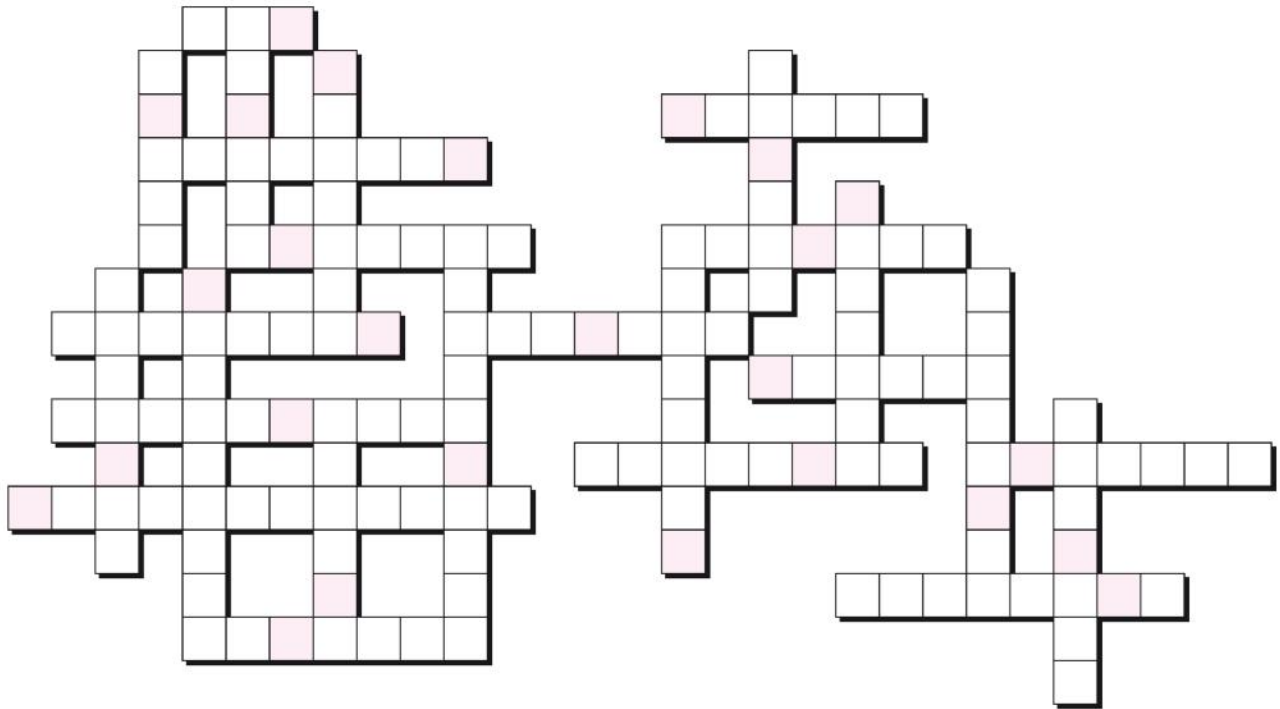
1. Arthur built Ca***** *o house his knights. (3,3)
2. Do you think Oph***** *****d her love for Hamlet? (5,4)
3. The curfew made the town's yo*** *agonistic. (1,5)
4. The spires of the chur** **** *tically into the sky. (5,5)
5. The spy receiv** * ****sage from headquarters. (2,4)
6. Cadet is the lowest o* ***** ** * ****ining school. (5,7)
7. For lunch, would you prefer a tuna **** ** **atloaf? (3,5)
8. For all birthday p***** , ****aian themes are my favorite. (5,4)
9. If I get over my fe*** , ** * ****s susceptible to it in the future? (4,5)
10. In olden days, the church denounce** ****-****ained ministers (5,4)
11. As my typist, you s**** *t each paragraph five spaces (3,6)
12. I mix my shampoo, using one part ***** ** *wo parts unscented (4,6)
13. The bouquet included a bright narcis*** ** **e-opening irises. (5,3)
14. Did you read my manusc**** ** *ot? (3,4)
15. You should see your docto* **** *early. (3,3)
16. Get the shelves in the pet food ais***** ****toked after the sale. (3,5)
17. During our me** , ***** *our smoke away from the table, please. (4,5)
18. In terms of revenue, the station that m*** ***** ****d the fewest commercials. (5,7)



In this puzzle, the “alpha” part is quite simple: Enter the clue answers into the crisscross-style grid, but hop over the pink boxes—that is, leave them empty. The clues are ordered by word length of the answers, then alphabetically within each group. When the white boxes are filled, put all the letters of the alphabet in the pink boxes so that 26 new words or phrases are created. Each of these letters is used only once; we’ve provided an alphabet so that you can cross them off as you place them. If you need help, check out the hint on page 79, which lists the answers to the clues. Note: The answer to the first clue has just two letters.

As for the “bet” part, well, we bet you can’t solve this puzzle without looking up the clue answers! Are we on?

ANSWER, PAGE 75



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

- 1 Brit. whodunit author James
- 2 Cross a stream
- 3 Sound of spring?
- 4 Songs for two
- 5 Curbside coin swallower
- 6 Sly devil
- 7 More convinced
- 8 Dumb mistakes
- 9 Guarantee
- 10 Tastelessly bright and showy
- 11 More shiftless
- 12 “___ than a junkyard dog...”
- 13 Muralist Diego

- 14 Sound of frying bacon
- 15 October in Auckland
- 16 Bad news on your windshield
- 17 They cover first, second and third
- 18 Revive
- 19 Everything considered
- 20 Study group meeting
- 21 Elves, fairies, et al.
- 22 Highball ingredient
- 23 Says over and over
- 24 Burial
- 25 It damaged the Eiffel Tower in 1902
- 26 Compensation for damages

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, C-HO-SEN, has been filled in as an example.

ANSWER, PAGE 76

1	C	HO	SEN		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 Selected
- 4 Lacking harmony, in music
- 8 Was a strikebreaker
- 12 Parcel out
- 13 Capitol Hill body
- 14 Maintains order over
- 15 Not just doing what everyone else is doing: 4 wds.
- 18 Irreparable injuries: 2 wds.
- 19 Livebearing aquarium fishes
- 20 Artificial
- 23 Reaching, as a goal
- 27 "Until It Sleeps" hard rock band
- 30 Lines at the top of each page of a book
- 32 Top-billing sharer
- 33 Brooklyn precinct number in a Fox sitcom title: Hyph.
- 34 Accrue money, as a savings account: 2 wds.
- 35 Briny quality
- 36 Suggests subtly: 2 wds.
- 37 Capital of Michigan
- 38 Officers' IDs
- 39 Like a rainy season

- 41 Required
- 43 British brews
- 45 Ready to erupt at any moment
- 49 Not just doing what everyone else is doing: 5 wds.
- 54 Censoring tone
- 55 Very revealing
- 56 Artificial intelligence pioneer Alan
- 57 West Yorkshire city
- 58 A soccer referee shows it to a player being ejected: 2 wds.
- 59 Furnace output

DOWN

- 1 Friendly ghost of cartoons
- 2 Kevin Bacon sci-fi horror film of 2000: 2 wds.
- 3 General feeling
- 4 Becomes released, as a gear
- 5 Unforeseen difficulty
- 6 One of 32 Beethoven pieces
- 7 Paying the initial poker stake: 2 wds.
- 8 Most intermittent
- 9 Hackneyed expression
- 10 Help criminally
- 11 Place for an alarm clock

- 16 Region including Ohio and Indiana: Hyph.
- 17 Least dense, as in population
- 21 Natives of Greece's capital
- 22 Ludicrous comicality
- 24 Mélange on a Tex-Mex menu: 2 wds.
- 25 Putting into office
- 26 Places of entry
- 27 Membranes enclosing the brain and spinal cord
- 28 *Star Search* was one: 2 wds.
- 29 Marked with stripes
- 31 All, Tide, or Cheer
- 34 Initial race advantage: 2 wds.
- 38 Love song, often
- 40 Convertible autos
- 42 Election Day sticker message: 2 wds.
- 44 Baker's winnowing gadget
- 46 Dare alternative
- 47 Confine within walls
- 48 Eyeing salaciously: 2 wds.
- 49 Chinese Checkers piece
- 50 Its capital is Santiago
- 51 Required thing
- 52 Chopped down, as a tree
- 53 Hertz offering: 2 wds.

What's Happening:
QGCON



When: April 1 & 2, 2017
Where: University of Southern California; Los Angeles, CA
Details: The Queerness and Games Conference is an annual community-oriented event focused on exploring the intersection of LGBTQ issues and video games. QGCon's key values are accessibility, inclusion, and creativity. The organizers strive to foster dialogue between scholars, game developers, and game players. Some of the topics to be addressed are gender, race, ability, body type, and class.
For more info: www.qgcon.com



What's Happening:
GAMING HOOPLA
When: April 7-9, 2017
Where: Holiday Inn Gurnee Convention Center; Gurnee, IL

Details: Gaming for a good cause is what this con is all about. Offerings include tabletop games, miniatures, RPGs, and outdoor games, as well as hundreds of scheduled events. This is an ideal place for boardgaming enthusiasts to get together. Gaming Hoopla benefits the Vince Lombardi Cancer Foundation, which promotes cancer research and care in clinics throughout eastern Wisconsin.
For more info: www.gaminghoopla.com

What's Happening:
GAMESTORM

When: March 30-April 2, 2017
Where: Red Lion Jantzen Beach; Portland, OR
Details: Each year, about 1,000 game players converge at GameStorm.



Attendees can play games, attend panel sessions, visit the dealers' hall, and above all, have a blast! Board games, kids' games, CCGs, and LARPs

will all be represented. The Game Lab, a game design laboratory, is a highlight of this con.
For more info: www.gamestorm.org

What's Happening:
THE 2017 NASSC

When: April 21-23, 2017
Where: Gillette Stadium, Foxborough, MA
Details: The 2017 North American School Scrabble Championships (NASSC) are brought to you by Hasbro Inc. and Mindsports International. This year's event is set to be the biggest on record, with some new additions and changes to the event format. More rounds of Scrabble will be added to the event, and there will be a new two-division format to welcome new players to the fun of School Scrabble.
For more info: www.schoolscrabble.us



What's Happening:
CyPhaCon



When: April 7-9, 2017
Where: Lake Charles Civic Center; Lake Charles, LA
Details: This con bills itself as "Southwest Louisiana's Premier Anime, Gaming, and Sci-Fi Convention." Events include tabletop and video gaming, as well as a charity auction and cosplay contest. Featured guests include Julian Glover of *Game of Thrones* and Sonny Strait of *Dragon Ball Z* and *Elfquest* fame. For youngsters, CyPhaKids is a special section devoted to children ages 2 to 12.
For more info: www.cyphacon.org

What's Happening:
NORWESCON



When: April 13-16, 2017
Where: DoubleTree by Hilton Seattle Airport; SeaTac, WA
Details: This year marks the 40th anniversary of this con; the theme for this edition is "Over the Hills and Far

Away." One of the largest regional science fiction and fantasy conventions in the U.S., Norwescon focuses primarily on literature. However, it is large enough to accommodate many of the other aspects of science fiction and fantasy and the interests of its fans, such as anime, costuming, gaming, and much more.
For more info: www.norwescon.org

What's Happening:
THREE RIVERS OPEN CRIBBAGE TOURNAMENT

When: April 28-30, 2017
Where: Three Rivers Casino & Hotel; Florence, OR
Details: The Three Rivers Open is one of the "Oregon Coast Cluster" of cribbage tournaments. Events start on Friday afternoon with the "Time Passer" games; Doubles are held in the evening. The main event is on Saturday, with playoffs on Sunday morning.
For more info: www.cribbage.org/sched/2017_04_28_Three.pdf



What's Happening:
PACIFIC SOUTHWEST REGIONAL BRIDGE TOURNAMENT
When: April 10-16, 2017
Where: Town and Country Resort & Convention Center; San Diego, CA

Details: The 72nd annual tournament kicks off on Monday with a 2-session bracketed Swiss teams. There are also plenty of Pairs games throughout the week. Highlights include Martha's I/N Boot Camp, two speakers daily, great amenities, and gifts for the winners.
For more info: www.pacificsouthwestregional.com



What's Happening:
L.I. GEEK CONVENTION
When: April 22 & 23, 2017
Where: Hyatt Regency Long Island; Hauppauge, NY

Details: This annual gathering of science fiction and fantasy enthusiasts is now in its second year. Offerings include cosplay, panel programming, Q&As, vendors, photo sessions with celebrity guests, and more.
For more info: www.longislandgeek.com



PHOTO COURTESY OF DON CHRISTENSEN

WILL WONDERS NEVER CEASE

By Jonathan Schmalzbach

It's the voice that gets you first—reassuring and kind. There is a pleasing modulation. It has a warm and cozy feel, like your favorite sweater or flannel sheets. There is unhurriedness in it. There is a twinkle. It's easy, like Sunday morning. If you are among the 3 million listeners of NPR's *Weekend Edition Sunday*, that voice is instantly familiar and comforting. It belongs to puzzlemaster Will Shortz, whose puzzle segment is likely an integral part of your Sunday.

And I was lucky enough to be listening to his voice in person, inside Shortz's 1929 Tudor house in Pleasantville, New York. Pleasantville—how perfect is that? After taking in that pleasant voice in the pleasant town, I was captivated by his remarkable puzzle and game collection. His house, filled with well-designed, exquisitely made antique Arts and Crafts furniture, is *plein à craquer* with puzzle everything: ephemera, books, magazines, art, sheet music, and objects. While it may be filled to the brim, there is an orderliness and elegance to this puzzle haven.

"A harmonious human multitude" is how Benjamin Franklin has been described. Shortz is surely a harmonious puzzle multitude. In addition to being NPR's Puzzle-master since *Weekend Edition Sunday's* start in 1987, he's also the crossword editor of the *New York Times*; the former editor of *GAMES*; the founder and director of the American Crossword Puzzle Tournament, which he launched in 1978; author or editor of over 500 books on puzzles and games; and ringmaster of a remarkable puzzle and game collection.

There's more. Shortz is the historian for the National Puzzlers' League. Wanting to create an event where puzzlers from different countries could compete on an even playing field, he founded the World Puzzle Championship. The folks from *The Simpsons* found Shortz a "fit in their universe," so he appeared in an episode called "Homer and Lisa Exchange Cross Words."

Can you solve this riddle he wrote for the 1995 movie *Batman Forever*?

"We're five little things of an everyday sort. You'll find us all in a tennis court." (The answer appears on page 75.)

And try to solve this brainteaser that he created for Warby Parker, an eyeglass emporium:

Rearrange the letters of "the eyes" to get another phrase having to do with optics.

(Answer: They see.)

Like that, and want more? Shortz has agreed to create a brainteaser-a-day for two years that will appear at the Warby Parker store in New York City's Grand Central Terminal.

A harmonious human multitude. Did you know Shortz is a nationally ranked table tennis player and owns one of the largest table tennis facilities in North America?

Harmonious is an apt word to describe Shortz. Harmonious can mean "forming a pleasingly consistent whole; congruous," and it can also mean "pleasant to the ear; tuneful; melodious." Think about the best puzzles you've ever solved. What do they contain? A pleasingly consistent whole; a congruity. An exquisitely crafted experience that draws on your knowledge, analytic excellence, grit, and love of wordplay. Chances are many of these puzzles have been created or edited by Shortz.



Shortz, right, and fellow puzzle legend Merl Reagle, left, watch Lisa solve crosswords.

Over Coke and Corona (the beer, not the typewriter) I asked Shortz about the many facets of his life. Clearly he adores words. They are protean, shape-shifters. A corona can be a beer brand, a typewriter, a luminous glow around a celestial body, even a second-century saint. And for those of you who have solved a Shortz puzzle, you know he loves to tease the nuance out of words. This is not necessarily to try to stump you, but to make you alive to the luminous world around you, perhaps to teach or share something new, perhaps to revel in verbal repartee. Like his beloved table tennis, a good puzzle has back-and-forth between constructor and solver.

A LIFE IN GAMES (MAGAZINE) AND PUZZLES

At his dining room table, we started off by talking about Shortz's life in puzzles. He was born in 1952 and raised on an Arabian horse farm in Indiana. (He's now allergic to horses and has a plaque in his living room that reads "Greatest Living Indianan.")

When Shortz was eight, his mother, a writer, drew a crossword grid and "told me to create my own puzzle" and the seeds of a singular career were sown. By 14, with help from his mother, Shortz sold his first puzzle to *Venture*, a denominational youth magazine. At 16 he became a regular contributor to Dell Puzzle publications.

At Indiana University, Shortz crafted his own degree in Enigmatology, the study of puzzles. Uncertain as to whether he could make a living from puzzles, he went on to law school at the University of Virginia, where he received his degree in 1977. As a law student, his favorite subject was intellectual property, and he wrote a paper on "Copyright Protection for Puzzles and Games."

In 1977, his mother subscribed to *GAMES* for Shortz through Publishers Clearing House. This would ultimately result in there being one less lawyer in the land. After law school, Shortz opted to give a puzzle career a go and became a puzzle magazine editor in Connecticut. He was working in the puzzle world, but he "dreamed about editing for a quality puzzle magazine like *GAMES*." He remarked, "Though I had always dreamed of creating a puzzle magazine like *GAMES*, they were doing it better than anything I had conceived of."

In 1978, he saw an ad in the *New York Times* for a puzzle editor. He was certain it was for *GAMES*. Instead of sending his resume, he went to the *GAMES* offices, then in New York City, and announced, "I'm here for the job." It turned out the ad was not theirs. Regardless, editor Mike Donner assigned him some puzzles to edit. He was hired on a full-time basis later that year. As an editor for *Pencilwise*, he found himself in puzzle paradise, working on crosswords, cryptics, acrostics, visual logic puzzles, and math puzzles.

Shortz loved the glossy pages, the variety, and the high quality of *GAMES*. The magazine was better than any other on the market and, owing to the aggregation of talent that worked there, kept getting better. In Shortz's words, "it was a hotbed of creative people"

who would solve each other's puzzles, play board games, and come up with riddles, puns, and anagrams. It helped that the magazine was aimed at younger solvers, unlike most crossword magazines of the time, which had an older audience. Marketing pegged the average age of a *GAMES* solver at 35. Shortz had found his tribe.

He worked his way up the puzzle ladder and became senior editor in 1982 and editor in chief in 1989. Along the way he was responsible for hiring some legendary puzzlers like Henry Hook of *Four Star Puzzler* fame. One day Shortz received a group of puzzles in the mail that blew him away. He wrote back to the contributor, a young teacher. It began:

Dear Mike, Whew!

Later Shortz suggested that if Mike was ever in the New York area, he should stop by the office. That is how multitasking puzzle constructor Mike Shenk (currently puzzle editor for the *Wall Street Journal*) came to be hired.

THE OLD GRAY LADY

In 1993, the *New York Times* came calling and offered Shortz the position of crossword editor. The *Times* first published a Sunday puzzle in 1942, but it took until 1950 for daily puzzles to appear, with the iconic Margaret Farrar as the first puzzle editor. To this day, Farrar remains one of Shortz's heroes. Her advice and coaching while he was a young constructor had tremendous influence on his career. Will Weng and Eugene T. Maleska followed Farrar as crossword editors for the *Times*. Shortz is just the fourth editor, a sinecure with Supreme-Court-like longevity and gravitas.

In many ways the *Times* crossword is the puzzle of record, a puzzle of high quality that solvers cherish, blog about, and relish for its puzzle craftsmanship and Shortz's editorial expertise. If it had a motto it might be, "All the clues that are fit to print."

Shortz always edits puzzles with "All America" in mind, because the paper has such an extensive reach. In fact, more than 225,000 subscribe to the puzzle online. Regardless, Shortz believes that it will be a long time before the hard copy goes away. Part of the pleasure of solving a puzzle, he suggests, is the tactile experience and the ability to jump from place to place to fill in answers, which is harder to do online.

During Shortz's tenure, the puzzle has changed significantly. He has steepened the solving gradient so that puzzles start easier than before on Monday but get harder than ever on Friday and Saturday. (In Farrar's time, the Monday through Friday crosswords were similar in difficulty; she called the Saturday puzzle a "two-cups of coffee crossword.") Other Shortz advances include a premium on excellent grids and construction, more playful themes and clues, securing more pay and a byline for constructors (a boon if you're a constructor like yours truly), allowing for brand names, and greatly reducing the amount of crosswordese.

When asked if there were any solvers who missed crosswordese, the obscure words like OVIS, clued as "sheep genus," Shortz replied that crosswords should reflect living language. INEE, likely only known to anthropologists and crossword solvers and invariably clued as "Arrow poison," is not only a bane to those stricken with it, but to Shortz as well.

"I have not allowed that word even once in my 23 years at the *Times*. It hasn't appeared in a new dictionary in over a hundred years. There is no reason to have it."

I shared a pet hate that I have while solving his crosswords—the use of rarely heard phrases like PET HATE (an entry in a December 2016 daily puzzle). Pet peeve, okay, but pet hate? Shortz was quick to reply: "Initially, I did raise my eyebrows but then looked the phrase up online, where there are



The first crossword puzzle, created by Arthur Wynne and published in the *New York World* on December 21, 1913.

thousands of pages containing the phrase. It's also in several dictionaries."

Shortz will consult multiple sources when considering the validity of an entry. This includes the *New York Times* newspaper archive, online searches, his extensive reference book library, and his cohort of five expert solvers who help him put together each day's puzzle. This includes his 24-year-old assistant, Joel Fagliano, who serves as Shortz's ear to a younger generation.

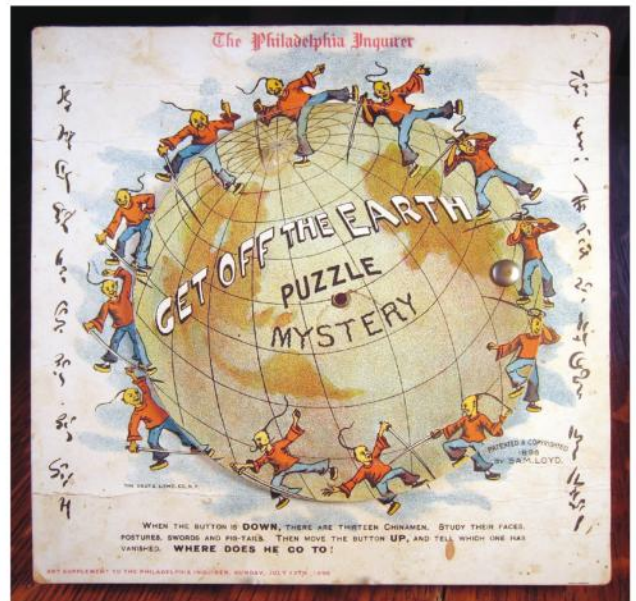
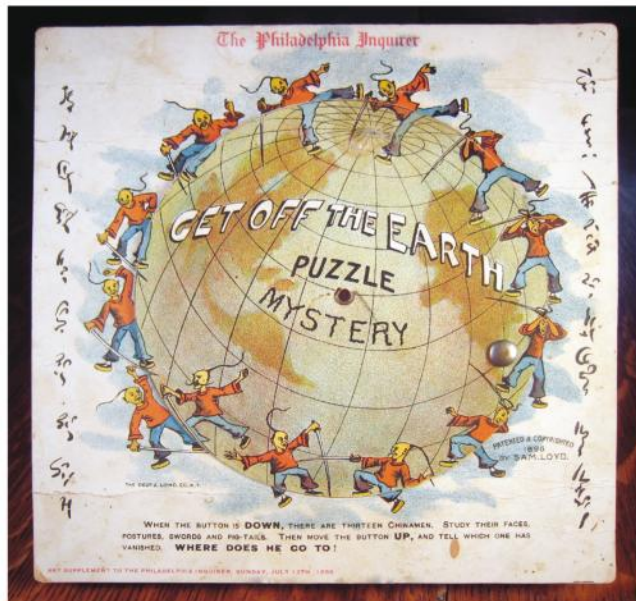
CRITERIA FOR ENTRIES, NAUGHTY WORDS, AND NAMES

The editors at the *Times* have only pushed back twice on words Shortz used in puzzles. "I once published a puzzle containing the answer SCHMUCKS ("Jerks"), which has a vulgar meaning in Yiddish, and afterward a senior *Times* editor politely advised me not to do it again. Another instance was having SCUMBAG as an answer. Shortz understood the word to mean "lowlife" until a *Times* editor told him it referred to a used condom. Using that in a puzzle earned him an infamous place on "the Worst Person in the World" segment of Keith Olbermann's TV show.

Personally, I have friends who were taken aback by the clue "nipple rings," to which the answer was AREOLAS. With a twinkle in his eye Shortz said that initially he paused at using the clue, but the wordplay and the anatomic reality won out.

Shortz tries to avoid sensitive or distasteful words like URINE or RECTUM in a puzzle, but he is known to be more lenient in this area than other editors. For example, he once ran





“Get Off the Earth Puzzle,” invented by Sam Loyd in 1898. Spin the discs and a man disappears!

a crossword with the answer PENIS, clued as “The ___ mightier than the sword.” The word NAZI has appeared multiple times, albeit with relatively benign clues like “*Casablanca* extra” or “The Soup ___.”

Crosswords are filled with celebrities or athletes who have names perfect for fitting into puzzles. Solvers will be familiar with UMA Thurman, Yoko ONO, baseball’s Mel OTT, and hockey’s Bobby ORR. They stay because there are not many alternative ways to clue those words and they still have cultural heft and relevance.

OONA O’Neill used to be a crossword regular. She was Eugene O’Neill’s daughter who married Charlie Chaplin. Shortz fears that she is too distant a figure now for most solvers to know. But fortunately, another Oona, granddaughter of the celeb and also named Oona Chaplin, played the role of Talisa Stark in the hugely popular HBO series *Game of Thrones*. Fair fodder for crosswords.

In the world according to Shortz, almost any reference to *Game of Thrones* is acceptable in crosswords. References to *The Sopranos*, *The Wire*, and *Harry Potter* are also in the sweet spot of cultural literacy. Says Shortz, “It’s akin to referencing Shakespeare—you can’t go wrong.”

Shortz loves reading books and magazines (the *New Yorker* is a favorite), the cinema (he is a science fiction fan and raves about *The Passenger*) and music (during the interview I sat next to his vinyl collection, which features some stellar

albums from the ‘60s and ‘70s).

In terms of what’s acceptable to appear in puzzles, Shortz takes a page from UVA professor emeritus E.D. Hirsch, Jr., and his seminal thinking on cultural literacy. Hirsch sought to separate what’s really important from what is just a passing fashion. Shortz takes the same approach to puzzles, setting a bar for the people, places, knowledge, and ideas that Americans should know as part of their cultural currency.

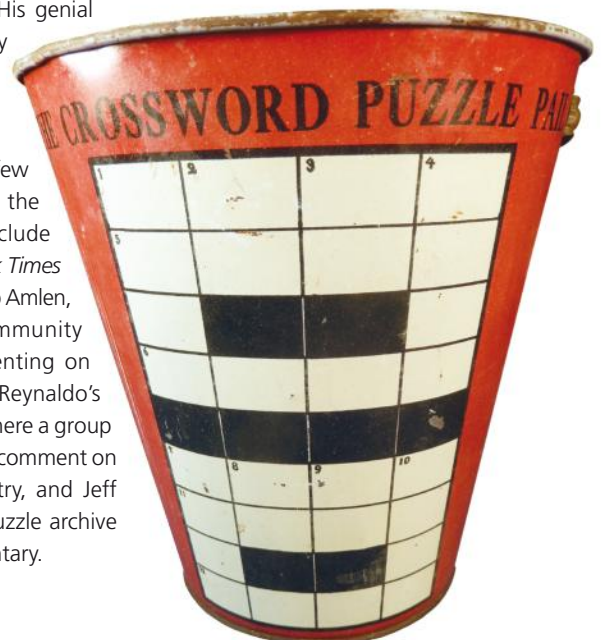
Shortz sometimes gets grief for using the names of people who are politically distasteful to some of his solvers. Blogs have questioned his political affiliation for using ERIC Trump in recent puzzles. The same is true for using Trump’s pick for Secretary of Education, BETSY DeVos. His genial twinkle goes away momentarily as he says, “I’m not editing for Democrats or for Republicans. I’m editing for everybody.”

Shortz does check in to a few crossword blogs that discuss the daily *Times* puzzle. These include *Wordplay*, the official *New York Times* crossword column edited by Deb Amlen, which has a very active community of authors and folks commenting on puzzles. He also reads Amy Reynaldo’s *Diary of a Crossword Fiend*, where a group of enthusiasts and puzzle pros comment on crosswords around the country, and Jeff Chen’s *Xword Info*, a huge puzzle archive with terrific data and commentary.

GET A CLUE

Shortz receives about 75 to 100 submissions a week from which he’ll select his favorites for publication. He reports that about 140 different contributors make it into the *Times* each year. He looks for freshness and elegance in themes and constructions. In terms of clues he says, “I edit first for accuracy, because it doesn’t matter how clever or interesting a clue is if it’s wrong. I also edit for the appropriate level of difficulty given the day of the week, as well as for freshness, playfulness, humor, and overall balance of subjects.”

Puzzles are sent to three test solvers, one of whom rechecks the accuracy of every clue and answer; all three send their comments to Shortz. The puzzles are then test-solved by a



fourth person, Ellen Ripstein, the 2001 American Crossword Puzzle Tournament champion.

Shortz on average changes half the clues in a given puzzle, though the amount can vary from 5 to 95 percent, depending on the contributor's cluing skills. He considers cluing a "subtle art." The recipe for writing successful clues? Be fresh. Be on target. And always put yourself in the solver's shoes and try to do something the solver would enjoy.

Editing Monday and Tuesday puzzles takes one to two hours; puzzles later in the week may take three to five hours. He envisions the typical Monday solver as a *New York Times* reader who is smart and educated. Puzzles early in the week are thematic. As the puzzles move to the middle of the week, they become more difficult and use more "misdirection."

A misdirect will lead you to think about the surface sense of a clue and then take a wicked detour. Will's favorite misdirect? "It might turn into a different story." The answer: SPIRAL STAIRCASE. Puzzles earlier in the week have very few misdirect clues. Later in the week there will be more punny clues but never a surfeit of question mark clues—that would be too annoying.

Continuing in the week, Thursday's puzzle will be thematic and may have a trick in the grid such as two letters or a picture occupying a single space. Friday and Saturday puzzles are generally non-thematic and ramp up on the difficulty gradient. Sunday puzzles are like a pleasant car ride through the countryside, meant to be taken in at a leisurely pace as solvers enjoy the journey.

I remarked that the distinguished puzzle maker Merl Reagle once admonished me that as a puzzle constructor, "every clue deserves a little love," to which Shortz nodded and agreed.

He did

concede, however, that there are some crossword repeaters that still prove challenging to clue. Among them: ALE and ORE. Of course, ORE has yielded that classic clue "Mined over matter."

THE AMERICAN CROSSWORD PUZZLE TOURNAMENT

Reagle, who passed away in 2015, constructed a puzzle every Sunday for the *San Francisco Chronicle*, which was syndicated widely to other newspapers. Reagle, arguably the funniest constructor in the craft, also contributed puzzles every year to the American Crossword Puzzle Tournament, which was founded by Shortz in 1978. It is the oldest and largest crossword tournament in the world, with last year's event drawing almost 600 contestants who solve seven crosswords over the weekend, competing to finish fastest with fewest mistakes. I asked Shortz where he thinks he would finish if he entered the tournament and, with hands tucked under his armpits, he said, "Middle of the pack."

We talk about some other crossword figures from the past and he cites Albert Carroll as someone who is overlooked for his contributions to puzzles. Carroll popularized the thematic puzzle by creating crosswords with common long entries such as titles of Broadway shows, and went on to edit many volumes of *Crosswords for the Connoisseur*.

In terms of entries or puzzles in 2016 that surprised Shortz in a fun, positive way, he cites a December 2016 puzzle by college math teacher Derrick Niederman entitled "Mirror Reflections." As explained by Deb Amlen in her *Wordplay* blog:

Let's look at 1A, "One of the blanks in the cereal slogan '___ are for ___.'" Now look down at the clue for the last Across clue, 131A: It's the exact same clue. And it's not just because you can fill in two different words for it. Look at the second Across clue, 5A and the next-to-last one at 130A: Yup, they're the same, too. And so on and so on, until the mirrored clues meet in the middle at the ROSE GARDEN near the OVAL OFFICE.

LETTERS ENTERTAIN YOU

Shortz receives a lot of letters from people writing to him about his puzzles

or his work on NPR. He answers as many as he can. One touching letter was from a woman who was an avid *Times* crossword solver and who was going in for brain surgery. She feared not being able to do the puzzle once surgery was complete. Upon waking up from the surgery she asked for a *Times* crossword, solved it, and knew that the surgery had been successful.

Readers ask frequently about cheating. Is it cheating to look things up? Shortz definitively replies: "No. It's your puzzle. Solve any way you like. Some people allow themselves three lookups. Some have one 'call-a-friend.'" He reflects that the Internet has changed puzzles. He has an exhaustive reference library that used to give him a leg up in accessing information; now most of that information can be found online.

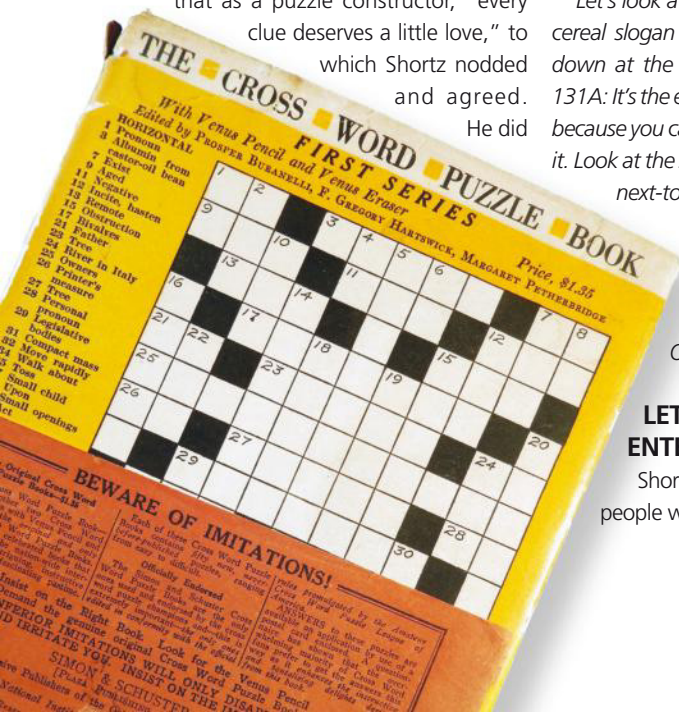
Shortz has created hundreds of thousands of clues for puzzles. You might think that with that many clues he's bound to make mistakes. He cops to committing relatively few errors; perhaps the most egregious in the *Times* was putting RUPP ARENA in Louisville when it is actually in Lexington. Over the past year he is aware of only five errors in the published *Times* puzzle, most of them so tiny that only one or two people noticed.

THE PUZZLEMASTER

A far bigger mistake occurred in his role as puzzlemaster for NPR. A puzzle he gave was supposed to lead to the answer TOBEY MAGUIRE...only Shortz had misspelled that actor's first name as TOBY. Generally 800 to 1,000 contestants try to solve a challenge puzzle each week. That week only one person got the right answer by acknowledging that the puzzle had no correct answer, but had Mr. Shortz spelled TOBEY MAGUIRE correctly, that would have been the answer!

Shortz's seven-minute weekly stint as puzzlemaster of NPR's *Weekend Edition Sunday* has brought him a new generation of fans. The notion behind the segment was to be a radio equivalent of the Sunday paper puzzle section. Then-host Susan Stamberg asked him to come up with a format ripe for radio. He devised variants of word teasers that work well for the medium and leave little dead-air time.

Sometime in the early 1990s, the show's new host, Liane Hansen, had the idea of bringing listeners into the game, and the segment has run that way ever since. The show



is now broadcast on nearly 500 public radio stations around the country. Shortz constructs all the on-air puzzles and writes about half the challenge puzzles; others are sent in by prescient listeners.

THE PUZZLE PLETHORA

Though interviewing Shortz from his dining room table, my eye kept wandering to the nearby living room. There he keeps but a portion of his unrivaled collection of puzzle books and magazines (more than 25,000), ephemera (I'm mesmerized by a rack of vintage crossword postcards), artifacts (a strangely compelling 1930s crossword bucket), collected and bound newspapers from the 19th century that contain puzzles, and an Arts and Crafts bookcase that holds two shelves of mechanical toys and two shelves of puzzle ephemera, as well as many items created by Sam Loyd, Shortz's puzzle idol. Loyd (1841–1911) is widely acknowledged as one of America's great puzzle-writers and popularizers, often mentioned as *the* greatest.

One of the puzzles Shortz pulls off the shelf is called the "Get Off the Earth Puzzle," invented by Loyd in 1898. It was printed on two pieces of cardboard and sold more than 10 million copies. The model actually turns; when the discs are set one way there are 13 characters, but when the discs move, one of the people disappears. The game was immensely popular and a 10-foot model appeared in a Brooklyn department store.

Next, I held the very first crossword puzzle, created by Arthur Wynne and published in the

New York World newspaper on December 21, 1913. Shortz believes it to be the only extant example that is privately owned.

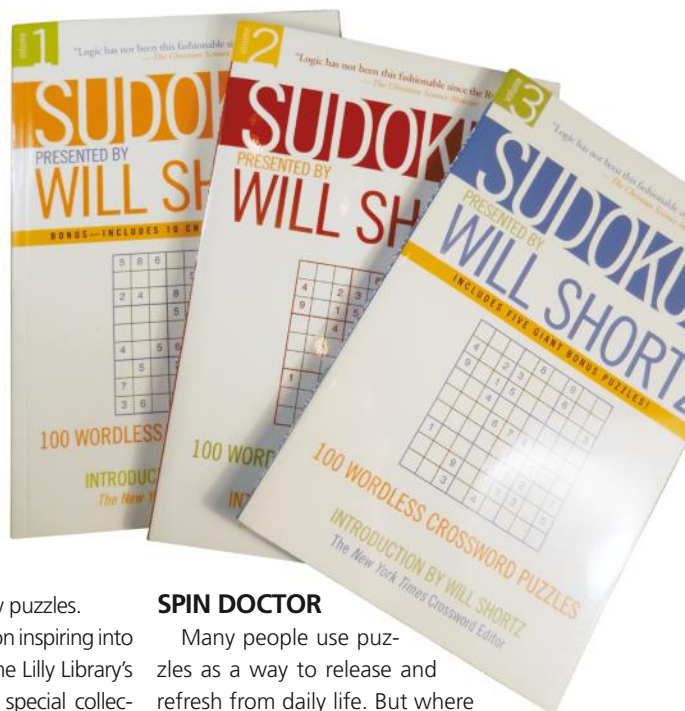
The oldest puzzle is a book of riddles in Latin that dates from 1533. Shortz is on the lookout for printed material having to do with puzzles, especially old crossword magazines, created before 1970. He finds that not only are the objects aesthetically pleasing, but they can often inspire new puzzles.

Shortz's collection will keep on inspiring into the future. He is willing it to the Lilly Library's rare books, manuscripts, and special collections at Indiana University. There it will join the Jerry Slocum Mechanical Puzzle Collection which, per the library website, embodies a lifetime pursuit of the intriguing and the perplexing. "The result is the largest assemblage of its kind in the world, with over 30,000 puzzles and 4,000 puzzle-related books. Unlike word or jigsaw puzzles, mechanical puzzles are handheld objects that must be manipulated to achieve a specific goal."

Some of the more than 500 books Shortz has edited are on his bookshelves. Titles include *Keep Calm and Crossword On*, *Delightfully Different Crosswords*, and *Ferocious Sudoku*. Shortz was in at the vanguard of the sudoku craze in the U.S.; his first sudoku book sold over 1.2 million copies. "Sudoku has been very good to me," he said.

Another puzzle type came to Shortz's attention despite some initial reluctance on his part. A neighbor from nearby Chappaqua reached out to Shortz and told him he had this new puzzle he ought to try. Busy with the crush of work, he tried to put the persistent fellow off. "Let me just have 10 minutes"—to which Shortz acceded. He solved one puzzle and said, "Let me have another"; he solved another, then another. The fellow left the book. Shortz solved all but one. He was hooked, and so KenKen became a part of the puzzle roster.

KenKen now appears in the daily *New York Times* as well as its Sunday magazine variety puzzle section, a page Shortz is particularly proud of. He has increased the types of puzzles that appear there from acrostics, diagramless crosswords, and puns and anagrams to sudoku variants and much more.



SPIN DOCTOR

Many people use puzzles as a way to release and refresh from daily life. But where is release found if you make puzzles all day like Shortz? Playing table tennis, which he has done for over 1,500 consecutive days and counting.

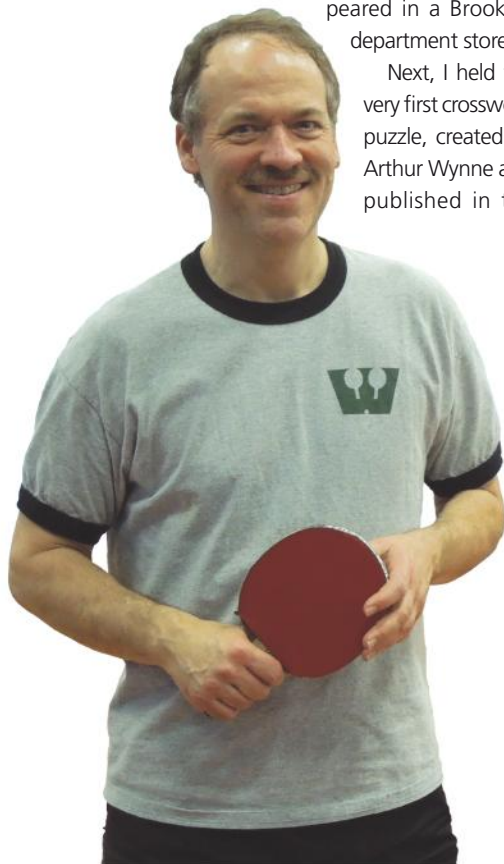
What is it about table tennis that attracts Shortz? He responds to the need to react instinctively to change play depending what an opponent is doing. Table tennis, like puzzles, has gotten into Shortz's blood. So much so, that he and a partner have opened a table tennis club in Pleasantville that boasts "top-level playing conditions" and is open every day—even Christmas.

Another bonus of running the club is that he has become a sponsor to a top-ranked table tennis teenage phenom named Kai Zhang, who now lives with him. He originally met Kai in Beijing while on a table tennis vacation. The bonus? Shortz, who has achieved a rating of 1,841 ("a little above average") from USA Table Tennis, the national governing body of the sport, gets weekly private lessons from Kai.

THE PUZZLING FUTURE

Though I could have happily stayed all day talking to Shortz and looking at his plethora of puzzle items, I did not want to put his table tennis streak in jeopardy. The last thing I asked was this: "How do you see the future of puzzles?" Immediately he replied: "Strong. They appeal to something innate in us—the need to solve mysteries. Our brains are hardwired to unravel enigmas."

As I was preparing to leave, I heard that voice once more. "Let me show you this game, it's a lot of fun..." ■



THE ACPT: AN INSIDER'S VIEW

By Raymond Simon

As readers learned in Jonathan Schmalzbach's in-depth profile of Will Shortz, one of the puzzlemaster's greatest accomplishments is establishing the American Crossword Puzzle Tournament. In 1978, Shortz gathered a group of crossword-lovers together to test their wits, the first time a major tournament had been held since the 1930s.

This year marks the 40th anniversary of the ACPT. The event takes place from March 24–26, 2017, in Stamford, Connecticut. If you're holding this issue in your hands, there's still time to get in on all the fun. It promises to be a great weekend: In addition to the elite solvers and the amazing puzzles, there's the camaraderie, which is really what the ACPT is all about.

Don't believe us? Check out the brief Q&A with the folks below. In various ways, they help Shortz keep the ACPT up and running and they'd genuinely like to see you there!

To learn more, visit www.crosswordtournament.com.

PATRICK BLINDAUER

Patrick Blindauer is a puzzle-maker, an actor, and a father. His first experience at the ACPT was as a solver; now he constructs puzzles to torment attendees. This multitasking puzzle impresario also organizes Lollapuzzoola, which takes place in August.

WHEN WAS YOUR FIRST ACPT?

My first time was 2006. I think I've been to eight of them over the years; sometimes my puzzle is there but I'm not, like last year when I was still a new parent trying not to freak out.

WHAT'S YOUR FAVORITE MEMORY FROM THE ACPT?

Meeting future co-creator and friend Tony Orbach at the reception in 2006; I'm a big theater nerd and his dad is a legend in the biz. It was also quite surprising to win the E division in 2008. Guess I improved (or didn't stay up all night!) *[Editor's note: Tony's father, actor Jerry Orbach, enjoyed a six-decade career on Broadway, the big screen, and TV, too.]*

HOW DO YOU APPROACH CREATING A CROSSWORD FOR THE ACPT?

I usually present Will with a couple of out-there ideas before settling on one. I try to come up with a theme that's unique and requires some outside-the-box thinking.

I generally shoot for the fifth slot, which is the hardest puzzle of the tourney. One time I made a puzzle whose theme answers had ANT in them, and the answers "tunneled" diagonally to mimic the behavior of an ant. Another time I found a bunch of phrases with one occurrence of all five vowels, which are called supervocalics. The title was "Take Five" and the vowels

had been removed from the grid; so Julia Roberts became JLRBRTS. Evil, I know.

WHAT'S IT LIKE TO BE AT THE ACPT AND KNOW THAT PEOPLE ARE TRYING TO SOLVE YOUR PUZZLE?

It's pretty cool. The "whoosh" when 700 people turn over your puzzle and start solving is quite a thrill.

WHAT SURPRISES YOU MOST ABOUT THE ACPT?

I'm always amazed by the speed demons in the room who can solve my puzzle faster than I can.

HAS WRITING PUZZLES FOR THE ACPT INFLUENCED YOUR REGULAR CROSSWORDS?

It's two sides of the same coin, but the process is very similar. My tendency is to make my ACPT puzzles more difficult because I know the solvers are all die-hard crossword fans, but luckily for them Will eases things up with his editing so people don't get too frustrated. There's a reason it's been such a successful event for over 30 years!

To try Patrick's puzzles, visit www.patrickspuzzles.com. And if you need a crossword fix before next winter's ACPT, check out Lollapuzzoola 10, which is scheduled for August. Learn more about that tournament here: www.bemoresmarter.com.



MIKE NOTHNAGEL

Mike Nothnagel's crossword variation, Mixed Doubles, appears in every issue of GAMES WORLD OF PUZZLES. He's also a math professor and the host of *Any Questions?* a weekly public radio trivia show. Last year, he was the ACPT's Judging Room Chief.

WHEN WAS YOUR FIRST ACPT?

My first ACPT was 2005. I've attended every year since then.

HOW DID YOU GET STARTED AS A JUDGE?

It was pretty simple: After a few years of competing, I asked Will if I could be a judge. He said yes, and I've been doing it since.

WHAT EXACTLY DO YOU DO AT THE ACPT?

As Judging Room Chief, it's my job to organize and oversee the checking process. Referees are in the solving room, and they pick up the completed puzzles. The judges check each puzzle by hand to find missing or incorrect letters and mark them with highlighters. Then they're sent on to the folks in the computer room, where they're scored. Each puzzle is scanned and a computer program (created by Matt Ginsberg of Dr. Fill fame) calculates the score based on the puzzle's parameters and the highlighting.

AS THE JUDGING ROOM CHIEF, WHAT'S IT LIKE TO INTERACT WITH THE ORDINARY FOLKS WHO ATTEND THE ACPT?

HOW ABOUT WITH YOUR FELLOW JUDGES, REFS, AND CONSTRUCTORS?

First, I wouldn't call the contestants "ordinary"! They're really smart, fun people. While the contestants are solving, most of my interaction is related to that: working with the judges in the judging room or talking with contestants about tournament-related issues. After the solving is done, the social atmosphere is really great; it gives me a chance to play games and hang out with my friends.

YOU'RE A CROSSWORD CONSTRUCTOR YOURSELF. DOES WORKING AT THE ACPT INFLUENCE YOUR PUZZLE-MAKING?

It definitely does. The constant conversation about puzzles often leads to a spark of an idea or gives me an interesting perspective on constructing.

ANY FAVORITE STORIES FROM BEING A JUDGE THAT YOU'D LIKE TO SHARE?

I'm sure there's one I'll remember after I write this. Until then, I'll say that one of my favorite things about being a judge at ACPT is how everyone plays a part in the complex process that needs to get done. The solvers are the stars of the show, and having a role in supporting them is a very rewarding thing.

You can follow Mike on Twitter @mikenoethnagel or test your trivia knowledge by visiting the website for *Any Questions?*: www.wamc.org/lanyquestions.

DON CHRISTENSEN

Don Christensen's day job is working as an advertising executive; in his spare time, he's the official photo historian of the ACPT. Don's first tournament was in 1981; since then, he's attended 35 consecutive years! Along the way, he's amassed roughly 15,000 photos from the ACPT.

WHAT'S YOUR FAVORITE MEMORY FROM THE ACPT?

Two big memories: The best is meeting Kelli, my wife of over 20 years, at an ACPT in Stamford in the early 1990s. Two kids later, we're still going strong.

My other favorite memory is being present at the ACPT during the filming of *Wordplay*. When the documentary was released, I went to see it with my wife and kids. The boys counted eight cameo appearances by me, all with the same gaudy argyle sweater vest.

HOW DID YOU GET STARTED PHOTOGRAPHING THE ACPT?

When I was working at an ad agency in NYC, I signed up one of my clients as the "official" pen and pencil supplier to the tournament as a publicity stunt. The client agreed to be a sponsor for one or two years, so of course I had to be there to shoot some PR photos. Will saw me taking pictures and asked if I could return the following year and photograph the tournament for his use in *GAMES*; 35 years later, I'm still covering the tournament.

WHAT DO YOU LOOK FOR WHEN YOU'RE SNAPPING PHOTOS AT THE ACPT?

I enjoy capturing the human drama of competing—the ecstasy of winning and the frustration of losing. I also love capturing the camaraderie of our participants.



Will Shortz filming standing ovation for Maura Jacobson

DEB AMLEN

For the past five years, Deb Amlen has been covering the ACPT for *Wordplay*, the *NYT*'s crossword column. Her job is to make folks who can't be there feel like they're in the thick of things. In addition to interviewing attendees and updating the standings, she produces the popular "ACPT Roll Call" photo essay.

WHEN WAS YOUR FIRST ACPT?

I first attended the ACPT in 2005, while they were filming the documentary *Wordplay*. That year I competed, but I tanked so badly that I became a judge the following year. Much better cookies on that side. I've attended every year since then.

HOW DO YOU APPROACH WRITING ABOUT THE ACPT?

I want readers to feel like they are there in the room where it happens, so I write about what I see in front of me, with an occasional peek behind the curtain.

WHAT'S IT LIKE TO ATTEND THE ACPT AS A REPORTER?

When you're working, you obviously have less time to enjoy yourself and socialize, plus I always have an eye out for good stories to tell, which sometimes happens on the fly. I try to plan out the stories I run, but that's not always possible.

WHAT WAS THE FUNNIEST, QUIRKIEST, OR MOST SURPRISING THING YOU'VE ENCOUNTERED AT THE ACPT?



Don Christensen, center, with two ACPT friends.

HOW DO YOU APPROACH SHOOTING AT THE ACPT? ANY FAVORITE SUBJECTS?

During a three-day tournament weekend, I shoot more than half my pictures in the last two hours on Sunday afternoon, during the finals. I love that excitement and the joy of seeing who will win the big prize every year.

My favorite subject over the years is Tyler Hinman. I have experienced all the peaks of his incredible ACPT career and have been there for the inevitable low moments, as well. He is an incredible—and willing—subject at both ends of the spectrum and an inspiring person to have known all these years.

DO YOU HAVE A FAVORITE PIC FROM THE ACPT?

There are hundreds of photos that I treasure, going back as far as 1982 when Margaret Farrar was the awards presenter at the close of the tournament. My very favorite is a shot taken this past year, in 2016. Will Shortz had just named Maura Jacobson the winner of the first "MEMoRIal" award for lifetime achievement in crossword construction. (The capital letters spell out Merl Reagle's first name.) At the close of the ceremony the crowd gave Maura, who could not be present, a standing ovation. I captured a photo of Will filming the standing ovation on his cell phone to give to her husband Jerry, who accepted the award on her behalf.

To learn a bit about what Don does when he's not photographing the ACPT, visit www.ci-group.com and look under the heading "Leadership."

The event that stands out for me is the time that top solver Trip Payne yelled out "Dear Lord!" at the finals in response to realizing that constructor Byron Walden had basically dredged up the word ZOLAESQUE out of nowhere.

WHAT WOULD YOU LIKE READERS WHO'VE NEVER BEEN TO THE ACPT TO KNOW?

Most people tell me that they're afraid to come because they don't have confidence in their speed-solving skills, but that's not why you go to ACPT. You go to ACPT to revel in the company of other puzzle lovers.

Read Deb's work at www.nytimes.com/column/wordplay and follow her on Twitter @NYTimesWordplay & @DebAmlen.



THIS OLD GAME: CADACO ALL STAR BASEBALL

Sabermetrics refers to the observable analysis of baseball statistics. It has changed the way managers and owners look at both in-game scenarios and a player's worth to a team. The term is derived from the acronym SABR, which stands for the Society of American Baseball Research. Today, you can hear heady fans calling into sports radio talk shows citing Talmudic-like SABR analysis in such categories such as WAR (wins above replacement) and FIP (fielding-independent pitching).

The term sabermetrics was coined by Bill James, its best-known advocate and a SABR pioneer. In 2003, the SABR-wielding James was hired by the Boston Red Sox, who went on to win the World Series in 2004, after not having won since 1918. The team won again in 2007.

Baseball was not nearly as complicated in 1970 when I was 10 and spent dozens of hours enjoying my favorite pastime: playing Cadaco-Ellis's All Star Baseball, a board game that simulated baseball games using far less rigorous statistics.

Cadaco was founded in a California garage in 1935 by Donald Mazer, a game lover, and Charles Berlsheimer, a businessman and investor. In 1937, Mazer married Eleanor Ellis, who lent her fiancé 5K to buy out his partner, and thus Cadaco-Ellis was born.

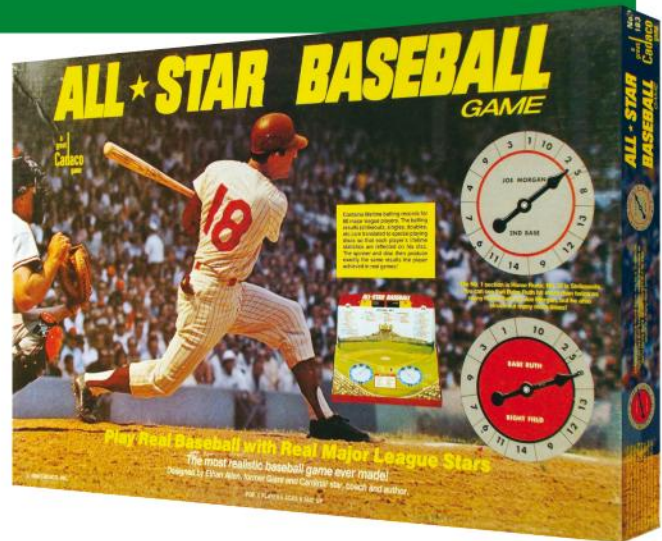
The company began with a niche in sports-based board games such as Elmer Layden's Scientific Football Game, released in 1936. So it was natural that in 1941, Cadaco-Ellis developed All Star Baseball.

Conceived by a former journeyman outfielder, Ethan Allen, the game is a simulation of a major league baseball game. Imagine home plate as a spinner and the field as another spinner. Circular discs that reprise a professional baseball player's lifetime statistics are inserted into the spinner. The categories include homers, walks, singles, and outs.

Teams are chosen from discs that come with the game. Players take turns choosing a roster. The home team gets to choose catchers with the first and fourth choices; the visiting team chooses catchers with the second and third choices. The rest of the positions are chosen in a similar manner.

To stat-minded baseball fanatics, these discs represented the cleated gods who trod the earth. Take the disc of Pete Rose, shown at the top of the next page.

Baseball's all-time hits leader has large areas in the 7 and 13 spaces, which equate to a single if the spinner lands there.



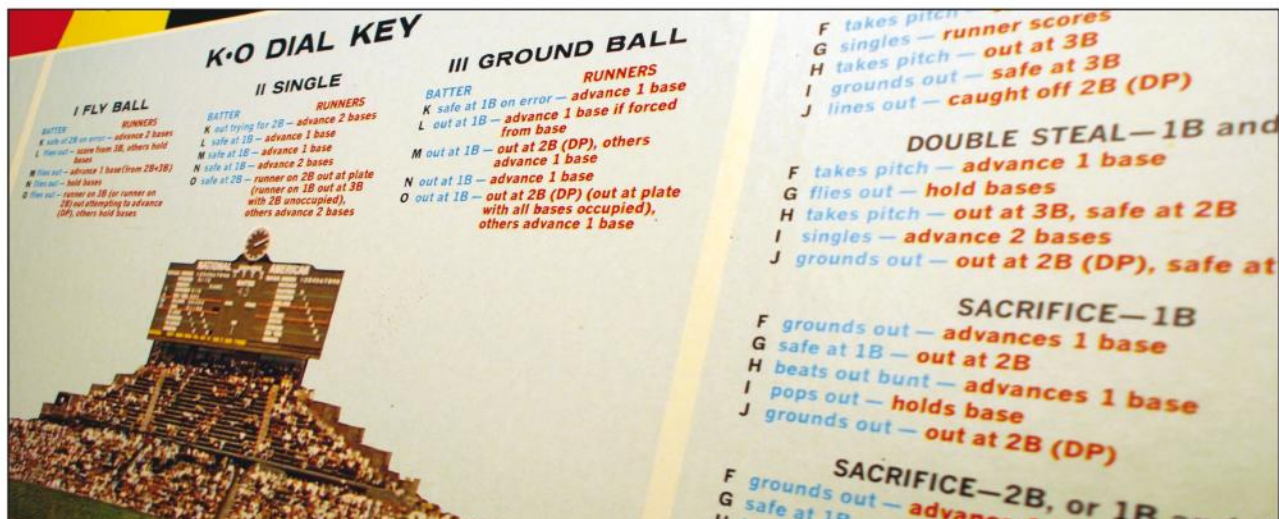
The number 5, generally narrow for all players, is a triple. Rose's generous 11 space represents a double and the 9 is a base on balls. The slim 1 spot shows that Rose was not much of a home run hitter, but that matters little as he got on base so often. The rest of the numbers are assigned to ground ball outs or fly ball outs, assuming the fielders do not make an error. A second spinner for fielding has letters that correspond to the key shown below.

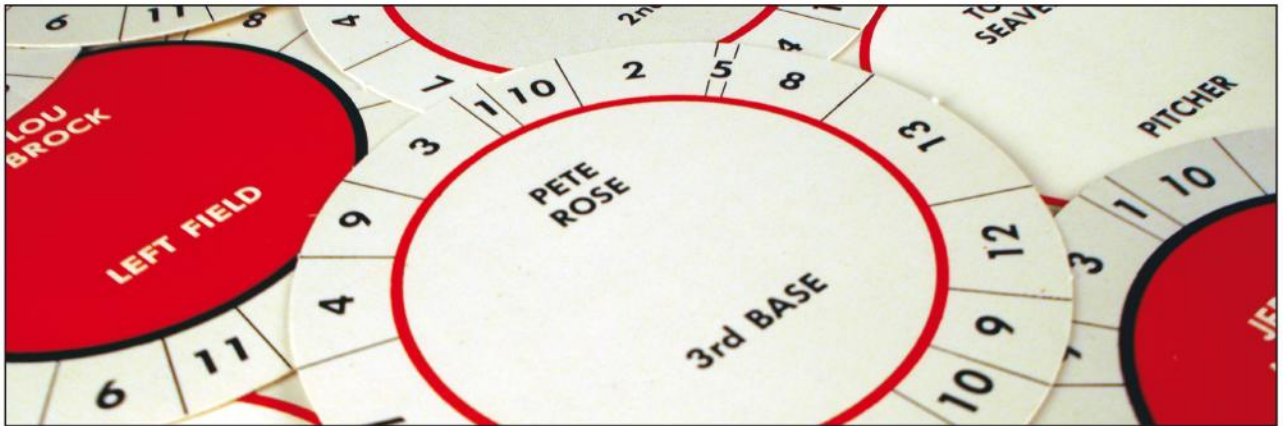
Let's say a player hits a fly ball. Then the defensive team spins. LMNO confirm that the player is out. However, the slim K allows the player to reach second base on an error. Similarly the K-O Dial Key determines how far runners advance on singles and doubles.

The gameplay generally follows the rules of baseball. There are three outs per side. Runs are scored by runners advancing home. The team with the most runs after nine innings (or extra innings, if needed) is the winner.

Being a fan of the hapless Phillies teams of the late '60s and early '70s, I generally drafted Philadelphia players in an admirable, if ineffectual, show of loyalty. Generally, Phillies players performed terribly. For instance, at third base I always had Mike Schmidt. Schmidt went on to a Hall of Fame career and became a monster home run hitter; but early in his career, he was a hitting disaster. Consequently, his 1970 disc showed his penchant for striking out—frequently.

Similarly, I'd always pick the Phillies shortstop Larry Bowa.





Nicknamed “the Gnat,” Bowa was a tremendous fielder who did not have much of a stick. In fact, his card has no space for home runs at all—he averaged one per season in his early years. And, baseball being a non-sabermetric game at the time, Bowa’s fielding counted for nothing.

All Star Baseball does not simulate actual pitching or defense. So, let’s say Pirates star Bill Mazerowski was facing all-time strikeout king Nolan Ryan in real life. Mazerowski’s lifetime stats against Ryan were 2 hits in 10 at bats plus 1 walk. However, Ryan never struck him out! In All Star Baseball, however, none of these things matter, as Maz’s disc represents his aggregate lifetime achievement against all pitchers, not just Nolan Ryan.

There is a strategy element in the game as well; this is encompassed in two strategy discs. When one or more runners are on base, the Manager may order a single steal or double steal, hit and run, or squeeze play. The special disc is inserted and the result of the play depends on where the spinner points. The manager whose team is in the field can also order an intentional pass (walk) before a batter spins.

THE DISCS

Sixty discs came with the 1970 version of the game. Many lovers of the game (including yours truly) bought new discs that came out yearly. There is a healthy market for the discs on eBay, with older discs from the ‘40s and ‘50s being quite valuable. By the late ‘80s, player photographs were added to the discs.

There’s even an Ethan Allen disc. Per author Jack Major, Allen thought up the game in 1933 while he was playing for the St. Louis Cardinals. Allen broke down hitting stats into categories and created pie-chart representations. For All Star Baseball he put the pie charts onto discs and hit one out of the park.

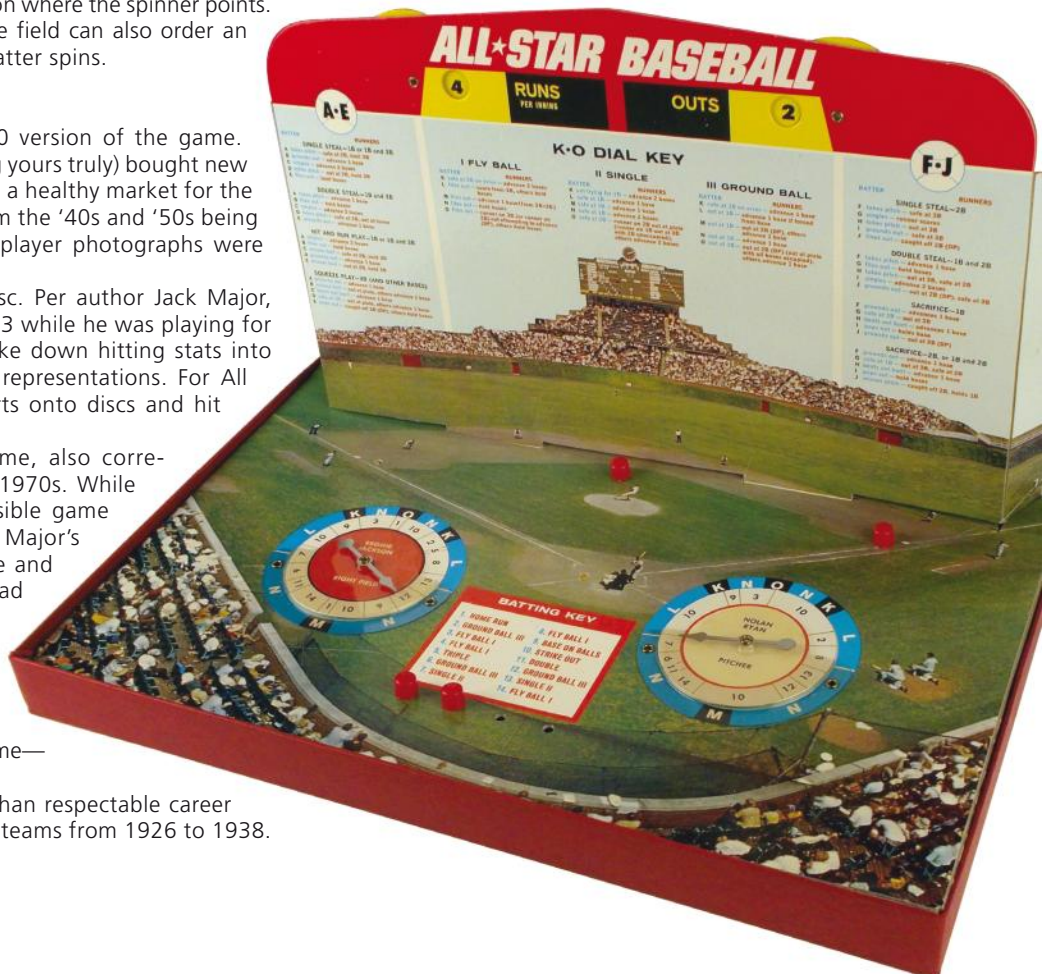
Major, a major fan of the game, also corresponded with Ethan Allen in the 1970s. While most of the letters involved possible game improvements, Allen felt one of Major’s letters was a little high and inside and responded: “Holy mother, I’m glad there are only a few of you kooks. You’re trying to make an adult game out of a kids’ game. I told that (All Star Baseball) crowd at the first convention in Chicago I didn’t care how they played the game—only that they bought it.”

As a player, Allen had a more than respectable career average of .300. He played for six teams from 1926 to 1938.

He went on to become a baseball coach at Yale, reaching the College World Series Finals in 1947 and 1948. During his coaching career at Yale, one of his players included future president George H.W. Bush.

On April 7, 2010, Cadaco-Ellis was acquired by POOF-Slinky, Inc. Cadaco-Ellis had branched out to develop learning games, activity sets, dolls, family games, crayons, blackboards, and magic sets.

I lament the loss of Cadaco-Ellis, which deserves a place in the Board Game Hall of Fame for All Star Baseball. I also lament a simpler time before sabermetrics, when two spinners, a pop-up scoreboard with its low-tech method of tracking runs and outs, pegs for base runners, and a board showing a picture of natural grass, ivied walls, wooden bleachers, and a sky forever blue, always elicited the magic words: Play ball! ■



CODED CRISSCROSS V

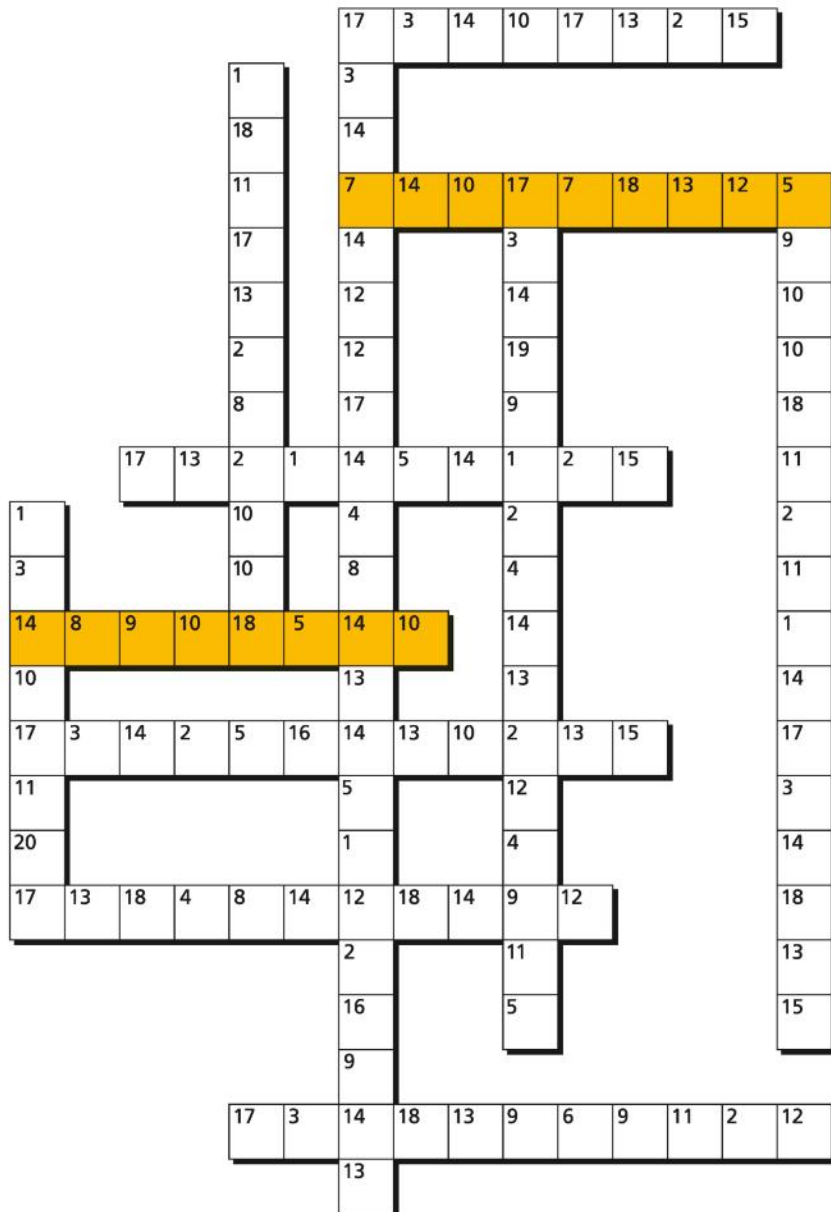
By R. Wayne Schmittberger

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

This contest is similar to previous Coded Crisscross contests (October 2015 and June 2016 GAMES WORLD OF PUZZLES). The grid at right, if decoded properly, contains a set of 10 items reading across and down in the white squares. The two shaded rows name the category to which all of the other items belong. We've replaced each letter of the alphabet with a number. A number stands for the same letter throughout the grid.

The items and the category description may be single words, phrases, or a combination of both. They may include proper names. If there are items consisting of two or more words, any spaces between words have been removed, as well as any punctuation.

To enter, send the decoded category description that appears in the orange squares, along with your name and address, to: **Coded Crisscross V Contest, GAMES WORLD OF PUZZLES, P.O. Box 184, Fort Washington, PA 19034.** You may enter as many times as you like, but each entry must be mailed separately. Entries must be received by May 1, 2017. The winners of the first prize and the runners-up will be selected by random draw from among the correct entries. ■



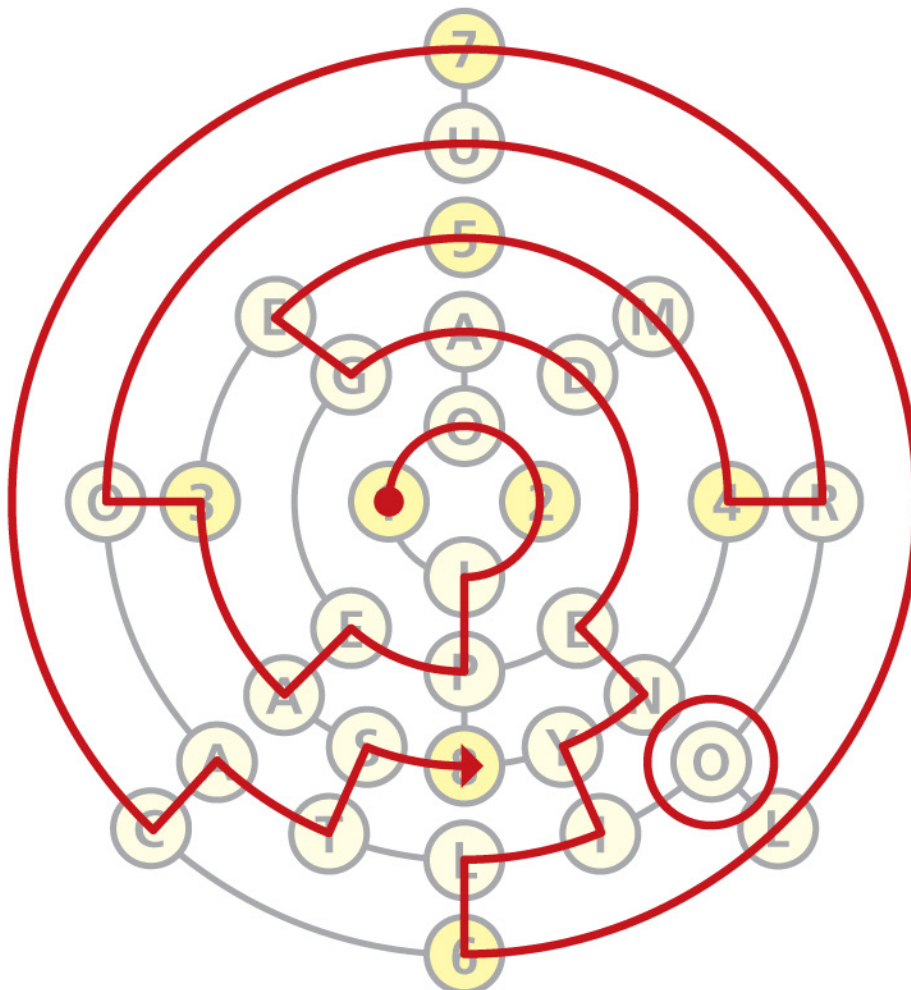
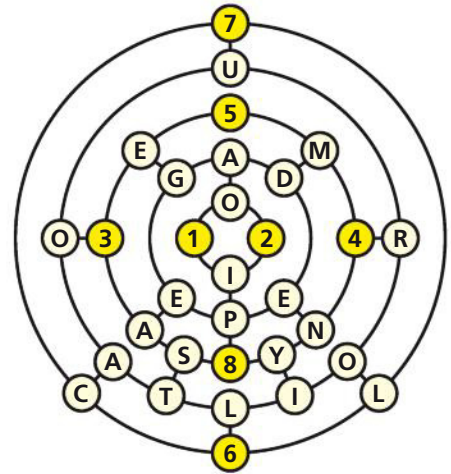
ROUND TRIP FROM SEPTEMBER

In September's contest, you were presented with the grid shown at right. The first part of this challenge was to find a path through the grid that began at the 1, traveled along the grid lines from circle to circle, passed through the 2, 3, 4, 5, 6, and 7 in numerical order, and ended at the 8. Your path could not pass through any circle more than once.

Next you had to make a list of the letters in the circles that you passed through, in order. You then needed to add to the end of your list any letter(s) in the grid that your path did not visit. At this point, you should have had a string of 24 letters. The path through the grid is shown below, and the string of 24 letters is as follows: OIPEAOURMEGADENYILLCATSO.

For the second part of this challenge, you needed to break this string into four parts in such a way that the letters in each part could be rearranged to make a proper name. The four names—which were the answer to the contest—are IO, EUROPA, GANYMEDE, and CALLISTO. You might recognize these as the Galilean moons of Jupiter.

We received a very respectable total of 252 entries to this contest, almost all of which gave the correct answer. Congratulations to the winner of the \$100 first prize, Cory Brownson of West St. Paul, Manitoba. Runner-up prizes of a year's subscription to GAMES WORLD OF PUZZLES (or an additional year for current subscribers) go to: Steven Ballway; Norfolk, MA; Rachel Colestock, Edina, MN; William Hampl, Fort Washington, MD; Joe Neff, Warrington, PA; and Johnny Williams, Wesson, MS. ■



STRATEGY

STEAMWORLD HEIST
IMAGE & FORM GAMES
3DS/PC/MAC/PS4/VITA
WII U/IOS, \$20 OR LESS
AGE RANGE: E10
PLAY TIME: 15–20 HOURS

Steampunk and gaming go together like peanut butter and jelly, and SteamWorld Heist delivers everything you could want from a steampunk-meets-Wild-West-themed game of strategic combat.

The characters in the SteamWorld universe are brass-and-gears robot pirates freebooting around the galaxy in a rickety ship, looking for any way to earn water, the coin of the realm in a steam-driven world. The ship is led by Captain Piper, who starts out with a small crew and hires more gunslingers as she gains a reputation.

Gameplay is a challenging combination of 2D side-scrolling views and turn-based strategic gameplay. Each robot brings certain weapons and skills to a mission, from long-range trick shooters to tank-like bruisers. Missions are triggered by flying around a map and boarding enemy ships. Characters take turns moving and performing actions as they fight other robots and gather swag.

There's a good deal of nuance in the squad-based combat. Having a well-balanced team and making careful decisions are far more important than firepower (although firepower is always good). Bots level up and get new gear through experience, which allows them to make complex coordinated attacks



involving ricochet shots, multi-shot shotguns, grenades, and other unique weapons. Experience provides level bonuses and new skills, such as overcharging a shot for more power, moving further, or inspiring the team to perform better.

Each level is randomly generated but filled with various loot, enemies, exploding barrels, ladders, and places to hide. This results in some familiar-feeling levels late in the game, but the character

progression keeps things fresh and the tactical choices are always interesting. The biggest problem is the punishing penalties for dying or losing a mission, which can drain a huge amount of your experience and money. Death isn't permanent, but any bot that dies has to be reassembled at a substantial cost to game progress. It's a small complaint, though, for a game that brings excellent gameplay to just about every platform available. ■

Good choice for fans of: **X-COM**

OVERALL RATING **A**

STRATEGY

DEUS EX GO
SQUARE ENIX
ANDROID/IOS, \$4
AGE RANGE: T (TEEN):
VIOLENCE
PLAY TIME: 4 HOURS

Turning popular action franchises into cerebral puzzle games seems counterintuitive, but it's given Square Enix a hit with its "Go" series. First there was Hitman Go, then Lara Croft Go, and now Deus Ex Go, each with a similar style and gameplay that demands logic where the originals require agility and firepower.

The gameplay involves maneuvering your character through various obstacles, such as turrets and robots, to the exit. The environment is like a game board, with step-by-step movement along a path. At certain points in this path, something may be triggered. Crossing in front of a guard will cause that guard

to attack. Sliding around behind him, however, allows you to deliver a stealthy take-down without ever being spotted. That doesn't mean combat is a major part of the game. In fact, Deus Ex's Adam Jensen spends more of his time hacking computers than people.

These computer terminals allow you to manipulate your environment by hacking into security systems to switch off turrets or take them over to fire at an enemy. Some hacking opens or closes new paths, or allows bots to move into a new area. One of the neat puzzle solutions involves triggering a guard then trapping him in order to block a turret, allowing you to slide behind him to your destination. Indeed, finding new ways to use old tricks helps keep the levels fresh as the game unfolds.



There's not a lot of trial and error in these levels. Analysis of the different properties of all the features—terminals, abilities, enemies, and so on—usually reveals a path without the need for brute-force approaches. Not that it doesn't allow for much dying/reloading: Each level can be reset without penalty and started over. One of the

replayability hooks is a move counter that challenges you to solve the puzzle in the fewest possible steps.

The game comes with 54 levels, but also adds a level editor and new challenge missions every week. These are free; however, micro-transactions are included in the form of puzzle solutions that can be purchased. ■

Good choice for fans of: **Hitman Go**

OVERALL RATING **A**

STRATEGY
ELFENROADS
PUBLISHER:
RIO GRANDE GAMES
PRICE: \$70
AGES: 13+
PLAYERS: 2–6
PLAY TIME: 45–90 MINUTES

Before Alan Moon struck it huge with Ticket to Ride, he had a cult hit with a game variously titled Elfenroads and Elfenland, along with a hard-to-find expansion called Elfengold. Now Rio Grande has teamed up with Amigo to produce an entirely new big-box version that combines the base game Elfenland with Elfengold and a new version on the flip side of the board called Elfensea. But just what are these elves up to?

Using the most common forms of transportation—for example, dragon, unicorn, or magic cloud—young elves need to travel to as many

towns as possible when they come of age. Transportation is limited, however, and not all forms work across all regions, which include desert, forest, plains, and water. Magic clouds can't travel in the desert, for example.

The map consists of various towns linked by roads through these regions. In the first phase of the game, players alternate placing transportation tokens on individual paths between towns. Once tiles are placed, elves, represented by wooden elf boots in each player's color, travel from town to town by paying a certain number of travel cards matching the transportation token. For example, if someone wants to pass through a desert with a unicorn token, the cost is two desert transportation cards. Each gamer also gets a blocking token that doubles the cost of traveling on that



road. The goal is to plan a path that allows you to collect tiny wooden blocks in as many towns as possible over three rounds, with victory going to the player who collects the most.

The game weaves variants and complexities from this basic premise, such as adding town cards that provide bonus points and two alternate play modes. Elfengold lays a monetary system atop the basic gameplay, with people earning gold and bidding

for tiles. Elfensea shifts the focus to marine travel with an entirely new map and new method of transportation (whales).

Fans have paid hundreds of dollars to buy the original limited-edition Elfenroads, so it's great that Rio Grande has not only made it widely available, but has also included a rare supplement and an entirely new game in one big box with all new art and excellent production values. ■

Good choice for fans of: **Ticket to Ride**

OVERALL RATING **A**

STRATEGY
ROYALS
PUBLISHER:
ARCANE WONDERS
PRICE: \$50
AGES: 14+
PLAYERS: 2–5
PLAY TIME: 60 MINUTES

In Royals, players vie for control over the noble houses of 17th-century France, Spain, Germany, and the United Kingdom. This might make for a dense, complex bit of game design, but designer Peter Hawes streamlines it into an accessible game, matching theme to gameplay.

At first, Royals appears more elaborate than it really is, with lots of differently shaped pieces, cards, and options. Really, though, players can only do a couple things during a turn: draw cards or spend cards to claim influence over a noble. The game

board is divided into four geographical regions, with each of those regions hosting three to five cities, and each city hosting a noble or two.

Nobles are generic and range in value and cost from King at the top down through Marshal at the bottom. These nobles are represented in each country, so there's more than one King or Princess on the board. They're also represented by tiles off to the side of the board, one per title for scoring at the end of the game. This means if you gain influence over, for example, the Baron of Berlin and the Baron of Dijon, you place two markers on the Baron tile and stand a better chance of scoring for all Barons at the end of the game.

You gain influence by paying a certain number of



matching cards and placing your marker (a colored cube) on a particular city. There's one color of card for each of the four countries, and each noble is worth a certain number. Thus, it takes one yellow card to collect the Marshal of Valencia, but eight red cards for the King of England. A scoring round takes place once the deck is depleted, and players with the most influence in a country collect a point tile, while the person with the second most influ-

ence collects a point tile of lesser value. These scoring rounds happen three times, and then the title markers are awarded. Everyone adds up their points, and high score wins.

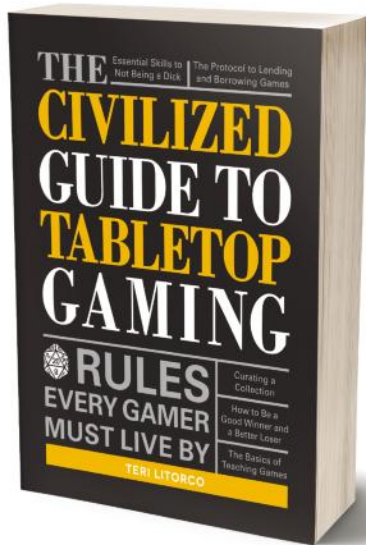
The mechanic of matching cards to pay for points is cleverly integrated into a system with multiple scoring layers. Players may also snatch away influence from an opponent by playing an intrigue card, making for an entertaining game of royal skulduggery. ■

Good choice for fans of: **Splendor**

OVERALL RATING **A**

THE CIVILIZED GUIDE TO TABLETOP GAMING

Teri Litorco's new book, *The Civilized Guide to Tabletop Gaming: Rules Every Gamer Must Live By*, is about much more than gaming. Whether you're a newbie or an experienced Eurogamer, the practical advice that Litorco dispenses with equal parts humor and candor will help make you a better person. Her fundamental message is: "Don't be a dick." And, really, who could argue with that?



Litorco is an ideal guide to gaming etiquette. She's a passionate wargamer who regularly contributes to the website Geek & Sundry. She also posts gaming tips and tutorials to "That Teri Girl," her YouTube channel.

The book's 11 brief chapters cover everything from getting started as a gamer to becoming a top-notch Dungeon Master. The prose is friendly, informative, and illustrated with real-life examples. The overall purpose is promoting great gaming experiences. As Litorco puts it, "making things fun for you and the people you game with, and making

decisions to prioritize the experience around fun is the ultimate point of everything covered in this book."

It all begins with the "friendly local gaming store" or FLGS. A great FLGS should have games you love; games you want to try; and a friendly, knowledgeable staff. It's important that the other customers are cool, too. "If you don't fit in with the culture of the store," Litorco writes, "you're asking for frustration, drama, and general unhappiness."

After finding your FLGS, plunge into the action. Need advice about mastering tricky gameplay? Ask a helpful clerk. Curious about a new game that's just been released? Attend a demo. Want to share your passion for a game that your friends haven't discovered yet? Volunteer to host a game night. The time and effort spent are well worth it, because, as Litorco points out, "You're investing in a gaming culture that you'll benefit from in the future."

Becoming a great gamer has a lot to do with how you behave around other people. That entails everything from learning the proper way to roll dice to tricky issues like dealing with "rules lawyers" and "rage quitters." These gamers, called "beardy" after the dwarves in Warhammer Fantasy, can quickly ruin a friendly game night. Litorco's advice on preempting their bullshit is non-nonsense: "If you encounter a beardy gamer in the wild, the best way to deal with him is to concede the game. Nothing drives him crazier than to win a game without actually going through the motions."

Eventually, you may want to host a game night or attend a big convention like Origins. Litorco offers helpful suggestions to maximize your fun. Game nights, for example, require some planning. Send your invites early; make sure you have sufficient space; and think about your menu. Drinks and snacks are a must but they shouldn't interfere with gameplay.



Litorco addresses a delicate personal matter, too. "Let's get real about hygiene," she says. "Gamer funk is a real issue." Whether you're locked in mortal combat around the kitchen table or engrossed in tournament play at PAX, the atmosphere can get fragrant. To stave off body odor, she suggests showering, hydrating, dressing in layers, and carrying deodorant in your purse or backpack.

Gaming with family is another sensitive area. No, your grandma will not be amused by *Cards Against Humanity*. Home for the holidays? Choose a quick game with a high luck-factor rather than a never-ending round of Risk. And unless you want to sleep on the couch, don't do everything possible to block, outmaneuver, or crush your boo. (Litorco admits she's made this mistake herself.) So when playing games with your significant other, "Care about her or his enjoyment of the game more than your own." After all, she reminds readers, your relationship is more important than a board game.

As you become more experienced, it's likely that you'll begin to garner a deeper satisfaction than the mere pleasure of playing or the thrill of winning. What Litorco's getting at is the way that cardboard playing surfaces, plastic components, and rule books can, once in a while, lead to transcendent moments. Consider a long-running RPG. The players know one another well; they're committed to the imaginary world they've created; and they've developed characters with backstories and quirks. That sometimes produces magical moments "where the game, your imagination, and the collective suspended disbelief of those in the room make the scene come alive."

If that's the kind of experience you'd like to have, grab a copy of *The Civilized Guide to Tabletop Gaming*. You'll be glad you did.

To learn more about Teri Litorco, visit: www.youtube.com/user/thattergirl. ■



DOUBLE CROSS

BY MICHAEL ASHLEY

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

1N	2V	3U	4X	5I	6G	7Q	8K	9Q	10T	11D	12L	13D	14P	15H	16D	17B	18I	19V	20O
21J	22Y	23U	24R	25W	26P	27Y	28M	29N	30W	31A	32D	33E	34C	35G	36C	37T	38D		
39R	40A	41G	42T	43B	44U	45V	46N	47G	48A	49M	50G	51Q	52J	53L	54S	55U	56K	57Y	58P
59I	60J	61K	62B	63I	64H	65W	66B	67G	68O	69H	70F	71B	72J	73Q	74T	75N	76V	77B	
78X	79J	80A	81H	82Y	83C	84C	85T	86K	87D	88F	89J	90M	91J	92E	93Y	94X	95L	96S	
97K	98O	99F	100Y	101I	102C	103X	104S	105Y	106O	107U	108G	109N	110F	111B	112W	113J	114G	115I	116Y
117H	118G	119V	120S	121E	122C	123K	124W	125Y	126R	127P	128Q	129E	130X	131J	132G	133D	134D	135C	136J
137P	138Y	139T	140S	141B	142P	143W	144O	145J	146A	147H	148B	149C	150T	151G	152M	153L	154S	155H	
156L	157Y	158E	159G	160H	161T	162O	163L	164R	165F	166M	167K	168T	169R	170H	171C	172K			

ANSWER, PAGE 76

- | | |
|---|---|
| <p>A. Set of related musical pieces <u>31</u> <u>40</u> <u>146</u> <u>80</u> <u>48</u></p> <p>B. Love theme of Streisand's <i>A Star Is Born</i> <u>77</u> <u>141</u> <u>111</u> <u>43</u> <u>148</u> <u>66</u> <u>71</u> <u>17</u> <u>62</u></p> <p>C. <i>Field of Dreams'</i> Shoeless Joe Jackson: 2 wds. <u>34</u> <u>36</u> <u>102</u> <u>83</u> <u>122</u> <u>135</u> <u>149</u> <u>84</u> <u>171</u></p> <p>D. Harmony of proportion in architecture <u>11</u> <u>133</u> <u>87</u> <u>134</u> <u>32</u> <u>16</u> <u>13</u> <u>38</u></p> <p>E. Electronics giant established in 1865 <u>129</u> <u>158</u> <u>121</u> <u>92</u> <u>33</u></p> <p>F. First sign of the zodiac <u>99</u> <u>110</u> <u>165</u> <u>88</u> <u>70</u></p> <p>G. Eminent U.S. landscape and marinescape painter: 2 wds. <u>114</u> <u>47</u> <u>6</u> <u>151</u> <u>118</u> <u>132</u> <u>50</u> <u>67</u> <u>108</u>
<u>159</u> <u>35</u> <u>41</u></p> <p>H. Faced with trouble: 3 wds. <u>81</u> <u>147</u> <u>15</u> <u>155</u> <u>170</u> <u>117</u> <u>64</u> <u>69</u> <u>160</u></p> <p>I. Home city of St. Ignatius <u>59</u> <u>18</u> <u>63</u> <u>5</u> <u>101</u> <u>115</u></p> <p>J. Human evolution scientist based in Olduvai Gorge: 2 wds. <u>113</u> <u>145</u> <u>136</u> <u>89</u> <u>79</u> <u>91</u> <u>21</u> <u>72</u> <u>60</u>
<u>52</u> <u>131</u></p> <p>K. Overwhelm <u>61</u> <u>167</u> <u>56</u> <u>123</u> <u>172</u> <u>8</u> <u>97</u> <u>86</u></p> <p>L. Epic poem set after the fall of Troy <u>95</u> <u>156</u> <u>53</u> <u>153</u> <u>163</u> <u>12</u></p> <p>M. Amble along <u>90</u> <u>166</u> <u>49</u> <u>152</u> <u>28</u></p> | <p>N. Song featured in <i>Animal House</i> <u>1</u> <u>46</u> <u>29</u> <u>109</u> <u>75</u></p> <p>O. Duked it out <u>106</u> <u>68</u> <u>98</u> <u>144</u> <u>20</u> <u>162</u></p> <p>P. Stick fast <u>58</u> <u>26</u> <u>127</u> <u>14</u> <u>137</u> <u>142</u></p> <p>Q. Hobbits' home, with "The" <u>9</u> <u>51</u> <u>128</u> <u>73</u> <u>7</u></p> <p>R. Sierra Nevada resort lake <u>164</u> <u>24</u> <u>169</u> <u>39</u> <u>126</u></p> <p>S. Trickster of Native American lore <u>96</u> <u>120</u> <u>54</u> <u>104</u> <u>154</u> <u>140</u></p> <p>T. Corrupt: 3 wds. <u>150</u> <u>139</u> <u>37</u> <u>85</u> <u>74</u> <u>42</u> <u>168</u> <u>10</u> <u>161</u></p> <p>U. Temperamental <u>3</u> <u>44</u> <u>55</u> <u>23</u> <u>107</u></p> <p>V. Selfie, e.g. <u>45</u> <u>76</u> <u>119</u> <u>19</u> <u>2</u></p> <p>W. Sign of something to come <u>112</u> <u>30</u> <u>124</u> <u>65</u> <u>143</u> <u>25</u></p> <p>X. In a state of privation <u>103</u> <u>94</u> <u>4</u> <u>130</u> <u>78</u></p> <p>Y. Paving material in a Baum classic: 2 wds. <u>116</u> <u>138</u> <u>82</u> <u>100</u> <u>27</u> <u>57</u> <u>125</u> <u>22</u> <u>105</u>
<u>157</u> <u>93</u></p> |
|---|---|

PAINT BY PAIRS

In this Paint by Numbers variant, a picture has been hidden in each grid by scattering pairs of matching numbers throughout. To solve a puzzle, you must first determine which pairs of numbers go together and then connect them in such a way that the number of squares in the connecting path is equal to the value of each of the connected numbers. (Include the numbered end-squares when counting the number of squares in a path.)

Paths may be made in any combination of horizontal and vertical directions, but may not cross other paths. Once a path's location is known, all of its squares may be filled in.

Squares containing a 1 are special; they are not part of a pair, but simply represent "paths" that are one square long. They can be filled in immediately, as shown in Figure 2 in the example. Next, it's advisable to pair up the 2's and 3's before tackling the higher numbers (Figure 3).

Compared to Paint by Numbers, Paint by Pairs puzzles are easier to begin, since the lowest numbers can be filled in without much thought. Also, Paint by Pairs puzzles can be worked on one area at a time, since numbers only relate to their local areas. However, Paint by Pairs puzzles that contain clusters of identical higher numbers can be extremely challenging.

Each puzzle has a unique solution. Knowing this fact allows you to make certain useful deductions; for example, if a pair of numbers seems to be able to be connected by more than one route, you can be sure that other paths will eventually block all but one of those routes. Get the picture?

ANSWERS, PAGE 76

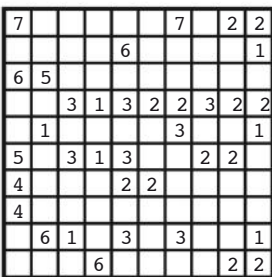


Figure 1

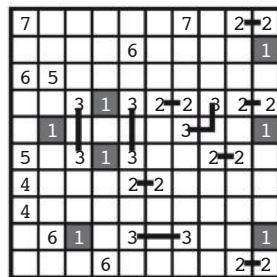


Figure 2

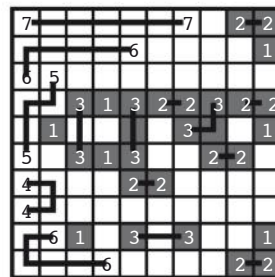


Figure 3

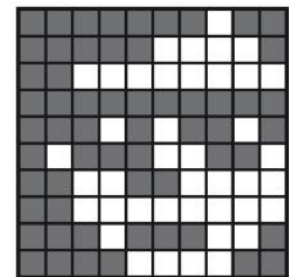
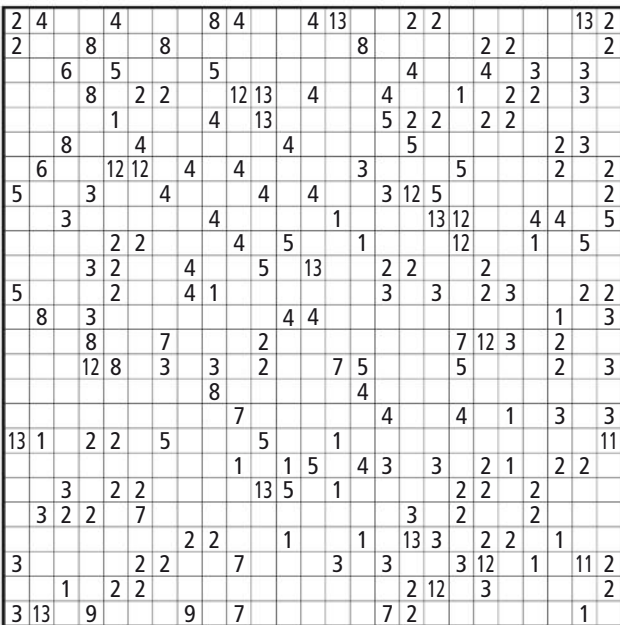
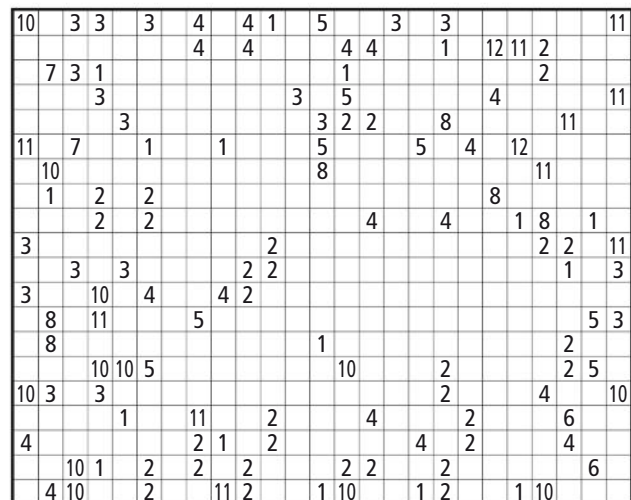


Figure 4

1



2



For more
Paint by Pairs
Search **Conceptis**
on AppStore

3

		5				13		1							3
	5		2	2		3	4	4					2	2	
4		1			1	1							2	2	3
	13	1		1		3						2	2	2	
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					8						11	5			

4

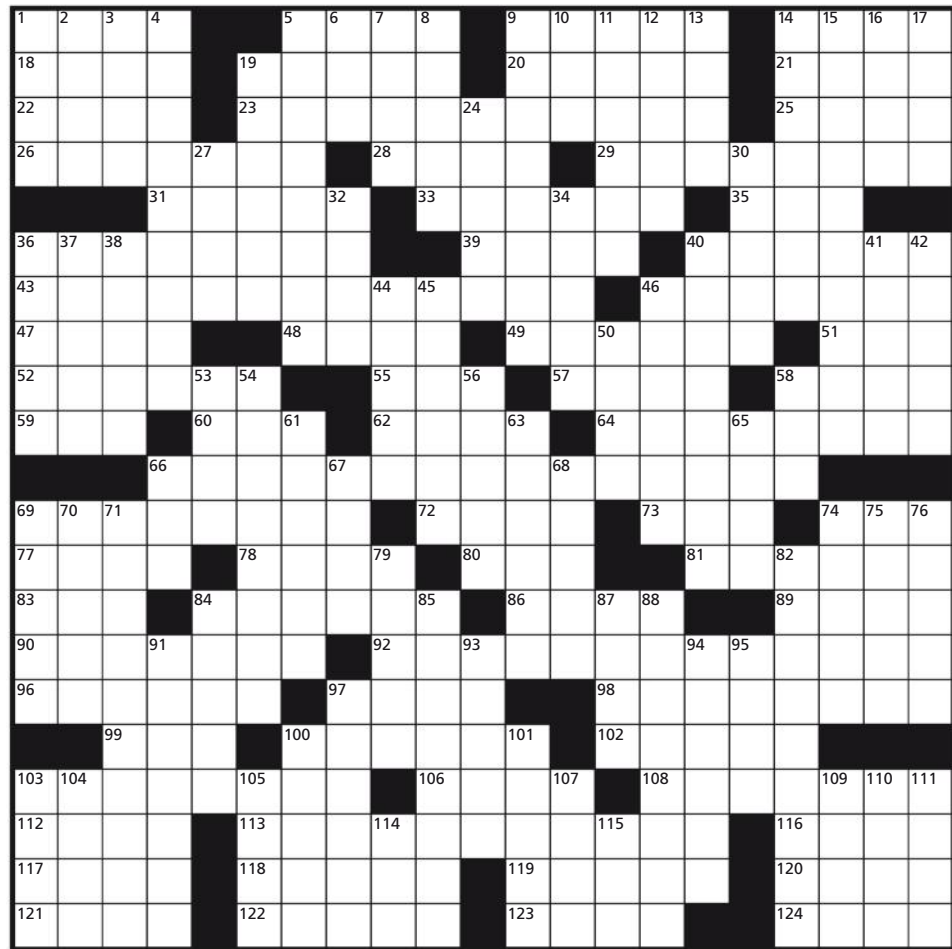
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5

12				5		5	2		8		12		2	2	8	1		14				4																				
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ACROSS

- 1 Evelyn Waugh's brother
- 5 Epitome of thinness
- 9 Marlon Brando's birthplace
- 14 Take for a ride
- 18 Rex's stout sleuth
- 19 Press a new suit?
- 20 Densest gas known
- 21 Dr. Pepper was invented here
- 22 Approaching
- 23 Steinbeck story about Lennie and yours truly?
- 25 Turner et al.
- 26 Chanteuse, e.g.
- 28 Usher
- 29 Hays Code concern
- 31 In the loop
- 33 Wears down
- 35 91-Down and namesakes
- 36 Nets
- 39 20% of quince
- 40 She played Lady Cocoa
- 43 Hilton's *Requiem for Famous Amos?*
- 46 Tempting
- 47 Horror movie feature
- 48 Yearling, e.g.
- 49 Everyone but me
- 51 Code character
- 52 Ambush
- 55 Fall behind
- 57 Bring on board
- 58 Bunyan's blue ox
- 59 ___ Plains, IL
- 60 AARP members
- 62 Whacked
- 64 Did grunt work at Harrods
- 66 Eliot tale of a half-remembered affair?
- 69 Nobelist or medalist
- 72 ___ Fein
- 73 Wing shape
- 74 Dedicated lines
- 77 William the Conqueror's burial city
- 78 Corporate abbrs.
- 80 Enthusiast
- 81 Frasier actress Jane
- 83 Remnant
- 84 *Laugh-In*, country-style
- 86 La ___ (tarpits area)
- 89 Batter's choice
- 90 Picks another winner
- 92 Bard tragedy adapted for *The Love Boat?*
- 96 Sheep, for example
- 97 Exceptional
- 98 Like a 40-Down
- 99 Economic meas.
- 100 Fast break specialist?
- 102 Kemelman's rabbi-detective
- 103 Fire starters
- 106 Olympic figure skater Kulik
- 108 Least comely
- 112 *Sticks and Bones* dramatist
- 113 Dickens tale, kinda?
- 116 Put-in-Bay's lake



ANSWER, PAGE 77

- 117 Invalid
 - 118 Spreads around the table
 - 119 Where Joan of Arc got burned
 - 120 Zip
 - 121 Eddie, in *Beverly Hills Cop*
 - 122 Nasser's veep, briefly
 - 123 Taxpayer IDs
 - 124 Roger Rabbit was one
- DOWN**
- 1 Patty Duke's real first name
 - 2 Untoward stare
 - 3 Part of Q.E.D.
 - 4 Curry powder ingredient
 - 5 Played the peacemaker
 - 6 It's pressed for cash
 - 7 Tall bloomer
 - 8 Steppingstone to the Sorbonne
 - 9 Handel's *Israel in Egypt*, for one
 - 10 Provide the crew for
 - 11 Discombobulates
 - 12 Geography teacher's mnemonic
 - 13 All over again
 - 14 Take for a ride
 - 15 Maugham account of Capone's Twinkie defense?

- 16 Deck quartet
- 17 Hart of Broadway
- 19 Traffic circle
- 24 Gaea's bailiwick
- 27 Hit the deck, in a way
- 30 Letter openers?
- 32 Salinger girl
- 34 Profundity
- 36 Spurred (on)
- 37 Population zero
- 38 Puts in order
- 40 Spunky bundle of energy
- 41 Mythical weeper
- 42 Just did it
- 44 British Museum piece
- 45 Smart remarks
- 46 Mexican shawl
- 50 Dale's partner
- 53 Onetime Connors rival
- 54 Short cuts
- 56 Be accepted
- 58 It's often on toast
- 61 Short cuts
- 63 It bisects Budapest
- 65 A.A. Fair's real first name
- 66 Stannum
- 67 Pit crew: Abbr.
- 68 Prologue
- 69 Tart
- 70 Cretan city

- 71 Ibsen play about Clark's marriage?
- 74 Seed
- 75 Margaret Thatcher's husband
- 76 Rob of *90210*
- 79 It's a wrap
- 82 Gushy
- 84 Shrew
- 85 Most prolix
- 87 Tucks away
- 88 Hostile attitudes
- 91 Mystery author Ruth
- 93 Like old apples
- 94 Last too long
- 95 Solidify
- 97 Broadsided
- 100 *Twelfth Night* protagonist
- 101 Super dupers
- 103 Cell organelle mol.
- 104 Vichy waters
- 105 Flurries
- 107 *Cien ___ de soledad*
- 109 Switch or smack tail
- 110 Asian prefix
- 111 Minor
- 114 Python, e.g.
- 115 Request to kick in arrears

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 76**

ACROSS

- 1 Marvel superhero film of 2003...
...and 2011
- 5 Give gratis, as a ticket Embroiders, e.g.
- 9 Cato's 2,500 Business agt.
- 12 Son on *The Andy Griffith Show* Indy 500, for one
- 13 Environmental law subject: 2 wds.
All across the region: Hyph.
- 15 Trump impersonator Baldwin
___ Martin (cognac)
- 16 Genus-and-species language: Hyph.
Black Sabbath rocker
- 17 Orange seafood crustacean: 2 wds.
The "lt" girl: 2 wds.
- 19 Volt-ampere Pan toppers
- 20 Classic Fords Prof's job security
- 21 Actress Shire Potters' materials
- 22 In good taste Torrent
- 25 San Francisco's ___ Valley
Roadside stopover
- 26 Marvel superhero film of 2015...: 2 wds.
...and 2016
- 30 Prefix like "equi-"
From ___ Z: 2 wds.
- 31 Went the distance Uprising
- 32 Chew out Pieces of work
- 34 Agile Big bother
- 38 Soccer superstar Nastase of tennis
- 39 Two-color pictures 2015-16 CBS spinoff: 2 wds.
- 41 Region-specific idiom Virtual band with a Grammy for "Feel Good Inc."
- 43 Lodging money Fashion designer von Fürstenberg
- 44 Software clients, collectively: 2 wds.
Sweet Liberty star: 2 wds.
- 45 Scourge Sprints
- 46 Ending for Taiwan China's Sun ___-sen
- 47 *Gil* ___ (Lesage novel)
Sprinted
- 48 Miffed state Kind of terrier

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1	H	2	U	3	L	4	K	5		6		7		8		9		10		11
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DOWN

- 1 Stretch of land Carousel fixture
- 2 Berry of Hollywood Overturn
- 3 Shark's home Stars' transports
- 4 Florida resort island: 2 wds.
Enlist for service
- 5 Capital of Australia *Hugo* director Martin
- 6 Frozen heroine Cookie with a creamy center
- 7 *Dragnet* star Jack Siamese sound
- 8 Good bud ___ Tomé and Príncipe
- 9 Focus-aiding drug Relief pitcher Rivera
- 10 "However, do take note that..."
Correcting copy
- 11 Five-carbon compound Chest of drawers
- 14 Baba ___ (*SNL* character)
Having no value
- 18 Sweathog Horshack Unclogs
- 21 Recurring at intervals "Or else!" is one
- 23 *Girl Code* network Navy vessel inits.
- 24 One of the Virgin Islands: 2 wds.
Treated like a celebrity
- 26 Put on exhibit Weariness
- 27 Really puzzled: 3 wds.
Seminole chief
- 28 "Huh-uh!": 2 wds.
Hip dude: 2 wds.
- 29 Sticks to a surface, chemically Coastal Fla. city: 2 wds.
- 33 2001 actor Dullea Not fatty
- 35 Move furtively Small air rifle: 2 wds.
- 36 Actress Téa Singer Kravitz
- 37 Makeup magnate Lauder Young's partner in accounting
- 39 Pickle option Thunder noise
- 40 RSVP encl. Meat stamp inits.
- 42 Chem class site Ton divs.

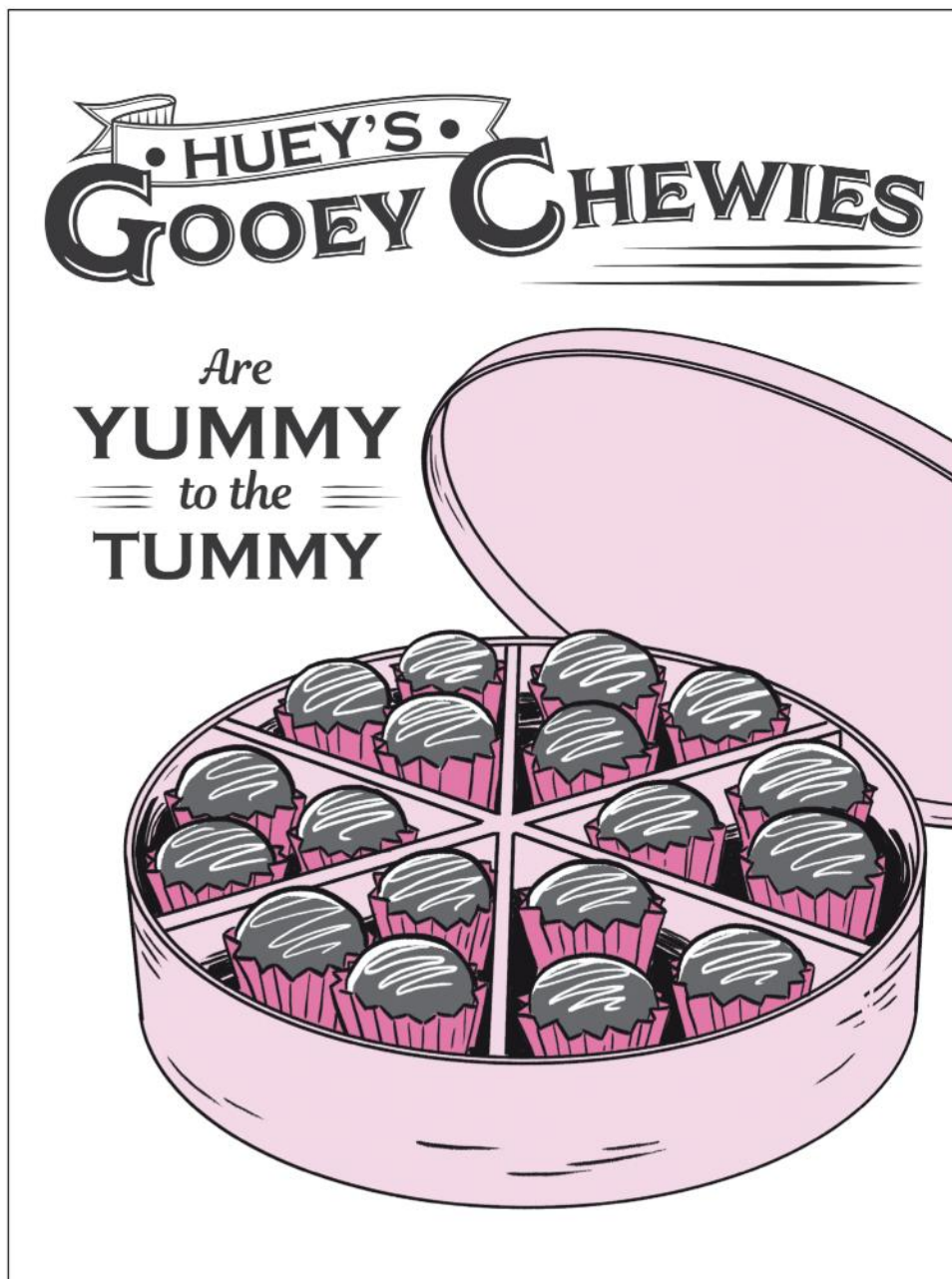
A company located in Sweet Home, Oregon, has begun making candies. The outfit, known as Huey's Goopy Chewies, makes six types of chocolate-covered nuts (peanut, pecan, cashew, hazelnut, walnut, and almond), six types of chocolate-covered creams (vanilla, chocolate, strawberry, mocha, marshmallow, and maple), and six types of chocolate-covered jellies (strawberry, lemon, orange, mint, apple, and raspberry). An advertising poster has been made, showing one of each type of Huey's Goopy Chewies in a circular arrangement of six sections. Within each section is a group comprising one nut, one cream, and one jelly.

From the clues below, can you locate all 18 candies, group by group, going around the circle?

ANSWER, PAGE 77

CLUES

1. The almond's group comes directly between that of the orange jelly and that of the hazelnut.
2. The marshmallow cream is two groups clockwise from the mint jelly and opposite the pecan.
3. The apple jelly is two groups clockwise from the cashew, and two groups counterclockwise from the strawberry cream.
4. The peanut is one group clockwise from the mocha cream, and two groups counterclockwise from the raspberry jelly.
5. The vanilla cream is opposite the strawberry jelly.
6. The lemon jelly is two groups clockwise from the maple cream, and two groups counterclockwise from the hazelnut.
7. The two strawberry candies are in different groups.



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

♠ How to Play

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

♥ Scoring

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

♦ Example

In the puzzle at right the word IMPLANT forms a Word Rummy hand. The ♣A ♥A ♠A ♦A are a set with the letters I-M-P-L; the ♠2 3 4 are a sequence with the letters A-N-T. The cards used have values of 1 1 1 1 2 3 4, for a total of 13 points.

♣ Ratings

Knock: 500 points (good game)
Gin: 750 points (winning game)
Gin-off: 930 points (our best score)

ANSWERS, PAGE 77

	A	2	3	4	5	6	7	8	9	10	J	Q	K
♠	P	A	N	T	E	F	F	I	E	T	Y	N	D
♥	M	U	T	E	R	O	T	B	E	D	S	A	I
♦	L	L	E	P	H	A	L	T	I	S	I	X	N
♣	I	V	E	R	I	L	U	R	B	U	F	R	E
	A	2	3	4	5	6	7	8	9	10	J	Q	K

CARDS & WORDS							POINTS
I	M	P	L	A	N	T	
A	A	A	A	2	3	4	13
COLUMN 1 TOTAL							

CARDS & WORDS							POINTS
COLUMN 2 TOTAL							
COLUMN 1 TOTAL							
TOTAL SCORE							

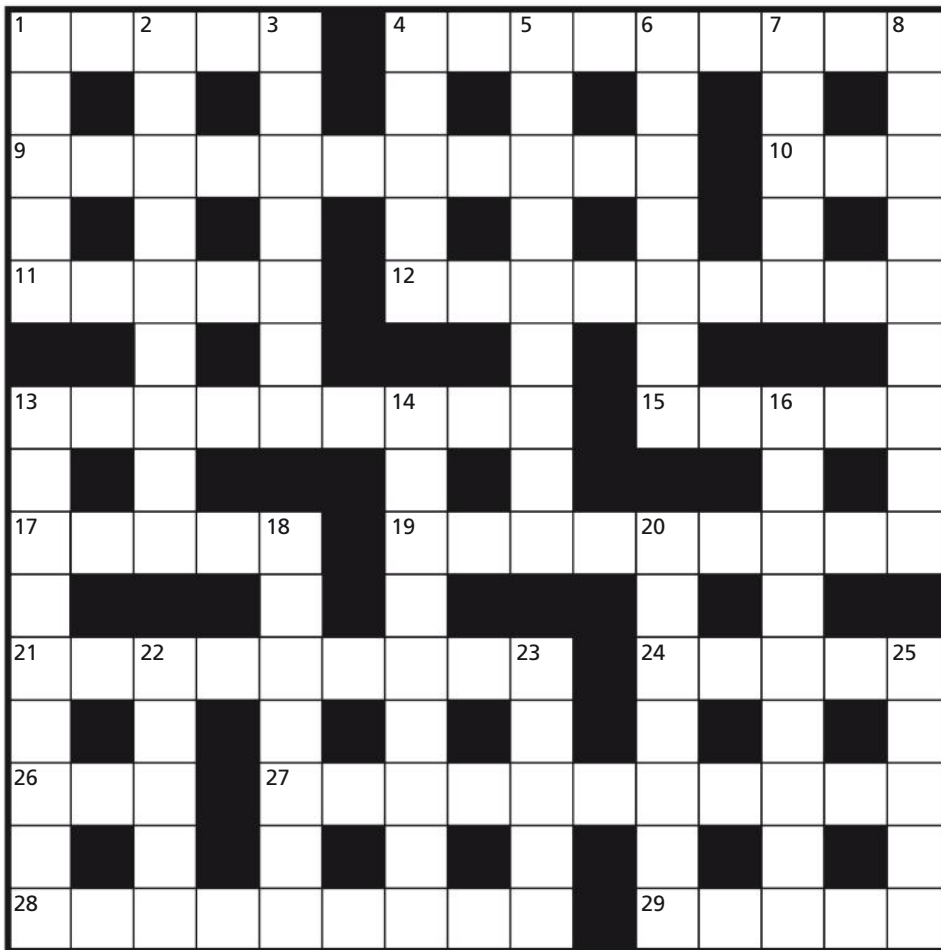
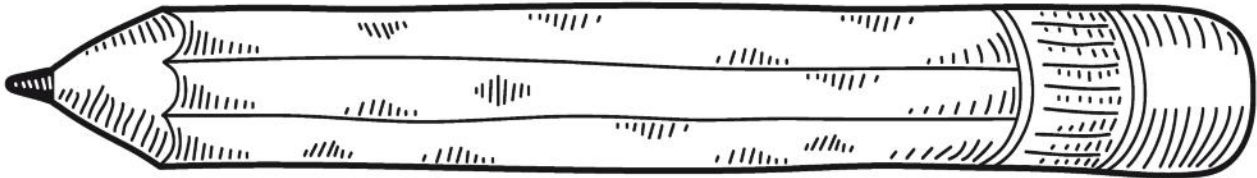
CRYPTIC CROSSWORD 1

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 78



after first of October,
dropped aid to
students (11)

28 Suspect slimy liar
likewise (9)

29 Original poem written in
manual margins (5)

DOWN

1 Workers in disbelief—fat
salaries taken back (5)

2 Meddling in false virtues (9)

3 Uneven car tire
wobbles (7)

4 Stylish street cars coming
back (5)

5 Certainly pursuing
Hawaiian souvenir in
no hurry (9)

6 If atmospheric conditions
are discussed (7)

7 Part of body stashed in
doctor's office (5)

8 Considered exercise
mat ruined (9)

13 Sissies, maybe, quietly
hang around, following
us to school (9)

14 Drug dealer holding back
one pound for book
maker (9)

16 Contracting chief hires
stranger he had greatly
appreciated (9)

18 Examining definite
withdrawal in good
friend (7)

20 Interviewer David doesn't
open strange item found
in a lecture hall (7)

22 Get out small stuff (5)

23 Ditch sea bird at club (5)

25 Large, curiously pale
jacket feature (5)

ACROSS

1 Swell-sounding
hotel rooms (5)

4 New state law—first to
regulate the sea,
essentially (4,5)

9 Another option later
confused local resident (11)

10 Russian space station
going over edge (3)

11 Broad takes us to get
man who sold his soul to
the devil (5)

12 Land in Rev. Spooner's
village in Holland (5,4)

13 One of the royals keeping
"loose lip" law (9)

15 Again, trim some of
lettuce rows back (5)

17 Make tea expensive (5)

19 Tie worn by fiery,
unpredictable guy you're
dating, perhaps (9)

21 Taking notice of unlimited
jobs waiting on tables (9)

24 Ability to move in the snow
with a couple of llamas (5)

26 Leaders of expedition
rather rudely go astray (3)

27 Parish school, reorganized

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.

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 FLAMINGO, 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*.

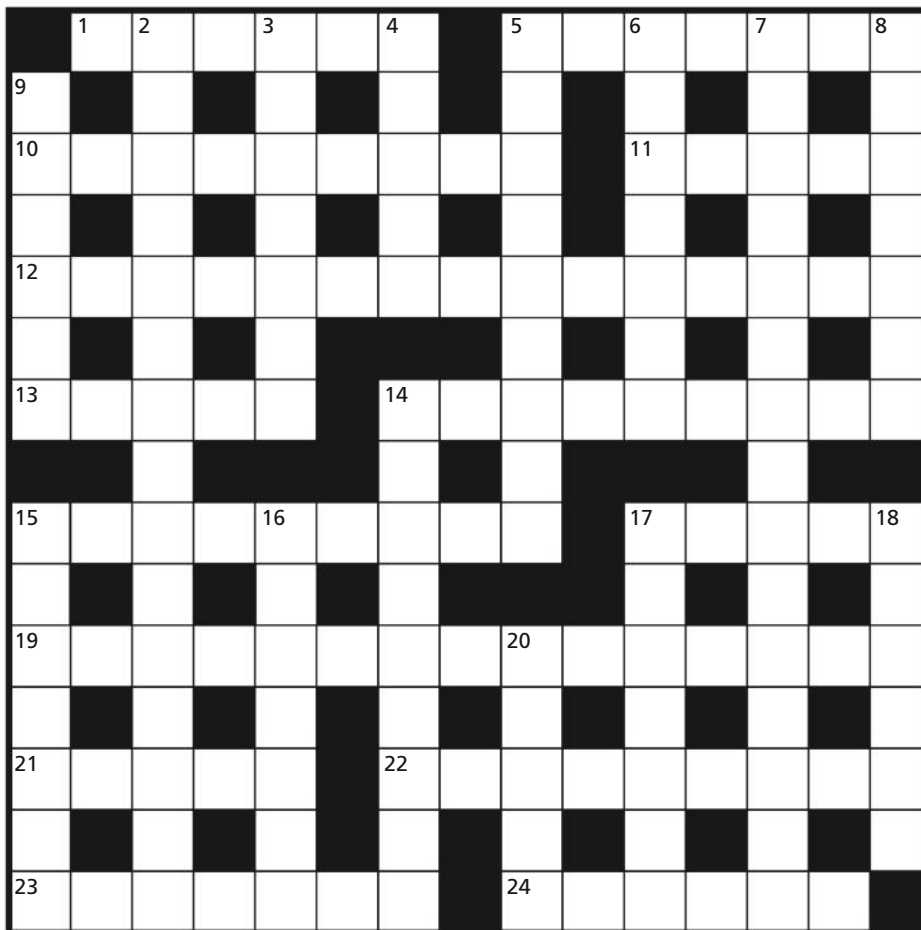
Hidden answers: The answer may appear intact, albeit camouflaged, in the clue. Example: *Myopic colonel clutches flute* for PICCOLO (myopic colonel).

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 78**



ACROSS

- 1 Following the leader, speaks ill of associates (6)
- 5 Ploy by a wayward gigolo (7)
- 10 Tennis player's vehicle left back in Illinois (4,5)
- 11 Right away Dvorak ordered something from the bar (5)

- 12 Large, heavy object that's thrown through windows initially interrupts planned group forum (5,10)
- 13 Desperate interns' general lament (5)
- 14 Calloway, returning with singers lang, Ace, and Nugent, recorded "July 4" in early August, for example (9)

- 15 Compensate Kitty West for *As Good as It Gets* (3-6)
- 17 Enjoyed a meal some deemed inedible (5)
- 19 A dime store folks rebuilt as a way of remembering the past (3,3,5,4)
- 21 Remove from court after I've withdrawn (5)

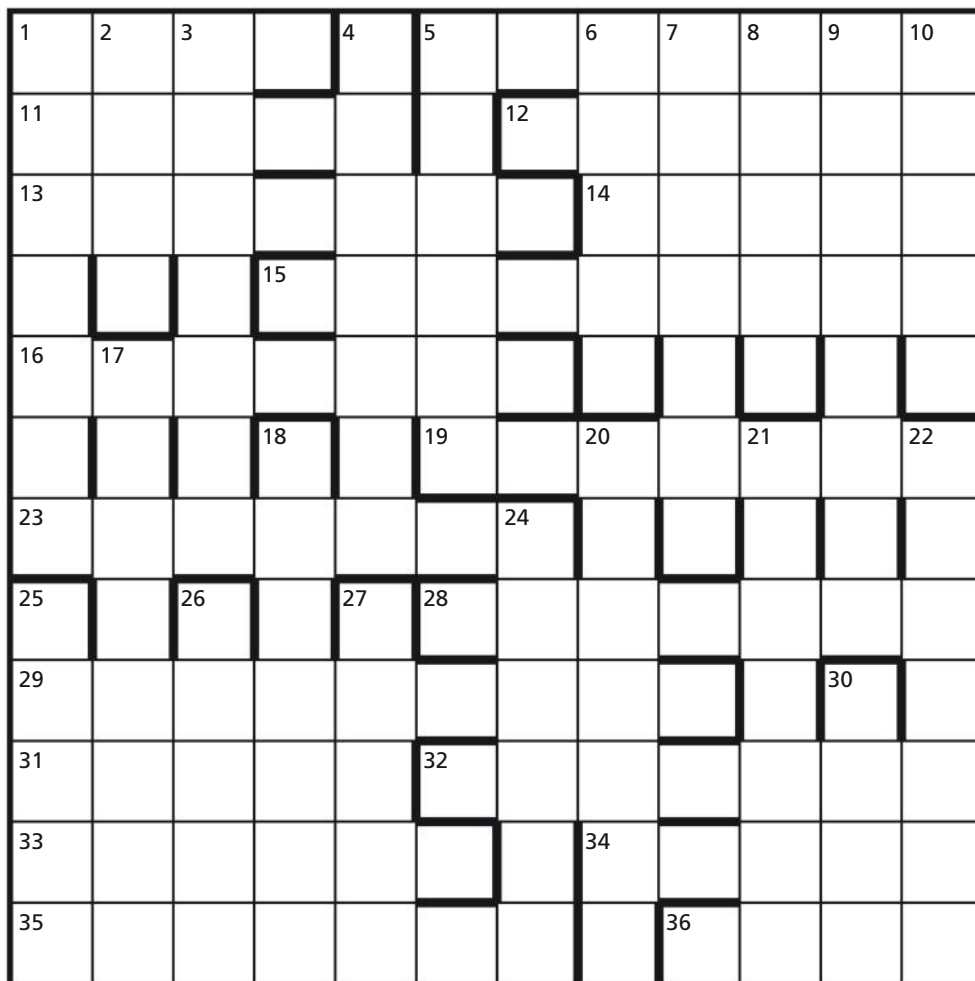
- 22 Foolishly beam, "OK, he'd like some cookies" (4-5)
- 23 Suds are thrown in the bag (7)
- 24 Car with tiny wheel starts to turn around (6)

DOWN

- 2 What most teens can't wait to get shocked me: laser printers (8,7)
- 3 Middle East sea where Manning capsized in windstorm... (7)
- 4 ...is in a turbulent area between Egypt and Saudi Arabia (5)
- 5 Ice seen by 100 in arctic patrol vehicle (6,3)
- 6 Tack on holding clamp is recommended (7)
- 7 Piece of sports equipment from corrupt place, where money is made on illegal business (9,6)
- 8 Greatly desired publicity ultimately received for work (7)
- 9 Actor Johnny is upset and drank a little (6)
- 14 Get married, filled with desire, caught in a spell (9)
- 15 Put away loud, heavy backing material (7)
- 16 Storyteller's uplifting love story between Republican and radical (7)
- 17 Ed's boy runs around. I don't mind (7)
- 18 Freud finally interprets fears (6)
- 20 Cello player ran into noted playwright (5)

In this variety cryptic, many of the clue answers are too long to fit in the diagram and must be amended appropriately. Answers include nine proper nouns.

ANSWERS, PAGE 79



ACROSS

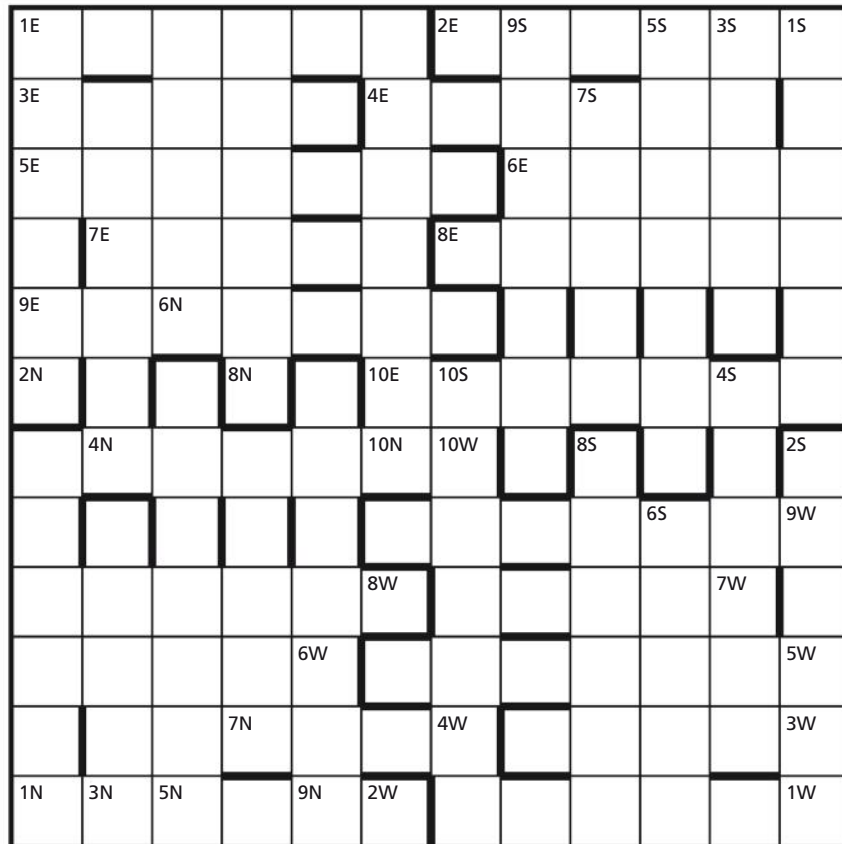
- 1 Accountant gives signal about crazy kook (10)
- 5 Blunders causing failure in all parts, unfortunately (9)
- 11 River lass is to take drink with private investigator (11)
- 12 Trims back Eastern shawl (6)
- 13 Messenger crashed rod nearby (6,3)
- 14 Moan, "I'm a lousy cleaner" (7)
- 15 Six-grain sandwiches: grand and noble (9)
- 16 On both sides of the sea, dirt shifts (7)
- 19 Bear is roving around one frozen land (7)
- 23 Most of Gene Siskel's book (7)
- 28 Red is dancing—Mom cuts in (9)
- 29 Islands, alas, unite poorly (9)
- 31 Broadcast commercial in Brazilian resort (5)
- 32 Writer gets part of his pen serviced (7)
- 33 Gatekeeper fencing with metal (6)
- 34 Each decade is worn away (5)
- 35 Gave commands and rode red horses around (7)
- 36 Desert hue (6)

DOWN

- 1 Come back to jeer at pie, you say? (9)
- 2 Norm pens sick column (6)
- 3 Napoleon's vanquisher beheaded musician (9)
- 4 Hurries, pocketing bad check from bumpkins (11)
- 5 Goes ahead scattering seed crop (8)
- 6 Shows A & P fruit (7)
- 7 Monster, spotted, traveled in San Francisco (9)
- 8 Buffs taking in premiere of gory vampire features (5)
- 9 Actress Zadora is carried by ram with hives (8)
- 10 Make a home outside a Northwestern city (7)
- 17 Lousy rats peddle a way to get high? (10)
- 18 Pay back note completely (7)
- 20 Dark-haired women sent brute flying (9)
- 21 Put back in control booth (9)
- 22 Part of day bad for one ant (7)
- 24 Cleaned copy covered with grassy dirt (6)
- 25 Mr. Marx caught by sharp object (5)
- 26 Tree wore odd nuts (7)
- 27 Small hat of cork (7)
- 30 Dog sullied street (6)

The clues to this variety cryptic crossword are given in sets of four. These clues in turn lead to four answers, one of which reads in each of the four main compass directions (east, west, north, and south). For example, one of the clues in the first set leads to a word that runs east starting in the square labeled 1E; another leads to a word reading north (upward) starting in the square labeled 1N; and so on. In all cases, there will be one superfluous letter in the definition half of the clue. This letter (E, W, N, or S) will indicate the direction in which that answer should be entered. As an example, the clue “Prince breaking cots” would lead to the answer COST, entered north (indicated by the extra “n” in the definition “price”). The clues in each set are given in random order.

ANSWERS, PAGE 79



CLUES

- 1 Sire a green alien
Models holding top of slightly warmed bands
Behold the bee mad as a hornet
Flies circling tip of nose—parts of some snubs?
- 2 Stick with a pine tar finally, in part
Health clubs hold sadomasochistic “thrones of pain”
Won the other side’s Oscars in a remake
Walk with 101, coming back to scold mass
- 3 Speak about slumber
Heard stuff that’s true in the middle of supper
Beef brewed in Tang usually
Inverted ends of spines
- 4 Shrewd place to cover hearing (2 wds.)
Slight bit of eggs amid breakfast meat
Twisted trees around college lawn in France
Prayer leader called for peace
- 5 Musing one in worship
Every dim sailor is included in cut
Prisoner and guard in view
Wild toga use results from linens coming down?
- 6 I set the price in a range
Returned music for wassail (2 wds.)
In disbelief, I verify fine
Spain attacks general amid bad reviews
- 7 Overturned unblended bit of tequila below one’s lid
Scorer unsurprisingly catches punt on TV again
Again shed light on retreats from rooftop slayer
Howard Cosell’s head pain
- 8 Regrets turning at heron in a Sondheim musical
Leech was swimming around beer
Backing a strumpet’s lawyers
Play with us after cold dessert item
- 9 At first, pluckers resist cuckoo feathers
Early sage in daydream
Like a prow rope wrapping Dad
Fortress built around one Spanish arena
- 10 Granting top story around the French
Around spring period, sister sold movies
Wailing Wall’s back half is breaking in serpentine shape
Doctor braces to catch one giving reefer to a source

VOWELITIS, AND OTHER SCRABBLE MALADIES

One of the common mistakes I see newer players make is not correctly assessing the awfulness of a bad rack of tiles. As a result, they might play several turns from a rack like GLLNRT or AEIIIUV, scoring very few points each time. Meanwhile their opponent is scoring normally and running away with the game. In a situation like this, it's better to just throw in the towel on the first awful rack using the following thought process: "I guess I should exchange some/all of these horrid tiles. While this scores zero points on this turn, I should be able to start scoring well again on my next turn." But how awful is "time to trade" awful? Here are some helpful tips for gauging that.

First, stay poised and don't waste too much time lamenting your bad luck in drawing terrible tiles; we all get bad racks like this sometimes. Better to spend your mental energy figuring out the best path forward.

As an example, let's take the rack ADIIIOU. Look for plays that score something and dig you out of your hole. In this case, does AUDIO fit the board anywhere? Are there consonants on the board already that you can use, like a T for AUDIT or a V for AVOID? And then once you find a relatively good candidate play, ask yourself, "Well, I can play AVOID through that V, scoring, say, 13 points. And that would also mean I keep IOU for my next turn." Consider the points and what you're keeping, and decide whether you're scoring enough to go forward with your remaining bad tiles. If your play doesn't score well and it also can't undo at least a decent-sized piece of the ugly-rack "damage," it's likely better to exchange tiles. In the above example, I would probably play AVOID for 13, keeping IOU. But I certainly would not play DO for 9 points, keeping AIIOU, because keeping five vowels almost certainly means my next turn would be hampered too, and I've only banked 9 points playing DO.

Once you've made the decision to trade tiles, how do you know which tiles to trade and which ones to keep?

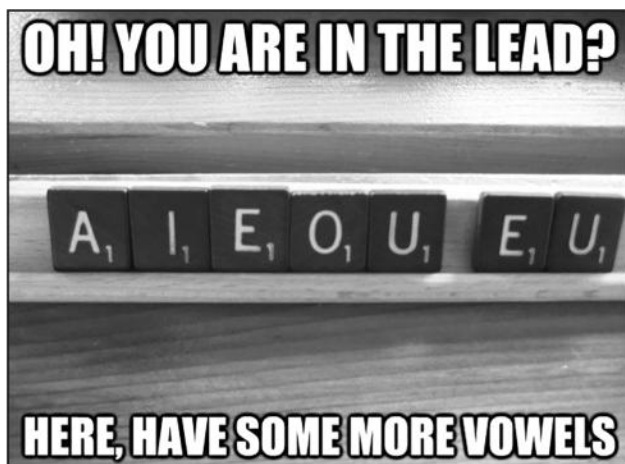
Most of the time, you will be looking to bingo (play a word using all 7 of your tiles) as soon as possible. To that end, try to keep a core of letters that will help you do that.

Some examples include ERS, IN, or ADR. Note that it's usually better to keep more consonants than vowels (or an even number of both). You always want to keep blanks, and almost always want to keep S's (unless you have them in duplicate or triplicate). Tiles like O, U, V, W, Q, and G are quite bad and should usually be traded away.

If one of your tiles can be played somewhere on the board for big points if it has a "supporting cast" that you have a good chance of obtaining, keep it. For example, if there is a 50-point spot for an X if you draw an A, E, or O, then you likely want to keep the X and hope to draw the vowel you need.

Good tiles become even more valuable late in the game, when they are scarce. The last E, for example, has much more value than an E in the early part of the game. However, keeping an N late in the game when all of the other N's have yet to be played is a bad idea—there's too high a chance of doubling or tripling your N. So in that case, you are better off trading the N and keeping an R, T, or L instead.

Similarly, sometimes late in the game you want to exchange lots of tiles in order to draw a key tile. This is most often the blank(s), but can also be an S, or a high-point tile like Z or X that has a spot to be played for difference-making points.



PLAYING OUT

As a Scrabble game nears its end and the tile bag is completely empty, it's often a very good strategy to use up all of your remaining tiles quickly—doing so leaves your opponent fewer turns to score, and you may trap him having used fewer of his tiles. (In Scrabble club and tournament play, when the game ends, the player who played off her tiles first gets to add twice the value of her opponent's unused tiles to her score, and those additional points are often difference-making; many times I've seen those points turn a loss into a win.)

In the puzzles on the next page, which were all taken from actual expert tournament games, your goal is simple: You have one play in which you must use all of your remaining tiles. Score as many points as you can while doing so. In each case, the top-scoring play is a common word, but other lesser-scoring, less-common solutions may be possible. Also note that the top play may involve forming multiple words. These puzzles are on the easier side—please give them a try!

As a solving hint, our highest scoring plays totaled 58 points across the four boards. ■

Scott Appel has been playing tournament Scrabble for nearly 20 years and is already excited for next year's North American Championship (in New Orleans, LA; July 22–26 2017). See www.cross-tables.com for more info, including all upcoming tournaments.

PUZZLE 1

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

TILES ON RACK
D
E
R
T

PUZZLE 2

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

TILES ON RACK
G
R

PUZZLE 3

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

TILES ON RACK
I
O
S

PUZZLE 4

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

TILES ON RACK
E
I
P
R

FAMILY REUNIONS

BY REGIS MODESTA

Change each group of 10 words below into a “family” of different words (words or proper names that have something in common) by dropping one letter from each word and then rearranging the remaining letters. For example, given the entries HAUNT, HAIRDO, and ADVANCE, you could drop the N from HAUNT to get UTAH, drop the R from HAIRDO for IDAHO, and drop the C from ADVANCE to get NEVADA, all in the category “U.S. states.” Can you reunite each family by determining the category for each and unscrambling the 10 entries? Answers include one two-word phrase. If you need help getting started, a list of the four categories appears on page 75.

ANSWERS, PAGE 80

FAMILY ONE

Category: _____

1. ABLY _____
2. BLEAK _____
3. FLUNG _____
4. ARRIVE _____
5. BEACON _____
6. CANOLA _____
7. DONUTS _____
8. HAMSTER _____
9. STARLIT _____
10. TREASURY _____

FAMILY TWO

Category: _____

1. VISA _____
2. BORON _____
3. HYENA _____
4. PERCH _____
5. DEALER _____
6. INGEST _____
7. SHAKEN _____
8. PORCINE _____
9. IMMENSE _____
10. KITHARAS _____

FAMILY THREE

Category: _____

1. GEAR _____
2. PACE _____
3. DOLCE _____
4. BASKET _____
5. ELFISH _____
6. MARCEL _____
7. MOTORS _____
8. SKETCH _____
9. CANDYING _____
10. REEMBARK _____

FAMILY FOUR

Category: _____

1. MOPE _____
2. JETSAM _____
3. UTMOST _____
4. YOWLED _____
5. RAYLESS _____
6. CEREBRAL _____
7. ENROLLED _____
8. FRONTAGE _____
9. CHARITIES _____
10. CHLORDANE _____

ECHO SYSTEM

BY STEPHEN SNIDERMAN

If a beige gang is an *ecru crew*, a disagreeable milieu is an *upsetting setting*, and an outlandish ruse is an *eccentric trick*, can you guess the rest of these adjective-noun combos? In each case, the noun is a perfect echo of the final syllable or syllables of the adjective, although, as in two of our examples, the spelling might be different. As a solving aid, we've provided the letters of the adjective that do not get pronounced in the noun, as well as blanks for the missing letters in each word.

ANSWERS, PAGE 80

- Dull total
T I R E _ _ _ _ _
- Murderous hero
H O M I C _ _ _ _ _
- Clumsy utterance
A W K _ _ _ _ _
- Incredible kick
A M A _ _ _ _ _
- Trite requirement
H A C K _ _ _ _ _
- More inflexible coat
S T I _ _ _ _ _
- Wobbly piece of furniture
U N S _ _ _ _ _
- Youthful ire
U N D E _ _ _ _ _
- Vintage wood
A N _ _ _ _ _
- Unpredictable garret
E R R _ _ _ _ _
- Lacy avarice
F I L L I _ _ _ _ _
- Standard Clapton
G E N _ _ _ _ _
- Imagined germ
F A N _ _ _ _ _
- Annoying glider
P E _ _ _ _ _
- Pure booty
A B S O _ _ _ _ _

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY HARVEY ESTES

WIDE WORLD OF WORDS

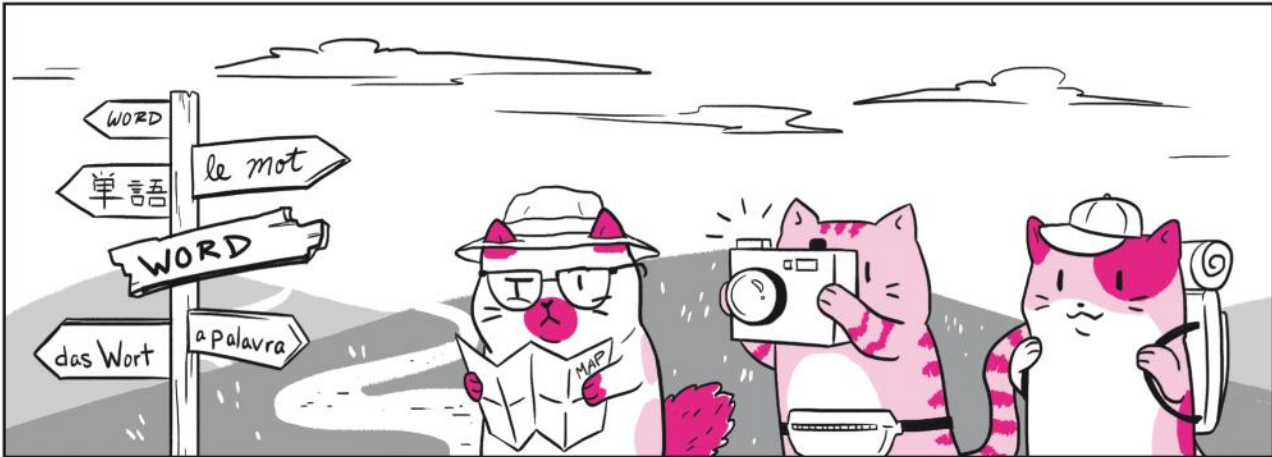
The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 69. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle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

Hard Clues

ACROSS

- | | | |
|------------------------------------|-------------------------------------|-------------------------------------|
| 1 Improvised | 81 Oz city shade | 131 Expression of endearment |
| 9 Blood drive holder | 82 Gangs of New York director | 134 "Hey!" |
| 17 Descriptor for Brutus | 84 <i>The Blind Assassin</i> author | 136 Epitome of slowness |
| 24 Rubber man | 85 After-dinner liqueur | 138 Menu phrase |
| 25 Darling | 86 Bird feeder treat | 139 "The Big Easy" |
| 26 Author Eco | 87 Retired speed demon | 140 High-pH |
| 27 Spy | 88 Cuts the mustard? | 141 Softens |
| 28 Jazz ensemble member | 89 Relating to a mystic movement | 142 Totals |
| 29 Puffs, e.g. | 91 2008 Sean Penn title role | 143 Comments at great length |
| 30 Hold a session | 92 Quaker's pronoun | |
| 31 Get on the el | 93 Freezer section brand | DOWN |
| 33 Quickest | 94 Offs, with "off" | 1 Way back |
| 35 Second epistolical afterthought | 95 Chills in the cooler | 2 Fast food chain |
| 36 End of ___ | 99 Clip | 3 Hangs out |
| 38 Sci-fi award | 100 "My Cup Runneth Over" singer | 4 Psyche parts |
| 39 Captain Ahab, for one | 102 Suffuse | 5 How some goods are shipped |
| 40 Shooter's concern | 103 Monkey type | 6 Vanilla ___ |
| 42 Gruesome stuff | 104 Cottonmouth | 7 More unrefined |
| 43 Isn't wrong? | 107 Most euphoric | 8 Tests |
| 44 Industry | 108 Many bucks | 9 Sine, e.g. |
| 45 Cubano, e.g. | 109 Weaponless | 10 Biblical plot |
| 46 Hardens | 110 Part of SPCA: Abbr. | 11 Slip into |
| 48 Lead-in for guard or room | 111 Some AMA members | 12 Tops |
| 49 Busts and such | 112 Name on the cutting edge? | 13 Triple play, e.g. |
| 50 Lions' home | 116 Tears | 14 Unyielding |
| 51 <i>Mr. Mom</i> costar | 117 Polemicists | 15 Spreads |
| 52 Environmental niches | 120 Shooter ammo | 16 Hottest |
| 55 Dragnets | 121 Go bad | 17 Really off-the-wall |
| 56 Rides | 122 Beveled edges | 18 Miss |
| 59 Get real? | 123 Banned ballplayer | 19 Shooter ammo |
| 60 Intimate | 124 Finishes an "i" | 20 Article in <i>Le Monde</i> |
| 61 Endora's portrayer | 125 Charged, in a way | 21 Outburst |
| 62 Derides | 126 Swiss canton | 22 "Get going!" |
| 63 "___ evil..." | 127 Cop | 23 They're usually wasted |
| 64 Mug word | 128 Euripides play | 24 Ten pct. taker |
| 68 Captain William | 130 Author LeShan | 25 Some medical drama sets, briefly |
| 69 Dense one | | 27 Ran the show |
| 70 Two, so they say | | 29 Reviews, as books |
| 72 <i>Death-Proud</i> bridge | | 30 Jazzman Hines, to fans |
| 73 <i>Soissons saison</i> | | 31 She performed her Stivic duties |
| 74 One of the five W's | | 32 Affected ways |
| 75 Leg and thigh, e.g. | | 33 <i>Ich und Du</i> author Martin |
| 78 Tone | | |
| 79 Punic Wars side | | |

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)



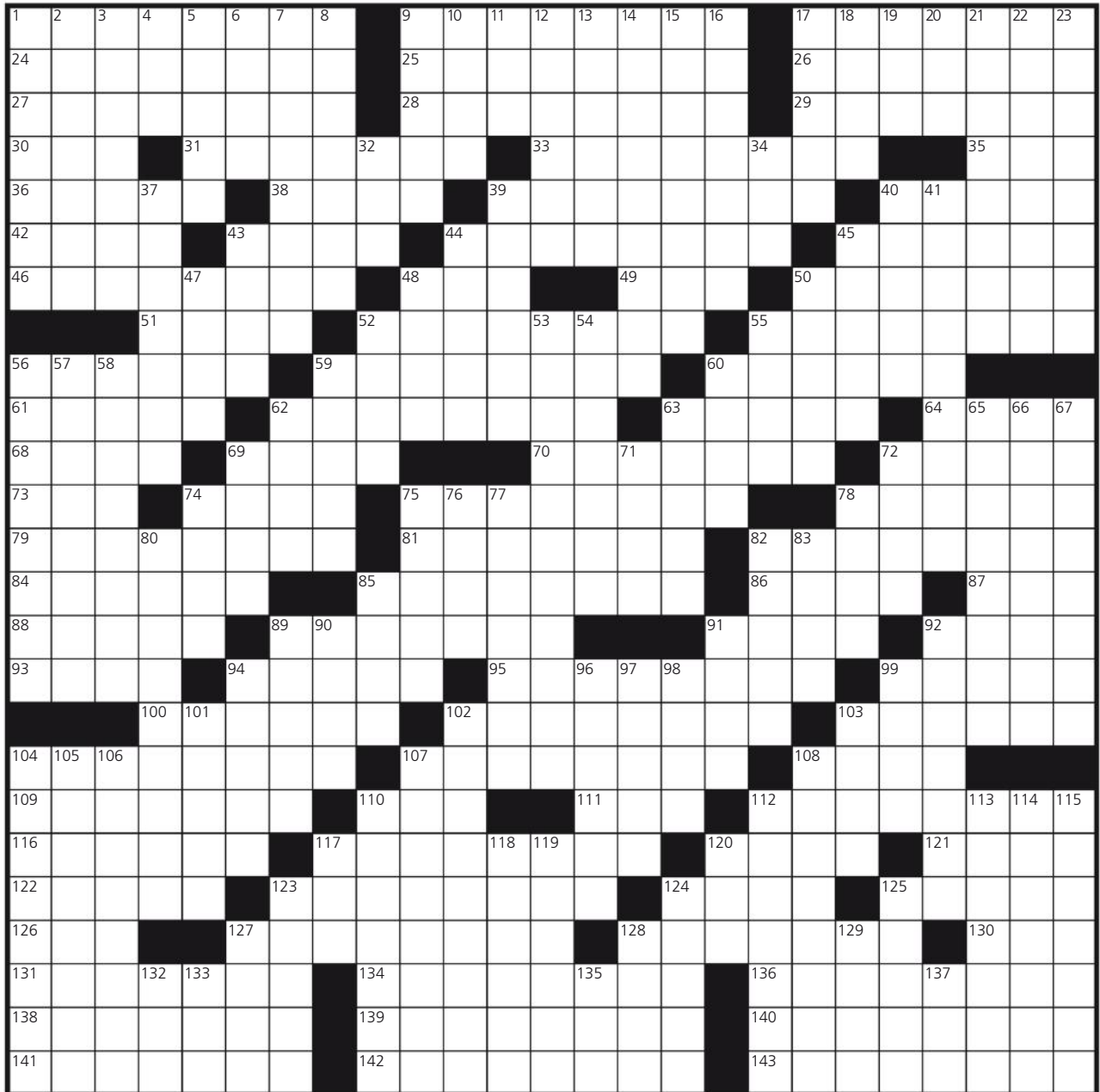
ACROSS

- 1 Spoke off the cuff: Hyph.
 9 Humanitarian organization: 2 wds.
 17 Most lofty
 24 Name on a famous blimp
 25 Cuter than cute
 26 Novelist Eco
 27 Diplomat
 28 John Coltrane's instrument: 2 wds.
 29 Kleenex products
 30 Warm the bench
 31 Hop aboard
 33 Quickest with quips
 35 End-of-letter letters
 36 End of ___ : 2 wds.
 38 *Les Misérables* author Victor
 39 Unlikely protagonist
 40 Camera setting: Hyph.
 42 AI or Tipper
 43 "___ it the truth!"
 44 State of being occupied
 45 Puerto Rican, e.g.
 46 Hardens, as bones
 48 Wet dirt
 49 Gallery display
 50 The Motor City
 51 *Tootsie* actress Teri
 52 Natural environments
 55 Posses' missions
 56 Teases
 59 Be realized, as a dream: 2 wds.
 60 Give a clue regarding: 2 wds.
 61 Moorehead of *Bewitched*
 62 Shows contempt for: 2 wds.
 63 "___ evil...": 2 wds.
 64 Towel word
 68 Notorious pirate captain
 69 Lump of dirt
 70 Guests
 72 Donne's "Death ___ Proud": 2 wds.
 73 Summer at the Sorbonne
 74 "Huh?"
 75 Drumstick, e.g.: 2 wds.
 78 Solidify, as plans: 2 wds.
 79 Hannibal's home
 81 Green gemstone
 82 *The Departed* director Martin
 84 *The Handmaid's Tale* author Margaret

- 85 Licorice-flavored cordial
 86 Piecrust ingredient
 87 Grounded jet, briefly
 88 Brings in at harvest time
 89 Like some Jews
 91 Dairy aisle staple
 92 "Of ___ I Sing"
 93 Ice cream brand
 94 Jostles
 95 Serves a prison sentence: 2 wds.
 99 Gather wool, in a way
 100 He played Mingo on *Daniel Boone*: 2 wds.
 102 Soak through
 103 Monkey used in medical research
 104 Soft leather shoe
 107 Most flighty
 108 Bambi, for one
 109 Without weapons
 110 Part of SSN: Abbr.
 111 Family docs, briefly
 112 Big name in razors
 116 No-holds-barred shopping trips
 117 Clinton and Trump, in 2016
 120 Like two ___ in a pod
 121 Make a right, say
 122 Tilts
 123 Ballplayer nicknamed "Charlie Hustle": 2 wds.
 124 Ellipsis parts
 125 Greek column type
 126 Mentalist Geller
 127 Policeman, slangily
 128 Electra's brother
 130 Childcare writer LeShan
 131 Part of a Valentine's Day phrase: 2 wds.
 134 Start of a reprimand, maybe: 2 wds.
 136 Dark, sweet syrup
 138 How chicken may be served: 3 wds.
 139 Golf pro from South Africa: 2 wds.
 140 Battery type
 141 Eases up
 142 Annihilates
 143 Accompanying melodies

DOWN

- 1 A long while back: 2 wds.
 2 Pizza Hut competitor
 3 Lollygags
 4 Proofs of age, briefly
 5 "...two if ___...": 2 wds.
 6 Head, slangily
 7 More coarse
 8 Practice exercises: 2 wds.
 9 2 to 1, for one
 10 Genesis garden
 11 Mafia chief
 12 Queen toppers
 13 Unusual occurrence
 14 Stubborn
 15 Spreads thickly
 16 Most alluring
 17 Loony
 18 Leave out
 19 Air rifle ammo
 20 French article
 21 Volcanic blowup
 22 "Hurry up!": 3 wds.
 23 Drunkards
 32 Insurance co. employee, for short
 34 Sounds of hesitation
 37 Ruled
 39 IRS investigations
 40 Nickname of jazzman Earl Hines
 41 Sally of *All in the Family*
 43 Shows on TV
 44 Jewish theologian Martin
 45 Slowly, to Solti
 47 Jazz great Waller
 48 Auntie of Broadway
 50 Actor DeVito
 52 Made a row in the garden
 53 History of achievements: 2 wds.
 54 Coin-operated eatery
 55 Attitude
 56 Exercise caution: 2 wds.
 57 Worked up
 58 In progress: 2 wds.
 59 \$100 bill, slangily: Hyph.
 60 Put in the microwave, maybe
 62 Foundry waste
 63 Gardening tool
 65 Catches in a net
 66 Painter Henri
 67 Vatican City basilica: 2 wds.
 69 Libya's neighbor
 71 Turn into a puddle
 72 Wren or hen
 74 "___ on first?"
 75 *Rescue Me* star Leary
 76 In the thick of
 77 Lived
 78 Road split
 80 Very hush-hush: Hyph.
 82 *Ghostbusters* goo
 83 NASCAR star Yarborough
 85 Nile vipers
 89 Hot, hazy, and ___
 90 Prayer finale
 91 Catcher's glove
 92 Legalese adverb
 94 Infield bags
 96 Settler in a foreign land
 97 Oozes slowly
 98 USSR news agency
 99 Poet Silverstein
 101 Knights' ladies
 102 Vagabonds
 103 Family members: Abbr.
 104 Like a bodybuilder
 105 Conditionally released: 2 wds.
 106 Church fair
 107 Precede: 2 wds.
 108 Heart dilation
 110 Paid, as a bill
 112 Loses one's temper: 2 wds.
 113 Turns on the radio: 2 wds.
 114 Neptune's fork
 115 Covers completely
 117 Narc's employer, for short
 118 Bit the bullet: 2 wds.
 119 Biblical Queen of Persia
 120 *The Raven* writer
 123 Outlet inserts
 124 Put some clothes on
 125 Author Asimov
 127 Type choice
 128 Airport outside Paris
 129 Lodge members
 132 Scrape (out)
 133 Yang's counterpart
 135 Fair-hiring letters
 137 Patty Hearst's kidnappers: Abbr.



ANSWER, PAGE 80

Hard Clues (continued)

- 45 Presto's opposite
- 47 Dietary necessities
- 48 Angela Lansbury role
- 50 Boy in an old song
- 52 Worked on a bed
- 53 History of accomplishments
- 54 Horn & Hardart establishment
- 55 Bearing
- 56 Parting phrase
- 57 Upset
- 58 No longer in the planning stages
- 59 Big bill
- 60 It may be packed
- 62 Foundry refuse
- 63 Member of a dark suit
- 65 Tangles
- 66 *The Social Contract* philosopher
- 67 Cardinals may flock here
- 69 Ballot bit
- 71 Get all mushy
- 72 Audubon subject
- 74 Dr. Seuss characters

- 75 Leary of comedy
- 76 In with
- 77 Dwelt
- 78 Branch off
- 80 Clandestine
- 82 Lowlife
- 83 Laid-back rock musician J.J.
- 85 Cold-blooded killers
- 89 Like a rainforest
- 90 Sermon ender
- 91 Hand protector
- 92 Bit of legalese
- 94 They might be loaded
- 96 *Mayflower* passenger, for one
- 97 Soaks through
- 98 Cold War news agency
- 99 "A Boy Named Sue" songwriter Silverstein
- 101 Judi Dench et al.
- 102 Brigands
- 103 Bro. and mo'?
- 104 Buff
- 105 Out of the can

- 106 Rio celebration
- 107 Precede
- 108 Systole's counterpart
- 110 Sank
- 112 Blows up
- 113 Pays attention
- 114 Gladiator's weapon
- 115 Puts in a box
- 117 Crack team?: Abbr.
- 118 Put up with much flak
- 119 *Sanford and Son* aunt
- 120 Usher's creator
- 123 Hypes on TV
- 124 Say no to nudity
- 125 Hayes of *South Park*
- 127 Ariel, for one
- 128 European air hub
- 129 Lodge group
- 132 Scratch (out)
- 133 Feminine force
- 135 Classified abbr.
- 137 Radical '70s gp.

NEW EQUATION ANALYSIS TEST

BY WILL SHORTZ

This test does not measure your intelligence, verbal agility, or talent for math. It will, however, give you some gauge of your alertness, creativity, and awareness of the world around you. It may also drive you to the brink of madness, as the first "Equation Analysis Test" in the May/June 1981 issue of GAMES apparently did to much of the country.

How to solve: Each equation contains the initials of words that are needed to complete it. Find the missing words. For example, $36 = I. \text{ in a } Y.$ would be $36 = \text{Inches in a Yard.}$

ANSWERS, PAGE 80

FROM THE MAY/JUNE 1982 ISSUE OF GAMES

1. $36 = I. \text{ in a } Y.$ _____
2. $6 = W. \text{ of } H. \text{ the } E.$ _____
3. $212 = D. \text{ at which } W.B.$ _____
4. $3 = P. \text{ for a } F.G. \text{ in } F.$ _____
5. $20 = Y. \text{ that } R.V.W.S.$ _____
6. $101 = D.$ _____
7. $60 = S. \text{ in a } M.$ _____
8. $7 = H. \text{ of } R.$ _____
9. $56 = S. \text{ of the } D. \text{ of } I.$ _____
10. $5 = F. \text{ on the } H.$ _____
11. $40 = T. \text{ (with } A.B.)$ _____
12. $30 = D.H.S.A.J. \text{ and } N.$ _____
13. $1 = D. \text{ at a } T.$ _____
14. $10 = A. \text{ in the } B. \text{ of } R.$ _____
15. $435 = M. \text{ of the } H. \text{ of } R.$ _____
16. $16 = O. \text{ in a } P.$ _____
17. $31 = I.C.F. \text{ at } B.R.$ _____
18. $50 = C. \text{ in a } H.D.$ _____
19. $2 = T.D. \text{ (and a } P. \text{ in a } P.T.)$ _____
20. $4 = H. \text{ of the } A.$ _____
21. $13 = C. \text{ in a } S.$ _____
22. $8 = P. \text{ of } S. \text{ in the } E.L.$ _____
23. $20,000 = L.U. \text{ the } S.$ _____
24. $9 = I. \text{ in a } B.G.$ _____

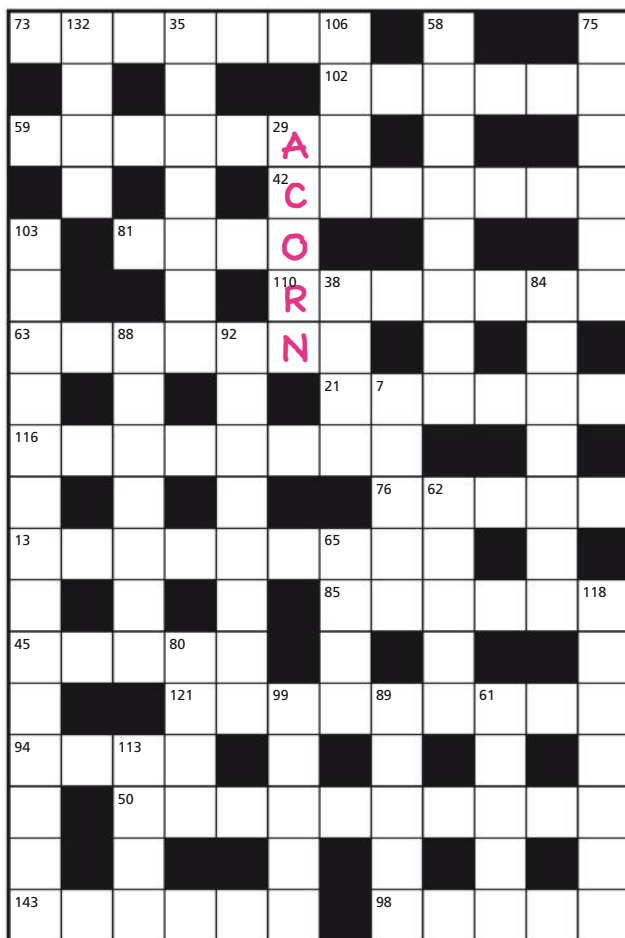
SPLIT ENDS

BY WILL SHORTZ

Each clue in this crossword has been cut into two parts, and the parts have been given numbers from 1 to 76. To solve the puzzle, find and rejoin each matching pair of clue parts to produce the original clue. Enter the answer to each clue at the grid space indicated by the sum of the numbers of the clue's two parts. For example, #23 and #6 below combine to form the clue "Nut/Enjoyed by squirrels." The answer, ACORN, is filled in at #29 (23 + 6). Either part of the clue may appear first in the numbered list. Every part will be used exactly once in the completed puzzle.

ANSWERS, PAGE 80

FROM THE FEBRUARY 1986 ISSUE OF GAMES



1. Mongolia
2. Shaped like a boot
3. Checkers
4. Four-sided
5. Country
6. Enjoyed by squirrels
7. Direction in which
8. Decoration
9. Geometrical figure
10. Propelled by oars
11. Pearl's
12. Von Bismarck
13. Christmas tree
14. To throw coins
15. Less
16. A cigarette
17. Take into
18. The Earth's
19. What's inside

20. *The Canterbury Tales*
21. On the second
22. That snap shut
23. Nut
24. Shake
25. From the heart
26. Chancellor
27. Or spy
28. Voice heard
29. A clock
30. Contaminated
31. Residents of
32. Air
33. Adjust, as
34. Insurance man
35. An old photograph
36. Line
37. Dinner
38. Kings and

39. Kind of
40. In the pot
41. Informal
42. Feeling of
43. Exclusive
44. Place
45. Mecca
46. ___ (consider)
47. Essential
48. Pony or cock
49. Vessel
50. It comes straight
51. Plant with leaves
52. Person who
53. In a canyon
54. Color of
55. That has been mended
56. Reporter's
57. For horses

58. Placed money
59. Part of something
60. With fear
61. Being closed in
62. King
63. Tire
64. Desert of
65. Word after
66. On a weather map
67. Opposite of
68. Author of
69. Lends a hand
70. Of the jungle
71. Floor of a house
72. Queens, collectively
73. The sun comes up
74. Source
75. Photograph
76. Awake

ANSWERS

3 MIXED DOUBLES



Clue pairs:

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

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

7 ANIMAL CALLS



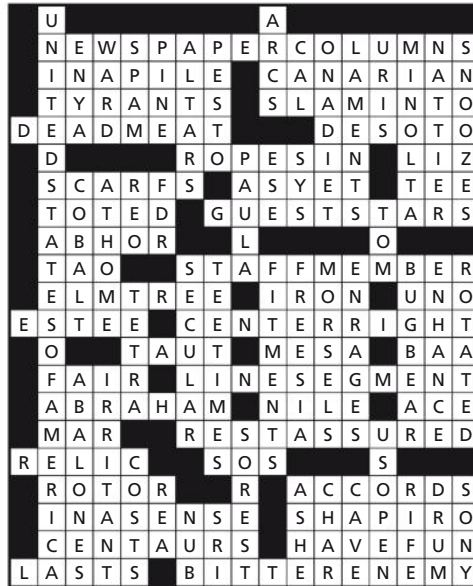
7 HOUSE PARTY

1. On the house
2. Housewarming
3. "Jailhouse Rock"
4. Housefly
5. House call
6. *A Doll's House*
7. *Slaughterhouse Five*
8. House arrest
9. Full house
10. *Animal House*
11. Speaker of the House
12. *Little House on the Prairie*
13. Housebroken
14. Bring down the house

12 QUOTE BOXES

1. A slip of the foot you may soon recover, but a slip of the tongue you may never get over. (Benjamin Franklin)
2. If a man happens to find himself, he has a mansion which he can inhabit with dignity all the days of his life. (James Michener)
3. As wise women and men in every culture tell us: The art of life is not controlling what happens to us, but using what happens to us. (Gloria Steinem)

5 PENCIL POINTERS 1



9 KID STUFF: PICTURE CROSSWORD

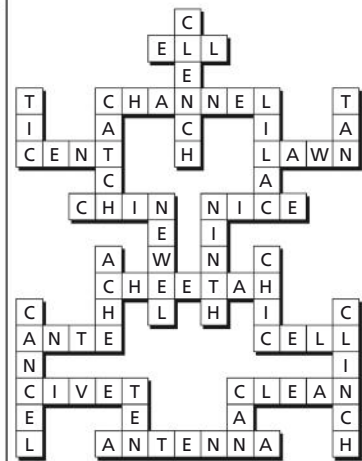


10 TAKING THE FIFTH

1. SEAT + L (butterfly, toaster, needle, elevator, glasses)
2. DOOR + W (arrow, doghouse, camera, piano, Nevada)
3. GEAR + E (sponge, volcano, referee, magnet, bookend)
4. DASH + T (kangaroo, scissors, ponytail, blender, feather)
5. BELT + H (stapler, lobster, umbrella, knight, football)
6. AXLE + H (Batman, trophy, rocket, snail, index)
7. TIRE + E (rabbit, ventriloquist, canoe, suspenders, wreath)
8. KEYS + I (pumpkin, honey, ostrich, basket, crossword)
9. HOOD + F (scarf, sword, igloo, catcher, balloon)
10. TANK + F (pizza, giraffe, truck, heart, lemon)

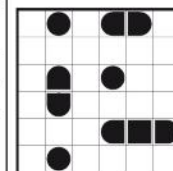
The leftover letters spell FIFTH WHEEL.

6 TEN-PACK

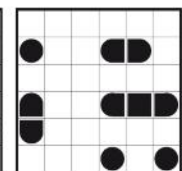


8 KID STUFF: BATTLESHIPS JUNIOR

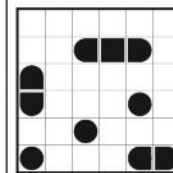
1-SEAMAN



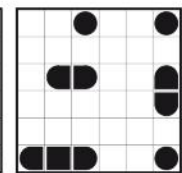
2-PETTY OFF.



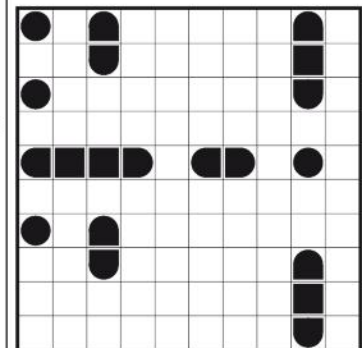
3-ENSIGN



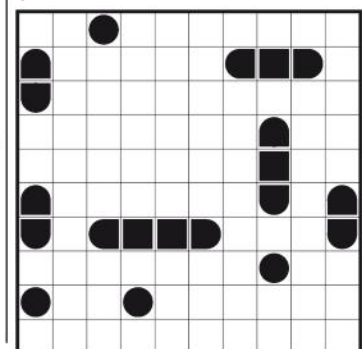
4-CAPTAIN



5-COMMODORE

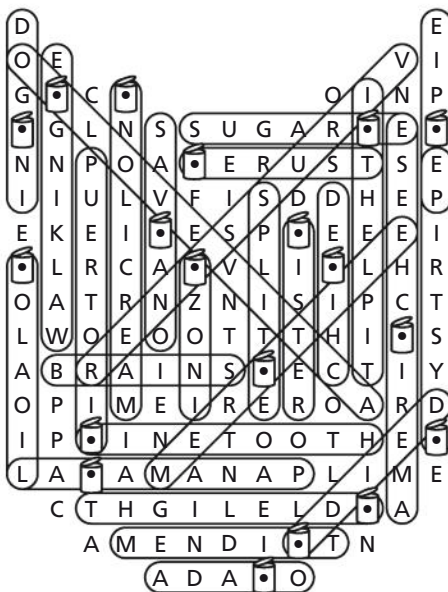


6-ADMIRAL

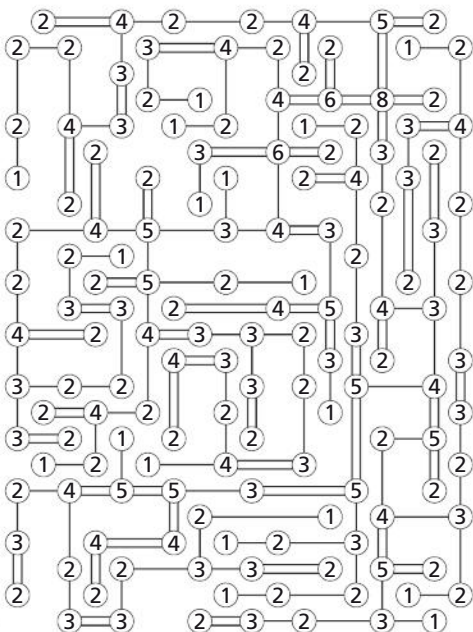


ANSWERS

15 IT'S IN THE CAN



13 HASHI



4 CAMOUFLAGE

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

16 SOLITAIRE HANGMAN

- | | | | |
|----------------|---------------|-----------------|--------------|
| I. CAROUSEL | IV. MAGNOLIA | VII. UNILATERAL | X. TERIYAKI |
| II. WATERMELON | V. LYRICAL | VIII. QUANTIFY | XI. PACIFY |
| III. CROCODILE | VI. SOLILOQUY | IX. BANDWIDTH | XII. FLUMMOX |

20 DSZQPHSBNT!

- CRYPTOON. "I'm not entirely convinced she'll buy the cold feet story. After all, you do live on an ice floe..."
- EXCUSE ME. Juries scare me. I don't want to put my faith in people who weren't smart enough to get out of jury duty." —Monica Piper
- A REAL BIG SHOT. At reception for retiring human cannonball, employer comments that it'll be hard to find another guy of his caliber.
- SILENT TREATMENT. Babysitter frantically attempts to comfort houseful of crying children, considers her meager compensation hush money.
- STEER CLEAR. According to California law, it is illegal for vehicles without drivers to exceed speeds of sixty miles per hour.
- FOUL PLAY. Well-connected puppeteer has trouble getting marionette show into theater, decides to pull strings elsewhere.
- PLAIN SPEAKING. Calling between buffalo hunters lessens because monthly account summary unveils massive roaming charges.

14 TRIPLE THREAT

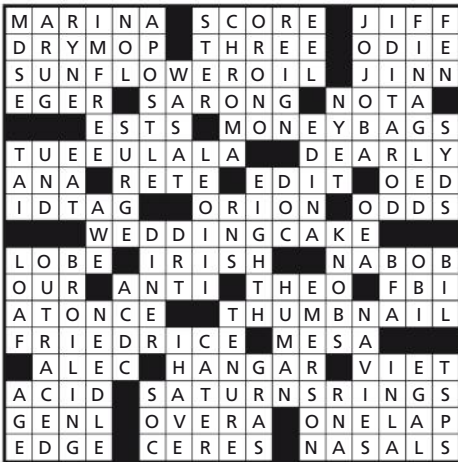
A	D	E	L	A	I	D	E		S	P	A	D	E		E	I	I	N	T	W	O							
A			S		O		C		A		M		W		I	S	E	M	E	N	I	S						
S	I	X	T	Y		G	O	D	O	T	O		E		P		H		D	O	E	S	O	K				
	Q			L		T		D		E	L	V	E	N		N	A	O	M	I		E		Y				
	U			Z		A	C	E	F	R	O	N		I	C	S		T		A	W	C	M	O	N			
	I			A			A		I	T	E	E	S	H	O	T		D		A		E		A				
	R			B		D	M	O	V	I	E		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

18 PENCIL POINTERS 2

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

ANSWERS

21 THROUGH THE WEEK



25 WORD HEXES

- | | | | |
|-----------------|------------------|------------------|------------------|
| 1. AMALGAMATION | 8. ELECTABILITY | 15. NONEXISTENCE | 22. PENITENTIARY |
| 2. HEAVYHEARTED | 9. SEISMOLOGIST | 16. CLOTHESHORSE | 23. INCOMPETENCE |
| 3. PERSEVERANCE | 10. NONCHALANTLY | 17. PREREQUISITE | 24. MISINTERPRET |
| 4. BREASTSTROKE | 11. DODECAHEDRON | 18. WELTERWEIGHT | 25. REGENERATIVE |
| 5. MATHEMATICAL | 12. QUANTITATIVE | 19. PLAGIARIZING | 26. ABOLITIONIST |
| 6. LUMINESCENCE | 13. CONFECTIONER | 20. CIRCUMSCRIBE | 27. CHARACTERIZE |
| 7. PARAMILITARY | 14. MULTILATERAL | 21. OVERACHIEVER | 28. DEFENESTRATE |

WILD CARDS

26 OVERLAPPING TITLES, ALMOST

- The Dark Knight/Night of the Living Dead*
- Holiday Inn/In the Heat of the Night*
- It Takes Two/To Sir With Love*
- Beyond the Sea/See No Evil*
- The Art of the Steal/Steel Magnolias*

26 COORDINATED CITIES

The cities that do not match the others in their groups in latitude or longitude are:

- Rio de Janeiro (Brazil)
- Paris (France)
- Los Angeles (California)
- Bangkok (Thailand)
- New York (New York)
- Cairo (Egypt)
- Manila (Philippines)
- Darwin (Australia)

26 PNOOIT?

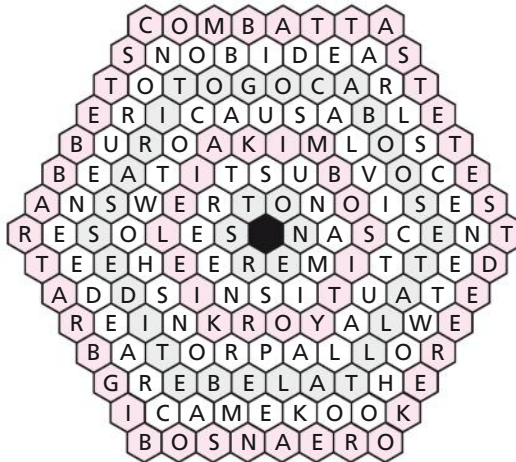
BITTER
TRIBE
RITE
TIE
IT
I

(BEIRT encrypts as PINTO.)

26 THE LAST SHALL BE FIRST

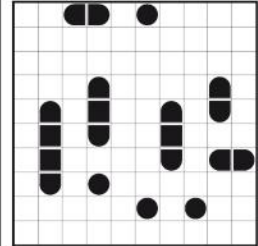
Vermont (Montpelier)

19 MARCHING HEXAGONS

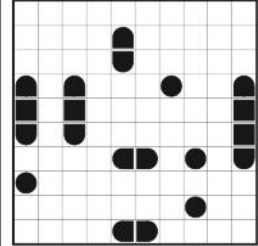


23 BATTLESHIPS

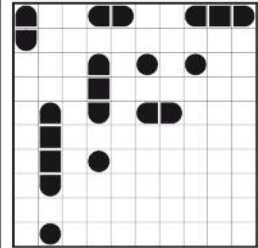
1 SEAMAN



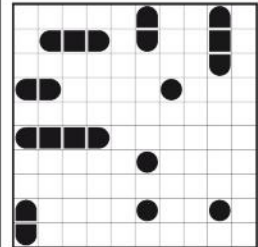
2 PETTY OFFICER



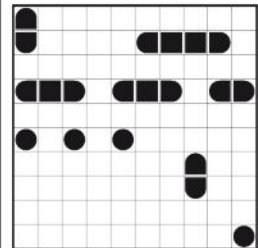
3 ENSIGN



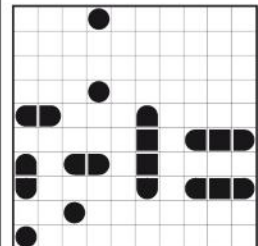
4 CAPTAIN



5 COMMODORE



6 ADMIRAL



27 UNNATURAL PAIRS

ANT LION	LEOPARD MOTH
BARNACLE GOOSE	KANGAROO RAT
BUFFALO GNAT	PARROT FISH
CATBIRD	RACCOON DOG
DEER MOUSE	SLOTH BEAR
ELKHOUND	SPIDER MONKEY
FOX TERRIER	TIGER BEETLE
GOPHER SNAKE	TURKEY BUZZARD
HORSEFLY	WHALE SHARK

27 SOLVE THE PUZZLE

The pairings are common expressions that include the word "the" in the middle:

Break the bank	Stop the music
Even the score	Sound the alarm
Lower the boom	Drop the ball
Hit the deck	Kick the habit
Crash the party	Steal the show

27 RIDDLE ME THIS

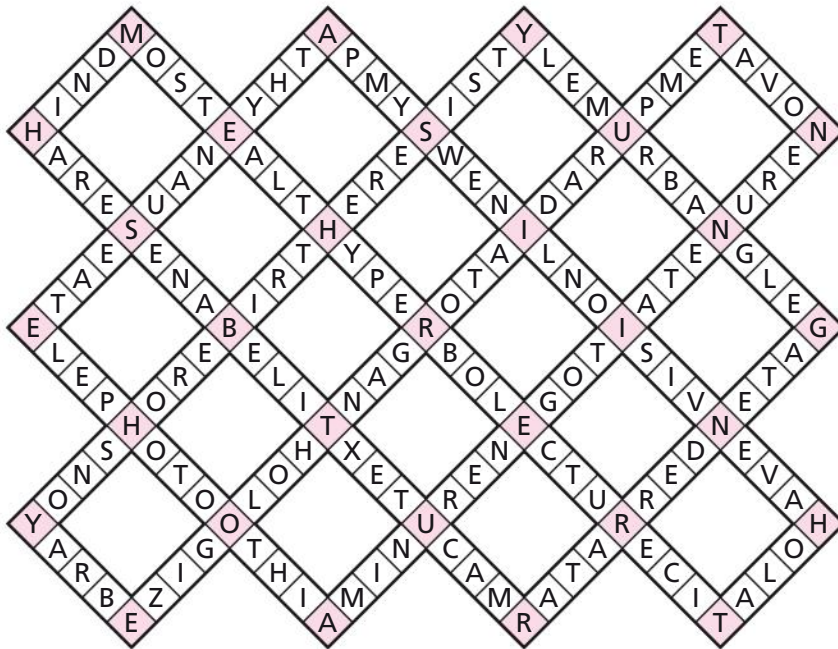
- | | |
|---------------------|----------------------|
| 1. ART (bartender) | 7. MAN (performance) |
| 2. AGE (pageantry) | 8. END (descendant) |
| 3. RAY (portrayal) | 9. LYE (polyester), |
| 4. ILL (vacillate) | ETA (poetaster) |
| 5. OVA (renovating) | |
| 6. CAN (hurricanes) | |

ANSWERS

28 CODE CROSSWORDS

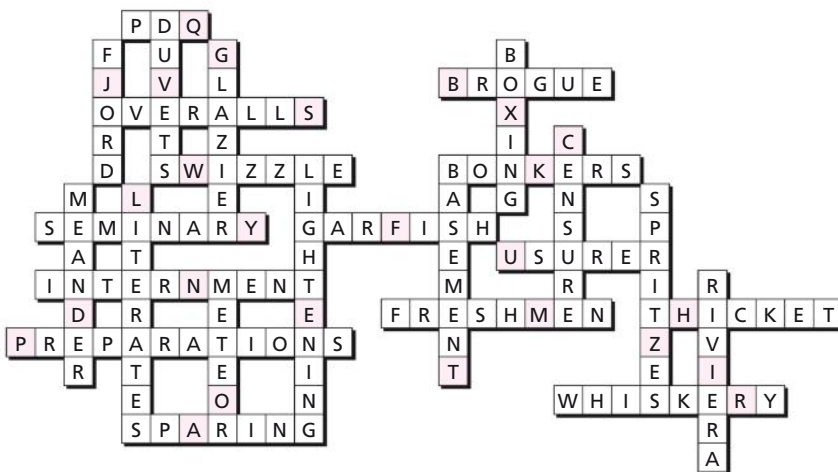


29 CELTIC KNOT



"May the sunshine brighten your heart."

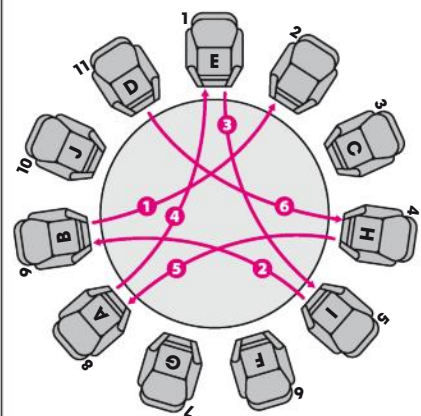
31 ALPHA BET



30 MISSING PERSONS

- | | |
|------------------|-------------------|
| 1. Mel Ott | 10. Edsel Ford |
| 2. Elias Howe | 11. Hal Linden |
| 3. U Thant | 12. Herb Alpert |
| 4. Chris Evert | 13. Susan Dey |
| 5. Ed Ames | 14. Rip Torn |
| 6. Frank Sinatra | 15. Ron Cey |
| 7. Mel Torme | 16. Lew Ayres |
| 8. Artie Shaw | 17. Alex Haley |
| 9. Vera Miles | 18. Adele Astaire |

22 MINMOVES



COVER 3-D WORD HUNT

Here are the 47 relatively common words we found: ABATE, ABOVE, AREAS, ASTER, BARER, BARGE, BOOST, DIRER, DIRGE, DIVER, DIVOT, EGRET, GRATE, GREEN, IRATE, LASTS, LOOTS, PAPAL, PAPAS, PASTA, PASTE, PEEVE, PUPAL, RABID, RARER, RATER, RIDGE, RIVER, RIVET, SALVE, SALVO, SOLOS, SOLVE, STARE, STATE, STATS, STEAL, STEEP, STOOL, STOVE, TABOO, TATER, UNIDID, UPEND, VERGE, VIVID, VOTER.

14 TRIPLE THREAT STARTING HINT

The first word across is ADELAIDE.

66 FAMILY REUNIONS CATEGORIES

- Family One: Bodies of water
- Family Two: Single-named singers
- Family Three: "Ice" followers
- Family Four: Mystery writers

34 WILL WONDERS NEVER CEASE

Answer to *Batman Forever* riddle
The vowels A, E, I, O, and U

ANSWERS

32 ONE, TWO, THREE

C	HO	SEN		DI	S	SON	ANT		S	C	AB	BED
A	LLO	T		SE	N	AT	E		PO	LIC	E	S
S	W	IM	MI	NG	AG	A	IN	S	TT	HE	T	IDE
PER	MAN	ENT	DAM	AGE			GUP	P	IES			
			ER	S	AT	Z		A	T	TA	IN	ING
ME	TAL	L	ICA		HE	A	DE	RS		CO	STA	R
NIN	EN	INE		EAR	NI	N	TER	EST		SAL	TIN	ESS
GE	TS	AT		L	ANS	IN	G		B	AD	G	ES
S	HOW	E	R	Y		ESS	ENT	I	AL			
			A	LE	S			VO	LA	T	I	LE
MAR	CHI	N	GTO	AD	IF	FE	REN	T	D	RU	MM	ER
B	L	EE	P		TE	LL	TAL	E		T	UR	ING
LE	E	D	S		R	ED	CAR	D		H	E	AT

53 SIAMESE TWINS

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

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

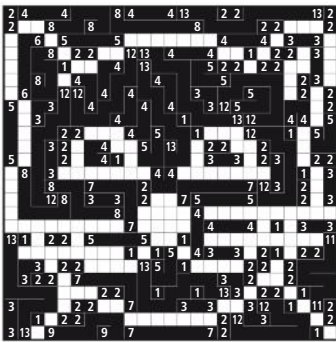
49 DOUBLE CROSS

- | | | |
|------------------|-----------------|-----------------|
| A. SUITE | J. LOUIS LEAKEY | S. COYOTE |
| B. EVERGREEN | K. INUNDATE | T. ON THE TAKE |
| C. RAY LIOTTA | L. AENEID | U. MOODY |
| D. EURYTHMY | M. MOSEY | V. PHOTO |
| E. NOKIA | N. SHOUT | W. AUGURY |
| F. ARIES | O. FOUGHT | X. NEEDY |
| G. WINSLOW HOMER | P. ADHERE | Y. YELLOW BRICK |
| H. IN THE SOUP | Q. SHIRE | |
| I. LOYOLA | R. TAHOE | |

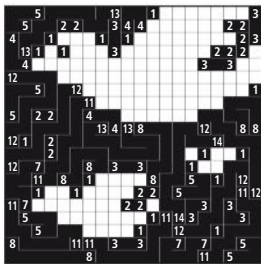
Someone asked me the other day, Do you stare at your trophies when you walk in your house? Are they still there? I'm like, actually, no...If you're always looking behind you, you're never going to see the competition ahead.
—Serena Williams, *Fast Company* (Magazine)

50 PAINT BY PAIRS

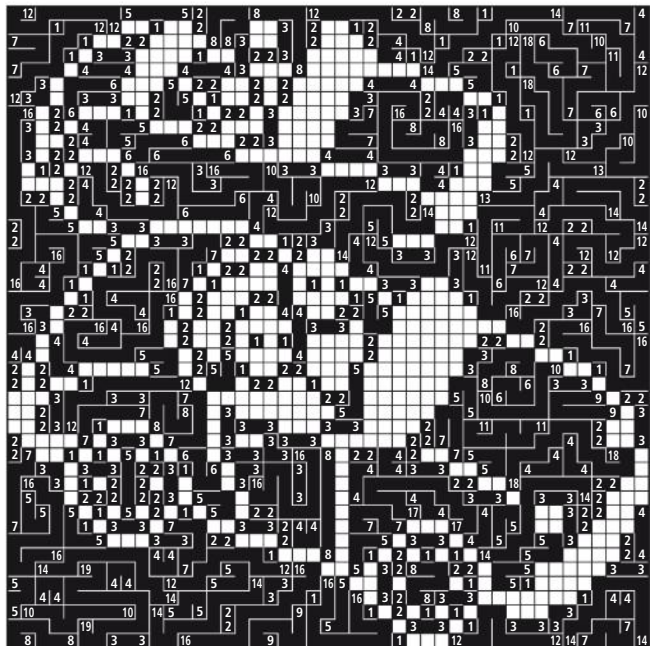
1 CAT



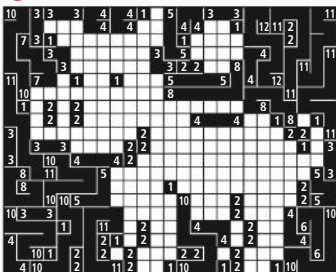
3 DOVE



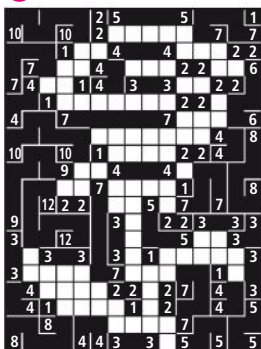
5 CARS



2 PIGGY BANK



4 FLOWER



ANSWERS

52 SHORT STORIES

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

54 SWEET EIGHTEEN

The hazelnut is mentioned in clue 1 and clue 6. Fix its place (it doesn't matter which section you start with), with the lemon jelly two groups counterclockwise (clue 6). If the almond, flanked by hazelnut and orange jelly (clue 1), is placed counterclockwise from the hazelnut, the lemon and orange jellies will occupy the same group. Therefore, the almond is clockwise from the hazelnut—with the orange jelly and the maple cream two groups counterclockwise from the hazelnut (clues 1 and 6).

The peanut cannot go in the group with the hazelnut, the almond, the maple cream/orange jelly (for it must have the raspberry jelly two groups counterclockwise), or the group opposite the hazelnut (for it must be immediately clockwise of mocha cream (clue 4)). If the peanut joins the lemon jelly, it will have mocha cream immediately counterclockwise; and raspberry jelly will join the hazelnut (clue 4). Now there is only one spot for marshmallow cream: between hazelnut and lemon jelly/peanut, with mint jelly joining mocha cream/cashew, and pecan joining maple cream/orange jelly. Now there is only one way for the strawberry jelly to be opposite the vanilla cream (clue 5): by having the strawberry jelly join the almond; but if it does, it will have to share the only spot remaining for the strawberry cream (by the alignment in clue 2), and this violates clue 7. Therefore, the peanut does not join the lemon jelly.

The only spot for the peanut is between the hazelnut and the lemon jelly. This leaves just two possibilities for the marshmallow cream (from clue 2): joining the peanut or joining the almond/raspberry jelly. But in the latter case, there will be no way to align the apple jelly (clue 3). So the only place for marshmallow is with peanut; pecan joins maple cream/orange jelly, and mint jelly goes opposite hazelnut. Now the only way to have vanilla cream and strawberry jelly opposite (clue 5) is having vanilla cream join mint jelly. All jellies but one are now aligned, so by elimination, apple jelly joins peanut/marshmallow cream. By elimination, chocolate cream goes with hazelnut/strawberry jelly; and likewise, walnut goes with lemon jelly/mocha cream.

In summary: clockwise, starting at any section, the candies are grouped in the following order:

	CREAMS	JELLIES	NUTS
Group 1	Chocolate	Strawberry	Hazelnut
Group 2	Strawberry	Raspberry	Almond
Group 3	Maple	Orange	Pecan
Group 4	Vanilla	Mint	Cashew
Group 5	Mocha	Lemon	Walnut
Group 6	Marshmallow	Apple	Peanut

55 500 RUMMY

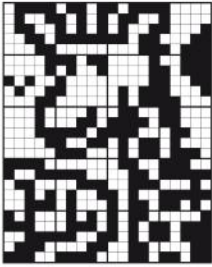
A	N	X	I	E	T	Y		
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B	E	D	S	I	D	E		
8	9	10	J	K	K	K	67	
B	U	F	F	A	L	O		
9	10	J	6	6	6	6	53	
D	U	S	T	P	A	N		
10	10	10	10	A	2	3	46	
E	F	F	E	N	D	I		
5	6	7	K	K	K	K	58	
F	L	A	T	B	E	D		
6	6	6	7	8	9	10	52	
F	L	O	A	T	E	R		
6	6	6	6	3	4	5	36	
F	L	U	T	T	E	R		
7	7	7	7	3	4	5	40	
F	R	E	E	B	I	E		
J	Q	K	9	9	9	9	66	
F	R	E	T	F	U	L		
J	Q	K	7	7	7	7	58	
I	M	P	E	R	I	L		
A	A	A	3	4	5	6	21	
I	M	P	I	E	T	Y		
A	A	A	8	9	10	J	40	
I	M	P	L	A	N	T		
A	A	A	A	2	3	4	13	
P	A	N	T	H	E	R		
A	2	3	4	5	5	5	25	
P	E	R	T	U	R	B		
4	4	4	4	7	8	9	40	
P	H	A	L	A	N	X		
4	5	6	7	Q	Q	Q	52	
S	I	X	T	E	E	N		
10	J	Q	3	3	3	3	42	
T	R	I	B	U	T	E		
8	8	8	8	2	3	4	41	
U	T	E	R	I	N	E		
2	3	4	5	K	K	K	44	
V	A	U	L	T	E	R		
2	2	2	2	3	4	5	20	
V	E	R	S	I	F	Y		
2	3	4	J	J	J	J	49	

TOTAL: 930

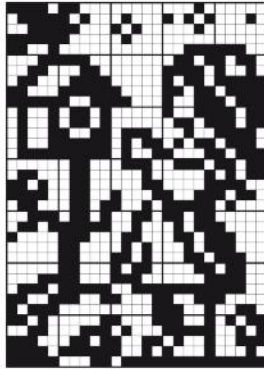
ANSWERS

56 PAINT BY NUMBERS

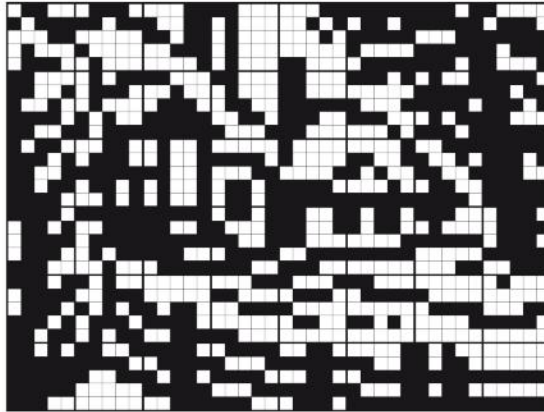
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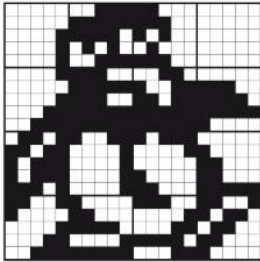
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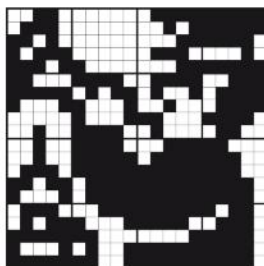
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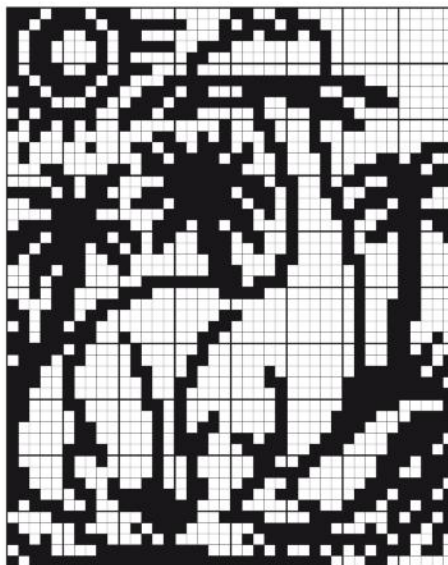
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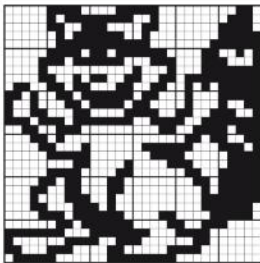
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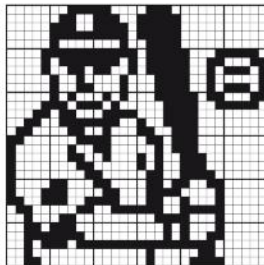
8 DINOSAUR



6 RACCOON



7 BASEBALL PLAYER



60 CRYPTIC CROSSWORD 1

ACROSS: 1. Suite (sweet); 4. Salt water (state law + r); 9. Alternative (later + native); 10. Rim (Mir); 11. Faust (fat + us); 12. Touch down (Dutch town); 13. Principle (prince + lip); 15. Recut (letTUCE Rows); 17. Steep (two meanings); 19. Boyfriend (bond + fiery); 21. Observing (jobs - j,s + serving); 24. Skill (ski + ll); 26. Err (acronym); 27. Scholarship (parish school - o); 28. Similarly (slimy liar); 29. Model (ode + m,l)

DOWN: 1. Staff (disbelieF—FAT Salaries); 2. Intrusive (in + virtues); 3. Erratic (car tire); 4. Smart (trams); 5. Leisurely (surely + lei); 6. Whether (weather); 7. Torso (docTOR'S Office); 8. Ruminated (mat ruined); 13. Pushovers (p + hover + us + S.); 14. Publisher (pusher + l + lb.); 16. Cherished (c + hires + he'd); 18. Perusal (sure + pal); 20. Rostrum (Frost - F + rum); 22. Scram (S + cram); 23. Gully (gull + Y); 25. Lapel (L + pale)

61 CRYPTIC CROSSWORD 2

ACROSS: 1. Aligns (maligns - m); 5. Playboy (ploit by a); 10. Ivan Lendl (van + L + end + ll); 11. Vodka (Dvorak - R); 12. Panel discussion (L + discus + panes + i + on); 13. Dirge (dire + G); 14. Backdated (Cab + k.d. + A + Ted); 15. Top-drawer (reward pot); 17. Dined (deemed INEDible); 19. For old times' sake (a dime store folks); 21. Evict (ct. + l've); 22. Home-baked (beam OK he'd); 23. Assured (suds are); 24. Toyota (toy + O + t + a)

DOWN: 2. Learner's permits (me laser printers); 3. Galilee (Eli + gale); 4. Sinai (is in a); 5. Police car (ice + C + polar); 6. Advised (add + vise); 7. Badminton racket (bad + mint + on + racket); 8. Yearned (y + earned); 9. Sipped (Depp + is); 14. Bewitched (be wed + itch); 15. Taffeta (ate + F + fat); 16. Relator (O + tale + R + R); 17. Disobey (Ed's boy + l); 18. Dreads (d + reads); 20. Mamet (Ma + met)

ANSWERS

62 DOUBLE-TAKE

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

All doubled letters had to be omitted from the clue answers before they could be entered into the grid.

ACROSS: 1. Bookkeeper (beeper + kook); 5. Pratfalls (F + all parts); 11. Mississippi (miss + is + sip + Pl); 12. Serape (pares + E); 13. Errand boy (rod nearby); 14. Ammonia (moan l'm a); 15. Viceregal (VI + cereal + G); 16. Astride (sea dirt); 19. Siberia (bear is + l); 23. Genesis (GENE SISkel); 28. Communist (Mom cuts in); 29. Aleutians (alas unite); 31. Radio (ad + Rio); 32. Spenser (hiS PEN SERved); 33. Pewter (Peter + w); 34. Eaten (ea. + ten); 35. Ordered (rode red); 36. Maroon (two meanings)

DOWN: 1. Boomerang (boo meringue); 2. Pillar (par + ill); 3. Ellington (Wellington – W); 4. Hillbillies (hies + ill + bill); 5. Proceeds (seed crop); 6. Appears (A + P + pears); 7. Trolleyed (troll + eyed); 8. Fangs (fans + g); 9. Apiaries (Pia + Aries); 10. Seattle (settle + a); 17. Stepladder (rats peddle); 18. Requite (re + quite); 20. Brunettes (sent brute); 21. Reinstall (rein + stall); 22. Afternoon (for one ant); 24. Soaped (ape + sod); 25. Harpo (SHARP Object); 26. Redwood (wore odd); 27. Stopper (S + topper); 30. Setter (street)

63 FOLLOWING DIRECTIONS

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

The clue word with the direction deleted is given in *italics*.

1. Enrage (a green; ire); Posses (poses + s; armed); Seethe (see + the; be) Sonars (soars + n; subs) 2. Pierce (r + piece; pin); Spasms (spas + SM; throes); Across (Oscars; on); Icecap (pace + Cl; cold); 3. Crest (c. + rest; peak); Metal (T + meal; hard); Angus (tANG USually; breed); Spots (stops; spies); 4. Tear up (put + ear; shred); Beacon (e + bacon; light); Sûreté (trees + U; law); Canter (cantor; pace); 5. Reverie (l + revere; musing); Starlit (tar + slit; very); Contend (con + tend); vie; Outages (toga use; lines), 6. Irate (l + rate; rage); Set on (notes; assail); Fiver (disbelief I VERify; fin); Pangs (G + pans; pain); 7. Erupt (pure + t; blow); Rerun (scoRER UNSurprisingly; put); Tiler (relit; layer); Cache (C + ache; hoard); 8. Seurat (rues + at; hero); Walesa (was + ale; Lech); Strata (a tart's; layers); Cactus (act + us + C; desert); 9. Priests (p + resist; fathers); Infancy (in + fancy; age); Capable (cable + pa; pro); Castile (castle + l; area); 10. Lattice (attic + le; grating); Silents (Lent + sis; old); Illness (ll + in + ess; ailing); Ascribe (braces + l; refer)

31 ALPHA BET CLUE ANSWERS

1. P.D.; 2. ford; 3. boing; 4. duets; 5. meter; 6. rogue; 7. surer; 8. boners; 9. ensure; 10. garish; 11. lazier; 12. meaner; 13. Rivera; 14. sizzle; 15. spring; 16. ticket; 17. basemen; 18. freshen; 19. overall; 20. seminar; 21. sprites; 22. whiskey; 23. iterates; 24. interment; 25. lightning; 26. reparations

64 YOUR WORD AGAINST MINE

PUZZLE 1

Only solution: RATED (or TARED), 8K, 18 points

PUZZLE 2

Only solution: GARB, J9, 10 points

PUZZLE 3

Best solution: IONS, 9E, 14 points
Lesser-scoring solutions: TIROS, C4, 6 points; TORSI, C4, 6 points; OSIER, 14D, 7 points

PUZZLE 4

Best solution: EXPIRE, G10, 16 points
Lesser-scoring solution: TRIPE, 1H, 8 points

ANSWERS

70 NEW EQUATION ANALYSIS TEST

- 36 = Inches in a Yard
- 6 = Wives of Henry the Eighth
- 212 = Degrees at which Water Boils
- 3 = Points for a Field Goal in Football
- 20 = Years that Rip Van Winkle Slept
- 101 = Dalmatians
- 60 = Seconds in a Minute
- 7 = Hills of Rome
- 56 = Signers of the Declaration of Independence
- 5 = Fingers on the Hand
- 40 = Thieves (with Ali Baba)
- 30 = Days Hath September, April, June, and November
- 1 = Day at a Time
- 10 = Amendments in the Bill of Rights
- 435 = Members of the House of Representatives
- 16 = Ounces in a Pound
- 31 = Ice Cream Flavors at Baskin-Robbins
- 50 = Cents in a Half Dollar
- 2 = Turtle Doves (and a Partridge in a Pear Tree)
- 4 = Horsemen of the Apocalypse
- 13 = Cards in a Suit
- 8 = Parts of Speech in the English Language
- 20,000 = Leagues Under the Sea
- 9 = Innings in a Baseball Game

71 SPLIT ENDS

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

66 FAMILY REUNIONS

FAMILY ONE

- Bodies of water**
- Bay
 - Lake
 - Gulf
 - River
 - Ocean
 - Canal
 - Sound
 - Stream
 - Strait
 - Estuary

FAMILY TWO

- Single-named singers**
- Sia
 - Bono
 - Enya
 - Cher
 - Adele
 - Sting
 - Kesha
 - Prince
 - Eminem
 - Shakira

FAMILY THREE

- "Ice" followers**
- Age
 - Cap
 - Cold
 - Skate
 - Shelf
 - Cream
 - Storm
 - Chest
 - Dancing
 - Breaker

FAMILY FOUR

- Mystery writers**
- Poe
 - James
 - Stout
 - Doyle
 - Sayers
 - La Carré
 - Rendell
 - Grafton
 - Christie
 - Chandler

67 ECHO SYSTEM

- | | | |
|-------------------|-------------------|---------------------|
| 1. Tiresome sum | 6. Stiffer fur | 11. Filigreed greed |
| 2. Homicidal idol | 7. Unstable table | 12. Generic Eric |
| 3. Awkward word | 8. Underage rage | 13. Fancied seed |
| 4. Amazing zing | 9. Antique teak | 14. Pesky ski |
| 5. Hackneyed need | 10. Erratic attic | 15. Absolute loot |

67 WIDE WORLD OF WORDS

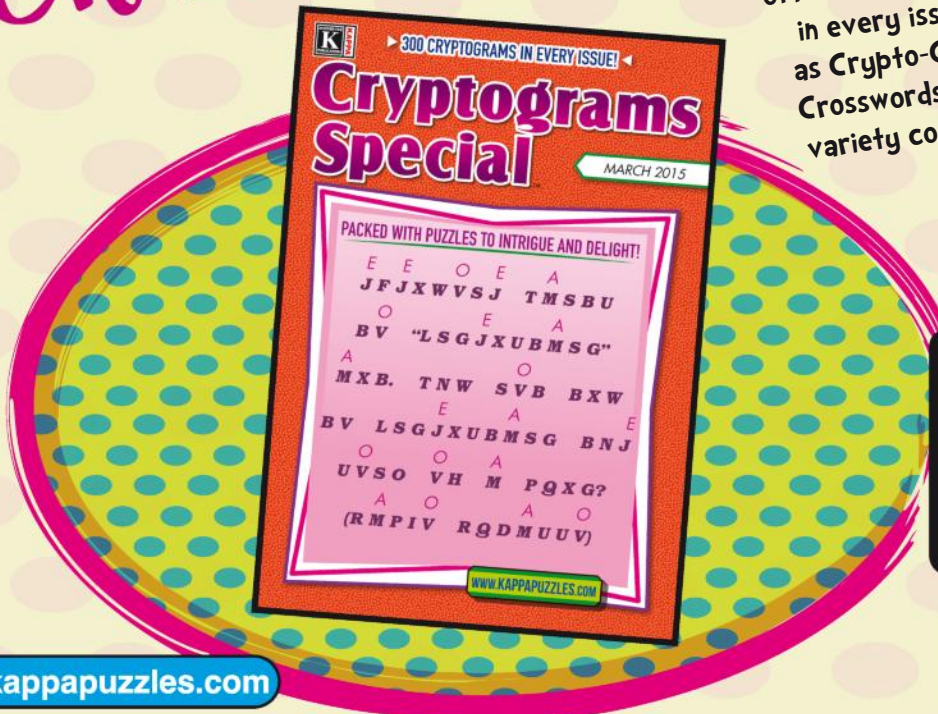
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E	M	I	S	S	A	R	Y		T	E	N	O	R	S	A	X		T	I	S	S	U	E	S						
S	I	T			E	N	T	R	A	I	N		W	I	T	T	I	E	S	T				P	P	S				
A	N	E	R	A			H	U	G	O		A	N	T	I	H	E	R	O		F	S	T	O	P					
G	O	R	E			A	I	N	T		B	U	S	Y	N	E	S	S		L	A	T	I	N	O					
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T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

The clue parts for each answer are as follows:

- 7 = 5 + 2; 13 = 4 + 9; 21 = 13 + 8; 29 = 23 + 6; 35 = 19 + 16; 38 = 26 + 12;
 42 = 39 + 3; 45 = 15 + 30; 50 = 18 + 32; 58 = 44 + 14; 59 = 49 + 10; 61 = 34
 + 27; 62 = 33 + 29; 63 = 17 + 46; 65 = 64 + 1; 73 = 51 + 22; 75 = 50 + 25; 76
 = 31 + 45; 80 = 7 + 73; 81 = 28 + 53; 84 = 24 + 60; 85 = 11 + 74; 88 = 68 +
 20; 89 = 54 + 35; 92 = 21 + 71; 94 = 37 + 57; 98 = 58 + 40; 99 = 56 + 43;
 102 = 36 + 66; 103 = 42 + 61; 106 = 47 + 59; 110 = 38 + 72; 113 = 65 + 48;
 116 = 41 + 75; 118 = 63 + 55; 121 = 52 + 69; 132 = 62 + 70; 143 = 67 + 76.

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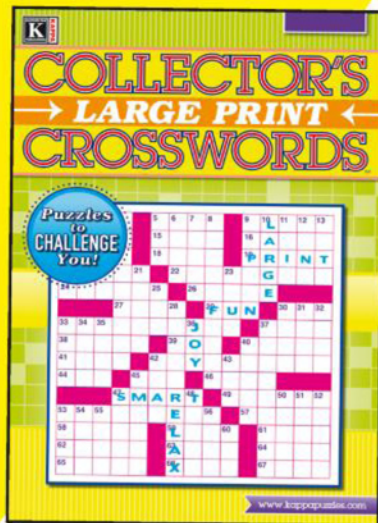
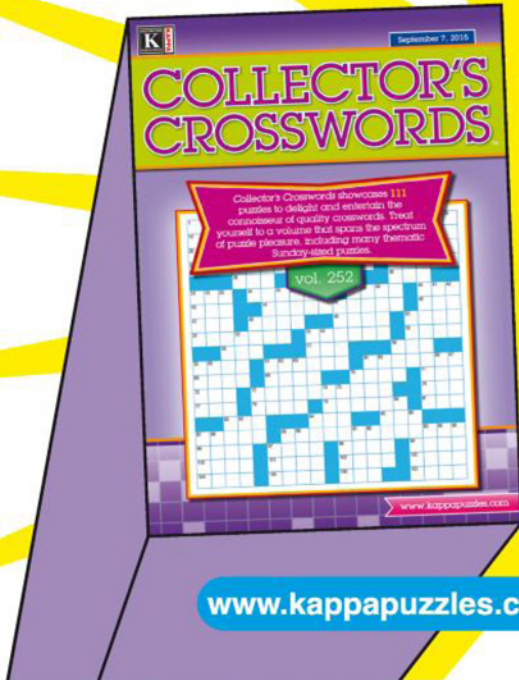
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