Crossword Compiler Help Contents

Press F1 to learn how to use Help**.**

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Block Filling

A British-style puzzle, in which words are linked every alternate letter, has a regular pattern of blocks. The basic pattern can be filled in quickly by choosing **Fill Blocks** from the **Pattern** menu.

Block filling fills in every alternate block on alternate rows. There are four choices of starting position:
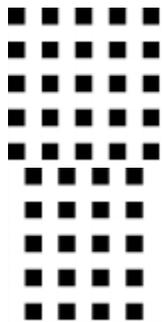
Fill from (1,1):   Fill from (2,1):

■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■
 ■ ■ ■ ■
 ■ ■ ■ ■
 ■ ■ ■ ■
 ■ ■ ■ ■
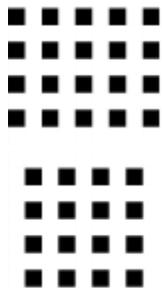
Fill from (1,2):   Fill from (2,2):

■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■

 ■ ■ ■ ■
 ■ ■ ■ ■
 ■ ■ ■ ■
 ■ ■ ■ ■

Note that fill from (2,1) and (1,2) is not compatible with <u>dual-symmetry</u>.

Symmetry

You can automatically create a symmetric pattern by selecting one of the symmetry options from the **Pattern** menu. You can have normal S-Symmetry or Dual-Symmetry (Dual-Symmetry only works if you have a square puzzle).

This pattern shows Dual-Symmetry:

Whereas this one only has S-Symmetry:

Autofind

Autofind can be used to find words to fit in the puzzle. Select **Autofind** from the **Words** menu, or click the right mouse button on a square in the word. Words are found to fit in the current type direction, but if there is only one possible word through the cursor's square, words are found to fit there.

For example if you had a puzzle that looked like this:

You may want to find a word to fit down the middle. Click with the right mouse button on one of the squares, for example, above the 'D', and a scrollable list of words that fit is produced. Simply scroll through and select the word you want and press Insert. If you selected the word   **ADMIRAL** then the puzzle would look like this:

Note that compound words in the word list are not punctuated, eg. '**OUT OF DATE'** appears as '**OUTOFDATE'**, as it will in the puzzle.

If not words are found that fit you will prompted to search the secondary word list. You can also toggle between the main and secondary word list by pressing the **Other** button on the Word Found dialog box. Change the word lists used as the main and secondary lists using the Word List Usage command on the **Words** menu.

To find a word to fit a given template use the Find Word... command on the **Words** menu. To find a fit for whole sections of the puzzle rather than just one word at a time us the Fill Automatically command on the **Words** menu.

Find Words

If you want to find words that match a specific pattern you can use the **Find Word...** command on the **Words** menu.

In the dialogue box enter the template for the word, using '?' for letters you don't know, or a '*' for any number of unknown letters. Eg. to find a 5 letter word that starts in 'T' and ends in 'ND' enter 'T??ND', and the program will find all the words in the lists which match (eg. 'TREND'). To find all words starting with 'H' and ending in 'K' enter 'H*K'.

'*' can stand for any number of letters, including no letters. If you wish to find a word starting with an 'L' ending in an 'N' at least two letters behind the 'L', you can enter '*L??*N'. This will find, for example, 'ALIEN' which has two letters between the 'L' and 'N', and 'ALLERGEN' which has many letters between them. '*L*N' would include words like 'KILN' in the list, where the 'L' and 'N' follow each other.

If you want to find words to fit in the puzzle it is easier to use the <u>Autofind</u> facility.

Puzzle Flipping

A puzzle may be flipped to its mirror image by selecting **Flip Pattern** from the **Pattern** menu. This has not effect other than the numbering and order of the clues, and the appearance of the puzzle. A flip can be undone by doing another flip. Here is a puzzle, one before and one after a flip:

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

Font

You may change the font used to display and print the puzzle and clues by selecting **Font...** from the **Options** menu. You can only use True Type fonts with Crossword Compiler. The point size you choose has no effect on the puzzle but is used in <u>Printing</u> the clues. Here is what a sample puzzle looks like with some of the standard fonts:

Arial:

Arial Bold:

Courier New:

Times New Roman:

Anagram

You can search for multiple word anagrams of a given word, either from the Clue Editor or by choosing **Anagram...** from the **Words** menu.

If you run it from the Clue Editor the word you are clueing will be anagrammed automatically. If you choose **Anagram...** from the menu you should enter the word in the dialogue box. If you wish to anagram for multiple words just enter the words you want to anagram.

Anagram finds all the multiple word anagrams of the given word up to a certain maximum number of component words. The maximum number of words in the multi-word anagram can be specified in the Preferences dialog box. If you choose a large number the search is slower as there will be a lot of different anagrams. Specifying a small number also makes it easier to find a suitable anagram.

Anagrams are displayed as they are found. The words in multi-word anagrams are not sorted, but anagrams are found in order of word length, so you should get all the straight anagrams before the multi-word ones etc.

The Search can be aborted at any time by pressing **OK**. Anagrams are added to the bottom of the list as they are found. If there are a lot of possible anagrams they may not all be found, but you should always get at least the first thousand or so. The finder will work in the background as you edit other clues or whatever. To bring the window to the top just click on it. You can leave the anagram window open, and it will be reset with a new word whenever you select **Anag...** in the clue editor, or **New** in the anagram window. **Anag...** sets the word to the word you are clueing, **New** prompts you for a new word to anagram.

Anagrams are found using the word file selected in the **Anag files'   path and name** input line in the   Word List Usage box. The program uses a list of words from 1 to 3 letters long for anagrams, specified at the bottom of the Word List Usage dialog box. This should contain the words in decreasing order of length, one word per line. It is best not to have very obscure short words otherwise the program will find very many obscure and meaningless anagrams. You should normally only change the default list of short words if you want to find anagrams in some other language.

The anagram feature is a quick and easy way to find anagrams of words. However if you wish to find meaningful anagrams of longer words, phrases or names, it will take quite a long time, and you may have to look through a list of 16000 anagrams to find the best one.   There is however a dedicated anagram program that I can recommend to anyone with a special interest in anagrams, called Anagram Genius.

Anagram Genius for the PC

After six years of development what is probably the world's most   sophisticated anagram generator has finally been ported to a   mass-market platform: Microsoft Windows.

This highly unusual software takes the names of your friends, employers and competitors and transforms them in ways you would never believe. It rearranges the letters and uses powerful Artificial Intelligence techniques to say things that are weird, wonderful (and   sometimes extremely insulting!)

For example:

** type in "Ronald Wilson Reagan" and tell the software he is male, a politician and you want satirical anagrams. It rearranges the letters of his name to say he is "a long-insane Warlord"!

   ** You want to do some research into fundamental philosophy. Type in "The meaning of life" and out comes (along with many others) "The fine game of nil".

** Type in "The best things in life are free" and it produces "Nail-biting refreshes the feet": it is free after all (although you may need to pay for some yoga lessons first!)

** Type in "The end of the world is nigh!" and get "Down this hole, frightened".

There are many many more examples, buy the software and you can add to them with (amongst others) your name, the names of your friends and colleagues, your employer, acquaintances, commercial rivals etc. Etc.

(Thanks to Donald L. Holmes for finding the last two examples).

Correspondence from existing owners of anagram genius

** Your latest version of Anagram Genius defies superlatives! What   a fantastic and fascinating creation!

** One friend turned out to be an anagram of "recombined anus", another "I'm a jolly anarchic poker" and my wife "And in herself weary"; all of which were appropriate. My yuppy boss found out her name was an anagram of "She'll engineer gain" which she thought appropriate.

** Terrific! It has brought me and my friends considerable entertainment.

** I was interested to note that an anagram of Virginia Bottomley "I'm an evil Tory bigot" made it into the national press - I'd spotted that one a year earlier using the original version of Anagram Genius!

** May I congratulate you on an excellent product.

** There isn't anything I don't like about it ... I think you have a hit!

** It is much better and more sophisticated than I could imagine.

** The program is great and I am amazing my friends with it.

** Anagram Genius is wonderful.

... plus many many others.

(All quotes can be proven genuine on request. Some of the quotes refer to 'Supergram', the name of the same software on the Acorn Archimedes. To avoid confusion 'Anagram Genius' was substituted into these examples.)

Selected features of the latest version

** Choice between American or British English. The default is automatically selected from the computer's country code.

** 'Satire' flag for wildly satirical anagrams, 'Flattery' flag for flattering anagrams. 'Normal' flag for no good or bad bias.

** 'Vulgar words' flag allows on censors coarse or obscene language. (When not censored and combined with the 'Satire' flag these words are considered highly desirable!)

** Limit the number of anagrams to keep. Keep only anagrams scoring above a certain score. Limit the number of words in the found anagrams.

** Describe the text by gender, political, computer or business associations. Describe the text in detail by specifying the relevance of individual words. Your description is used by the artificial intelligence routines to find relevant and meaningful anagrams for that subject.

** Include interjections, dropped 'H' words ("'ello", "'orrible" etc.) and others. Penalise anagrams for not being a good mix of the initial text.

** Automatic intelligent default punctuation and choice of word-order for each anagram

which is completely overridable if you so choose.

** Print or save out reports, word lists and anagrams. Fully-featured print-preview option.

** All anagrams are given a score and sorted into order. For texts which contain many anagrams you only need look at the best ones.

** The powerful back-end works hand-in-hand with an excellent user interface which is both logical and powerful. The process of finding anagrams is divided into four conceptually clear stages. The stages can be flicked between and the computer's choices overridden or left as you choose. At all times you are in control.

** It can deal with short texts of just a few letters or long   texts of thirty letters or more which would choke any other software. Most texts are processed in just a few seconds but a powerful scheduling algorithm keeps the search within reasonable timescales no matter how massive its task.

*** All for just 19.99 pounds sterling! ***

Anagram Genius ordering information

To run Anagram Genius you will need a machine running Windows 3.1 (or another compatible Operating System), 4Mb of RAM or more, at least 386 processor and a mouse. The software is supplied on a high density 3.5" PC disc.

** All orders should be sent to:

        Genius 2000 Software
        Dept AL
        P.O. Box 395
        Cambridge CB3 9PJ
        United Kingdom

** In the United Kingdom: Send a cheque for 19.99 + 1.65 S&H (total 21.64 pounds) payable to "Genius 2000 Software" to the above address.

** In the United States: Send a check for $29.95 made payable to "Genius 2000 Software" to the above address. Current airmail postage from the US to the UK is 50 cents (write "airmail" on the envelope). Your order will be dispatched back to you by fast international airmail. This price includes shipping, handling, bank charges and all sales taxes.

** In other countries: send a cheque for 22.99 pounds sterling (19.99 + 3.00 shipping and handling) drawn on a British bank to the above address. Alternatively add 5 pounds to cover bank charges (totalling 28.00), convert to your local currency and send a

cheque in your native currency drawn on a local bank. All cheques should be payable to "Genius 2000 Software". Exchange rates are published in most newspapers.

These prices buy a single copy of the software and a licence to use it on one machine by one person at a time. If the software is to be used by more than one person you will probably need to buy a site licence: send email to AGenius@genius.demon.co.uk or write for details.

If you have any further questions please email: AGenius@genius.demon.co.uk

Changing Square Sizes

The size at which the puzzle and solution are displayed, <u>printed</u>, and copied to the <u>clipboard</u> can be customised. Select **Square Sizes...** from the **Options** menu to bring up a dialogue box.

Puzzle **- S**pecifies the size in millimetres of the puzzle used in printing and the suggested puzzle size when it is copied to the clipboard.

Solution - Size in millimetres of the solution.

Zoom % of puzzle size - Specifies the factor by which the puzzle size is enlarged when you edit it on the screen. This does not effect the printed size.

Editing the Puzzle

When you start a New puzzle, or Open an existing one, the puzzle is displayed in the window with a cursor in the top left hand corner.

You enter letters from the current cursor position by typing as normal. Black squares (blocks) are inserted by pressing the space bar. In the puzzle there are usually words going in two directions; to change the direction of typing press tab, or click on the direction icon on the Toolbar. This then displays the current type direction. The cursor also changes to show the type direction:

          ☐   To type Horizontally

          ☐   To type Vertically

You can use the cursors to move round the puzzle, or click with the left mouse button to move to a certain square. You can also insert blocks by double clicking with the left mouse button.

For a full list of keyboard commands see Keyboard.

You can fill in some of the pattern by using the Fill Blocks command on the **Pattern** menu.

To automatically insert blocks in symmetrical positions select one of the Symmetry options on the **Pattern** menu.

You can create irregular puzzles by removing unwanted squares from the puzzle. Press Ctrl+Delete with the cursor on the square to be removed. To remove all blank squares from the puzzle, select the Remove Blanks command from the **Pattern** menu. This makes the puzzle only have lines around squares with letters or blocks in, so giving it an irregular outline.

You can **Undo** editing by pressing Alt+ Backspace. This moves the cursor to the end of the last editing action and then undoes the action. This can be repeated a large number of times to undo chunks of the puzzle. Interlocking letters are not removed using **Undo**, so leaving the intersecting words intact. Undo is particularly useful with Autofind to test words in certain positions and then undo them if necessary.

Giving the puzzle a reference

You can give a reference to a puzzle in addition to its file name by selecting **Reference...** from the **File** menu. Enter anything you want, typically information about who wrote the puzzle, when etc. It has no effect other than to give some extra information about the puzzle, and it can be printed when you <u>Print</u> the puzzle.

Copying to the clipboard

You can copy the puzzle, clues, solution or answers to the clipboard to use them in other Windows programs. Select **Copy to Clipboard** from the file menu, and select what you want copied from the submenu.

 The puzzle and solution are copied as pictures (metafiles) that can be resized in the host application. They are copied by default at the size specified in the Square Sizes dialogue box, but can then be resized without any loss in quality.

   The clues and answers are copied as Rich Text Format (RTF) and plain text. The host application will use the appropriate format. Most word processors (but NOT Write) and DTP programs will accept RTF, which gives formatted text, bold clue numbers right aligned etc. Other programs can use the plain text, but it won't look as good.

   The space between clues, and the space between the clue number and the clue can be customised in the Format dialogue box for RTF. The relative size of the numbers in the puzzle can also be changed. The font in the puzzle and solution is set in the Font dialogue box, the font for the clues and answers is set by the host program so it will match the font you are using in that. If you find that the clues do not copy correctly then try increasing the Number/Clue space in the format dialog box.

The answers option copies the answers in text form eg.

Across: 1 Cueing, **4** Abbott, **9** Infant prodigy, **10** Connoisseurs, **12** Alcove, **14** Shinto, **16** Overdecorate, **19** Command module, **20** Donate, **21** Oyster.
Down: 1 Chitchat, **2** Elfin, **3** Non-conversant, **5** Biotechnology, **6** Omicron, **7** Toys, **8** Spasm, **11** Forebear, **13** Cavemen, **15** Bendy, **17** Adult, **18** Scud.

The solution option copies the completed puzzle, as it looks when you edit it, eg.

The clues and answers can then be put into columns or whatever in the host program.

Reviewing the Clues

   You can view the clues written so far using the **Review Clues...** command in the **Clue** menu. The clues are shown in two scrollable lists, with the clue number at the left, and the solution to the right. If a word is unclued the clue reads 'No Clue'. If   there are incomplete words in the puzzle the solution appears with question marks for the missing letters.

    You can edit a clue by selecting the clue by scrolling through the lists and pressing the **Edit** button (Alt+E), or double clicking on the clue with the left mouse button. This brings up the <u>Clue Editor</u> dialogue box which you can use normally. You can move between the Across and Down clues using Tab and Shift+Tab.

It is a good idea to review the clues before you <u>Print</u> them to check you haven't missed any clues, or that any words are incomplete. It also makes quite a convenient way to edit the clues.

Keyboard

Keyboard controls when editing puzzle:

CURSORS   Move the cursor

CTRL+CURSORS   Skip to next or previous word start

TAB   Toggle type direction

ENTER   Move to left or top of next line

SPACEBAR   Insert Block

DELETE   Delete letter/block at cursor

CTRL+DELETE   Remove square from puzzle

SHIFT+DELETE   Delete word. Doesn't effect intersecting words

ALT+BACKSPACE Undo

ALT+A   Autofind

ALT+E   Edit Clue

F1   Help Index

F2   Save

CTRL+ESC   Switch to another program

See Mouse for mouse combinations and the Toolbar topic

Mouse

Left Button   Move cursor to square clicked on

Double Left Button   Insert block in square clicked on

Right Button   <u>Autofind</u> words to fit in word clicked on

See <u>Keyboard</u> for keyboard shortcuts, and the <u>Toolbar</u> topic.

Open an existing file

   You can open an existing crossword file by selecting **Open...** from the **File** menu. Enter the name of the file to open, or select the directory and file from the list boxes and press **Open**. If you have an unsaved puzzle already open you will be prompted to ask if you want to save it or not before opening the new puzzle.

Crossword Compiler puzzle files have the .CWD extension, and are in a special format, you cannot open files saved by another application.

Starting a new crossword

You can start a new crossword with a blank grid by selecting **New** from the **File** menu. You are prompted for the size of the puzzle you want to create. Valid sizes are between 3 and 39 squares height and width. If you have an unsaved puzzle already open you will be prompted to save it.

Saving a puzzle with a name

You can give a puzzle a name, or save under a new name by selecting **Save As...** from the **File** menu. Enter the name for the puzzle and press OK. You can select a different directory by using the list box on the right.
 You can save the puzzle as a .CWD file for further editing with Crossword Compiler, or as Rich Text Format, to use in other applications. Change the selection in the **Save file as type** input box to change the setting and give the file a name ending in '**.RTF**' Puzzles saves as Rich Text Format (RTF) with the .RTF extension cannot be reopened from Crossword Compiler, but does allow you to save the puzzle clues etc. so that they can be used in word processing, DTP programs etc. If you save as RTF you are prompted for what you want saved in the file, the puzzle, clues, solution, answers or a combination.

You can save a puzzle as a .CWD file with its present name by pressing F2 or selecting **Save** from the **File** menu.

Save

Select **Save** from the **file** menu or press F2 to save the puzzle with its present name. If the puzzle is un-named the Save As dialogue box will open for you to choose a name.

Printer Setup

Select **Printer Setup...** from the **File** menu to select and setup a printer for <u>Printing</u>. Select the printer you want from the drop down list. You can press the **Setup...** button to set other options such as page orientation, size etc.

Toolbar

The toolbar is the array of icons at the to of the program window. By clicking on them with the mouse you can quickly invoke the command they represent. By holding the mouse cursor over a button for a short time you will pop up some text which tells you what the button does. Use this feature if you are unsure what any button does.

Here is a complete description of all the buttons:

	Get Help
	Open an existing file
	Save the crossword
	Invoke Autofind
	Fill Automatically from cursor
	Toggle type direction
	Undo last change. Can be used multiple times.
	Edit Clue

See Editing the Puzzle for more information on undoing   and type directions.

Writing Clues

You can edit the clue for a particular word in the puzzle by pressing Alt+E with the cursor on the word of the clue you want to edit, or by using the Edit tool on the <u>Toolbar</u>. If there are two words through the letter at the cursor, it will select the word in the current type direction. A dialog box will pop up in which you enter the clue. Once you have finished the clue press Enter to close the dialog box or Alt+> to edit the next clue. The number of the clue is displayed in the title bar of the dialog box and the word the clue is for is displayed below. There is a large input box for entering the clue and an input line for entering the <u>format</u> of the word.

Here's a summary of clue dialog box commands, which can also be called by clicking with the mouse on the buttons at the top of the dialog box:

Enter	Close editor, saving changes
ESC	Close editor without saving changes
Alt+D	Delete the clue
Alt+>	Move to next clue, saving changes
Alt+<	Move to previous clue, saving changes
Alt+K	<u>Link</u> the clue
Alt+A	Find <u>Anagrams</u>
Alt+P	Paste in clue from the <u>Clue Database</u>
F1	Bring up this help screen

I suggest that you complete the puzzle network before starting to write clues, so then you can systematically write each clue in order with no chance of missing a clue or writing a clue for a word which will be changed later. Once you have finished you can <u>review</u> the clues by selecting **Review Clues** from the **Clue** menu.

Editing the Clue

To edit the clue, or write a new one, simply type the clue in the Clue editor box. The editor word-wraps the clue as you type so there is no need to press Enter to end a line, and the clue will then be correctly wrapped when it is printed as well. The clue can be of any length up to a maximum of 400 characters, which should be long enough for anyone's purposes. The cursor can be moved within the editor box using the cursor keys, or by clicking with the mouse. You can skip to the next word using Ctrl-Right or the last word with Ctrl-Left.

You can change the format of the solution by entering the format in the <u>Word Format</u> input line.

Word Format - Automatic Word length

Do not include the length of the clue in the clue editor, but in the **Word Format** input line. By default this is just the number of letters in the word, which is entered automatically. However if the 'word' is in fact hyphenated or more than one word you can enter the format here. Just type the number of letters in each word, or hyphened half word, and a comma to indicate a new word or a hyphen to indicate a hyphen. The format is then automatically included in brackets at the end of the clue when it is printed, and the word is correctly formatted in the dialog box and if you print the answers.
For example if the word is displayed as ONTOPOFTHEWORLD (On top of the world), then in the format line type '2,3,2,3,5'. On pressing tab the correctly formatted word will appear at the top of the dialog box. If the clue is linked then the format should be entered for the linked solution.

Printing the Crossword

Select **Print...** from the **File** menu to print the crossword. A dialog box is displayed showing the various print options. Check the check boxes for what you want printed. 'Puzzle' just prints the blank numbered puzzle as it would appear in a newspaper. You can also print the solution with the words in.

You can choose to print just the clues, in which case they are printed word wrapped in two columns, or you can print the clues with answers - word wrapped clue on the left and the solutions on the right (as when you <u>review</u> the clues).

If you try to print the clues before you have written the clues the program will print out the clue numbers with a blank space next to it. If you like to work to a hard copy when writing clues you can do this by printing out the clues and answers before writing the clues. Doing this will leave you a space to write the clue on the printout sheet. You can then type in the clues when you are satisfied with them.

Note that very large puzzles may not fit on A4 paper. If not you will be asked whether the square sizes you have chosen should be shrunk to make it fit. To change the margins choose the <u>Page Setup...</u> command   from the **File** menu. The printer can be changed by selecting <u>Printer Setup...</u> on the **File** menu.

Printing the puzzle uses all the settings set in the various **Options** dialog boxes. See <u>Square Sizes</u> , <u>Font</u> and   <u>Format</u> for more information.

Word List Usage

Selecting **Word List Usage...** form the **Words** menu allows you to set and change the word file directory settings. To set the word files' directory, Click on the Set button by the relevant entry. Select the word file that you want to use and press OK. The files are given with a '.X7' extension in the file box, just select one of these, the entire list will be used.

The main word list is used by <u>Autofind</u> and Find Word to search for words. If no words are found in that list then the secondary list, if it is not the same, is scanned. This allows you to specify a specialised word list as the main list, and a general word list as the secondary list. This is useful for creating subject specific crosswords, as often the specialised word list will not be big enough to find words to fit in all the spaces. It also allows you to scan the shorter SHORTS word list which contains few obscure words and endings, and then to search the more comprehensive WORDS list if few matches are found.

By default the SHORTS.X?? word list is used for <u>Automatic Filling</u>, as it contains less obscure words, and far fewer parts of speech than the WORDS word list. If AutoFill cannot fill in a section using the specified word list, it will prompt to see if you want to try doing a fill from the secondary word list.

Preferences

Selecting **Preferences...** under the **Options** menu allows you to change various program options.

You can disable ToolTips for the ToolBar by deselecting the check box. You can also specify if you want backup files made whenever you save a puzzle. If this is selected, a file with the '.BAK' extension will be created. This helps to prevent disaster if you accidentally delete the crossword file, or make some change that you later decide was unnecessary.

You can also change the default puzzle size, so if, for example, you always produce 13x13 puzzles you could change the default settings so that you do not need to change the size settings when you start a new crossword.

The maximum number of words found by Autofind can also be altered. Specifying a very large number may slow down the search considerably, and a huge list of words is not very helpful. Suggested numbers are in the range of hundreds or a couple of thousands. Specifying a small number would probably only increase the search speed significantly on a very slow computer. Larger figures are recommended as you can then scroll through the list so that your puzzle does not end up with all its words beginning with 'A'.

The maximum number of words in multi-word anagrams found by the Anagram facility can also be changed. Numbers larger than 3 or 4 will tend to make the search slow and produce vast numbers of anagrams for long words.

Settings in the **Preferences...** box are saved automatically to your currently selected configuration file when you quit the program.

Linking Clues

It is possible that you have two or more words in the crossword for which you wish to write a combined clue. For example, if somewhere in the puzzle there are the two words PREGNANT and PAUSE you may wish to write one clue for the phrase 'PREGNANT PAUSE' rather than two separate clues. To do this bring up the Clue Editor with the cursor on the word 'PREGNANT'. Press Alt+L, or click with the mouse on the **Link** button at the top of the dialog box. Enter the number(s) of the clues to link to (the number of the clue is displayed at the top of the dialog box when you edit the clue). In the example above, 'PREGNANT' may for example be 1 Across, and 'PAUSE' 5 Across. To link the two simply enter '5' in the input line and press Enter. The word at the top of the editor dialog box will now be PREGNANTPAUSE, and to format this correctly you should enter '8,5' in the Word Format   input line.

From now on these two words will be linked, and if you select Edit Clue with the cursor on 'PAUSE' it will automatically show you the clue you have written for 'PREGNANT PAUSE'. If you Print the puzzle 5 Across will have the clue 'See 1', and 1 Across will have the linked clue. If you print the answers the linked word will be printed after 1 Across and not after 5 Across. If at some point you change the puzzle layout so that 'PAUSE' is no longer 5 Across but, say, 7 Across the linking will still be done correctly.

You can link more than two words by entering the clue numbers you want linked separated by '/'. Do not enter the number of the clue you are editing, but just the clues you want linked to the end of it. You must be editing the first clue in the link so that you get the words linked in the correct order. Links can only be done on words in the same direction. To try to link clues that are already linked would be an error as you can only link a given word once.

Note that pressing OK in the Link dialog box saves the clue as it is when you close the box, and that the link will not be undone if you Cancel the clue editor box after making a link. To remove a link bring up the Link dialog box and press delete to clear the input line. There will then be no links, and the clues of the words which were linked will be returned to the state they were in before the link was made.

Ordering Crossword Compiler

This program is distributed as Shareware. You may use the program for a maximum of 30 days for evaluation. If you wish to use the program after this period you must order a licensed copy. The program costs only £28 including P&P for EEC, and £30 for other countries. A order form is provided in the ORDER.WRI file, and can be printed out by pressing Alt+O or the **Order form...** button when at the program start-up screen, entering your details and printing the form.

Otherwise send a cheque, Eurocheque or PO/International Money Order (sorry, I can't take credit cards) to
Antony Lewis, 16 Townley Rd, London SE22 8SR, England.

I can accept cheques made out in any convertible currrency: please calculate what £32 comes to in your local currency and make out a cheque for that amount (the extra £4 is to cover the bank charge for accepting foreign cheques). If you would like to order word lists as well then please add £6 for each word list you want before converting.

Licensed uses get the latest version of the program, with word lists for 3 to 20 letters, including compound words. The licensed version also has facilities for adding and removing words from the word lists, and manipulating word lists. It comes with an installation program to set it all up for you.

You may also buy some additional word lists at £6 each.

The sets are as follows:

Disk 1 - Medical, legal, ethnic, names, food, US places, UK places, cities, literature, Old Testament, RAF, IATA, Olympic, school chemistry,
174000+ unusual words and variant spellings.

Disk 2 - 233000+ Words from Webster's second edition, 75000+ Expressions from Webster's second.

Disk 3 - 156000+ German, 131000+ French, 85000+ Spanish, 60000+ Italian.

Disk 4 - 270000+ Finnish, 61000+ Norwegian, 24000+ Danish, 11000+ Swedish.

UK Advanced Cryptics Dictionary v1.2

Ordering Crossword Compiler in N. America

This program is distributed as Shareware. You may use the program for a maximum of 30 days for evaluation, if you wish to use the program after this period you must order a licensed copy. The program costs only $45 including P&P in the US and Canada. You can also order two disks of additional word lists for $25, inc P&P.

You can order from M&G Services by check, cash, money order or C.O.D. The numbers for ordering are **1-800-425-7775** or **1-404-513-6566**. Faxes are also accepted at these numbers. You can E-Mail to **mab@netcom.com**. There is an extra charge of $5 for C.O.D. A registration form is provided in the ORDERUS.WRI file, and can be printed out by pressing Alt+O or the **Order form...** button when at the program start-up screen, entering your details and printing the form.

CREDIT CARD ORDERS ONLY -

You can order with MC, Visa, Amex, or Discover from Public (software)Library by calling **800-2424-PsL** or **713-524-6394** or by FAX to **713-524-6398** or by CIS Email to 71355,470. You can also mail credit card orders to PsL at P.O.Box 35705, Houston, TX 77235-5705.

THE ABOVE NUMBERS ARE FOR ORDERS ONLY.

Any questions about the status of the shipment of the order, refunds, registration options, product details, volume discounts, site licenses, etc, must be directed to M&G Services.

Licensed users get the latest version of the program, with word lists from 3 to 20 letters. The licensed version also has facilities for adding and removing words from the word lists, and combining word lists. It comes with an installation program to set it all up for you.

The additional word disks include the following lists:

174000+ Unusual words and variant spellings
233000+ Words from Webster's second edition
75000+ Expressions from Webster's second
medical, legal, names, ethno, literature, Old Testament, US places, UK places, cities, IATA, RAF, Olympic and food and drink

Format

They layout of the puzzle and clues when <u>printed</u> or <u>copied to the clipboard</u> can be changed by selecting **Format...** from the **Options** menu.

Spacings

These specify the gap left between the number of the clue and the clue itself, and the vertical space between different clues when printed or copied. If you have problems copying clues to the clipboard, or opening a file save as Rich Text Format you could try increasing the value of the number/clue space as some programs don't like small measurements.

Size % of Squares

Here you can change the relative size of the squares and the numbers, the letters and the lines. Give a value in terms of the percentage of the <u>Square Size</u>. These ratios will then be preserved if you change the square sizes, or change the size once copied into another application.

Across/Down

Enter the text you want to head the across and down clues here. This setting is used when the clues are printed or exported. You could change the default settings to, for example, 'ACROSS'   and 'DOWN'   to use capitals, or a foreign translation of 'across' and 'down'   to use with non-English puzzles.

Print Clues in Roman

Check this box to print the clues in Times New Roman font, regardless of the setting in the <u>Font</u> dialog box. Otherwise the same font is used for the clues as for the puzzle.

All changes in this box are saved automatically when you quit the program.
See <u>Page Setup</u> for changing the margins.

Information

For statistics and file information about a crossword select the **Information...** item on the **File** menu.

Labels in box are self explanatory.

Removing Blanks

To remove all squares in the puzzle with no letter or block in, select the **Remove Blanks** item on the **Pattern** menu.

Removing blanks gives the puzzle an outline that goes round every filled square, allowing you to create free-form puzzles. A square can be toggled between being removed and blank by pressing ctrl+delete with the cursor on the square to be toggled. Here is an example of a puzzle before and after removing the blanks:

Clear Letters

Select **Clear Letters** form the **Pattern** menu to clear all the letters in the grid leaving a blank grid. If you have written some clues for the words you are clearing you will be prompted to delete all the clues as well. If you choose to clear the clues they will be lost for ever, however you can replace the letters you cleared by using the undo button on the Toolbar.

You can use **Clear Letters** to extract a blank grid from a puzzle you or someone else has already written, saving you the trouble of creating a new grid.

Page Setup

Select **Page Setup...** from the **File** menu to change the margins used when the puzzle is printed.

All measurements are in centimetres.

Filling the Puzzle Automatically

 You can fill in complete puzzles, or sections of puzzles from a word list using the **Fill Automatically** command on the **Words** menu. You can also click on the AutoFill icon in the <u>Toolbar</u>.

 AutoFill attempts to fill in all non-complete words connected with the word the cursor is in. Place the cursor in a square in the section you want to fill, or place it in a blank square at the top of the grid to fill a blank puzzle. You need to have your array of black squares finalised before invoking AutoFill, which then fills round the blocks you have.

For example, if you had a crossword that looked like this:

you could place the cursor next to the 'E' in 'STICKER', and invoke AutoFill, to get a complete crossword. For example

Where there is a choice of words that will fit, one is chosen at random. By pressing Alt+Backspace to undo one fill, and invoking AutoFill again, you may be able to produce many different fits.

   AutoFill uses the word files specified in the **AutoFill   files' path and name** input line in the <u>Word List Usage</u> dialog box. By default, if you installed for British English, this is the SHORTS word list, which is much shorter than the full WORDS word list, and contains words more likely to be acceptable in a British crossword. If you installed for American English the default is the WORDS word list which is much larger. You need to use a large word list to be successful in filling American style grids.

While the computer is searching, words that it is trying are shown in the puzzle. The program actually looks 1 to 2 levels deeper than is displayed, but it gives you some idea of the progress that it is making. You can cancel or stop the search at any time by pressing the buttons on the dialog box which pops up. There is a beep when the search is complete.

Clue databases

Clue databases allow you to database clues from puzzles that you have written, or to store your flashes of inspiration until the word comes up in a crossword. You can open a clue database, or create a new one, by selecting **Open Database...** item on the **Clue** menu.

You can add clues from puzzles to the database using the **Add clues from puzzle** command, or by adding new clues using the **Add clue to database** or **Browse Clues...** command.

Clues can be pasted from the database when editing a clue by selecting the Paste... button at the top of the clue editor. A box is popped up showing all the clues databased for that word. You need not paste in the clue, you could use the facility to check that your clue is sufficiently different from the previous clues that you have written.

 Databases can be merged using the Merge Databases... command, including ones that were not created using Crossword Compiler. This should save you from re-entering all the clues if you already have a database on computer.

Crossword Compiler clue database files have the .CDB extension, and are in the format of
keyword in capitals, space, then the clue. Each entry like this is on a separate line.

Creating new word lists

To create a new word list select the **Make New List...** option from the   **Words** menu. Select the directory you want and type in a name for the new list. Press OK when done. You will be prompted to make to new list the main word list. You will probably wish to do this as you will then be able to add some words to the empty word list. See the Changing Word Lists topic

Merging word lists

Select **Merge File...** or **UnMerge file...** from the **Main Word** List sub-menu of the **Words** menu to add or remove an entire file of words from the main word list. The words will be added or removed from the main word list currently selected in the <u>Word List Usage</u> dialog box. You can merge in either merge files (one word on each line), or Crossword Compiler word files. For the purpose of choosing the file to add the word files are shown in the box with a '.X7' extension. This is just for illustration, the entire word list will be (un)merged in if you select one .X7 file.

Merge files to add must be in the format of one word per line. The words in the file can be punctuated, out of order and in upper or lower case. If the word file you want to merge in was created using DOS and contains non-English characters, you should run the DOSTOWIN.EXE program in the Crossword Compiler root directory. This will then allow you to merge in the file correctly, as long as your computer is set up in the same way as when the word list was created.

Only words which are not already present will be added, so avoiding double entries. If you are adding a very large file of words, be prepared to have a coffee while you wait - it may take some time. A count of the number of words added or removed is given when finished.

Browsing clues

You can browse the clues in the currently select clue database by selecting **Browse Clues...** from the **Clue** menu. Type in the word to browse in the input line and all clues in the database for that word will be displayed. Double click on a clue to edit it, or select it and press Delete to delete it. You can add new clues by pressing the New button. When you have finished browsing press OK to save the changes, or cancel not to save. Saving may take several seconds if you have a large database, please be patient!

See the Clue Databases topic for more information on clue databases.

Configuration Files

The configurations that you have set are saved every time the program is closed. You can specify a different configuration file by selecting **Configuration File...** from the **Options** menu. To open an existing config. file just type the name.

To create a new configuration file enter a name for the new file. You will be prompted to create a Program Manager icon for each configuration file you make. You can then start Crossword Compiler   with a particular configuration by clicking on the relevant icon in the Program Manager.

The program settings will then be saved in whichever configuration file is selected when you close the program. You will also be prompted to save the configuration whenever you change configuration files.

Multiple configuration files can be useful if you create crosswords matching widely different specifications. For example, if you create a specialised crossword on some topic, but also general crosswords, you would probably wish to use different word lists for the two. You may also wish to set the font, size, format etc. differently if the puzzles are going to be used in different ways. By saving each set-up in a different configuration file you can easily switch between the two.

Merging clue databases

You can merge clue databases together by using the **Merge Databases...** command. Just select a database to merge into the currently selected one. If the database you are merging in was not created by Crossword Compiler you should check that the database is in the following format:

WORD Clue after a space

Each clue should be on a separate line, and they must be in strict alphabetical order. You cannot merge in non-Crossword Compiler databases if they contain non English characters in the databased words.

Adding a clue to the database

To add a clue to the current clue database select the **Add clue to database...** option on the **Clue** menu. Type in the word and then the clue and format just as you would when editing a clue. Press Add to add the clue to the database. To add all the clues from a puzzle use the **Add clue from puzzle** command on the same menu. You can browse, delete, add and edit clues in the database by selecting the Browse Clues... command. See the Clue Databases topic for more information on clue databases.

Desktop Publishing

Crossword Compiler for Windows has various features to help you DTP your crosswords. To use them in another application that you run, they can be <u>Copied to the Clipboard</u> and pasted into the host application.

If you wish to save them so that other people can use them in their publisher programs then save the puzzle as Rich Text Format (see <u>Saving</u>). This is the best way of transferring puzzles, clues etc. between Windows based systems. However if you want the puzzle to be used in a Macintosh publishing program you may be better off saving the puzzle and solution as an EPS file. Macintosh should have no problem with Rich Text Format clues and answers, but some programs cannot always use the puzzle and solution reliably.

To print puzzles and solutions as EPS files (encapsulated PostScript) for non-Windows publishers:

1. Install a PostScript printer driver, i.e. one for a HP LaserJet PostScript printer. If you use a PostScript printer or already have this installed anyway then go to step 3.

2. To Install the driver run the Print Manager (in the Main program group). Select Options Printer Setup... from the menu. Click on Add>> button. Select HP LaserJet 3 PostScript. Click on Install... You will need your original Windows disk 2 at this point. If you use Windows 95+, this may be slightly different, see the manual.

3. Using CCW select Printer Setup from the File menu. Select the LaserJet printer. Click on the Setup... button. Click on the Options button. Select Print to Encapsulated PostScript file and enter a file name. Keep pressing OK to close all the dialog boxes.

4. Select Print and print the Puzzle or the Solution. It will be printed to the file.

Crossword Reference

Introduction to cryptic crosswords

Crossword Jargon

Anagram Indicators
Letter Indicators

Introduction to Cryptics

Cryptic clues are very popular in Britain, and have a following in North America. In cryptics, unlike 'quick' or American crosswords, the clue has a cryptic part in addition to a definition part. This makes them harder to solve, but   there should be no ambiguity about whether an answer is correct or not. The cryptic part of the clue consists of some instructions on how to put together the answer from it's letters, a play on words,   or some other quirkiness. Here is an explanation of some of the more common clue types, though in practice many clues will be a combination of these simple types:

Double Definition

Here the clue consists of two parts, both of which are synonyms or definitions of the word. E.g.

  Calling charge (6)

=CAREER, calling (meaning job) and charge (as in to charge round)   both mean career, though not in the meaning first implied by the clue.

Likewise

 Money-lust (3) = YEN   Cook fish (3) = FRY

Anagram

This consists of two parts, an anagram of the word and a definition. Often the anagram is indicated by some <u>Anagram Indicator</u>, meaning 'mixed up', 'shuffled' or whatever. E.g.

  Platter to cook waffle (6)

=PRATTLE, anagram of 'platter', meaning to waffle. 'To cook'   indicates the anagram, though more properly 'to cook'   would be before the anagram. However misplacing of the indicator, or complete omission of the indicator are quite common.
Likewise

 Rioted to get control of news! (6)

 = EDITOR, an anagram of   'rioted' . The anagram indicator here is 'rioted' , which is also the word to be anagrammed, hence the exclamation mark which usually indicates some overlap in the clue.

Reversal clues are a special cases of anagram clues, where the anagram happens to be just the word backwards. In this case it would be indicated by some word such as 'back' or 'rising'.

Hidden Word

Here the word can be found in the middle of the clue. It is normally indicated by some word like 'inside'. E.g.

 Uncover a veneer, inside is black (5)

=RAVEN, meaning black. The word is hidden in 'Uncove**R A VEN**eer' .

Homophone

This is where the cryptic part of the clue leads to a word which is pronounced the same as the answer but spelled differently. It is usually indicated by some word or phrase like 'we hear' or 'reportedly'. E.g.

 Heard the branch bend (3)

=BOW, meaning 'bend', a homophone of 'bough' (meaning 'branch'). These type of clues can turn into more of a pun, where the clue is followed by a question mark:

   Poem heard from soprano pigeon? (5)

=HAIKU, a Japanese poem, pronounced roughly as 'high-coo'.

Charade

Parts of the word are spelled out in the clue. E.g.

 Failed English dandy (4)

=DUDE, meaning dandy. Failed=DUD, English=E (this is a standard pointer to the letter E), hence DUD+E=DUDE.

Often these have more than two parts.

Container

The clue instructs you to place some letters inside others, producing the word. E.g.

 Complain when club admits the French (5)

=BLEAT, meaning complain. Club=BAT, the French=LE (this is another standard crossword trick, using foreign words like this), admit 'LE' to the middle of 'BAT' and you get 'BLEAT'.

? clues

The '?' is used to indicate some pun or weirdness in the clue. It can be used on almost any clue that doesn't follow the usual forms of clue. E.g.

 Meeting needed to make pear juice? (5,10)

=PRESS CONFERENCE, you need to press conference pears in order to make pear juice.

 Park? (6,4)

=COMMON NOUN, 'park' can mean a common, and is also a common noun.

It is used in 'backwards clues', where the answer to the clue could be a clue itself, E.g.

   Wot, wot ?(3,4)

= TWO FOLD, if you take 'two'   and 'fold'   it you get 'wot' . 'Wot' occurs two fold in the clue. Likewise

   Draw? (8)

=BACKWARD, 'draw' ='ward'   back(wards). These clue does not have a definition part, this is usually only acceptable if the clue has some other particular merit.

'!'   clues

Like the '?' , the exclamation mark is sometimes used to indicate something unusual. However it is usually used to indicate some overlap in the clue, where say the word to be anagrammed also forms part of the definition. An example is

   It's in hearing! (3)

=EAR, 'ear'   occurs in 'hEARing'   and if you are in hearing your ear certainly is!

The exclamation mark is also used very occasionally in ultra-short clues, E.g.

   L! (4,3) = TAIL END   or   J!(4,5) = JUMP START

The clues lack any definition part, and the '!'   could equally well be replaced by a question mark.

Indirect Anagram

These clues are like anagram clues except that the anagram is not given explicitly and must be deduced from a synonym or whatever. This type of clue is very difficult unless the word is very short, and is frowned upon in many circles. E.g.

   Find hole in tangled string (4)

=PORE, meaning 'hole', an anagram of 'rope' which is itself a synonym of 'string'

   Must go round garden (4)

=NEED, anagram of 'EDEN' , a garden.

Others

There are numerous other varieties of clue, most of which are used in special crosswords where the solver is told about the type of clue used. For example misprint clues, where a part of the clue has been misspelled, and the misspelling must be corrected before the clue can be solved. E.g. the definition part of the clue may be 'harp', but it would appear in the clue as 'hard' . This makes everything much trickier!

Crossword Jargon

Here are some definitions of words that crop up in crossword literature. They are not used in the documentation of Crossword Compiler, so you don't need to learn them!

Cruciverbalism   Wordsmithism

Light   A word in a puzzle which is to be clued

Unch   A letter in a light that does not intersect   with another light

&Lit   A cryptic clue where the entire clue is also a 'literal' definition of the light.

Anagram Indicators

A

aberrant	abnormal	abnormally
absurd	accident	about
accommodated	accommodation	accidental
adaptation	adapted	adapt
addled	adjust	addle
adrift	adversely	adjusted
affected	afflict	affect
afresh	after a fashion	afflicted
agitated	agitator	agitate
all at sea	all over the place	aimless
alter	altered	all wrong
alternatively	amalgam	alternative
ambiguous	ambiguously	amalgamate
amiss	amok	amended
anomalous	another	anew
anyhow	anyway	another way
arising from	around	appear
arranged	arrangement	arrange
assembled	assembly	askew
astray	at fault	assorted
at sea	at sixes and sevens	at odds
awful	awfully	at variance
awkwardly	awry	awkward

B

badly	baffled	battered
beaten up	become	becomes
becoming	befuddled	bend
bends	bent	bewildered
bizarre	blend	blending
blended	blunder	botched
break	break down	break out
break up	breaking	breaks
brew	brewed	broadcast
broke	broken	broken down
broken up	buckle	buckles
buckled	buckling	build
builder	builders	building
built	bungled	bust
busted	by accident	by arrangement
by mistake		

C

calamitous
calamitously
can be
capricious
capriciously
careless
carelessly
catastrophic
catastrophically
causes
cavort
cavorted
cavorting
change
changeable
changed
chaos
chaotic
chaotically
characters
chew up
chewed up
chop up
chopped up
churn
circling
circulated
clarify
clumsy
cocktail
collapse
collapsed
combination
come to
come to be
come to grief
comes to
comic
comical
complicated
components
compose
composed
composer
composition
compound
comprise
comprised
comprises
comprising
concealing
concoct
concocted
concoction
confounded
confuse
confused
confusion
constituents
constitution
construct
constructed
construction
contort
contorted
contraption
contrariwise
contrary
contrivance
contrived
conversion
convert
converted
convertible
converts
convulse
cook
cooked
correct
corrected
correction
corrupt
corrupted
corruption
could be
cracked
crack up
cracked up
crash
crashed
crazily
crazy
create
creation
crooked
crude
crumbled
crumbling
crumple
crumpled
crush
crushed
cunning
cunningly
curious
curiously

D

damage
damaged
dance
danced
dealt with
deception
decomposed
defected
defective

deformed deformity demented
demolished demolition deplorably
deployed derange deranged
derivation derivative derived from
design designed destroyed
devastated devastation develop
developer development deviant
deviating deviation devious
deviously devised dicky
different differently difficult
dilapidated disarranged disarray
disaster disastrous discomposed
disclose disconcerted discord
discordance discordant disfigured
disfigurement disguise disguised
dishevelled disintegrated disintegration
dislocate dislocated dislocation
dismantled disorder disordered
disorderly disorganisation disorganise
disorganised disoriented dispersal
disperse dispersed disposed
disposition disquieted disrupted
disruption dissembling disseminated
dissipated dissonance dissonant
distorted distortion distracted
distractedly distraught distressed
distributed disturb disturbance
disturbed dithering divergence
divergent diversification diversified
divert diverted dizzy
doctor doctored doddery
dotty doubtful doubtfully
dreadful dreadfully dressed
drunk drunken drunkenly
dubious dubiously dud

E
eccentric effect effected
effects embody embroil
emend emendation emended
engendering engineered enough for
ensemble entangled entanglement
equivocal erratic erratically
erring erroneous error
erupting eruption essentials
exceptional exceptionally excited

exotic   exploded   explosion
extraordinarily

F

fabricate	fabricated	fabrication
failing	failure	fallacious
false	falsely	falsified
faltering	fanciful	fantastic
fashion	fashioned	fashioning
faulty	fermented	fickle
fiddle	figuring in	find
fixed	flaw	flawed
flounder	fluctuating	fluctuation
flummoxed	flurried	fluster
flustered	foolish	foolishly
for a change	forced	forged
form of	forms	formulating
fracas	fractured	fracturing
fragments	freakish	free
freely	frenzied	fresh
frisky	frolic	frolicking
from	fudge	function
funnily	funny	funny looking
fused		

G

garbled	generating	get
get-up	get face-lift	gets
gets face-lift	give rise to	gives
gives rise to	gives	go amok
go astray	go bad	go berserk
go off	go straight	go to pieces
go to pot	go to the dogs	go wrong
goes	goes off	gone off
grotesque	gyrate	gyrates
gyrated		

H

haphazard	hapless	harassed
hash	havoc	haywire
helter-skelter	hide	higgledy-piggledy
hidden	hopeless	horrible
horribly	hotchpotch	hybrid

I

idly — ill — ill-disposed
ill-formed — ill-made — ill-treated
ill-used — impaired — imperfect
improper — in — in a bad way
in a fashion — in a ferment — in a frenzy
in a heap — in a jumble — in a knot
in a mess — in a muddle — in a riot
in a tangle — in a tizzy — in a tumult
in a turmoil — in a whirl — in chaos
in commotion — in confusion — in disarray
in disguise — in disorder — in error
in knots — in order — in other words
in pieces — in rebellion — in revolt
in ruins — in shreds — in trouble
in uproar — inaccurate — incoherent
inconstant — incorrect — incorrectly
induce — infirm — ingredients
injure — injured — inordinately
insane — insanely — interfered with
intricate — involve — involved
irregular — irregularity — irritated

J

jerky — jerkily — jittery
joggle — juggled — jumble
jumbled

K

kind — kind of — kinky
knotted

L

lawless — let loose — letters of
liquid — loosely — lousily
lousy — ludicrous — lunatic

M

mad — maddened — made
made from — made of — made up
madly — make a bungle of — make a hash of
make a mess of — make — makes
make-up — making — maladjusted

maladroit
malfunction
manage
manager
manifest
manipulated
marred
materials for
mayhem
melt
mercurial
messily
mince
misapplied
miserable
misrepresentation
mistake
mix
mix-up
modelled
modify
mould
muddied
muddly
mutilated
mysterious

malformation
maltreated
managed
mangle
manifestation
manoeuvre
mashed
mauled
meandering
melted
mess
messy
minced
misbehaved
mishandled
misrepresented
mistreated
mixed
mobile
modification
molested
moulded
muddle
mutable
mutilation
mysteriously

malformed
maltreatment
management
mangled
manipulate
manoeuvred
material for
maybe
medley
mended
messed
metamorphosis
mingled
misconstrued
mishap
misshapen
misused
mixture
model
modified
mongrel
moving
muddled
mutative
mutinous

N

nasty
negotiated
new form of
newly formed
not in order
not straight

naughty
new
new order
newly made
not properly
novel

negotiation
new fashion
new style
not exactly
not right

O

obscure
obstreperous
odd looking
operate
orderly
organised
otherwise
outed
out of joint

obscured
occasion
oddly
order
organisation
original
out
out of
out of order

obscurely
odd
off
ordered
organise
originally
outcome of
out of gear
out of sorts

outlandish over overthrow
overturn

P

peculiar | peculiar looking | peculiarly
perfidious | perhaps | permutation
perplexed | perverse | perversely
pervert | perverted | phoney
pie | placed | plagued
plastic | playing tricks | poor
poorly | positioned | possible
possibly | potential | potentially
preparation | prepared | problem
problematic | problematical | processed
processing | production | properly organised
properly presented | pseudo | pulverised
put another way | put out | put right
put straight

Q

queer | queered | queer-looking
queerly | questionable | quite different

R

rabid | ragged | rambling
ran amok | ravage | ravelled
readjusted | rearrange | rearranged
rearrangement | reassembled | rebel
rebellious | rebuild | rebuilding
rebuilt | recalcitrant | recast
recollected | reconstructed | recreate
rectification | rectified | redesign
redesigned | refine | refined
reform | reformation | reformed
refractory | regenerate | regulated
regulation | remade | remodel
remodelled | rendering | rendition
renovated | renovation | re-order
re-ordered | reorganisation | reorganise
reorganised | repack | repair
repaired | replaced | replacement
represent | representation | represented by
represented in | reproduce | reproduced
reproduction | resettle | resettled

reshape reshaped reshuffle
reshuffled resolution resolve
resolved resort resulting from
resulting in reveal reviewed
revise revised revolting
revolutionary revolutionised revolve
revolved revolving revolution
reword reworded rewrite
rewritten rickety ridiculous
rigged riot rioted
rioting riotous rocky
rotten rough roughly
roving rude ruffled
ruin ruins ruined
ruinous rum rumpled
run amok running amok running wild
ruptured

S

sad sadly scatter
scattered scatters scramble
scrambled scruffy serve up
served up set set differently
set off set out setting
shake shaken shaky
shambles shape shaped
shatter shattered shift
shifted shifting shilly-shally
ship-shape show mutation shuffle
shuffled silly singular
skittish slipping slipshod
sloppy slovenly smash
smashed smashing snarl up
somehow sorry sort
sorted sorted out sort of
sorting source of spinning
split spoil spoiled
spoilt sport sporting
spurious squiggles staggered
stew stewed stir
stirred stirred up storm
stormy straight strange
strange-looking strangely straying
stricken stumbling stupid
stupidly substitute subtle
subvert subverted surprising

surprisingly
swapping
swirling
switched

swap
swirl
switch

swapped
swirled
switches

T

tampered with
temper
tentative
terribly
thrown
tipped
topsy-turvy
tortuous
tousle
transformation
translated
transmuted
transposed
treated
tricky
troublesome
tumultuous
turned
twisted

tangled
tempestuous
tentatively
the result of
tidied up
tipsy
to rights
toss
tousled
transformed
translation
transport
transposition
trick
trouble
tumble-down
turbulent
turned out
twister

tattered
tempestuously
terrible
throw
tip
to pot
torn
tossed
transform
translate
transmutation
transported
treacherous
tricked
troubled
tumbling
turn
twist
twisting

U

uncertain
undecided
undone
unhappy
unravelled
unrestrained
unsettling
unsteady
untied
unwonted
usage
uses

unclear
undisciplined
uneasy
unnatural
unreliable
unruly
unsound
untidy
unusual
upheaval
use

uncommon
undoing
unfamiliar
unorthodox
unrest
unsettled
unstable
untie
unusually
upset
used

V

vacillating
vandalise
varied

vague
vandalised
variety

vaguely
variable
various

variously   vary   version
version of   violent   violently
volatile

W
wander   wandering   warp
warped   warring   wavering
way   way out   wayward
weave   weird   weirdly
well-formed   well-ordered   well-organised
well-varied   went off   went to pieces
whirling   wild   wildly
wobbly   woolly   work out
works   worried   woven
wreck   wrecked   writhing
wrong   wrongly

Many thanks to Tom Rayfield for compiling most of this list.

Letter Indicators

Letters can often be indicated by using words to point to a specific letter in a word, e.g. 'capital of France'   for the letter F. Some of these are given below, but most of the 'capital of' ones have been omitted since there are so many.

A

absolute temperature	about	absent
Academician	Academy	acceleration
accepted	ace	acre(s)
acreage	across	acting
active	adjective	adult
adults only	advance(d)	advisory
AE	African leader	afternoon
Alpha	alto	amateur
American	American capital	ammeter
ampere(s)	Ångström(s)	anonymous
answer	anterior	are(s)
area	argon	article
atomic	atomic weight	atto
Australia(n)	Austria(n)	before
beginning	beginning of April	beginning of August
bomb	ein	first
first of April	first of August	key
middle class	middleman	midday
middle of May	midway	note
one	per	year

B

300	a follower	bachelor
bad start	barn	baron
barrel(s)	baryon number	bass
basso	bay	Belgium
Beta	Bible	bighead
billion	bishop	black
Blessed	blockhead	blood group
book	born	boron
bottle opener	bowled	Bravo
breadth	Britain	British
British capital	Burmese leader	bye
key	note	second class
second side	supporting film	

C

100
calorie
can-opener
Cape
castle
Celsius
Centigrade
chapter
cloudy
cold
Coloured
Commons' leader
constant
Corps
Cuba
first course
many
speed of light

$100
Cambridge
caught by
carat
Catholic
Celtic
centime
Charlie
clubs
college
colt
compliance
contralto
could start
cubic
head of clan
note

about
canine
capacitance
carbon
caught
cent(s)
century
circa
cocaine
college head
common time
Conservative
copyright
coulomb(s)
cycle
key
number

D

500
Danish leader
day
degree
Democrat(ic)
Department
deputy head
deuterium
diamonds
dinar
directed
dunderhead
Germany
large number
note
ring

bad end
date
dead
delete
denarius
depart(s)
deserted
Deutsch
died
diopter
Dominus
Dutch
head of department
Lord
old penny
should end

beginning of December
daughter
death's-head
Delta
density
depth
Deus
diameter
dimension
Director
duke
first of December
key
many
penny
U.S. Democrat

E

2.71828...
boat
Earl
Echo
Egyptian
end of June
engineering

250
bridge player
East
Ecstasy
Egyptian leader
energy
England

bearing
direction
eastern
egghead
electron
engineer
English

English leader
final score for bridge player
log base
note
point
sweetheart

Epsilon
key

middle of September
number
quarter

eye opener
kind of mail

middlemen
oriental
Spain

F

40
Fahrenheit
faraday
fathom
feminine
filly
fluorine
foot
forte
French
Friday
key
note

beginning of February
famous word
farthing
fellow
fighter plane
fine
folio
force
franc
French capital
function of
loud
offend

fag end
farad
fast
female
figurehead
first of February
following
foreign
France
frequency
furlong
loud music

G

400
clef
gallon(s)
Gauss
German
Germany
good
gramme(s)
great
guinea(s)
inflatable suit
legend
note

£1,000
dog's tail
Gamma
gelding
German capital
giga
Government
grand
Greek leader
Gulf
key
middle-age
pig's tail

acceleration
force
gauges
George
German leader
Golf
gram(s)
gravity
guilder
head of Government
king
midnight
string

H

200
aspirate
end of March
harbour
head of hair

Ache
beam
end of the month
hard
head start

aitch
bomb
fashion centre
headfirst
hearts

height	henry	henries
her head	heroin	high
Hindu leader	his head	hogshead
hospital	hot	Hotel
hothead	hour	Hungary
husband	hydrant	hydrogen
Planck's constant		

I

1	a	ace
beam	current	dotted
ego	electric current	first person
his heart	Ich	imaginary number
indeed	Independence	Independent
India	Institute	International
international leader	iodine	Iota
island	isle	isospin
Italy	me	mid-air
number	number one	one
personal pronoun	second time	single
unit		

J

beginning of January	beginning of June	beginning of July
curve	first of January	first of June
first of July	jack	James the First
Japan	joint	joule
Journal	Judge	Juliet
jump start	Justice	pen

K

250	1,000	1,024 bits
back end	Boltzmann constant	cocktail
cork tip	Kampuchea	kaon
Kappa	karat	keen beginner
Kelvin	kick-start	kilo
kilogramme	kilometre	king
knight	knot(s)	Köchel
kopeck	krona	króna
krone	kwacha	potassium
velocity constant	weekend	

L

50	beginner	central Ireland

coin
heart of England
Labour leader
lambert(s)
Latin
leaf
learner driver
length
Libra
link
litre(s)
longitude
low
Luxembourg
money
port
pupil
tail-end

elevated railway
inductance
laevorotatory
Lambda
latitude
league
lecturer
letterhead
Lima
lira
little
long lead
lumen
many
novice
pound
second class
trainee

end of April
inexperienced driver
lake
large
law
learner
left
Liberal
line
lire
long
love
luminance
mid-Wales
number
pound sign
sovereign

M

1,000
beginning of the month
central Germany
first of May
large number
maiden over
Malta
married
Master
medium
meridian
metre(s)
military leader
molar
monsieur
mother
noon

beginning of March
Bond's boss
end of term
Frenchman
mach
Majesty
mare
masculine
meal starter
mega
meso
Mike
million(s)
Monday
month
motorway
very many

beginning of May
central Denmark
first of March
head of MI5
maiden
male
mark(s)
mass
Mediaeval
member
meta
mile(s)
minute(s)
money
Moslem leader
Mu

N

90
beginning of November
end of autumn
indefinite number
middle of the month
named

and ('n')
bridge player
first news
mid-evening
naira
Napoleon

bearing
direction
first of November
mid-morning
name
Nationalist

Navy	neuter	neutron
new	new beginning	new head
new leader	new start	newton(s)
nitrogen	nominative	noon
Norse	North	Norway
note	noun	November
Nu	nuclear	number
point	pole	quarter

O

11	beginning of October	blob
circle	cry	duck
exclamation	first of October	front centre
job centre	love	middle of October
nil	none	nothing
nought	Ocean	octavo
oh	Ohio	old
Omega	Omicron	only
Opposition leader	orchestra leader	order
ordered to start	Oscar	Oxford
oxygen	pint	ring
round	Scottish pass	spangle
sphere	Tan	zero

P

400	apple-core	coin
coppers	head of police	midshipman
momentum	money	page
Papa	park	parking
part	participle	past
Pastor	pawn	pedal
pence	penny	per
peseta	peso	phosphorus
piano	pint	parity
party leader	pawn	pipe
poise	political leader	population
port	Portugal	post
power	president	pressure
Prince	pro	proton
quiet	small change	soft
subdued		

Q

electric charge	first quality	head of queue

heat
quart
quartermaster
Queen
queer beginning
quetzal
quire

Quaker leader
quarter
quarto
Queen's Head
query
quick start
quran

quality
quarterly
Quebec
Queensland
question
quintal

R

arithmetic
end of October
end of war
mid-afternoon
monarch
queen
radius
rand
rêaumur
recto
regiment
Republican
reverend
right
road
Romeo
Roundhead
rupee
summer's end
writing

electric resistance
end of November
head right
middle of March
never-ending
rabbi
railhead
raw beginner
rebel leader
Rector
Regina
resistance
revolutionary leader
ring leader
Röntgen
rook
Royal
Russian leader
take
yearend

end of September
end of December
king
middle of April
oyster month
radical
railway
reading
recipe
redhead
registered
restricted
Rex
river
Romania
ruble(s)
run(s)
starboard
winter's end
year's end

S

7 or 70

bender
dollar
first of September
ogee
pole
safety first
Saturday
school
self-starter
siemens
Signor

bearing

bridge player
endless
head of state
Old Bob
quarter
saint
Saxon
school head
September
Sierra
Sikh leader

beginning of September

direction
entropy
heart of Essex
point
Sabbath
Santa
schilling
second(s)
shilling
Sigma
singular

skinhead	small	Society
solidus	shilling	siemens
singular	son	South
southern	spades	Square
starboard	stokes	stop-start
strangeness	succeeded	sulphur
sun	Sunday	Sweden
sulphur		

T

bone	car	casual shirt
cat's tail	distribution	end of August
end product	Ford	informal shirt
junction	kind of shirt	kind of square
Middle Eastern	rat's tail	shirt
square	summer shirt	surface tension
Tango	tare	Tau
teaspoonful	tee	temperature
tempo	tenant	tenor
tense	tera	tesla
Thailand	Thursday	team leader
tesla	time	ton(s)
tonne(s)	Tory leader	transitive
tritium	troop leader	troy
Tuesday	Turkish leader	

U

acceptable	bend	bolt
centre court	classy	done
done thing	gent	genteel
mid-January	posh	socially acceptable
sub	superior	top
top-drawer	turn	Unicorn
Unionist	union leader	United
universal	University	upper class
Upsilon	upstart	Uruguay
uranium	youth centre	

V

5	against	anti
bomb	few	mid-Devon
midwives	neck	number
opposed to	opposing	see
several	sign	vanadium

Vatican City velocity ventral
verb verse(d) versus
very Victor victory
victory sign Viscount vol.
volt volume vs

W

bearing bridge player centre forward
cow's tail direction occidental
point quarter raw edge
tungsten Wales watt
wed Wednesday week
weight Welsh Welsh leader
West Whisky white
wicket wide width
wife with winter
wolfram women won
work workers' leader West
western with

X

10 abscissa antepenultimate
buss by Chi
Christ co-ordinate cross
decussate drawn female chromosome
kiss marked choice mark with a kiss
multiplication multiply by mystery man
number over 18 oxtail
ray several sign of the times
spot marker times unknown character
unknown quantity vote wrong

Y

day's end journey's end end of January
end of February end of May end of July
fourth of July male chromosome ordinate
penultimate ponytail unknown quantity
Yankee yard year(s)
yen Yeomanry youth leader
yttrium Yugoslavia

Z

atomic number final final letter
from Zanzibar gauge impedance

last	last letter	middle-sized
Zaire	Zambia	Zebra
zenith	Zeta	Zionist leader
zone		