Welcome!

Welcome to Hoyle® Word Games, an eclectic group of word games designed to challenge and amuse word game enthusiasts of all ages. Hoyle Word Games includes traditional favorites such as Anagrams, Crosswords and Word Searches; the challenging Enigma cryptogram game; brand new competitive word games DoubleCross and Word Yacht; and the lighthearted diversions of Hangman and Speedy Racer.

You can play most of the games with friends and family members at your computer (head to head) and the witty and personable Hoyle computer characters. Each computer character has a unique personality, and you can set characters' skills levels to control how well they play.

If you have a connection to the Internet (Windows users only), you can play word games and other Hoyle games with other people 24 hours a day! Internet game play is free and easy to set up.

You can customize your game environment for Word Games by setting the game speed, turning on music and sound effects (if desired), and specifying how often the computer characters talk. Within a game, you can set options to make the game easier or more challenging, and most games provide several different environments, or looks. Statistics are kept for all games, so you can try to beat your best times or beat others' high scores. And an online dictionary lets you look up definitions of words you find in the games.

No time to finish a game? All of your games-in-progress can be saved and resumed later. Crosswords and Word Searches can be printed out to take with you.

Hoyle Word Games includes favorite Hoyle characters Ethel, Harley, Rick, and Roswell, and introduces two new characters: Miss Tardee, a high school chemistry teacher, and Captain Scurvy, a pirate (who happens to be a parrot).

Also new to the Hoyle series is Face Maker, which lets you create unique pictures (with facial features, hairstyle, clothes, and more) to represent yourself when you play games.

We hope you have as much fun playing these games as we did making them.

Cheers!

—The Hoyle Team

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Find out more...

Learn about the other fun and challenging Hoyle games on Sierra On-Line's Hoyle web page:

www.sierra.com/attractions/hoyle/

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Getting started with Word Games

To start using Hoyle Word Games, you sign in as a particular player. Different players can be used for different people on your computer, or to change your "identity" when you play. Statistics are tracked for individual players, and games are saved by player name, so you might want to sign in as the same player every time you play.

You can pick a face to represent you while you play games. You can use one of the faces included in Hoyle Word Games, or you can create your own face with Hoyle's new Face Maker. With Face Maker, you can choose all the features of your face, and you can even make random faces! You can choose a different face each time you sign in.

After you sign in, you can add other human players to play games with by clicking Players on the Options menu. (Many games allow several players.) If you start a game that allows you to play with computer characters, they are added automatically when you start the game.

To customize the games, including the game speed, background music, and computer character settings, click Global Settings on the Options menu.

To start a game, click the picture of the game in the Main Screen, or click the Go To menu, and select the game name. You also can change between games using the Go To menu.

When you start a game, you will see a Getting Started screen describing the game basics. You can change the player lineup or game options from this screen. Click Play to go into the game.

Before you begin playing a game, make sure it's set up the way you want it. Click the game settings item on the Options menu to view and change settings such as the game difficulty, game variations, and the game environment. You only have to set a game up once; your game options are saved, unless you sign in as a different player. You can add, remove, and change players before a game; to do so, click Players on the Options menu.

The games

The games in Hoyle Word Games are described briefly below:

Anagrams

Make words from the jumbled letters on your screen. Longer words are worth more points. See how many words you can find!

Crosswords

Solve one of 500 challenging crossword puzzles. Play solo, with a friend or family member, or over the Internet.

DoubleCross

Place letters on the board to make words or partial words in this · innovative new game. Special spaces on the board let you blow up other players' letters, score bonus points, and more. Play with friends and family members or over the Internet.

Enigma

Unscramble a famous quote or phrase in this tricky cryptogram game. A graph on the screen helps you decode the puzzle.

Hangman

Play one of several variations of the familiar Hangman game in one of four fun game environments. Play solo, with friends and family members, or over the Internet.

Speedy Racer

Type letters and words that appear on screen. Choose one of two game variations: save the three little pigs from the big bad wolf, or sink the enemy pirates before they sink you!

Word Searches

Find words within a grid of letters. There are hundreds of puzzles to choose from; you can even make your own puzzles. Play solo, with a friend or family member, or over the Internet.

Word Yacht

Roll lettered dice and make words that complete Word Yacht categories, such as "3 & 4 Letter Words," "Slam," or "Straight." Play solo, with friends and family members, or over the Internet.

Anagrams

The history of anagrams

An anagram is a word or phrase that can be rearranged into another word or phrase. For example, SUPER is an anagram of PURSE, and GABLE is an anagram of BAGEL. And HORRIBLE is an anagram of BROIL HER. An anagram of a word or phrase must include each letter of the original word or phrase exactly once.

Some of the fun and challenge of anagramming is to make a meaningful anagram that somehow relates to the original source. A couple of examples: STATUE OF LIBERTY becomes BUILT TO STAY FREE, ELVIS becomes LIVES.

The pastime of anagramming is ancient. The name anagrams comes from the Greek *ana*, meaning backward and *gramma*, meaning writing. It is likely that anagrams originated in Greece in the 3rd or 4th century B.C. Lycophron, a Greek poet, is often attributed with popularizing anagrams.

The philosopher Plato believed that anagrams of peoples' names had significance, and it is rumored Pythagorus, the great mathematician, experimented with anagrams.

In the 17th century, anagrams were so popular that Louis XIII of France appointed a Royal Anagrammatist to make anagrams of the names of visitors to court.

Anagramming is popular today, especially as social and political commentary. Some popular topics for anagrams are names of famous people, books, movies, and political issues.

Although many anagram creators use pencil and paper to make anagrams, the technological age has brought its changes: anagram software packages can generate lists of anagrams for any word or phrase. There are even web pages devoted to anagramming; see the References section at the end of this manual.

Quick Quiz:
Names are one of the most popular topics for anagrams.

These names can be anagrammed into words:

ALEX, ANDREW, BRIAN, CAMERON, DANIEL, DENNIS, EARL, ERIC, LISA, RUTH, SEAN

And these names can be anagrammed into other first names:

ALICE, CHRISTINA, CLAUS, DOLLY, MARY, MARIO, NOEL

Can you guess them all? The answers are at the end of this chapter.

Some classic and contemporary anagrams

Lewis Carroll, author of Alice in Wonderland, came up with the following anagrams:

FLORENCE NIGHTINGALE=FLIT ON, CHEERING ANGEL

DISRAELI=I LEAD SIR

Some other popular (unattributed) anagrams include:

ASTRONOMERS=MOON STARERS

CONVERSATION=VOICES RANT ON

A DECIMAL POINT=I'M A DOT IN PLACE

SOFTWARE=SWEAR OFT

THE EYES=THEY SEE

And a favorite of anagram fans everywhere:

ELEVEN PLUS TWO=TWELVE PLUS ONE

Anagrams Trivia

A *pangram* is a sentence that uses all the letters of the alphabet, preferably exactly once. One famous pangram that uses each letter once is "Mr. Jock, TV quiz PhD, bags few lynx."

How to play Anagrams

Hoyle Anagrams is not a strict anagram game in that you don't need to use each letter in the original word when making words.

In the game, a six-letter word is scrambled at the top of the screen. You have 90 seconds to find the original word and other words that can be made from those letters.

All the words you need to make are from three to six letters long. Blanks on the screen show you the length of the words to find; only these words give you points.

When you find a word, type it, and press Enter. (Press Backspace to delete any letters you have typed.)

If your word is accepted, it is shown on the screen. If you type a word that isn't found or that is already in the puzzle, it won't be accepted.

The goal, shown at the top of the screen, shows how many points you need to win the game. The goal varies depending on your Anagrams settings.

You get points when you make words: three-letter words give you 2 points, four-letter words give you 3 points, five-letter words give you 4 points, and six-letter words give you 5 points.

As you get closer to the goal, the monkey drops coconuts on the natives. If you find enough words to meet the goal, the monkey knocks them out and gets the bananas!

A drop-down panel shows how many seconds it took you to win, but the 90-second clock continues to count down the time if you have any time left.
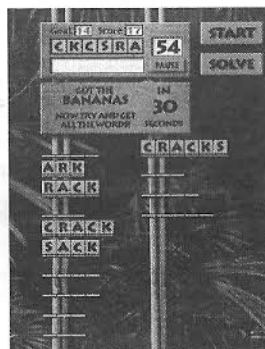
You can continue to play until you run out of time. When time runs out, any words you didn't find are shown on the screen.

Options in the game

Game options for Anagrams are set in the Anagrams Settings dialog box.

- To change the game difficulty: under **Difficulty Level**, choose Easy to win after getting about one third of the words, choose Medium to win after getting about half the words, and choose Hard to win only after getting almost all the words.
- To include obscure words in the puzzle: turn on **Allow Obscure Words**. This adds a few uncommon words to most puzzles.
- To continue to play after time runs out: turn off **Solve Game Automatically When Timer Runs Out**.

Anagrams strategy

The key to solving most Anagrams puzzles is finding the six-letter word in the puzzle. Once you find that word, you usually can find a number of smaller words within it. However, don't spend too much time looking for the six-letter word—you can often win without it.

Speed is of the essence, so if you can't find the six-letter word, try to make as many small words as you can.

When you run out of small words, try to extend the words you did manage to find. If you have an S, be sure you have included plural versions of all the words you found. If you have E and D, try adding ED to the words you found. Many three-letter words can be lengthened with an E: CAP can make CAPE, LOP can make LOPE, and so on. Also try extending short words with other available letters. BAR could make BARN, BARK, BARD, and BARS, for example.

It's easy to miss words that start with vowels. Look for words such as ATE, ONE, and ICE. Also look for pronouns and other non-obvious words such as SHE, HIS, and THE.

Puzzle answers

Did you get them all?

| Words	Names
ALEX=AXLE	ALICE=CELIA
ANDREW=WARNED	CHRISTINA=CHRISTIAN
BRIAN=BRAIN	CLAUS=LUCAS
CAMERON=ROMANCE	DOLLY=LLOYD
DANIEL=DENIAL	MARY=MYRA
DENNIS=SINNED	MARIO=MOIRA
EARL=REAL	NOEL=LEON
ERIC=RICE	
LISA=SAIL	
RUTH=HURT	
SEAN=SANE	

Anagrams Summary

- Make letters from the six letters at the top of the screen. Press Backspace to delete words.
- Only the words that fit in the blanks count. Longer words are worth more points.
- Be sure to use plurals and other word endings.
- Words starting with vowels are easy to miss.
- Change the difficulty level to change the number of words needed to win.

Crosswords
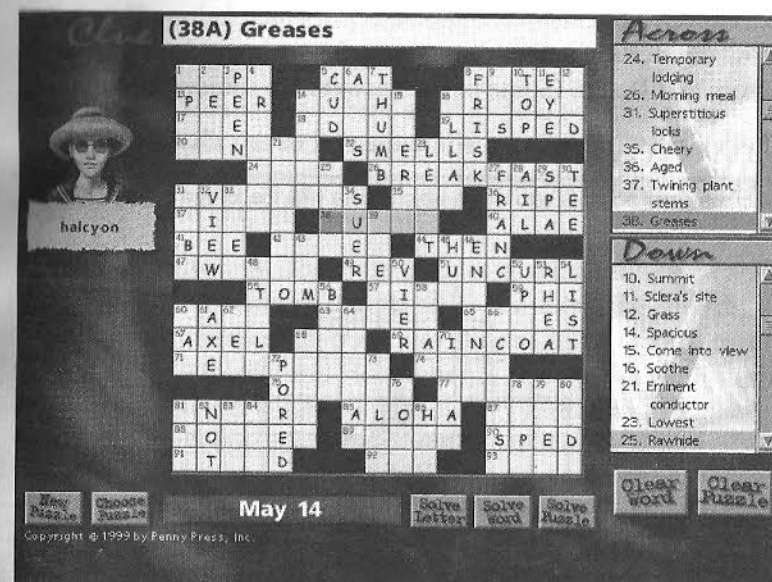
The history of crossword puzzles

The world's first crossword is recognized generally to be the one appearing in the 1913 Christmas issue of the *New York World* newspaper. Arthur Wynne was the paper's puzzle designer. For this particular issue he designed a puzzle with a diamond-shaped grid and a list of clues to fit in the grid. He named this puzzle Word-Cross, which was changed later to Cross-word and then Crossword. The puzzle became quite popular, and soon readers began submitting their own crosswords. An enduring hobby was born!

In 1924, Dick Simon and Lincoln Schuster set up a publishing house, and the first book they published was a book of *New York World* puzzles. This book became wildly popular and they put out a series of crossword puzzle books that popularized crosswords across the nation. By the 1930s, crossword puzzles could be found in most American newspapers and, soon after that, became popular worldwide.

The world's first crossword puzzle

Arthur Wynne's crossword puzzle is presented below. The clues show the starting and ending square for each word rather than Across and Down. (Some of the answers are somewhat obscure.)

The puzzle solution is shown at the end of this chapter.

Fill in the small squares with words which agree with the following definitions.
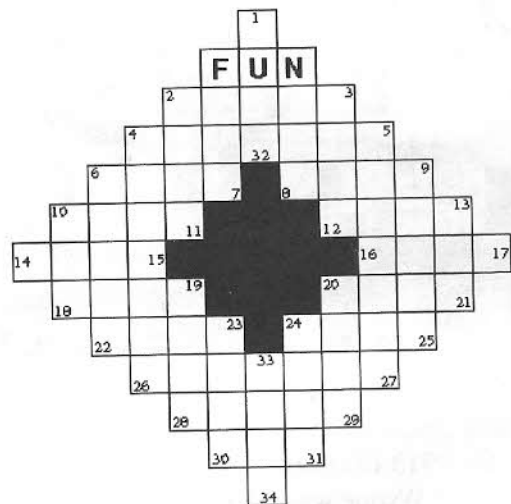
2-3.	What bargain hunters enjoy.
4-5.	A written acknowledgment.
6-7.	Such and nothing more.
10-11.	A bird.
14-15.	Opposed to less.
18-19.	What this puzzle is.
22-23.	An animal of prey.
26-27.	The close of a day.
28-29.	To elude.
30-31.	The plural of is.
8-9.	To cultivate.
12-13.	A bar of wood or iron.
16-17.	What artists learn to do.
20-21.	Fastened.
24-25.	Found on the seashore.
10-18.	The fibre of the gomuti palm.

6-22.	What we all should be.
4-26.	A day dream.
2-11.	A talon.
19-28.	A pigeon.
F-7.	Part of your head.
23-30.	A river in Russia.
1-32.	To govern.
33-34.	An aromatic plant.
N-8.	A fist.
24-31.	To agree with.
3-12.	Part of a ship.
20-29.	One.
5-27.	Exchanging.
9-25.	To sink in mud.
13-21.	A boy.

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Types of crossword puzzles

Although there are many different types of crossword puzzles, there are two main variations:

Traditional Crosswords. These are the most popular crosswords, worldwide. In these crosswords, the clues are generally straightforward and direct. A sample clue in a traditional crossword: **Ready to eat. [Answer: RIPE]**

Cryptic Crosswords. These are puzzles in which the clue itself is cryptic and contains a mini-puzzle that needs to be solved. Two (of many) types of cryptic clues are Anagrams (where part of the clue is scrambled), and Homophones (where one word in the clue sounds like the solution). A sample cryptic clue: **If I remember correctly, it's in the cellar. [Answer: RECALL, made by anagramming the word CELLAR.]**

Crossword terms

Crossword creators have their own vocabulary for what they do.

Black Square
Count: The number of black squares in a puzzle. An item of pride in the crossword community, a low black square count is desirable.

British Style: Another name for a cryptic crossword.

Cheater: A black square used to "pad out" a puzzle. Though some black squares are necessary, cheaters refer to squares thought to be added out of desperation.

Commuter: A crossword sufficiently small and easy it could be finished during someone's commute.

Constructor: Someone who creates crosswords. Also called a compiler or setter.

Crosswordese: Clues rarely seen outside crossword puzzles. Relying on crosswordese in puzzle construction is discouraged by purists.

Typical crosswordese: **Before, in olden times** [**Answer: ERE**]

Linked: A clue connected to another clue that you must solve in order to solve the linked clue. An example: **12. Mom of 15 Down**.

New Wave: A movement in crossword creation to use pop culture terms in clues and avoid obscure terms and crosswordese.

Obscure: A clue that usually require the solver to haul out an atlas or encyclopedia. An example of an obscure clue: **An Asian Pheasant** [**Answer: TRAGOPAN**]

Partial: A clue that includes missing words. Examples of partials: **chicken __ mein** and "**If I Were a __ Man.**" [**Answers: CHOW and RICH**]

Themed: A puzzle which contains several clues that relate to the same theme. The puzzle theme often is described in the title.

Unch: An "unchecked" letter. This is a letter in a puzzle which is included in an answer in only one direction, and can't be verified by checking the answer in another direction. Generally, unches are frowned upon in puzzle construction.

Crossword Trivia

Diagramless Crosswords, which can be found in many puzzle books, are crossword puzzles without numbers or black squares. Usually, you are given the location of the first clue. Then, you have to solve the puzzle and figure out where the clues need to go!

How to play Crosswords

Hoyle Word Games includes 500 different crossword puzzles. You can play a puzzle alone or compete with another person to solve a puzzle.

A random puzzle is selected for you when you start Crosswords. Click the New button on the screen to choose a new random puzzle. To select a particular puzzle, click the Choose Puzzle button on the screen, and choose the puzzle you want to play. A different puzzle is provided for each day of the year, and a number of bonus puzzles are included. Puzzles are labeled as Easy, Medium, and Hard, and come in several different sizes.

The clues you need to solve are shown in the Across and Down lists on the right of the screen. To scroll through the lists, click the up and down scroll bars.

To solve a specific clue, click the clue in the Across or Down list, or click the first square for the clue you want to solve. The clue word is selected in either the Across or the Down direction.
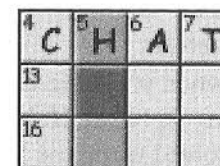
To change from Across to Down, or from Down to Across, press the spacebar or right-click (Ctrl+click on the Macintosh) the first square of the clue word. Using the spacebar to switch directions takes you to the first empty square in the new word.

Switching directions by right-clicking
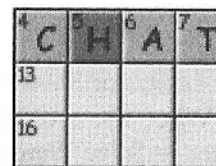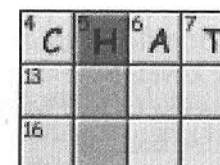
Switching directions using the spacebar

When the clue you want is highlighted in the grid, type the answer. As you type, the cursor moves to the next letter in the word. You can press Delete to erase the current letter or Backspace to erase the current letter and move to the previous square.

You can move around the grid by pressing the arrow keys to move between squares, pressing Tab to move to the next clue in the puzzle, and pressing Shift+Tab to move back to the previous clue.

If you are stumped on a particular letter or word, click the Solve Letter and Solve Word buttons to reveal the answers.

Playing Crosswords head to head

You can play Crosswords competitively with another friend or family member on the same computer. You and the other player take turns solving clues within a time limit. The player with the most correct letters wins.

For more on playing head to head, see the online help.

Options in the game

Game options for Crosswords are set in the Crosswords Settings dialog box.

- To select the difficulty of random puzzles: change the **Difficulty Level**. Note that this only affects random puzzles; you can choose to play puzzles of any difficulty in the Choose Puzzle dialog box.

- To show mistakes: turn on **Show Correct Letters**. Correct letters are shown as black, and incorrect letters are shown as red.

- To make sure you don't type over correct letters: turn on **Lock Correct Letters**.

- To track when you have used Solve Letters or Show Correct Letter: turn on **Show Help Given**. When this setting is on, letters you solved using the Solve Letter or Solve Word features are shown as boxes with red corners, and letters you typed incorrectly when using the Show Correct Letters feature are shown as boxes with black corners.

- To turn on a timer and track your time: turn on **Show Timer**.

- To change how much time you have to solve clues in a two-player game: set **Two Player Game Time** to 30, 45, or 60 seconds. The standard game time is 30 seconds.

- To set which background picture is shown while you play the game: choose one of the options under **Environments**.

Crosswords strategy

The best way to get better at doing crossword puzzles is to do a lot of them! Crossword puzzles often rely on common types of clues. It helps to know your Greek letters (chi, phi, tau, and so on), and a smattering of other languages (such as Spanish and French) doesn't hurt. Other popular clues are movies, books, songs, artists, politicians, and celebrities.

Partial clues (such as **chicken _____ mein**) usually are easiest to find. Try solving those clues first, especially if you are trying to beat your best time or you are playing Crosswords against another person.
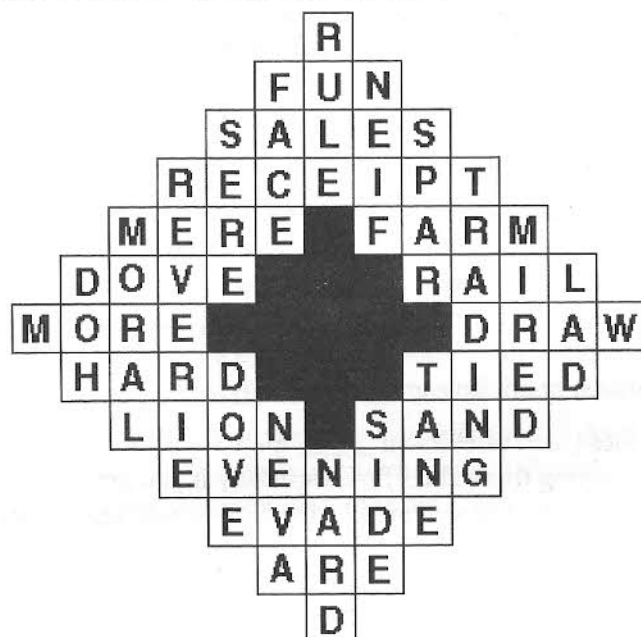
If you solve some clues in one region of the puzzle, keep trying to solve clues in that region. It's easier to find clues when you already know a few letters in the answers.

If you don't know an entire clue, but think you know the ending for the clue (such as S, ED, or ING), try filling out just the ending to help you find a word in another direction.

And try filling out a word you are not sure is correct to see if words in the other direction work. Erasing is easy!

Puzzle solution

The solution to the world's first crossword is shown below.

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

Crosswords Summary

- Click a clue in the clue list, or click the first square for that clue in the puzzle.
- Move around the puzzle with the arrow keys, Tab, and Shift+Tab. Use Backspace and Delete to erase letters.
- To quickly switch direction from Across to Down, press the spacebar or right-click the first square for the clue (Ctrl+click on the Macintosh).
- Solve partial clues (clues with missing words) first.
- Play lots of crossword puzzles to get better at them!

DoubleCross
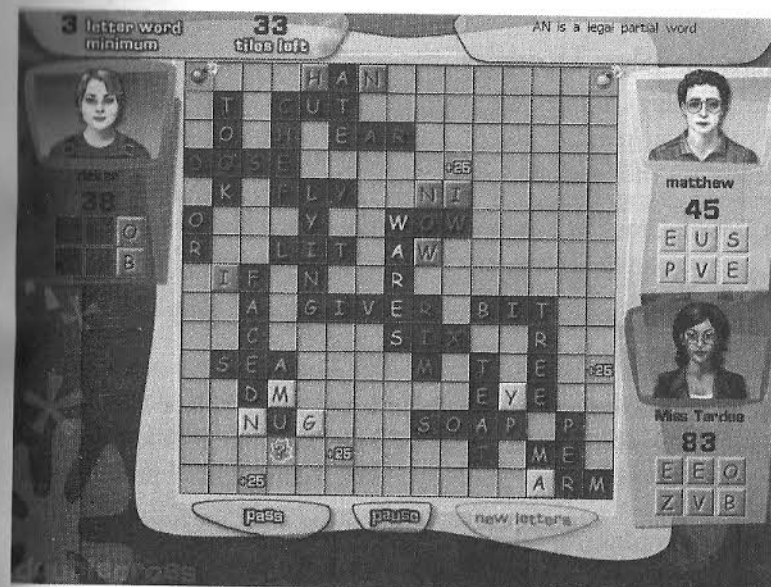
What is DoubleCross?

DoubleCross is an exciting and competitive word-building game for two, three, or four human or computer players.

DoubleCross is unique because it allows players to place **partial words** as well as complete words. A partial word is a sequence of letters that can be extended to make a complete word. A partial word you play in one turn can be finished (by you or another player) in another turn.

Another distinguishing feature of DoubleCross is its customizable game board; special spaces, such as bombs and blocking spaces, can be placed on the board to make gameplay more challenging. You can also opt for a timed or untimed game (depending on how fast you like to play!).

The goal of DoubleCross is to score the most points at the end of the game. You earn points by completing words and playing on bonus spaces, and you can take points away from other players.

To help you learn how to play DoubleCross, the status area at the upper-right of the screen describes what happens as you play.

How to play DoubleCross

You can play DoubleCross with one, two, or three other human or computer players. To add, remove, or change players, click Players on the Options menu.

In DoubleCross, you move tiles to the board to make complete or partial words. There are two ways to place a tile:

- Drag a tile from your rack to the board.
- Click a tile and then click the board.

When you move a tile to the board, before you place it, a box is drawn around the letters that will be evaluated. This helps you estimate whether your play will make a complete or partial word.

Rules for placing tiles

There are a few rules to be aware of when placing tiles:

1. The tile must extend from a stable tile. Stable tiles are tiles with a black background.

   In the example below, T cannot be extended from I, because I is unstable. You could place the T to the right of the I, however, because it then extends from the stable tile M.
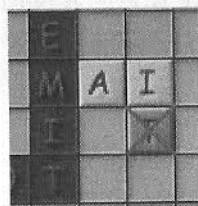
   If you try to extend a tile from an unstable tile, it is returned to your rack.

2. If a tile you place is not part of a complete or partial word, it will be destroyed, and your turn ends. A partial word is a word that can have letters added to it to make a complete word.

In the example below, MAI is a partial word; it can be made into several different complete words, such as MAID, MAIL, or REMAIN.

If you add a V to MAI, however, the V is destroyed, because MAIV is not a partial word (it can't be made into a complete word).

3. You have the ability to undo a move (pick tiles back up into your rack) if the tiles you placed did not complete a word and you didn't place your tiles on a special space. Click Undo on the Actions menu to undo your most recent play.
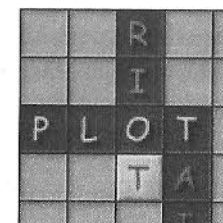
Making words

When you complete a word, a tile in the completed word becomes stable if all the words it is part of are completed.

O and P become stable when MOP is created

In the example below, T remains unstable, although it is part of the complete word RIOT, because it is also part of the partial word TA. When TA is made into a complete word, the T will become stable.

When you complete a word, you get 1 point for each letter in the word you made. And, if any of your tiles were made stable when

completing the word, you get the word's full value for each tile that was made stable by that play. If the tiles are owned by someone else, that player gets the points. Therefore, you can get points during other players' turns.

Word scoring example:

In this play, the yellow player, Madeline, makes the word STEM by adding the tiles E and M to the red tiles S and T.

Madeline gets 12 points total: 4 points for making a four-letter word, and 4 points for each of her letters that was made stable (E and M).

However, the red player, Matthew also gets 4 points for this play, because his unstable tile S was made stable by Madeline's play.

Playing on special spaces

There are several different types of special spaces on the game board. These spaces can give you bonus points, set off bombs (or add them to your bomb tray to use later), block certain spaces (so they can't be played), or, in the case of the mystery spaces, do unpredictable things.

You play on a special space by placing a tile on it as you usually would, except for blocking spaces, which simply block off certain spaces on the board, so no one can play tiles on them.

For a special space to take effect, you must make a legal play on it. For example, if you don't make at least a partial word when placing a tile on a bonus point space, you won't get the bonus points.

For a description of each of the special spaces, see "Special spaces on the DoubleCross board" later in this chapter.

Ending your turn

Click the Pass button when you are done playing tiles.

To get new tiles instead of playing, click the New Letters button at the start of your turn; your turn is passed to the next player. You can get new tiles on your turn only if you have not played any tiles in that turn, but you can play a directional bomb at the start of your turn and still get new tiles.

When your turn ends, your rack is refilled with new tiles, and the other players play their turns.

Ending the game

The game is over when there are no more tiles left (an indicator at the upper-left corner of the screen shows how many remain) and a player has no more tiles at the start of his or her turn.

In addition, the game ends if no one plays during his or her turn and the last passing player chooses to end the game.

At the end of the game, points are deducted for tiles in your hand and for unstable tiles on the board. The player with the most points wins the game!

DoubleCross rules

The following rules apply in DoubleCross:

- A word is considered complete when it has at least three letters. You can change the game to require at least four letters for a complete word by changing the **Minimum Word Size** in the DoubleCross Settings dialog box.
- You can make a partial word even if it is not possible to ever complete the word (for example, if the word is built near the edge of the board or if other tiles are in the way).
- Letters aren't made stable until after any special spaces they are placed on take effect. Therefore, playing on a colored bomb might destroy a tile before it has a chance to become stable.
- Two different partial words can extend in two opposite directions from the same stable letter. In the example below, both OAD and DUE are partial words (ROAD and DUET, for example), but OADUE is not a partial word.
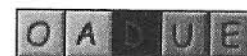
When either of the words are completed, tiles on the other side of the stable letter are destroyed if they are no longer included in any partial words.

In the example below, making ROAD will destroy both unstable tiles on the other side, because they aren't used in other words. (If U or E was used in a partial word, it would not be destroyed.)
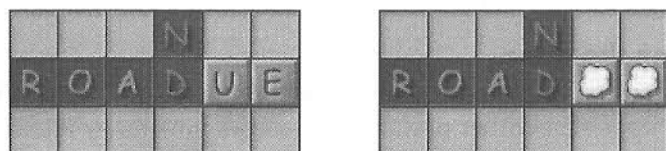
- If a tile is placed next to a series of letters, all letters up to the first stable letter (and all adjacent stable letters) are required to be part of a word, but letters on the other side do not need to be included. In the following example, although the blue T is placed next to a long string of letters, only TH is required to be a word or partial word; the letters A, T, and E are ignored.

- Even though not all adjacent letters are required to be a word or partial word, if a word is created, it is made stable.

In the example below, only RTS is required to be a word or partial word. However, because DARTS is a complete word, it is made stable.
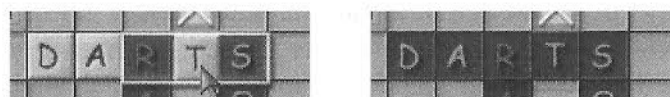
Scoring in DoubleCross

DoubleCross scoring is described below. Note that plays made by other players can affect your score, and plays you make can give points to other players.

Action...	Score...
Completing a word	+1 point per letter in word
Stabilizing a tile in a word	+full word score*
Playing on a colored bomb	+8 points
Playing on your own colored bomb	+16 points
Picking up a directional bomb**	+2 points
Picking up a multi-directional bomb**	+4 points
Having a letter blown up (by bombs or illegal plays)	-4 points
Having tiles left in the rack at game end	-4 points per tile
Having unstable tiles left on the board at game end	-1 point per tile

* See the scoring example on page 24.

** You get points for directional bombs even if you don't have any more room for them in your bomb tray.

Special spaces on the DoubleCross board

There are five types of special spaces that can be placed on the DoubleCross game board: bonus point spaces, mystery spaces, colored bombs, directional bombs, and blocking spaces. All of these spaces are optional and can be turned on and off in the DoubleCross game settings.

Bonus point spaces

Bonus point spaces give you bonus points when you play on them. Each space on the board starts out as +5 points.

When you play a tile on a bonus point space you immediately get the number of points shown on the space, and the value of each bonus point space remaining on the board is increased. (Bonus point spaces can be worth a lot of points near the end of the game!)

Mystery spaces

Mystery spaces do unpredictable things. You never know what might happen when you land on a mystery space. The only way to find out is to try it!

Colored bombs

Colored bombs are placed in the corners of the game board. There is at least one bomb of each player's color in a game.

If you play on a colored bomb that is a different color than your own, all of the unstable tiles of the same color as the bomb are destroyed. In addition, any unstable orphaned tiles (tiles that are no longer connected to other letters) are destroyed, and the tiles' owner or owners lose points for those tiles.

If you play on your own colored bomb, the bomb is considered defused and will not do anything; you will get points for defusing it, however.

Directional bombs

A directional bomb can be placed on the board to destroy all unstable tiles in its path (indicated by its arrows). Tiles are destroyed regardless of color.

Directional bombs can be placed anywhere on the board, except on a blocking space.

There are three types of directional bombs:

The north-south bomb can be placed on a square of the board to destroy unstable tiles in the same column as that square.

The east-west bomb can be placed on a square of the board to destroy unstable tiles in the same row as that square.

The north-south-east-west (multi-directional) bomb can be placed on a square of the board to destroy unstable tiles in the same row and column as that square.

Directional bombs are different from bonus point spaces and colored bombs, because they don't go off immediately. When you play on a directional bomb space, the bomb is moved to your rack, and you get points for picking it up (4 points for a multi-directional bomb, 2 points for the other directional bombs.) If you already have two bombs, you don't get any more bombs, but you still get points for playing on a bomb.

After a bomb destroys tiles, any orphaned tiles are destroyed, and points are deducted from the tiles' owner or owners for each blown up tile.

Note on playing colored and directional bombs: Sometimes when tiles are destroyed, other tiles may be made stable. If the destruction of a tile causes another unstable tile to no longer be part of any partial words, it will become stable. The exception is when the tile is in the "line of fire" of the bomb's explosion, in which case it will be destroyed even if the explosion of a previous tile would cause it to be made stable.

Note that the player who owns the tile will get appropriate points for the tile being made stable. Note, too, that it is possible to form a word by blowing up a tile. In this case, the player who placed the bomb gets the points for the word.

⊠ Blocking spaces

Blocking spaces are spaces on the grid where no tiles can be placed. These spaces are dispersed randomly on the grid.

Options in the game

In DoubleCross, you can change the color used for each player by clicking Players on the Options menu, and then clicking the Settings button next to the player.

Game options for DoubleCross are set in the DoubleCross Settings dialog box. Only the Verbose Mode setting can be changed after a game is started.

- To select which special spaces appear on the game board: under **Game Options**, turn the special spaces on and off.
- To show less detailed information in the status area at the upper-right of the board: turn off **Verbose Mode**.
- To add a time limit to the game: Select an option under **Time Limit for Turn**. You can set the time limit to 30 seconds, 45 seconds, 60 seconds, or Unlimited (no time limit). The timer is shown at the top of the screen. When time runs out, the turn is passed to the next player.
- To change the minimum size required for a completed word: set **Minimum Word Size** to three or four letters. For a more challenging game, set the minimum word size to four letters. The minimum word size appears at the top of the screen.

DoubleCross strategy

The key to doing well at DoubleCross is to make the biggest possible words, using the fewest unstable tiles of your opponents (because using their tiles gives them points).

It's also very important to get to the bonus point, mystery, and bomb spaces before your opponents do. Bonus point spaces are a great way to get points, and you don't have to make a complete word to get the bonus points! Bombs, especially the colored ones, can devastate your opponents (and you).

Be sure to make as many complete words as possible when you play tiles, because unstable tiles can cost you points in the future.

The number of tiles remaining in the game is shown at the top of the screen. When the number of tiles is 30 or fewer, the game might end soon; try to play as many tiles to the board as possible (since unused tiles lose you points). Making complete words is best, but even partial words are helpful, because at the end of the game you lose more points for tiles in your hand than for unstable tiles on the board.

Notes on playing bombs

When playing on another player's colored bomb, note that the bomb may orphan some of your unstable letters, destroying them. Know the consequences before playing on a colored bomb.

When placing a directional bomb, maximize your opponent's destruction, but minimize your own.

Holding on to directional bombs until you need to clear tiles off the board can give you an important edge. Note that playing a directional bomb will cause remaining letters to stabilize if they make a complete word.

DoubleCross Summary

- When you place tiles on the board, be sure to extend them from stable tiles.
- You can make complete or partial words. A partial word is a sequence of letters that can be extended to make a complete word.
- Completing words scores points for you, but tiles that are made stable score points for the tiles' owner or owners.
- A tile is not made stable until all the words it is part of are completed.
- Try to make complete words whenever possible, using the fewest unstable tiles of your opponents.
- Get to bombs and bonus point spaces before other players do! They are key to getting (and taking away) points.
- Be sure to get rid of your tiles near the end of the game.

Enigma
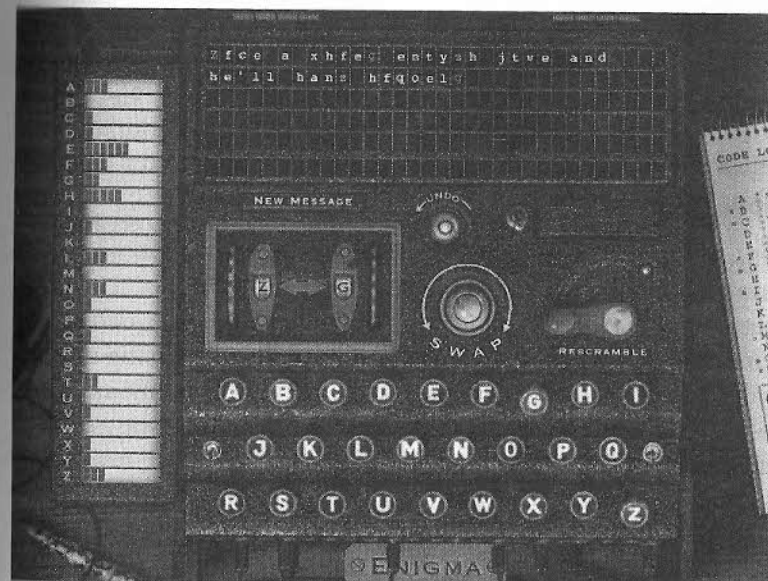
The history of the Enigma device

Enigma is a name for a group of devices used by the Germans during World War II to encrypt messages so they could be sent securely. Enigma devices were electromechanical machines resembling complicated typewriters.

The Enigma devices used randomly wired rotors which controlled 26-letter alphabet wheels. Although eight differently wired rotors were included with the device, only three could be used in the machine at a time, which added to the security of the device.

To encrypt and decrypt messages, both sides of the transmission needed to know the starting state of the device: which rotors to use that day, which order to place them in within the device, and which letter on the alphabet wheel should be displayed before the message was typed. Without an Enigma machine and its rotors (and knowledge of the starting state), decrypting its messages would be very difficult.

Decoding the messages encrypted by Enigma devices was considered critical to the war effort. A team of Polish mathematicians were the first to begin trying to break the code of Enigma. They developed a scheme for determining the possible starting states of an Enigma device, which they tried on an Enigma replica they acquired. They eventually developed an electromagnetic machine called the *Bomby*, which was designed specifically to try to discover the possible starting states of an Enigma machine.

One technique that was used required knowing a "crib"—a known part of a message. One such crib might be found in the start of an intercepted radio message: a message addressed to an admiral might start **To Admiral**..., for instance. Knowing the original text and its encrypted letters enabled the mathematicians to set up the Bomby to try to determine the initial settings of the Enigma device that encrypted the messages. However, many Bombys were needed (to address all the mathematical possibilities). Because financial resources were tight, progress was slow.

When Poland was attacked by Germany, the mathematicians had to abandon their work. However, some of the Polish mathematicians were able to join the British decryption effort and were instrumental in helping break codes.

British Naval Intelligence's decryption headquarters was headquartered at an English estate called "Bletchley Park." Professors, linguists, and mathematicians were recruited for this effort, mostly from Cambridge University—about 10,000 people, in all. Through their efforts, they further developed the Bomby (renamed the *Bombe*) and became adept at decrypting many critical encrypted messages.

Enigma Trivia

One essential contributor at Bletchley Park was mathematician Alan Turing, who invented a precursor to the modern computer called the Turing Machine. Another famous team member was Ian Fleming, who would later write the James Bond books.

How to play Enigma

In the Hoyle Enigma game, you try to decode a scrambled phrase by swapping pairs of letters in it until you get the original phrase. This is similar to cryptogram puzzles, where each letter in the puzzle stands for another letter. But in Hoyle Enigma, some of the letters in the scrambled phrase may already be correct.

You can play using proverbs, quotes, or both. When you play using quotes, the name of the person being quoted is scrambled underneath the quote.

The letter graph on the screen (a bar chart or abacus, depending on your game environment) shows how many times letters are used in the puzzle. This can help you identify where the most common letters might be. Note that this is just the letters in the puzzle, not the letters in the real phrase.

In the following graph, J is frequently used in the puzzle, but E is only used once. Because E is a more common letter in sentences, you might want to swap E and J.
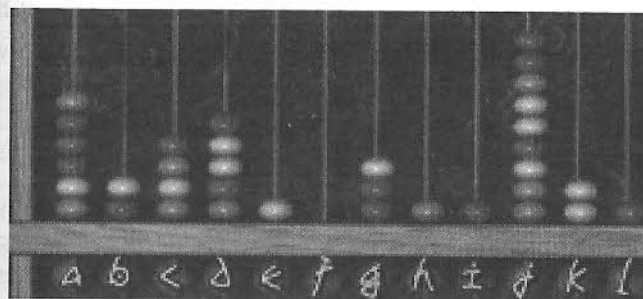
To solve the puzzle, you swap letters one pair at a time. You can swap letters within the puzzle, or you can swap a letter in the puzzle with one that is not in the puzzle.

How you select letters to swap depends on the Enigma environment you selected. In the standard environment, Mechanical, you click the two letters on the device's keyboard. In the Mystical environment, you click the two letters on the abacus.

In both Enigma environments, you can also type the letters on

your keyboard.

The order you choose the letters in doesn't matter. If both letters are in the puzzle, they are highlighted in different colors.
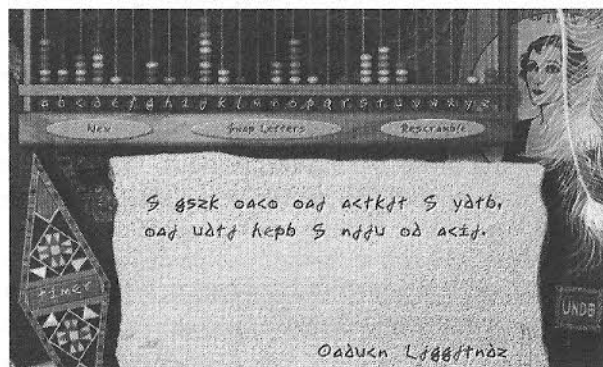
Click the Swap button or press Enter to swap the letters.

Letters you swap appear in their new locations, and the graph is updated showing the frequency of the new letters. To undo your last swap, click the Undo button on the screen.

When you swap all the letters into their correct places, you have solved the puzzle, and the puzzle letters flash.

Options in the game

Game options for Enigma are set in the Enigma Settings dialog box.

- To set the difficulty of the phrases that are used in puzzles: set the **Difficulty Level** to Easy or Hard.
- To show correct letters when they are in place: turn on **Show Correct Letters**. Correct letters are shown in green.
- To only use vowels to represent vowels in a new puzzle: turn on **Vowels Stay Vowels**.
- To turn on a timer and track your time: turn on **Show Timer**.
- To change the look of the game: under **Environments**, choose Mechanical or Mystical.

Enigma strategy

There are two main strategies to use when solving an Enigma puzzle:

- Look for common words
- Use the letter graph

Finding common words

Finding one or more common words in a puzzle is the best way to make headway in Enigma. Some shorter words (two- and three-letter words) and words with apostrophes have only a few possible solutions; you can try out all the possible words until you find one that looks right.

Some common two-letter words to look for are OF, ON, TO, IN, IT, IS, BE, SO, AS, and NO.

There are only two one-letter words, A and I, which makes them easy to identify. Since I is always capitalized, a one letter word in lower case is always A.

Some words common to proverbs in particular: IF, ALL, IS, ARE, NOT, YOU, AND, BUT, and ONE.

The words THE and AND are very common in phrases. Sentences often start with the word THE. The word AND (as well as BUT and OR) is usually found in the middle of a phrase and after a comma.

Apostrophes in a word usually narrow down the possibilities considerably. XX'X is usually IT'S; XXX'X is usually CAN'T, DON'T or WON'T; and XXX'XX is YOU'RE, YOU'VE, YOU'LL, or SHE'LL. X'XX is I'VE, and X'X is I'M.

Using the letter graph

The letter graph provides a lot of guidance when solving a puzzle, because it shows you the frequency of letters currently in the puzzle. Use the letter graph to identify "false notes" in the puzzle—letters that should not be as frequent as they are. For example, usually you will want to swap the letters Q and Z with other letters.

You should always consider swapping uncommon letters with other letters, especially with letters that aren't yet in the puzzle. It's often good to swap uncommon letters with vowels, since vowels are found in almost all English language words.

The most frequent letters in English language sentences are E, T, A, O, N, I, R, and S. The least frequent letters are B, G, V, K, X, J, Q, and Z.

Other strategy tips

Before you swap two letters, make sure you don't think one of the letters is in the right place.

You can undo a bad swap by clicking the Undo button.

Use the Show Correct Letters feature to make Enigma puzzles much easier. Correct letters show as green in the puzzle.

Don't forget that you can swap letters with letters not in the puzzle. (Look at the letter graph to see letters that are likely to be in the puzzle, but aren't.) It's a good idea to swap common letters that aren't in the puzzle with uncommon letters that are!

Most of the quotes in Enigma are from well-known people. Look at the name of the person quoted as well as the puzzle itself; finding the name will reveal a lot of letters in the quote.

Enigma Summary

- To decode the mystery phrase, select pairs of letters in the puzzle and swap them.
- Use the letter graph to see the frequency of letters in the puzzle. Generally, swap uncommon letters with common ones.
- Turn on the Show Correct Letters option to make it much easier to solve a puzzle.
- Look for common words (these are usually the shorter words in the puzzle) and watch for helpful punctuation.

Hangman
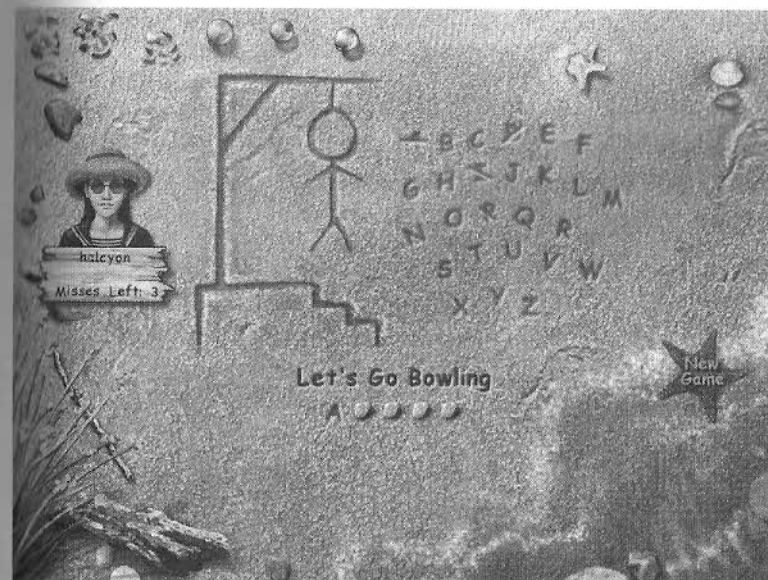
The history of Hangman

Hangman, originally called Gallows and Hanging the Man, has been around since at least Victorian times. Although it is a very simple game, Hangman is quite popular, probably because it can be played anywhere with just pencil and paper, it doesn't take very long to play, and its rules are easy to understand.

In Hangman, one player thinks up a mystery word or phrase (most commonly a word) and writes down blanks for each letter in it (indicating any spaces or punctuation). Sometimes the puzzle maker will tell the guesser the subject of the puzzle, such as "a famous person" or "a verb."

The other player tries to guess the word by guessing random letters. These letters are written down, so the guesser can keep track of which letters have already been guessed.

If a letter is in the puzzle, the puzzle maker fills in the blanks with that letter in every place it is found.

If a letter is not found, a piece is added to the hangman. If the last piece is added to the hangman before the word or phrase is guessed, the game ends. If the word is guessed, the hangman is saved!

What often varies about the game of Hangman is how the hangman is drawn and, consequently, the number of misses the guesser gets before he or she loses. Variations (and pictures) abound.

Many players include the gallows (allowing eleven misses):
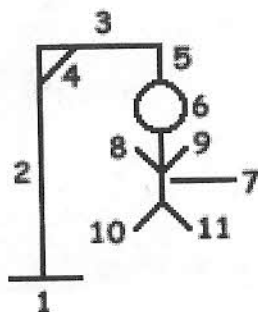
However, others only include the hangman (allowing six misses):
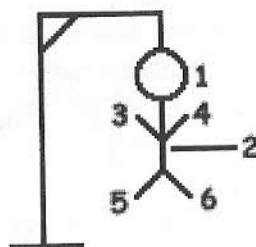
Other players may include hands and feet, or eyes, nose, and mouth! Because there are no strict rules for hangman, the exact hanging method is often negotiated before play: "Do you use hands and feet?"

How to play Hangman

There are four different Hangman games in Hoyle Word Games:

Classic Hangman–the basic game, where the computer provides words or phrases for you to guess.

Hangman Challenge–a harder version of Classic Hangman, where you guess as many puzzles as you can in a particular category.

Head to Head Hangman–a two-player game where each player guesses a word the other player has made. Requires two people playing at your computer.

Hangman Showdown–a game show version of Hangman that can be played with three human or computer players.

In all of these games, you guess letters in a word or phrase, and you are allowed a certain number of misses before you lose. However, each game is played a little differently.

In all of the games except Hangman Showdown, you can choose one of four different game environments, which each feature their own hanging method.

Classic Hangman

In this game, the computer supplies a word or phrase, and you try to find out what it is before the hangman is hanged.

You play one puzzle at a time, and there is no scoring. You can set the game options to get puzzles based on categories, words, or proverbs; see "Options in the game" for more information.

To play, guess a letter by clicking one of the letters on the screen or typing it on your keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, you get a piece of a hangman or an animation plays (depending on your Hangman environment).

You continue to guess until you run out of misses. The number of misses you have left are shown on the screen.

Exactly how this appears depends on your Hangman environment: the Beach environment shows glass balls, the Winter environment shows icicles, and so on.
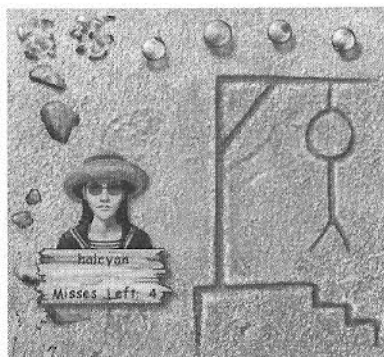
Six misses are allowed, four remain

If you solve the puzzle, you can start a new puzzle by clicking the New button. If you miss too many letters, you are hung, and the game ends.

If you get stumped and can't solve a puzzle, click Solve on the Actions menu to see the solution.

Hangman Challenge

Hangman Challenge is played similarly to Classic Hangman, but you guess several puzzles from a specific category. A random category, shown above the puzzle, is chosen for you.
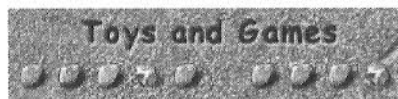
To play, guess a letter by clicking one of the letters on the screen or typing it on your keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, a piece is added to the hangman or an animation plays (depending on your hangman environment). The number of misses you have left are shown on the screen.

If you solve the puzzle, you get 1 point, and you get a new puzzle from the same category. Your score is shown on your player plaque.

You have to solve as many puzzles as you can with only one hangman (13 misses). When you run out of misses, you will be "hung," and the game ends.

Head to Head Hangman

In this game, you and another player at your computer take turns entering words for each other to solve. You get points for stumping the other player or guessing another player's puzzle.

Click New Game to begin the game. One player is asked to type a word or phrase for the other player to guess. That player types a puzzle, and clicks OK.
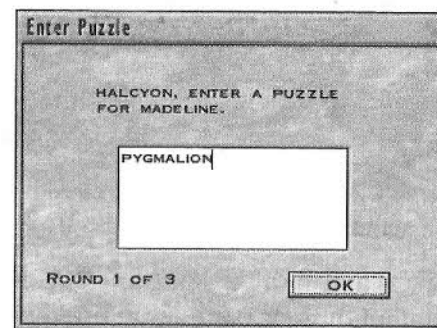
The puzzle appears on the screen.

The guessing player guesses a letter in the puzzle by clicking one of the letters on the screen or typing it on the keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, a piece is added to the hangman or an animation plays (depending on your hangman environment).

The guessing player continues to make guesses until the puzzle is solved. If the puzzle is solved, the guessing player gets 1 point. If the puzzle is not solved, the other player gets 1 point. Your scores are shown on your player plaques.

After a puzzle is solves or missed, the player who just played makes a puzzle for the other player.

You and the other player each play a certain number of puzzles before the game ends. (You can set the number of puzzles in the game options.) The player with the most points at the end of the game wins.

Hangman Showdown

In this game, three players compete to guess the same puzzles and get the most points. You can play against humans, computer characters, or both.

Each game consists of a certain number of rounds. There are three different types of rounds: a category round (where a category is provided, such as SPIDERS), a proverb round, and a word round.

At the start of the game, each player gets a new hangman. The hangmans in Hangman Showdown have only four pieces: head, body, arms, and legs.

A random player is picked to start the first round. (The next player clockwise starts the next round.)

On your turn, guess a letter by clicking one of the letters on the screen or typing it on the keyboard. If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle, and you get the letter's point value for each occurrence.
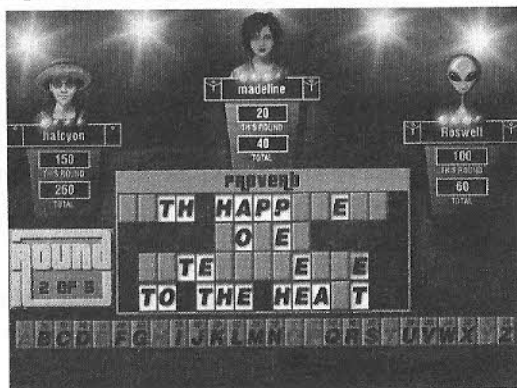
Madeline gets 20 points for guessing A (10 points for each A)

If the letter is not in the puzzle, a piece is added to your hangman, and a light on your podium is lit up.

If four pieces are added to your hangman, you lose all the points you have earned in the round. However, you immediately get a new hangman, and you can continue to play in the round to try to get points.

Each player takes a turn guessing letters in the puzzle. Some letters and spaces in puzzles are special.

Uncovering the A reveals a bonus

When one of these letters or spaces is revealed, one of the following things might happen:

• You get 30 points immediately.
• You get double the point value of the letter you guessed.
• You get an extra guess this turn.
• You lose your next turn.
• You get a chance to try to solve the entire puzzle.
  If you get it right, you get 100 points. If you get it wrong, you miss your next turn. (You can choose not to solve the puzzle.)

When the puzzle is solved, the next round begins. All players get to keep any points they have earned in the round, but have to keep any hangman pieces from the previous round.

The game continues until the last round ends. At the end of the game, the player with the most points wins.

Options in the game

Game options for Hangman are set in the Hangman Settings dialog box.

Within a game, you only see options for that type of game; for example, the Hangman Settings dialog box in Hangman Showdown only shows Hangman Showdown options.

- To change your puzzle type in Classic Hangman: under **Puzzle Types**, select Categories, Words, or Proverbs.
  Choosing Categories gives you puzzles on a certain subject, such as SPIDERS. The category is shown above the puzzle. Choosing Words gives you random words. Choosing Proverbs gives you proverbs, such as "People in glass houses shouldn't throw stones."
- To change whether guessed letters are shown on the screen in Hangman Classic, Hangman Challenge, and Head to Head Hangman: turn on **Allow Same Letter Guessing**. This makes puzzles much more difficult.
- To set the number of misses you are allowed before getting "hung" in Hangman Classic and Head to Head Hangman: change the **Number of Misses**.
- To set the number of puzzles you play in Head to Head Hangman: change the **Number of Puzzles**.
- To set the number of rounds you play in Hangman Showdown: change the **Number of Rounds**.
- To change how Hangman looks in all games except Hangman Showdown: under **Environments**, choose the environment you want. Changing your environment changes how "hanging" works, and the appearance of the puzzle and misses.

Hangman strategy

The most frequent letters in English language sentences, in order, are E, T, A, O, N, I, R, and S. The least frequent letters are B, G, V, K, X, J, Q, and Z. Always try more frequent letters first.

Try to identify the vowels in a puzzle first; they go a long way toward guessing the puzzle, and they are in almost all words!

When guessing a proverb, look for the words THE and AND. Some common two-letter words are OF, ON, TO, IN, IT, IS, BE, and NO. Some words common to proverbs: IF, ALL, IS, ARE, YOU, NOT, AND, BUT, and ONE.

Strategy for Hangman Showdown

Stealing easy letters from your opponents is a good tactic only if there are a lot of those letters in the puzzle. However, guessing more obscure letters is a better way to get points.

When your hangman is "healthy," you can take more risky guesses. However, be conservative when you have a lot of points and your hangman is almost hung—stick to vowels and common letters such as R, S, T, and N.

If you lose all your points and the round's almost over, it's a good time to try riskier guesses, such as K, V, and J, because they'll get you the most points.

Hangman Trivia

Hangman can be played as a group party game similar to Charades. Breaking into several teams, a member of each team creates a Hangman puzzle, identifying the puzzle category, such as "Movie." That player's teammates try to guess the puzzle. Teams get points for how well they avert death: 1 point for each piece of the hangman that didn't get hung.

Hangman Summary

- To guess a letter in a puzzle, click it on the screen or type it.
- Misses you have left are shown on the screen.
- Vowels are the safest guesses, along with common letters such as R, S, T, and N.
- In Hangman Showdown, make riskier guesses when you have less hangman pieces, but guess conservatively when you have more. Also note how many points you have; if you don't have many, try a riskier guess!

Speedy Racer
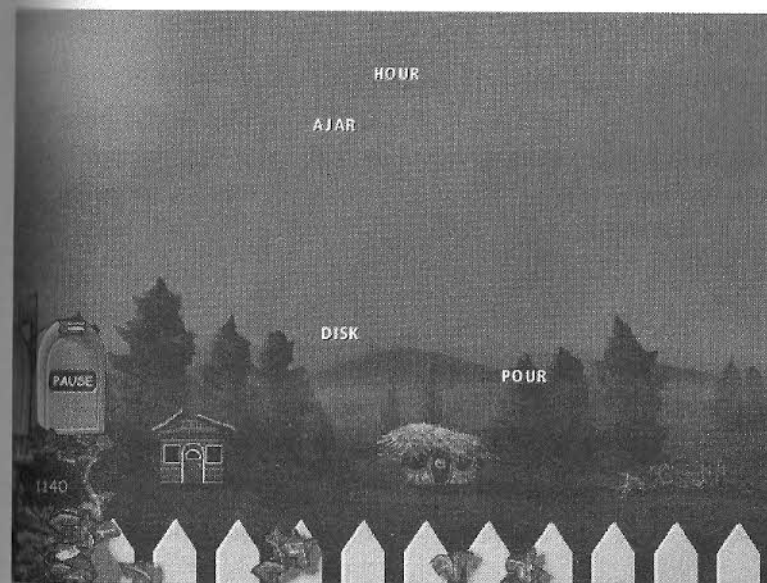
What is Speedy Racer?

Speedy Racer is a fast-moving typing game that requires good hand-eye coordination and quick reaction time. Speedy Racer has two variations: **Save the Pigs** and **Pirate Attack**.

In Save the Pigs, you try to protect the three little pigs (Pete, Ikabod, and Goliath) from the big bad wolf, who is attacking their houses from the sky. If you can keep the wolf from destroying the houses long enough, maybe he'll get frustrated and go away (or his jetpack will run out of fuel).

In Pirate Attack, you command a ship under siege by pirate ships (both infamous and not-so-famous). Try to sink the enemy pirate ships before they sink you! Sinking a ship gives you Her Majesty's bounty, as well as any booty on board.

How to play Speedy Racer

In both games, you type letters and words that appear on screen before they disappear or hit the ground.

If you are in the middle of typing a word and want to switch to another word, press the spacebar to clear the current word and then type the new word.

Saving the pigs

In Save the Pigs, try to stop the wolf's letters and words from hitting the houses by typing them before they hit the ground. If an item hits the ground in front of one of the houses, that house will be damaged.

The straw house can take two hits before it is destroyed, the stick house can take four hits, and the brick house can take six hits.

If you successfully type a letter or word, you get 2 points for each letter you typed. If you mistype a letter, you get 1 point deducted from your score.

If you type enough items, you will get to the next level. At the end of a level, you get bonus points for any houses still standing.

If any of the houses are damaged, a plane will fly overhead occasionally. Type the letter or word on the plane's banner to partially repair a damaged house.

If all the houses get destroyed, the game ends. However, if you protect the houses long enough, you can save the little pigs!

Sinking the pirates

In Pirate Attack, you type letters and words before they disappear. If you type an item in time, you fire at the enemy ship. If you miss an item, the enemy ship fires at you.

Take care, because not all cannon shots (yours or the pirates') will hit the ships! How successful shots are depends on your game difficulty.

If you type enough items, you advance to the next level.

If you successfully type a letter or word, you get 2 points for each letter you typed. If you mistype a letter, you get 1 point deducted from your score.

You also get points by sinking ships. The damage a ship has taken is shown on the ship's damage indicator.

When a pirate ships' damage indicator runs out, the ship is sunk, and you receive a point bounty (as well as any of the pirate booty that might happen to be on board).

If your ship has any damage a blinking letter or word will periodically appear. Type these items to partially repair your ship. (If you miss this word, no damage is done to your ship.)

If your ship sinks, the game ends.

Options in the game

Game options for Speedy Racer are set in the Speedy Racer Settings dialog box.

- To change the game difficulty: set the **Difficulty Level** to Easy, Medium, or Hard.

  For Save the Pigs, this controls how many levels you must complete to save the pigs. If the difficulty is Easy, you save the pigs in 5 levels. If the difficulty is Medium, you save the pigs in 10 levels. If the difficulty is Hard, you must complete 20 levels to save the pigs.

  For Pirate Attack, this controls how accurate your shots are. If the difficulty is Easy, all of your shots will hit the enemy's ships, but some of the enemy's shots will miss your ship. If the difficulty is Medium, both you and the enemy will miss about the same amount of the time. If the difficulty is Hard, you will miss more than the enemy will.

- To change which level you start on: set the **Starting Level** to a level from 1 to 10. The available starting levels depend on the current Difficulty Level. If you set the difficulty to Easy, you cannot change the starting level. If you set the difficulty to Medium, you can start at levels 1 through 5. If you set the difficulty to Hard, you can start at levels 1 through 10.

Speedy Racer strategy

Strategy for Save the Pigs

In later rounds of Save the Pigs, ignore items that aren't going to save the houses. You can see which direction items are headed. If several houses are close to being damaged, always save the brick house, because it is the most durable.

Take care of items that come down fast first, and leave slower items for later. Items come in waves, so finishing a slow item might cause a faster item to come down.

The items on the plane's banner partially fix your most damaged house, but be sure you don't miss other words that might hit your houses while trying to get those bonus items.

Strategy for Pirate Attack

Items that appear faster tend to disappear faster, so watch the speed of the items that come in, and type the faster words first.

The blinking words fix some of the damage to your ship, but be sure you don't miss other words while trying to get those words.

> ### Speedy Racer Summary
>
> - Type words and letters as they appear. Press the spacebar to retype a word.
> - In Save the Pigs, only words that hit the ground in front of the houses do damage. In Pirate Attack, not all words you type will fire a shot at the other ship.
> - Watch for bonus words to repair your houses and ship.

Word Searches
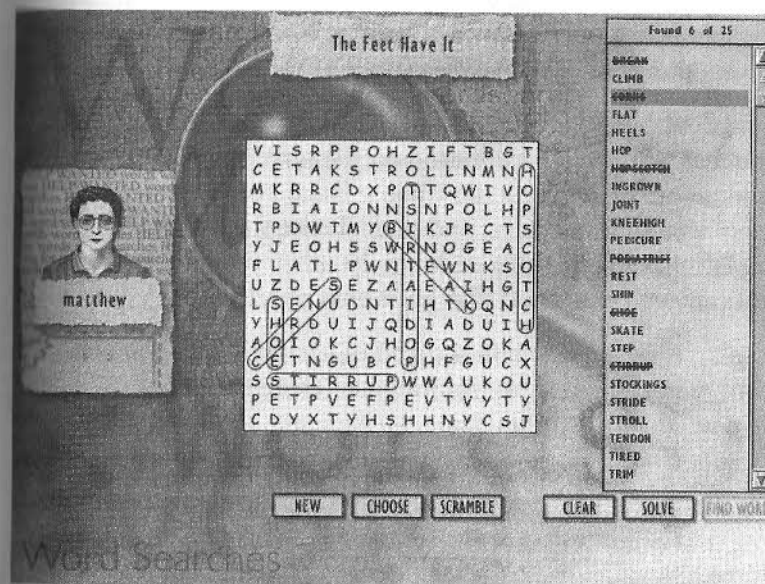
What are Word Search puzzles?

Word Search puzzles are entertaining puzzles that can be found in most word puzzle books and magazines. In a Word Search puzzle, words (often related to a particular subject) are hidden up, down, forwards, backwards, and diagonally within a grid of letters.

```
C K F X W        C K F X W
D D F S A        D D F S A
M R O W H        M R O W H
T A X H P        T A X H P
X Z T K S        X Z T K S
```

The word FOX is found in the grid

The words you need to find are listed in a word list. When you find a word, you circle it in the puzzle and cross it off the list.

There is probably a Word Search puzzle on every imaginable topic. Topics for Word Searches include hobbies, animals, food, science, cities, and more!

How to play Word Searches

Hoyle Word Games includes hundreds of word search puzzles. You can play a puzzle alone or compete with another person to solve a puzzle.

A random puzzle is selected for you when you start Word Searches. Click the New button on the screen to choose a new random puzzle, or click the Choose button on the screen to select a particular puzzle, and then choose the puzzle you want to play. Puzzles are separated into 20 different categories, and you can even make and play your own puzzles!

To play, look for words in the grid of letters. When you find a word, you circle it using your mouse. There are two ways to circle a word:

- Click the first letter in the word. Holding down your mouse button, drag the mouse to the last letter, and then release it.
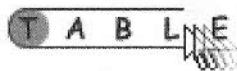
- Click the first and last letter of the word.
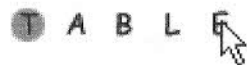
If you are stumped on the current word, click Find Word; the word will be circled for you.

Hint: You can narrow down your search by turning on the Show First Letter feature in the game settings. This will highlight the first letter of the current word in the word list within the grid in every place it is found.
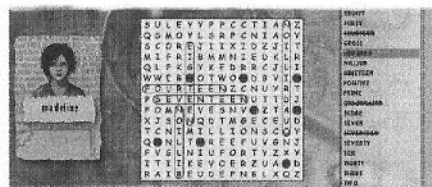
You solve the puzzle when you find all of the words in the list.

Playing Word Searches head to head

You can play Word Searches competitively with another friend or family member on the same computer. You and the other player take turns finding words in the puzzle and whoever finds the most words wins.

For more on playing head to head, see the online help.

Options in the game

Game options for Word Searches are set in the Word Searches Settings dialog box.

- To hide the word list: turn off **Show Word List**. This makes the puzzle much more difficult, because you can't see which words you need to find and must rely on the puzzle's category.
- To highlight the first letter of the current word in the word list within the grid in every place it is found: turn on **Show First Letter**. This can make the puzzle much easier to solve, because it narrows down the possible locations for each word. You can turn this option on and off while you are playing.
- To disallow backwards and diagonal words in the puzzle: turn off **Allow Backwards Words** and **Allow Diagonal Words**. Disallowing these words makes puzzles easier.
- To show an on-screen timer that keeps track of how long you have worked on a puzzle: turn on **Show Timer**.
- To set how many words are fit into the grid: move the **Number of Words** slider towards More to fit more words in the puzzle, and move the slider towards Fewer to fit less words in the puzzle. Having more words means the puzzle will take longer to finish.
- To change the size and shape of the word grid: move the **Width** and **Height** sliders to set the height and width of the word searches grid. Smaller grids tend to use less words and usually are easier to solve.
- To allow rectangular puzzles, turn off **Use Square Grid**.
  Note: Changing puzzle size and shape only takes effect if you have not started a puzzle; otherwise, it affects the next puzzle you choose.

- To set how much time you have to find a word in a two-player game: set **Two Player Game Time** to 30, 45, or 60 seconds. The standard game time is 30 seconds.
- To set which background picture is shown while you play the game: choose one of the options under **Environments**.

Word Searches strategy

When you are starting a puzzle, look for the longest words or words with unusual letters. These words are often easiest to find.

Try scanning the whole puzzle with your eyes; first forwards and backwards on each row, and then and up and down each column, to find words quickly. Also look for patterns in the grid; if you see common consonants and vowels together, they might make a word.

If you have trouble finding a particular word, try to look for the rarest letter in the word. For instance, if you are looking for the word DIVINE, try looking for the letter V in all the places it is found in the grid. Some relatively rare letters are: Z, Q, X, V, F, G, Y, U, J, H, and K.

Words with double letters (two consecutive letters that are the same, such as L in YELLOW or E in BEEF) often can be found by looking for clusters of the same letters.

If you are really stumped on a word but don't want to have it solved for you, try scrambling the puzzle (click the Scramble button on the screen) to get a fresh look at the puzzle.

Word Searches Summary

- Find words hidden up, down, forwards, backwards, and diagonally in the grid.
- Turn on the Show First Letter feature to narrow down your search.
- Look for long words and words with rare letters first.

Word Yacht

What is Word Yacht?

Word Yacht is derived from the classic dice game Yacht. In Yacht, players roll dice and try to make poker-like hands to complete categories on a scorecard. Word Yacht combines the excitement and luck of Yacht with the challenge of a competitive word game.

In Word Yacht, you roll ten lettered dice and make words from them to try to complete one of eight different word categories. Having a variety of categories to choose from makes for interesting gameplay. As in Yacht, selecting the appropriate category is part of the challenge.

A distinctive feature of Word Yacht is that it lets players of different skill levels compete on an even playing field by offering different scorecard levels for beginners, intermediate players, and expert players. And Word Yacht's scorecards are weighted, so a beginner who completes a category will get the same points as an expert (who usually must complete a more difficult category).

You can set scorecard levels for both computer and human characters. Computer characters' play will be affected by the card they choose, so a beginner character won't do much better on a Beginner card than a human would.

How to play Word Yacht

You can play Word Yacht with one, two, or three other human or computer players. To add, remove, or change players, click Players on the Options menu.

To begin play, roll the dice by clicking on your dice cup. There are two parts to your Word Yacht turn: making words and choosing a category.

Making words

You have two minutes to make words from your dice. You can either type the words or click the individual dice.

While typing, you can press Backspace to remove the last letter you typed, or click on a letter to remove it. You can press Escape or click the Clear button to clear the entire word you just typed.

Press Enter or click the Enter button to add a word to your word list.

As you make words, the area on the right of the screen counts the number of words of different lengths you have made and identifies the best letter to use for the Starter category (by identifying the letter that starts more of your words than any other).

```
3 Letters - 2
4 Letters - 6
5 Letters - 2
6 Letters - 0
7+Letters - 0
Best Starter
    D - 5
```

In this roll, you have five words starting with D

You can make words until the timer runs out or until you have found all the words you need to score a certain category. Because some categories offer several point levels for getting more words, you will usually want to find as many words as you can!

Rules for making words:

- Letters can be used in more than one word but not more than once in each word.
- Words must be at least three letters long.
- If you have an S, you can use both a singular word and its plural (CAT and CATS).
- Words must be recognized by Hoyle Word Games to be added to your word list. Some proper nouns, foreign words, and objectionable words will not be recognized.

Choosing a category

At the end of your turn, try to use some or all of your words to complete a specific category. You can place your cursor over a category name to see a description of that category. See "Word Yacht categories" for a detailed description of the categories.

The Words column shows if you made enough words to reach one of the points levels for that category. The points you can get for each category are shown in the Points column next to the category. (Zero means you did not complete the category with this roll.)

In the card below, you can score these categories: *4 letters*, *5+ letters*, *Straight*, *Starter*, and *Scorer*.

Category	Words			Points
				Beginner
Name Halcyon				
3 letters	3	5	10	0
4 letters	2	4	8	45
5+ letters	1	2	3	50
Straight	3	4	5	25
Starter	3	5	10	30
Slam		—		0
Scorer		—		12
Yacht		15		0
BONUS				
Total				0

4 letters and 5+ letters are good categories to score

You can take as much time as you want to choose a category. When you have chosen a category, the turn moves to the next player. (If you are playing solo, your next turn starts.) To see another player's scorecard after his or her turn, click the small picture of the scorecard next to that player.

When all of the categories on each player's card are filled, the game is over, and the player with the highest score wins.

Word Yacht categories

The categories you see in Word Yacht and how many points you get for completing them depend on the level of scorecard you choose to play with. Initially, all players are set to use the Beginner scorecard. To find out how to change player scorecards, see the next section, "Changing your Word Yacht scorecard."

Most of the categories have three levels of scoring. In the Beginner scorecard, a minimum of three words are required to complete the *3 letters* category, but getting five or ten words gives you additional points. Getting words in between the different word levels doesn't help—getting four words will still just give you the points for three words, for example.

To find out how many points you can get for each level of a category, place your cursor over the category name on the scorecard.

The Word Yacht categories are described below.

Basic Categories (Beginner scorecard)

3 letters   Find three or more three-letter words.

4 letters   Find two or more four-letter words.

5+ letters   Find at least one word of five or more letters.

Basic Categories (Intermediate & Expert scorecards)

3 & 4 letters   Find three- and four-letter words (at least five words for Medium, at least ten words for Difficult).

5 & 6 letters   Find five- and six-letter words (at least three words for Medium, at least six words for Difficult).

7+ letters   Find words of seven or more letters (at least one word for Medium, at least two words for Difficult).

Other Categories

Straight   Find a series of words spelled with consecutive numbers of letters. You can have a three-word straight, a four-word straight, or a five-word straight.

You have a three-word straight if you have a three-letter word, a four-letter word, and a five-letter word, **or** a four-letter word, a five-letter word, and a six-letter word, **or** a five-letter word, a six-letter word, and a seven+ letter word (therefore, if you have a five-letter word, a six-letter word, and an eight-letter word, you have a three-word straight).

Examples of three-word straights: DIN, DINE, and ENTER; RAID, DINAR, and RANCID; RANTS, STRAND, and TRANSFER.

You have a four-word straight if you have a three-letter word, a four-letter word, a five-letter word, and a six-letter word, **or** a four-letter word, a five-letter word, a six-letter word, and a seven+ letter word.

Examples of four-word straights: DIN, DINE, ENTER, and ENTERS; RAID, DINAR, RANCID, and CINDERS.

You have the much more rare five-word straight if you have a three-letter word, a four-letter word, a five-letter word, a six-letter word, and a seven+ letter word.

Example of a five-word straight: DIN, DINE, ENTER, ENTERS, and ENTERED.

Starter   Find several words that start with the same letter (such as BUY, BUG, and BAR, which all start with B). On the Beginner scorecard, you need to make at least three words to score; on the Intermediate scorecard, you need at least five words; on the Expert scorecard, you need at least ten words.

Slam   Use all of your letters at least once. When you use a letter, the die color for that letter changes from red to black to help you keep track of which letters you have used.

Example of a Slam, using the letters DEEFINRRTZ: ZEN, DIRE, DIET, FRIEND

Scorer   Score points for all words you make. The points you get depend on your scorecard.

Yacht   Make a lot of words on your turn. On the Beginner scorecard, you need to make at least 15 words; for Intermediate, you need at least 30 words; for Expert, you need at least 40 words.

Bonuses

In addition to the regular Word Yacht categories, you can get bonus points for making long words. (You do not have to get any bonuses to complete your scorecard.)

On the Beginner scorecard, words with seven or more letters give you a Bonus. On the Intermediate and Expert scorecards, words with eight or more letters give you a Bonus.

Changing your scorecard

You can change the difficulty of the categories in Word Yacht by changing your scorecard. There are three different scorecards in Word Yacht.

- The **Beginner** scorecard is suggested for people who are learning how to play, word game novices, and younger players.
- The **Intermediate** scorecard is recommended for people who have some skill with word games.

- The **Expert** scorecard is designed for true word finding pros!

The Word Yacht scorecards are designed to let players of different skill levels play Word Yacht together and still have a competitive game. Therefore, a player with the Beginner scorecard should be able to beat a player using the Expert scorecard.

If you find you are consistently getting the highest scores possible on a Beginner or Intermediate scorecard, consider moving up to the Intermediate or Expert scorecard.

To change the Word Yacht scorecard for yourself or others, click Players on the Options menu, and then click the Settings button next to the player whose scorecard you want to change. Then, select the Scorecard level for that player.

Options in the game

Game options for Word Yacht are set in the Word Yacht dialog box.

- To leave the last word you typed in the work area: turn off **Clear Word After Entering**. This may let you type in words faster by preventing a lot of retyping. For example, if KIT was the last word you typed, you might want it to remain there so that you could type KITE. And you could then quickly make KITTEN by removing the E, and then typing the T, E, and N.
- To return the dice to random positions after you finish with them: turn off **Return Dice to Original Positions**. This may help you find additional words as the dice scramble.
- To turn off the help text that appears when you place your cursor over a category: turn off **Show Pop-up Help**.

Word Yacht strategy

If possible, pick the category you are attempting to fill before you roll or as soon as you see your dice. With practice, you will be able to identify whether or not a roll is good for making long words. Look for the presence of common letters, such as S, R and T, or prefixes and suffixes, such as ED or RE.

Rolls that mix common and uncommon letters are better for making lots of words and filling categories such as *3 letters* and *Yacht*.

If you have an S, be sure to make plural versions of any words you find, and make singular versions of any plural words. If you have letters that make a prefix or suffix such as RE or ED, try typing those letters first, so you can examine the letters that are left and try to make a long word using the prefix or suffix.

If you can, save the *Slam* category (where you have to use all of your dice) for when you have a bad roll and can't make many words. Although the *Scorer* is a useful fallback category, try to use it only when it gives you a lot of points; it is the only variable category in the game.

When trying for a Yacht, concentrate on making many short words. When trying for a *Scorer*, concentrate on making many longer words. The **Clear Word After Entering** option may make it easier for you to enter words faster.

Bonuses can help you win at Word Yacht, and you get them even if you can't fill a category. If you have great letters but can't seem to complete a category with them, or no good categories are left, look for the longest words possible to try to get a bonus.

When looking for a *Starter* word, check the key at the right side of the screen to see which letter is best to use. Note that S is not usually a good starter letter, because it is better used to end words starting with another letter.

Word Yacht Summary

- Pick a category to try for before you roll or immediately after you roll. This is more important later in the game.
- Make sure you use plurals, prefixes, and suffixes when possible; they help you make the longest words.
- The Scorer can help you win the game, because it can give you a lot of variable points.
- Always watch for extra-long words. Scoring bonuses can put you ahead even if you can't fill all the categories.

PUZZLES

We've provided some Crosswords, Word Searches, and Anagrams puzzles you can play when your computer's not available.

Puzzle answers start on page 101.

Crossword #1 (easy)

Crossword #2 (easy)
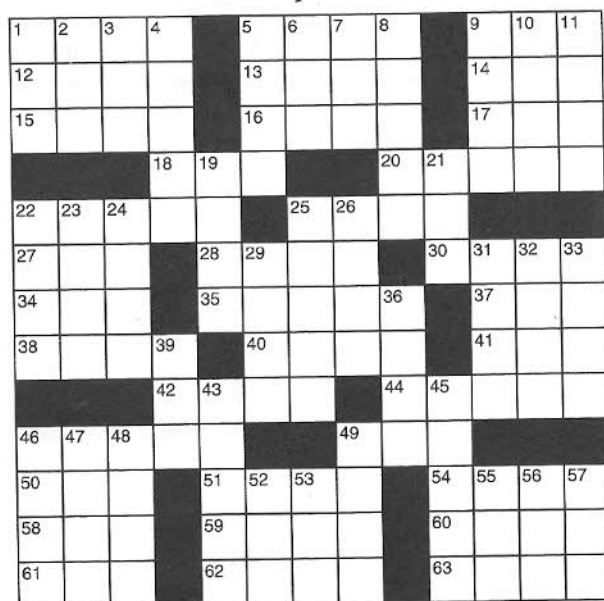
ACROSS
1. Society new-comers
5. Baby bed
9. Male child
12. Exclude
13. Money, to Sophia
14. Arctic
15. Albacore, e.g.
16. Abide by
17. Prior to, to Poe
18. Quip
20. Property holder
22. Pilot
25. Serve wine
27. Not strict
28. Was aware of
30. Knitting material
34. Chop
35. More achy
37. Letter before dee

38. Thin puff, as of smoke
40. Workbench clamp
41. Floor covering
42. President's office
44. Things
46. Spiny plants
49. Large antelope
50. Amaze
51. "____ Bitten"
54. Neck area
58. Tablet
59. Actor Neeson
60. Dueling implement
61. Needle opening
62. Charity donations
63. Pact

DOWN
1. Morse code symbol
2. Flightless bird
3. Storage container
4. Actor's platform
5. Plug
6. Make fun of
7. Intense rage
8. Marshy inlet
9. Right to property
10. Realty unit
11. One who colors
19. Awkward boats
21. Crooked
22. Side dish
23. Checkered vehicle
24. 24th letters
25. Hazard
26. Has bills

29. PBS science series
31. Highest point
32. Quantity of paper
33. Fishing boat items
36. Horse strap
39. Chef's need
43. Stringed instrument
45. Adjusted, as a radio dial
46. Hatteras or Canaveral
47. Not at home
48. Hand over
49. Emeralds and garnets, e.g.
52. Nothing
53. Machine part
55. King Kong, e.g.
56. ____ soup (thick fog)
57. Lamprey
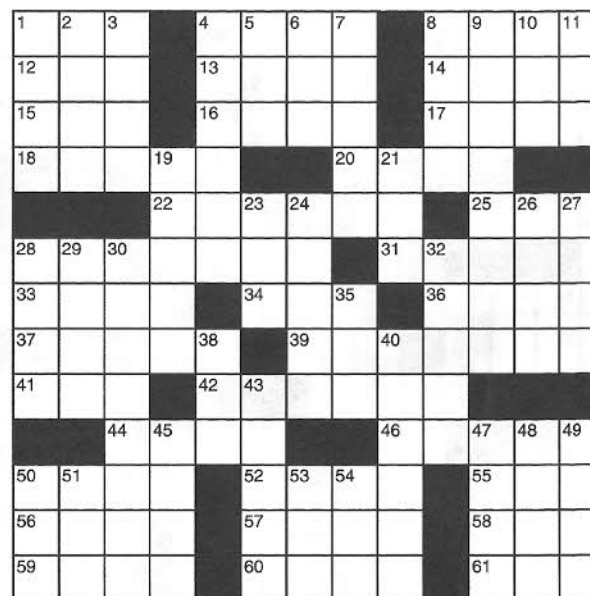
ACROSS
1. Frequently, in poems
4. Thunder sound
8. Chills
12. Seek to marry
13. Tibetan priest
14. Bumpkin
15. Wayne's word
16. Mischievous kids
17. Single
18. Strict
20. Powder mineral
22. Car safety device
25. City property
28. Extreme
31. Escape from
33. Showy spring flower
34. "Me and My ____"

36. Summer drinks
37. Attack
39. Tidiest
41. Was located
42. Queer
44. Freshly
46. Oyster's gem
50. Baseball's Pete ____
52. On ____ (tense)
55. Stable food
56. Munches
57. Large cat
58. Natural mineral
59. Stew
60. "____ Do It Again"
61. Sure!

DOWN
1. Admits
2. Yardstick segment
3. Handbag
4. Outpatient center
5. On the ____ (escaping)
6. Stereo-system part
7. Spaghetti or ravioli
8. Groupie's obsession
9. Finalize
10. Pipe type
11. Home for swine
19. Worker's reward
21. "The ____ of Innocence"
23. Fabric scrap
24. Tasteless
26. Verse poems

27. Quiz's kin
28. Corduroy ridges
29. Turf
30. Contempt
32. Woodworking tool
35. Maui necklace
38. ____ the mark
40. Poplars
43. Live
45. Bird's home
47. Ship ____!
48. Out of the ordinary
49. Corrosive liquids
50. Game official
51. Rower's need
53. Game cube
54. Picked up

Crossword #3 (easy)

Crossword #4 (easy)
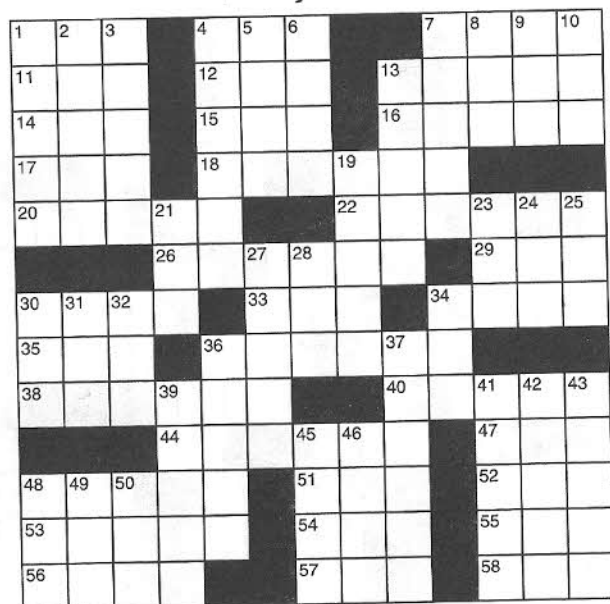
ACROSS
1. Sunbathe
4. Lyricist Gershwin
7. Festival
11. Self-esteem
12. Grown male
13. Tricked
14. ____ Paulo, Brazil
15. Olive's center
16. Mortgages
17. "____ the season..."
18. Phonograph inventor
20. Bergen's Mortimer ____
22. Yanked
26. Spookier
29. ____ de Cologne
30. Sentence part
33. "____ Got Sixpence"

34. Actor Kruger
35. Yale nickname
36. Made fashionable
38. Changed into
40. Impromptu
44. ____ Antilles
47. Wedding response
48. Sign up
51. One, to Helmut
52. Corporate VIP
53. 1988 Olympics site
54. Exist
55. Krazy ____
56. Transmit
57. Conducted
58. ____ and the Family Stone

DOWN
1. Exams
2. Anew
3. Lasso
4. Hinder
5. Sudden assault
6. Opposed to
7. Auctioneer's call
8. Woodsman's implement
9. Author Deighton
10. Paid notices
13. Baker's need
19. Strong metal
21. See ____ (become angry)
23. Understand
24. Wear away
25. Musical two-some
27. Ceremonies
28. Climbing vine

30. Spider's handiwork
31. Spanish cheer
32. Guitarist Ocasek of The Cars
34. Strange
36. Use the nose
37. Merited
39. Spoken
41. Moistens with the tongue
42. Best
43. Loot
45. Playful mammal
46. Ireland, to the Irish
48. Feminine suffix
49. Maiden-name indicator
50. Actor/director Howard
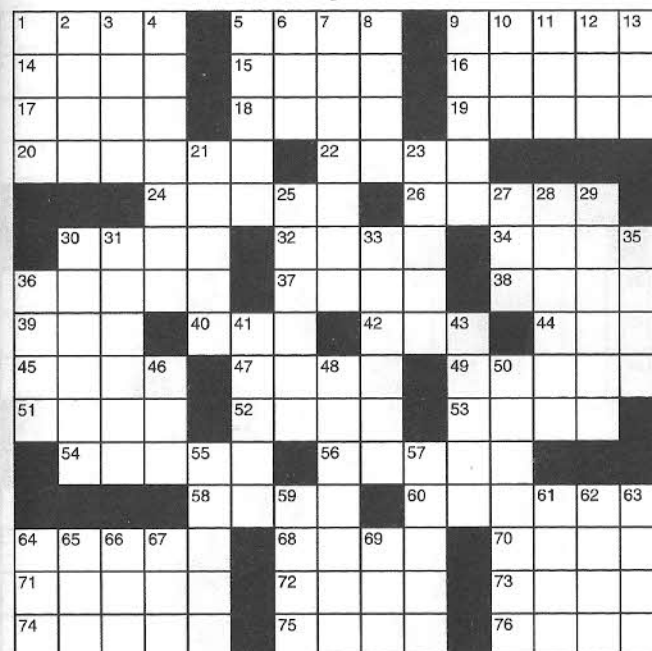
ACROSS
1. PBS science show
5. Stylish
9. Cite
14. More than
15. Eastern staple
16. Higher of two
17. Soil additive
18. Mimicked
19. Fall bloom
20. Register
22. Card pack
24. Swindler
26. Listens
30. Celebration
32. Large truck
34. Circuits
36. Removed the skeleton from
37. Navigate
38. Italian currency unit
39. Lumberjack's product
40. Nay's opposite

42. Attack!
44. Lancelot or Galahad
45. Band instrument
47. Certain parasites
49. Caribbean nation
51. Coastal flier
52. Smudge
53. Teen skin problem
54. "____ Days"
56. Songlike
58. Slap
60. Coastal features
64. Outspoken
68. Lock
70. Plant salve
71. Swiftly
72. "____ Colors"
73. "____ It a Pity"
74. Belief
75. Mail
76. Disorderly state

DOWN
1. Negative reply
2. Cake baker
3. Schnitzel meat
4. Newspaper story
5. Shipping case
6. Cool
7. Summer quencher
8. Transfer property
9. Tremor
10. Shipping co.
11. Choose
12. Golfer's gadget
13. Pull a boner
21. Cloudy
23. Texas fare
25. Set upon
27. Full amount of
28. Dried grape
29. Goblin
30. Peanut
31. Type of wool

33. Utter unhappiness
35. New Delhi dress
36. Blemish
41. Sharp bend
43. Shackle
46. Conclude
48. Civilization
50. Praise
55. Small landmass
57. Irritated
59. Behaves
61. Different
62. Shipping weights
63. Arrays
64. Large container
65. Unclose, in verse
66. Metal food container
67. King's superior
69. Move quickly

Crossword #5 (easy)
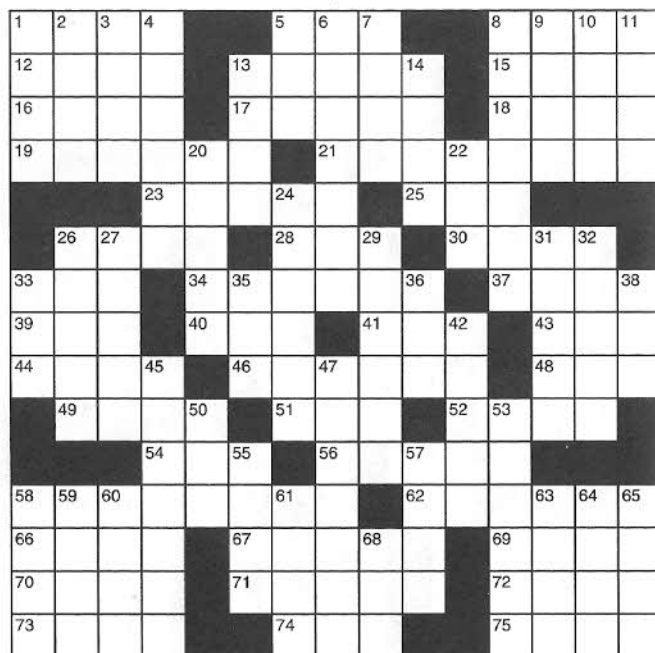
ACROSS
1. Part of the face
5. Possessed
8. Caffeinated beverage
12. Aesop racer
13. Arrangement
15. Ripened
16. Types
17. Stage line
18. Group of three
19. Fellow leading performer
21. Orderliness
23. Untruthfulness
25. Earl Grey or oolong
26. Wedding-cake layer
28. Adverse
30. Heroic poem
33. Shell
34. Respect
37. Highbrow
39. Corroded
40. Woodcutting tool
41. Mountain pass
43. Head of a suit
44. Clue
46. Race officials
48. Festive drink
49. Slice of marble
51. Commandments number
52. Confused
54. Gang of criminals
56. Full-grown
58. Fixes
62. Cured, as meat
66. Enthusiastic review
67. Ooze
69. Marceau, for one
70. Metals
71. Challenger
72. Choice job
73. Attended
74. Stag guests
75. Not bad

DOWN
1. Fashionable
2. Ring of light
3. Angers
4. Cuddle
5. "____ So Fine"
6. Stimulated
7. Ranch visitor, sometimes
8. Dozes
9. Monster in a fairy tale
10. Hilo garlands
11. Difficulties
13. Hindu garb
14. Soil enricher
20. Actor Lew ____
22. Ball support
24. Blockhead
26. Hauls
27. Perfect model
29. Popular story
31. Foolish
32. Chocolate drink
33. Close friend
35. Took a load off
36. Spoil
38. Ask humbly
42. Sunday song
45. Most humid
47. Utilize a ruler or teaspoon
50. Feathered neckpiece
53. Tramps
55. Reproduced
57. Operator
58. Front of a ship
59. Not common
60. Tied
61. Important test
63. Metric mass measure
64. Australian birds
65. Salesman's car
68. Lion's abode

Crossword #6 (easy)
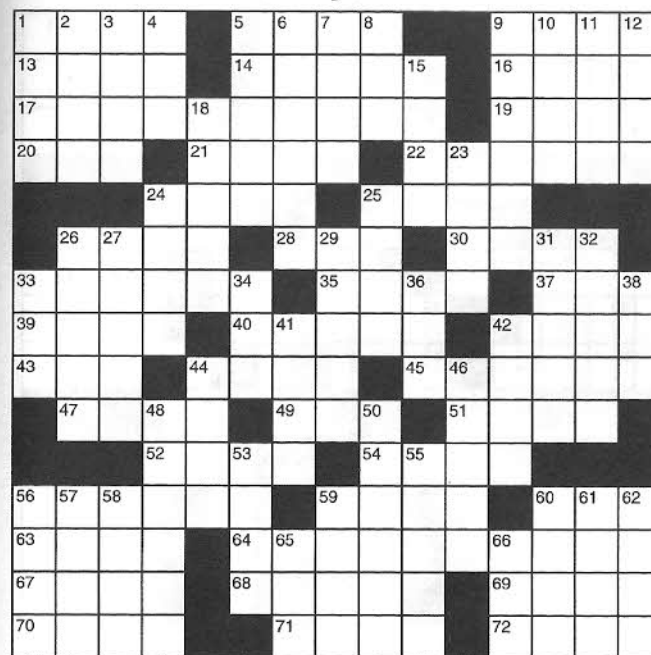
ACROSS
1. Dig for mollusks
5. Halt!
9. Low voice
13. General atmosphere
14. Gives
16. Library item
17. Jungle
19. South American lasso
20. Nonexploding firework
21. Curtain holders
22. Shamelessly
24. Adhesive ____
25. Lively
26. Certain cereal
28. Doze off
30. Behold
33. Late-morning meal
35. Sudden takeover
37. Tough ____ to hoe
39. Jerk
40. Bleeps out
42. ____ one's time
43. One, to Dietrich
44. One of a pair
45. Worn down
47. Colorist
49. ____ trip
51. Figure-skating jump
52. Immense
54. Having fancy trim
56. Take
59. Smoker's tool
60. On the ____ (in hiding)
63. Borrowed money
64. Professor's place
67. Verge
68. Harley rider
69. Certain golf club
70. Gardener's purchase
71. Smaller amount
72. Father

DOWN
1. Businessman's ID
2. Hawaiian party
3. Barren
4. ____ overboard!
5. Yell
6. Become solid
7. Wallet fillers
8. Words from sponsors
9. Monasteries
10. Ducklike diving bird
11. Bridge-crossing fee
12. Approval word
15. Traffic sign
18. French money
23. Get ready
24. Combat vehicle
25. Blotch
26. Intertwine
27. Watery
29. Serving perfectly
31. Honor
32. Alpine call
33. Brief farewell
34. Cut
36. Capitalize on
38. Unite in marriage
41. Eating plan
42. Cubic
44. Capture
46. Indy 500 entrant
48. Made level
50. Spanish and black
53. Ticket-holder's receipt
55. Mimics
56. Tavern beverages
57. System of laws
58. Put behind bars
59. Spear point
60. Italian monetary unit
61. At the peak
62. Talking bird
65. Zero
66. Short drink

Crossword #7 (medium)

Crossword #8 (medium)
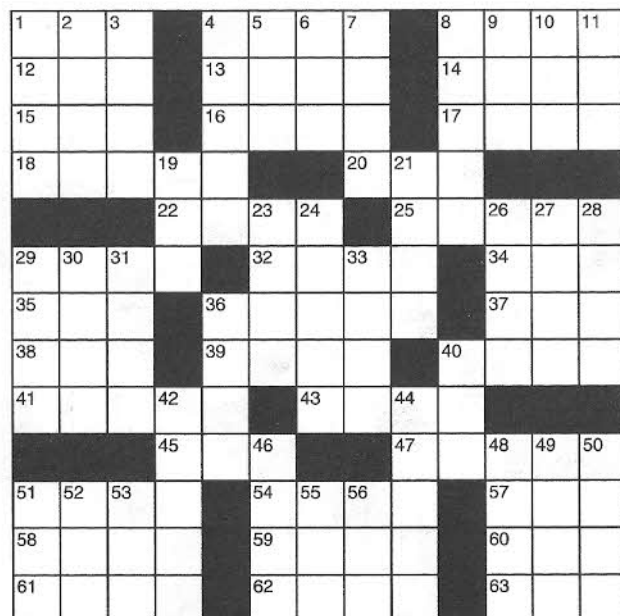
ACROSS

1. Watch pocket
4. Fireside talk
8. Entreats
12. ____ of a kind (unique)
13. Type of hoop
14. Terrible smell
15. Enjoyed dinner
16. Wild goat
17. Land force
18. Honorable
20. Nippy
22. Telephone part
25. Edition
29. Rights
32. Main point
34. Resting place
35. Fruity refresher
36. Unpleasant
37. Cast off

38. Decimal point
39. The Emerald ____
40. Sprinkles
41. Chan portrayer
43. Pitcher
45. Byron's above
47. Standing rule
51. Some
54. "____ the Night"
57. "____ Town" (play)
58. Influenza
59. Great northern diver
60. Bathing-suit top
61. Remain unsettled
62. Tense
63. Tree juice

DOWN

1. Collection of tiny bubbles
2. Upon
3. Brewed beverage
4. Texas fare
5. Focal point
6. Pub potion
7. Cab
8. Makes a mule's sound
9. Always, in poetry
10. Treasure
11. Cloud's place
19. Some are classified
21. Rome, e.g.
23. Turkish rulers
24. Strong thread
26. Father
27. Motel room
28. Winds up

29. Wall section
30. Matinee star
31. Greek consonant
33. Mulligan, e.g.
36. Pheasant brood
40. Ironic
42. Registered
44. Very dark wood
46. Make angry
48. High tennis shots
49. Pervasive quality
50. Cover, as gifts
51. Baby food
52. Become old
53. Flow
55. Beckon
56. Dress finely

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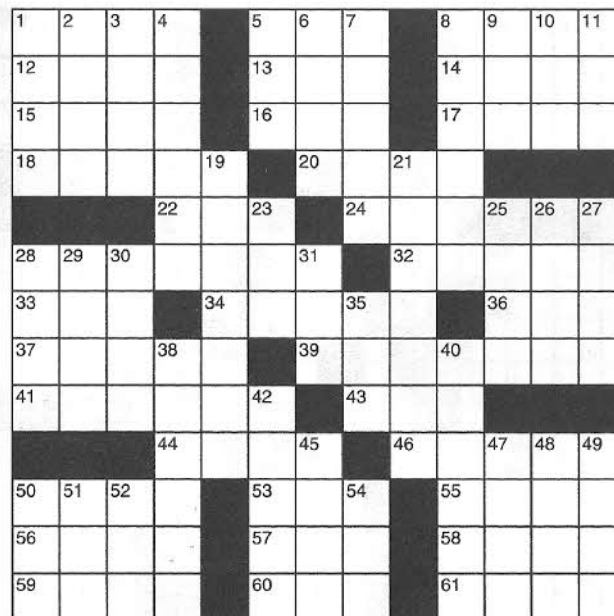
ACROSS

1. Little devils
5. Chicago trains
8. Crest
12. Gossip
13. ____ room (family room)
14. Cover the upper surface
15. Islamic leader
16. Musical sense
17. Monk's room
18. Auspices
20. Melt
22. New Zealand parrot
24. Allowance
28. Pertaining to motion
32. Horse sound
33. High or low card

34. Ad copy
36. Tropical snake
37. Australian marsupial
39. Farthest down
41. Pranks
43. "The ____ Side"
44. Thumb through
46. Gourmet-coffee flavor
50. Knife handle
53. Biology class, shortly
55. Repulsive
56. Dueling implement
57. Strive
58. At rest
59. Basted
60. At least one
61. Confiscate

DOWN

1. Conception
2. Silent actor
3. Prudish one
4. Umpire's call
5. Sooner than, to a bard
6. Petal
7. Rub clean
8. Submit
9. Average mark
10. Wire measurement
11. Annex shape
19. Check to progress
21. Solar ray
23. Feel sick
25. Deride
26. Conceits
27. "____ Old Black Magic"
28. New Zealand parrot

29. Saintly picture
30. Natty
31. What cows chew on
35. Ump
38. Pay attention
40. Benefit
42. Wooded area
45. With might and ____
47. Musical ending
48. Wrestler Hogan
49. Away from the storm
50. Stags and bucks
51. Gibbon, e.g.
52. ____ and far between
54. Turkish governor

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Crossword #9 (medium)
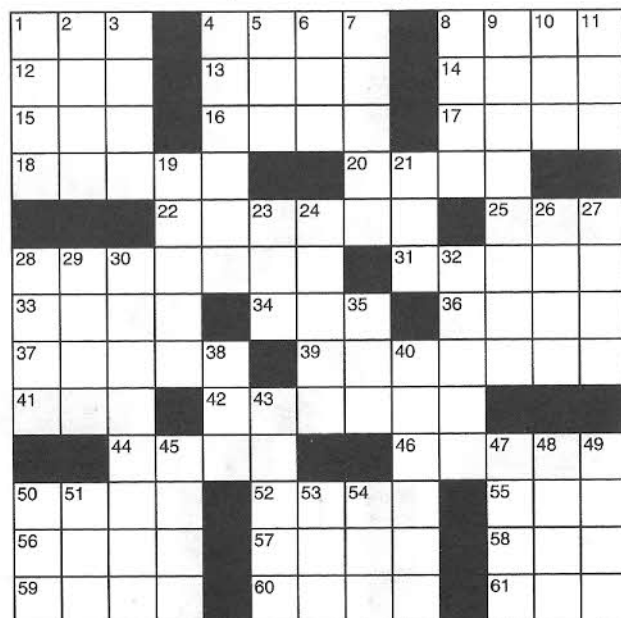
ACROSS
1. Gopher wood craft
4. Shampoo additive
8. Palm drink
12. Belt or club
13. Frayed
14. Black cuckoos
15. Back in time
16. Vagrant
17. Seven-year ____
18. Jewish cleric
20. Cabbage's kin
22. Extremely cold
25. Flock leader
28. Drink
31. Latin-American dance
33. Wiggly ones
34. Oriental beverage
36. Lion's place
37. Italian city
39. Apparition
41. Anger
42. Distanced
44. Prom dress
46. Inuit abode
50. Black, to a poet
52. "____ Yankees"
55. Little devil
56. Fighter or sale
57. Military division
58. Got together
59. Child's treasures
60. Nervous
61. Printers' measures

DOWN
1. Way off
2. Sitar music
3. Round handle
4. Spinning
5. Card game of old
6. Circle
7. Japanese mushroom
8. ____ down (make final)
9. Part of IRS
10. Photo
11. Powdery residue
19. Model wood
21. Part of a play
23. Portable bunk
24. Bird sound
26. Allowance for currency differences
27. Dawn, in verse
28. Teamster's rig
29. Small river dam
30. Parable
32. In the course of
35. "Love Is in the ____"
38. Forthwith
40. Delectable
43. Excessive
45. Individuals
47. Rickey ingredient
48. Presage
49. Picks
50. Newt
51. Life story, briefly
53. ____ so forth
54. Playing marble

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Crossword #10 (medium)
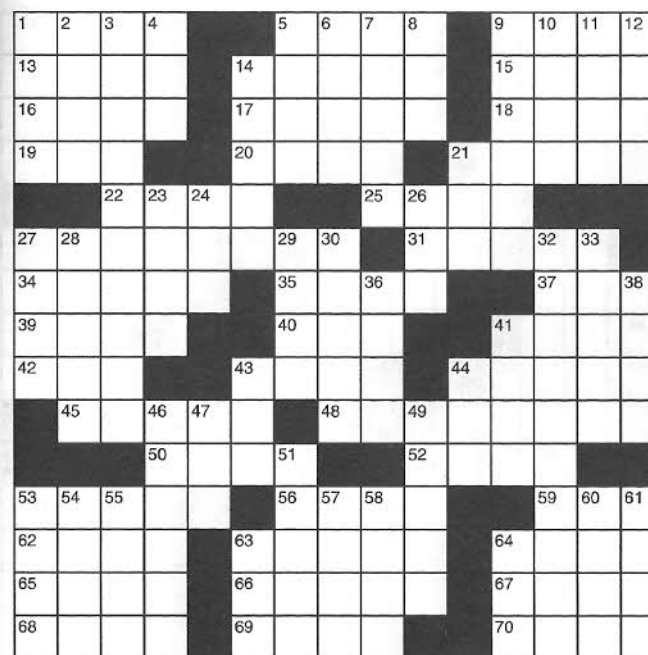
ACROSS
1. Commanded
5. Relinquish
9. Horn noise
13. Curing chemical
14. Wrap
15. Assuage
16. Rank
17. Seraglio
18. Skin problem
19. Bathing-suit top
20. Coastal flier
21. Additional
22. Capri, e.g.
25. Exposed
27. Short oratorios
31. Javelin
34. Rigged
35. Glove alternative
37. Honored fighter pilot
39. Appear to be
40. Spoil
41. Whimper
42. Catch some rays
43. Knitted
44. Deadly
45. Office worker, for short
48. Endlessness
50. Cooped up
52. Newspaper section
53. Luminous
56. Learn
59. Head
62. Gator's relative
63. Common greeting
64. Breezy
65. Racing gauge
66. Inquisitive one
67. Biting bug
68. Hooplas
69. Muddle
70. Stare

DOWN
1. Cutting remark
2. Seaweed product
3. Arrest
4. Sooner than
5. Singe
6. Deserve, as a reward
7. Wimp
8. Dutch ____ disease
9. Defeated
10. To ____ his own
11. Laborer of yore
12. Nobleman
14. Covering
21. Danish money
23. Flower support
24. Child
26. Native of Melmac
27. Play players
28. Districts
29. Cartridge-box contents
30. Gracious
32. Warning
33. Fanfare
36. Brood
38. Wriggly
41. Breathe quickly
43. Was the victor
44. Away
46. Significant periods
47. Hot off the press
49. Miscue
51. "____ are the times..."
53. Official records
54. Alum
55. Cuckoo
57. Members of a fraternal group
58. Brewed beverages
60. Certain exam
61. Group of computer bits
63. Bad actor
64. Before now

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Crossword #11 (medium)
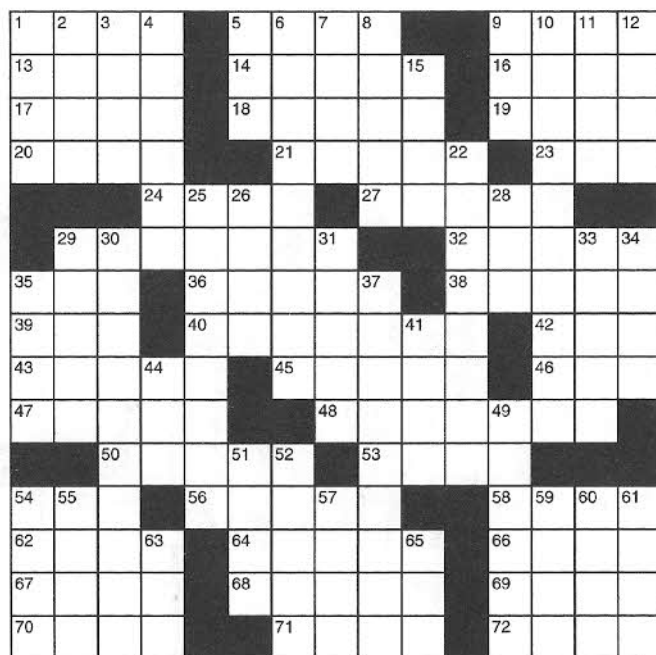
ACROSS
1. Wound memento
5. Meek one
9. Venomous serpents
13. Employ
14. Mock butters
16. Interrupt
17. Auricular
18. Fetish
19. Ring of light
20. Food store
21. Loft
23. Capture
24. Treaty
27. Astronaut's milieu
29. Ready
32. Shoe wearer, at times
35. "Chances ____"
36. Onstage objects
38. Uneven
39. Not very bright
40. Greek E
42. Wild donkey

43. Plant swelling
45. Burn with hot water
46. Puma, e.g.
47. Highway vehicles
48. Ostentatious
50. Pronounce holy
53. Garment of India
54. Barbara Bush, ____ Pierce
56. Terminal
58. Buddy
62. Southern vegetable
64. Baby's ailment
66. Casino game
67. High schooler
68. Instant
69. Actor Alan ____
70. Circular current
71. Tip at a casino
72. Long heroic poem

DOWN
1. Not barefoot
2. Refer to
3. Seed cover
4. Chef's instruction
5. Card game of old
6. Water bird
7. Convene
8. Fishing vessels
9. Timber tree
10. Oater prop
11. Barber's sign
12. Blot
15. Export
22. Date chart
25. Mollified
26. Complain
28. Automobile
29. "____ and Prejudice"
30. Recalled
31. Heroic tales
33. Literary work
34. Relaxation

35. Refreshing quaffs
37. Broad comedy
41. Pot for paella
44. Wire measurement
49. Hooklike, short-handled blade
51. Faction
52. Baseball or soccer
54. Reminder
55. ____ out (barely earned)
57. Mixture
59. Pile
60. Take apart
61. Unconventional ones
63. "____ Which Way You Can"
65. Passing grade

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Crossword #12 (medium)
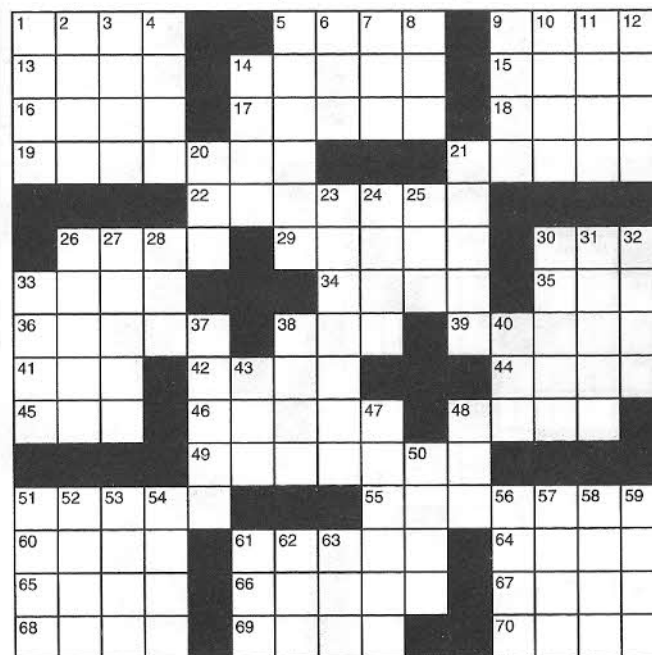
ACROSS
1. Man in a white hat
5. Thrill
9. A woodwind
13. Corridor
14. Hosiery thread
15. Siestas
16. Earthen pot
17. First symptoms
18. Ensnare
19. Mail carrier
21. Magnificently
22. Duplicate
26. Slender rod
29. Tell's missile
30. Female pronoun
33. Edible starch
34. Current measures, for short
35. Natural resin
36. Heating unit
38. Whichever
39. Adolescent
41. Negative particle
42. Circle portions

44. Art ____
45. Fall to ruin
46. Heavy fabric
48. Interlock
49. Volatile solvent
51. Kind of bracelet
55. Discarded
60. Flung
61. Cool one's heels
64. "Saturday Night ____"
65. Makes like
66. ____ down (devours)
67. Seed protection
68. Jaunty
69. Slippery
70. Watering hole

DOWN
1. Dice
2. Angel's head-piece
3. Wings
4. London apartment
5. Garden bloom
6. Superhero's chest letter
7. Malt brew
8. ____ off steam
9. Conscious of
10. Fencing spike
11. Gem
12. View
14. Fertile soil
20. At the center of
21. Full of gossip
23. Rapid ____
24. Military landforce
25. ____ banana
26. Mackerel
27. Broker
28. Neither
30. Swings around

31. Emerge from an egg
32. Alpine sound
33. Recipe instruction
37. Term of address
38. Teen skin problem
40. "____ on a Grecian Urn"
43. ____ room (family room)
47. Alter
48. Congregated
50. Insects' eggs
51. Make raw
52. Cape of Good ____
53. State positively
54. State of inactivity
56. Crab's pincer
57. Engage
58. Corrupt
59. Farmer's locale?
61. Religious fear
62. Sadness
63. Totally

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Crossword #13 (medium)
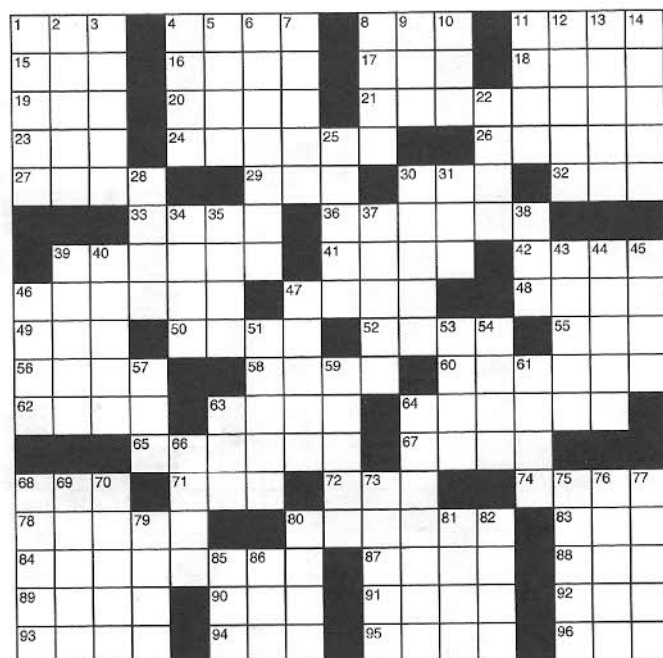
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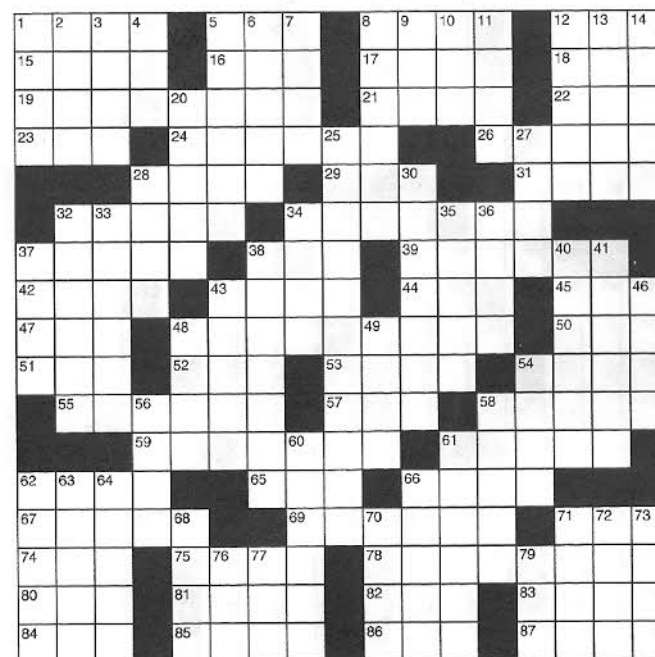
ACROSS
1. Part of a play
4. Money rolls
8. Cleo's serpent
11. Split
15. Bean or sauce
16. Doorway out
17. Drink for O-lan
18. Unique item, to a Brit
19. Drum lightly
20. Ascent
21. Legitimately
23. Greek letter
24. "____ from Alcatraz"
26. Rods and ____
27. Brook
29. Luau instrument
30. See ya!
32. Make lace
33. Distinctive theories
36. Veil
39. Classes
41. Jogger's gait
42. TV's "Star ____"
46. Yangtze craft
47. 1969 landing site
48. Not there
49. Expert flier
50. Hide underground

52. Fraudulent operation
55. Cook in fat
56. Without
58. Spheres
60. Carved gems
62. Pop or fountain
63. Cat sound
64. Straighten out
65. Japanese entertainer
67. Turns to the right
68. Hitter's club
71. Soggy
72. Under the weather
74. Metric mass measure
78. Related maternally
80. Alleges
83. Delve
84. Cherish as sacred
87. Pork chops, e.g.
88. Sniggler's quarry
89. Ballet skirt
90. Atlantic food fish
91. Laborer
92. Stage of life
93. Winter snow slider
94. Before, poetically
95. At once, to a doctor
96. Went in front

DOWN
1. Type of flower
2. Raccoon's kin
3. Representative
4. Existed
5. Pivot
6. Talk about
7. Filet mignon, e.g.
8. Salt tree
9. Ahab's milieu
10. Animal's foot
11. Reprobate
12. Bay
13. "The Most Happy ____"
14. Romantic rendezvous
22. Release
25. Green pasta sauce
28. Speech imperfection
30. Wild horse
31. Up until now
34. Random attempt
35. Diner list
37. Intersect
38. Utmost
39. Chocolate bean
40. Change
43. Allude
44. Flynn of filmdom

45. Unlocking devices
46. Lip
47. Incense ingredient
51. Drive out
53. Skin affliction
54. Ceremonial staff
57. Hang low
59. Gather in a sail
61. Perfume base
63. Jack Horner's fare
64. Least attractive
66. Water jug
68. Red vegetables
69. Cancel
70. Sample orally
73. Gold fabrics
75. Perfect
76. Loyal subject
77. Stared
79. Sound of a fall
80. Formally yield
81. Supernatural force
82. Retain deleted material
85. Frozen fruit dessert
86. Negative word

ACROSS
1. Bristle
5. Tap
8. Cease
12. Inner shoe
15. In need of a massage
16. Ostrichlike animal
17. Lofty hairstyle
18. Tokyo pearl diver
19. Good-natured
21. African fox
22. Nyets
23. Sty dweller
24. Wedding paths
26. Lived
28. Shield border
29. Escape
31. Not aweather
32. Slanting edge
34. Weirdest
37. More wretched
38. Circle section
39. Metalworkers
42. Saintly picture
43. "Gorillas in the ____"
44. Male child
45. Inclined
47. Afternoon rest
48. Paintings of people
50. Polygraph's catch

51. Miner's quest
52. Cooking instruction
53. At rest
54. Edible ice-cream holder
55. Beermaker
57. Letter before dee
58. Excessive desire for wealth
59. Absorption
61. Sudden noise
62. Horse's home
65. Pan's kin
66. Deli side order
67. Embarrass
69. Certain shellfish
71. Add color
74. Type
75. Newspaper part, shortly
78. Almost a score
80. Final letter
81. Deep-____ pie
82. Up in years
83. Low woman's choir voice
84. Botch
85. Certain ones
86. Microscopic
87. Astronaut Armstrong

DOWN
1. Pouches
2. Canyon feedback
3. Muscle
4. Vote in favor
5. Replenish
6. Entertain
7. Extract
8. Extragalactic object
9. Raises
10. Psyche parts
11. Three-____ sloth
12. Instrument board
13. Soap plant
14. Social class
20. Fewer
25. Franklin's discovery
27. Power element
28. Toaster ____
30. Projectile
32. Baking soda, briefly
33. Runaway groom
34. Once, once
35. Act
36. Evils
37. Chianti, to Luigi
38. Send by parachute
40. Angels' headgear
41. Upright piano
43. Data transmission need

46. ____ off (irritated)
48. Doggy feet
49. Fruit coolers
54. Gizzard
56. Infinite time periods
58. Blinding light
60. Relieve
61. Zinc sulfide
62. Feltlike fabric
63. More competent
64. Yard cleaner
66. Fence crossing
68. Coal scuttles
70. Fairy tale's White
71. Remove from text
72. Abominable Snowman
73. Organic compound
76. Life story, briefly
77. Belief
79. Beige

Crossword #15 (medium)
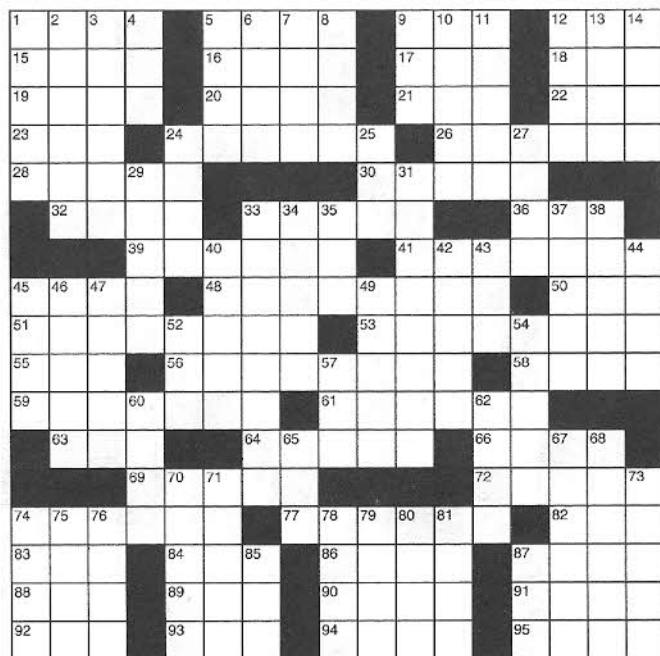
ACROSS
1. Come ashore
5. Weakens
9. No ____, ands, or buts
12. Priest's garment
15. Olive genus
16. Arch type
17. Floor cleaner
18. Card game
19. University grad
20. Company
21. Not con
22. Harem room
23. June bug
24. Ideal place
26. Complainer
28. Mops
30. Swain
32. Pivot
33. Nightly need
36. Mouths
39. Porter
41. Flow out
45. Strategy
48. Sound of mind
50. Ostrichlike bird
51. Upper canine
53. Determine precisely
55. Mien
56. Changing

58. Kickers' gadgets
59. Cold-sufferer's sound
61. Take into the body
63. Beautician's aid
64. Judges' garments
66. Laborer
69. Portly
72. Citified
74. Beggar
77. Wealthier
82. Secure
83. Building extension
84. Constrictor
86. Psychic
87. Retail transaction
88. Pro's opponent
89. Eccentric
90. Dancer Bambi ____ ("Your Show of Shows")
91. Hamelin piper
92. New Zealand parrot
93. Footlike part
94. Ultimatum word
95. Ampersands

DOWN
1. Fills with bullets
2. Concedes
3. Pertaining to sensation
4. Grand Coulee or Aswan structure
5. Cushy
6. Allowance for currency differences
7. Criminal, slangily
8. Large truck
9. Troublesome tyke
10. Do without
11. Fern seed
12. Askew
13. Mining find
14. Wild pig
24. Plaintiff
25. Wonderment
27. Club for Trevino
29. Scorched
31. First performances
33. Strews about
34. Wood turner
35. Roof finial
37. Nettle's cousin
38. Expiate
40. Wry
42. Dog's bane
43. European mountain

44. Consumes
45. Pod legumes
46. Fibbing
47. Lofty nest
49. Think
52. Blockhead
54. Water mammal
57. Curved chest bone
60. Theatrical failure
62. Egg on
65. "____ the fields we go..."
67. Acquire
68. Captured
70. Style of jazz
71. Deteriorate
73. Requires
74. Actor Gregory ____
75. Burn balm
76. Forelimb bone
78. Land amid water
79. Cover the upper surface
80. Domestic fowl
81. Coastal flier
85. Classified items
87. Baden-Baden, e.g.

Word Searches #1

One word movie titles

ALIEN	FLASHDANCE
ARTHUR	GHOSTBUSTERS
BABE	GIGI
BANANAS	JAWS
BATMAN	MANHATTAN
BEETLEJUICE	RAN
CADDYSHACK	SCREAM
CASABLANCA	SEVEN
COCOON	SHAMPOO
CONGO	TOOTSIE
DRACULA	TWISTER
EARTHQUAKE	ZELIG

Word Searches #2

Candlemaking

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

BEESWAX	PARAFFIN
CHIPS	POUR
COLOR	RELEASE
DIPPED	SAFETY
DRIP	SAND
FIGURINE	SCENT
FLAME	SHRINK
LANDSCAPE	SOLID
LIGHT	STAND
LUSTER	TABS
METAL	TAPER
MOLD	TEMPERATURE

Word Searches #3

Dessert Island

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

BAKLAVA	DONUT
BEARCLAW	ÉCLAIR
BISCOTTI	FRUIT
BONBON	PIE
BROWNIE	POPSICLE
CAKE	PRALINE
CANDY	PUDDING
COBBLER	SCONE
COCONUT	SHORTBREAD
COOKIE	STREUSEL
CRUMBLE	TRUFFLE
CUSTARD	TURNOVER

Word Searches #4

Mammals

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

BEAR	GOAT
BEAVER	HAMSTER
CARIBOU	HORSE
COYOTE	KANGAROO
DEER	MAMMAL
DOG	MONGOOSE
DOLPHIN	MOUSE
ELEPHANT	SKUNK
FOSSA	SLOTH
FOX	TAMARIND
GAZELLE	WHALE
GIRAFFE	WOMBAT

Word Searches #5

Give Us a Hand

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

APPLAUSE	PAINT
CARESS	PALM
CARRY	PINKIE
COVER	RELEASE
DROP	SCRATCH
ERASE	SLAP
FEEL	SLICE
GRIP	SPRAIN
INDEX	TEAR
KNEAD	THUMB
MITT	TICKLE
NAILS	TOUCH

Word Searches #6

Greek Mythology

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

ARES	HERA
ARTEMIS	HESTIA
ASCLEPIUS	KASTOR
ATHENA	LACHESIS
ATROPOS	MOLPE
BOREAS	NIKE
CALLIOPE	NOTUS
DEMETER	PEISINOE
DIONYSOS	PERSEPHONE
ERINYES	POLYDEUKES
EROS	URANIA
HADES	ZEPHIR

Word Searches #7

Let's Go Bowling!

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

ALLEY	GUTTER
AMATEUR	HANDICAP
APPROACH	LANE
BAG	LEAGUE
BALL	MISS
BRIDGE	PINS
CURVE	PROFESSIONAL
DELIVERY	SCRATCH
DOUBLE	SHOES
FAST	SPINNER
FRAME	SPLIT
GAME	SWEEP

Word Searches #8

The Young Ones

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

BABY	LARVA
CALF	NESTLING
CHILD	NEWBORN
CYGNET	NYMPH
DUCKLING	OWLET
FILLY	SHOAT
FLEDGLING	SPAWN
FOAL	SPRAG
GOSLING	TADPOLE
INFANT	TODDLER
KID	YOUNGSTER
KITTEN	YOUTH

Word Searches #9

Friends Forever

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

ADVOCATE	FELLOW
AMIABLE	FOLLOWER
ASSOCIATE	FRATERNAL
BACKER	GOODWILL
BROTHER	HENCHMEN
BUDDY	NEIGHBOR
CAMARADERIE	PARTISAN
CLOSE	PLAYFELLOW
COHORT	SIDEKICK
COMPANION	SISTER
DEFENDER	SUPPORTER
FAVORITE	UNDERSTAND

Word Searches #10

Planets & Moons

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

ARIEL	MOON
DEIMOS	NEPTUNE
EARTH	NEREID
EUROPA	OBERON
GANYMEDE	PHOBOS
HYPERION	PLUTO
IAPETUS	PROTEUS
JUPITER	RHEA
LARISSA	TITANIA
MARS	UMBRIEL
MERCURY	URANUS
MIRANDA	VENUS

Anagrams #1

At least 12 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

EPYAPD

1. _ _ _
2. _ _ _ _
3. _ _ _
4. _ _ _
5. _ _ _
6. _ _ _
7. _ _ _
8. _ _ _
9. _ _ _
10. _ _ _ _ _ _
11. _ _ _
12. _ _ _

Anagrams #2

At least 13 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

OUTDEV

1. _ _ _ _
2. _ _ _
3. _ _ _ _ _ _
4. _ _ _ _
5. _ _ _ _
6. _ _ _
7. _ _ _
8. _ _ _
9. _ _ _ _
10. _ _ _
11. _ _ _
12. _ _ _ _ _
13. _ _ _ _

Anagrams #3

At least 13 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

KEBNRO

1. _ _ _
2. _ _ _
3. _ _ _ _ _ _
4. _ _ _ _
5. _ _ _
6. _ _ _ _
7. _ _ _ _
8. _ _ _
9. _ _ _ _ _
10. _ _ _ _
11. _ _ _
12. _ _ _ _ _
13. _ _ _

Anagrams #4

At least 13 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

NSSBAI

1. _ _ _
2. _ _ _ _
3. _ _ _
4. _ _ _
5. _ _ _ _
6. _ _ _
7. _ _ _ _
8. _ _ _ _ _
9. _ _ _ _
10. _ _ _ _
11. _ _ _
12. _ _ _ _ _
13. _ _ _ _ _ _

Anagrams #5

At least 14 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

RGEGSO

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

Anagrams #6

At least 15 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

SBHOTR

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

Anagrams #7

At least 18 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

AERMCA

1. _ _ _ _ _
2. _ _ _
3. _ _ _ _ _ _
4. _ _ _
5. _ _ _ _
6. _ _ _ _
7. _ _ _
8. _ _ _ _
9. _ _ _
10. _ _ _
11. _ _ _ _
12. _ _ _
13. _ _ _
14. _ _ _ _
15. _ _ _
16. _ _ _ _
17. _ _ _
18. _ _ _ _

Anagrams #8

At least 18 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

TUSSHO

1. _ _ _ _ _
2. _ _ _ _ _
3. _ _ _ _ _
4. _ _ _ _ _
5. _ _ _ _ _
6. _ _ _ _ _
7. _ _ _
8. _ _ _ _
9. _ _ _ _ _
10. _ _ _ _
11. _ _ _
12. _ _ _ _
13. _ _ _ _
14. _ _ _ _
15. _ _ _ _
16. _ _ _ _
17. _ _ _ _ _ _
18. _ _ _

Anagrams #9

At least 19 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

AASTDP

1. _ _ _
2. _ _ _
3. _ _ _ _ _ _
4. _ _ _
5. _ _ _ _
6. _ _ _ _ _
7. _ _ _
8. _ _ _
9. _ _ _ _
10. _ _ _ _
11. _ _ _
12. _ _ _ _ _
13. _ _ _ _
14. _ _ _
15. _ _ _
16. _ _ _
17. _ _ _ _
18. _ _ _ _
19. _ _ _

Anagrams #10

At least 19 words can be made from the letters below. Try to find words to fit all the blanks. (You may find more!)

RSDETE

1. _ _ _

2. _ _ _ _ _

3. _ _ _ _

4. _ _ _ _ _

5. _ _ _

6. _ _ _ _ _

7. _ _ _ _ _

8. _ _ _ _ _ _

9. _ _ _ _

10. _ _ _ _

11. _ _ _ _

12. _ _ _

13. _ _ _ _ _ _

14. _ _ _ _

15. _ _ _ _

16. _ _ _ _

17. _ _ _ _

18. _ _ _ _ _

19. _ _ _ _

PUZZLE ANSWERS

Crossword #1

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

Crossword #2

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

Crossword #3

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

Crossword #4

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

Crossword #5

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

Crossword #6

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

Crossword #7

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

Crossword #8

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

Crossword #9

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

Crossword #10

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

Crossword #11

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

Crossword #12

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

Crossword #13

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

Crossword #14

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

Crossword #15

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

Word Searches #1

Word Searches #2

Word Searches #3

Word Searches #4

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

Word Searches #5

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

Word Searches #6

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

Word Searches #7

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

Word Searches #8

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

Word Searches #9

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

Word Searches #10

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

Anagrams #1: EPYAPD

1. YEA	11. APE
2. APED	12. DAY
3. DYE	
4. PAY	
5. PEA	
6. PAD	
7. AYE	
8. PEP	
9. YAP	
10. YAPPED	

Anagrams #2: OUTDEV

1. DUET	11. OUT
2. DOT	12. VOTED
3. DEVOUT	13. DOTE
4. VETO	
5. DOVE	
6. DUE	
7. VET	
8. DOE	
9. VOTE	
10. TOE	

Anagrams #3: KEBNRO

1. NOR	11. BORE
2. ONE	12. BORNE
3. BROKEN	13. ROE
4. BORN	
5. ORE	
6. ROBE	
7. BONE	
8. ROB	
9. BROKE	
10. KNOB	

Anagrams #4: NSSBAI

1. BIN	11. BAN
2. BINS	12. BASIS
3. SIS	13. BASINS
4. INS	
5. BANS	
6. SIN	
7. BASS	
8. BASIN	
9. BIAS	
10. SINS	

Anagrams #5: RGEGSO

1. GOES	11. GOER
2. ROSE	12. EGGS
3. OGRE	13. GOERS
4. GORGES	14. GORGE
5. OGRES	
6. EGG	
7. SORE	
8. ORES	
9. ROE	
10. ORE	

Anagrams #6: SBHOTR

1.	HOT	11.	SHORT
2.	BOTH	12.	ROT
3.	ROB	13.	ROBS
4.	THROB	14.	ROTS
5.	SORT	15.	HOST
6.	BROTHS		
7.	SHOT		
8.	THROBS		
9.	SOB		
10.	BROTH		

Anagrams #7: AERMCA

1.	CREAM	11.	ACRE
2.	EAR	12.	ARM
3.	CAMERA	13.	ERA
4.	ARC	14.	MARE
5.	CAME	15.	ACE
6.	RACE	16.	CRAM
7.	ARE	17.	CAR
8.	AREA	18.	CARE
9.	MAR		
10.	RAM		

Anagrams #8: TUSSHO

1.	HOSTS	11.	HOT
2.	SHOUT	12.	OUST
3.	OUSTS	13.	TOSS
4.	SHUTS	14.	HUTS
5.	SHOTS	15.	HOST
6.	SOUTH	16.	THUS
7.	OUT	17.	SHOUTS
8.	OUTS	18.	HUT
9.	SHOT		
10.	SHUT		

Anagrams #9: AASTDP

1	SAD	11.	SPA
2.	PAS	12.	PASTA
3.	ADAPTS	13.	PADS
4.	SAP	14.	ADS
5.	SPAT	15.	SAT
6.	ADAPT	16.	TAP
7.	APT	17.	PATS
8.	PAD	18.	TAPS
9.	PAST	19.	PAT
10.	DATA		

Anagrams #10: RSDETE

1.	SET	11.	DEER
2.	TREES	12.	RED
3.	TEE	13.	DESERT
4.	DEERS	14.	REED
5.	SEE	15.	TEES
6.	TREED	16.	TREE
7.	RESET	17.	SEED
8.	RESTED	18.	STEER
9.	REEDS	19.	REST
10.	REDS		

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crosswords.about.com

Thinks.com—The brain games, puzzles and pastimes website
www.thinks.com

Cruciverb—Crossword puzzle constructor's forum
www.cruciverb.com

Newsgroups

The **alt.anagrams** newsgroup

The **rec.puzzles.crosswords** newsgroup
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