

# Crossword Compiler Help Contents

Press F1 to learn how to use Help.



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What you need to know to get started.

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## **Editing Clues**

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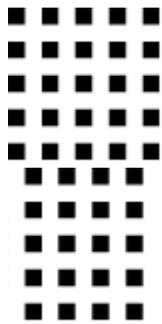
[Format](#)  
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## Block Filling

British-style puzzles, in which words are linked every alternate letter, have a regular pattern of blocks. You can quickly fill in the basic pattern by choosing **Fill Blocks** from the **Pattern** menu.

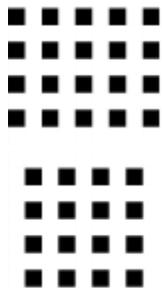
Block filling fills in every alternate block on alternate rows. There are four choices of starting position:

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 dual-symmetry.

## 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

Use Autofind 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:

```
OPEN SHOP
UN  A  S
TWEED
OR  M
FOGGINESS
DE  R
APT  A
TI  L
ETCH
```

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', to pop up a scrollable list of words that fit. 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:

```
OPEN SHOP
UN  A  S
TWEED
OR  M
FOGGINESS
DE  R
APT  A
TI  L
ETCH
```

Note that compound words in the word list are not punctuated, e.g. '**OUT OF DATE**' appears as '**OUTOFDATE**', as it will in the puzzle.

If not words are found that fit you can 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), use 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. E.g. 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 (e.g. '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 Autofind facility.

You can use '-' instead of '?' if you like (it's a bit quicker to type).

## Puzzle Flipping

You can flip a puzzle to its mirror image by selecting **Flip Pattern** from the **Pattern** menu. This has no effect other than the numbering and order of the clues, and the appearance of the puzzle. You can undo a flip by doing another flip. Here is a puzzle, one before and one after a flip:

```
OPEN SHOP
UN A O E
TWEED TAR
OR M H I
FOGGINESS
DERAC
APT AUDIO
TILL E P
ETCH EDGE
```

```
OUTOFDATE
PW OPT
ENERGETIC
NEG H
ADMIRAL
SNUE
HOTHEADED
OASIG
PERISCOPE
```

## 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 Printing the clues. Here is what a sample puzzle looks like with some of the standard fonts:

Arial:

Arial Bold:

```
OPEN SHOP
UNAOE
TWEED TAR
ORMHI
FOGGINESS
DERAC
APT AUDIO
TILLEP
ETCHEDGE
OPEN SHOP
UNAOE
TWEED TAR
ORMHI
FOGGINESS
DERAC
APT AUDIO
TILLEP
ETCHEDGE
```

Courier New:

Times New Roman:

```
OPEN SHOP
UNAOE
TWEED TAR
ORMHI
FOGGINESS
DERAC
APT AUDIO
TILLEP
ETCHEDGE
OPEN SHOP
UNAOE
TWEED TAR
ORMHI
FOGGINESS
DERAC
APT AUDIO
TILLEP
ETCHEDGE
```

## 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. You can specify the maximum number of words 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.

You can abort the Search at any time by pressing **OK**. The program adds anagrams to the bottom of the list as it finds them. 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. 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. 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](mailto:AGenius@genius.demon.co.uk) or write for details.

If you have any further questions please email: [AGenius@genius.demon.co.uk](mailto:AGenius@genius.demon.co.uk)

## Changing Square Sizes

You can customise the size at which the puzzle and solution are displayed, printed, and copied to the clipboard. Select **Square Sizes...** from the **Options** menu to bring up a dialogue box.

**Puzzle** - Specifies the size in millimetres of the puzzle used in printing and the suggested puzzle size when you copy it 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. Insert black squares (blocks) 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. You can repeat undo a large number of times to undo whole chunks of the puzzle (in the full licensed version). Undo does not remove interlocking letters, so your intersecting words are left intact. Undo is particularly useful with Autofind to test words in certain positions and then undo them if necessary.

## Printing Headers

Select **Headers...** from the File menu to specify headers that you can be print when you Print a puzzle.

Every time you print a crossword you can print Left and Right headers at the top of the page. You can also have a centred header below the left and right headers. Leave a header box blank to leave that header position blank. If you have no right header the left headers covers the entire top of the page, if you do have a right header the left header covers at most the left half of the page. You can check the Justify Right box if you want the right header to be right justified.

Save headers to use the same headers every time you start the program.

You may customise headers to provide constant text (such as your name and address) or variable data (such as puzzle details or date). To supply constant text, simply type that text in one of the header boxes. To supply variable text, use one or more of these control codes each beginning with a '%' (you can use upper or lower case).

%D	Day of the month	%W	Puzzle width
%M	Month of the year	%H	Puzzle height
%Y	Year (abbreviated. E.g. 95)	%N	Number of words in puzzle
%F	Puzzle's file name	%P	Puzzle's path and filename
%R	Puzzle's reference	%Rn	nth line of the puzzle reference

Some examples:

What you want the header be

What you type

12 x 15 puzzle: 21 words

%W x %H puzzle: %N words

Antony Lewis 10/5/96

Antony Lewis %D/%M/%Y

File Name: DEMO PUZ.CWD

File Name:%F

Codes are particularly useful in conjunction with puzzle References - if you standardise your references so that, say, the first line is a puzzle title, you can create a header for puzzles in the form

DEMO PUZZLE by Antony Lewis

by using the header text '%R1 by Antony Lewis'. You then never need to alter the Headers when you make new puzzles - you just have to write the reference and the header will be automatically changed.

By default the entire reference is printed as the left header - just '%R'.

## 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. You can be print the reference as part of a header when you Print 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.

You can customise the space between clues and the space between the clue number and clue in the Format dialogue box when using RTF. You can also change the relative size of the numbers in the puzzle. You can set the font used in the puzzle and solution in the Font dialogue box. The host program sets the font for the clues and answers. This ensures that it will match whatever font you are using in the other program.

If you find that the clues do not copy correctly then try increasing the Number/Clue space in the format dialog box. When you copy clues to the clipboard you are prompted to include clue format information: that is, do you want the clue length in brackets after every clue.

The answers option copies the answers in text form, e.g.

**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.

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

You can put the clues and answers into columns or whatever you like 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 Clue Editor dialogue box which you can then 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 Print 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:

<b>CURSORS</b>	Move the cursor
<b>CTRL+CURSORS</b>	Skip to next or previous word start
<b>TAB</b>	Toggle type direction
<b>ENTER</b>	Move to left or top of next line
<b>SPACEBAR</b>	Insert Block
<b>DELETE</b>	Delete letter/block at cursor
<b>CTRL+DELETE</b>	Remove square from puzzle
<b>SHIFT+DELETE</b>	Delete word. Doesn't effect intersecting words
<b>ALT+BACKSPACE</b>	Undo
<b>ALT+A</b>	<u>Autofind</u>
<b>ALT+E</b>	<u>Edit Clue</u>
<b>F1</b>	Help Index
<b>F2</b>	Save
<b>CTRL+ESC</b>	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**            Autofind words to fit in word clicked on

See Keyboard for keyboard shortcuts, and the Toolbar 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 save it 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 in 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**'. You cannot open puzzles saved as Rich Text Format (RTF) from Crossword Compiler. You can however use RTF to save the puzzle, clues, etc. so that you can use them in word processing and DTP programs. If you save as RTF you are prompted for what you want saved in the file, the puzzle, clues, solution, answers or a combination. If you check the Skip clue format info box, the clues are copied without the length in brackets after each clue.

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 Printing.  
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 top of the program window. By clicking on them with the mouse you can quickly invoke the command they represent. You can hold the mouse cursor over a button for a short time to pop up a hint 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

To edit the clue for a particular word in a puzzle press Alt+E with the cursor on the word for the clue you want to edit. You can also use the Edit tool on the Toolbar. 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 clue number is displayed in the title bar of the dialog box and the clue word is displayed below that. There is a large input box for entering the clue and an input line for entering the format of the word.

Here's a summary of clue dialog box commands. You can also call most of them 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>
Alt+L	Display list of <u>Letter Indicators</u>
Alt+I	Display list of <u>Anagram Indicators</u>
F1	Bring up this help screen

I suggest that you complete the puzzle network before starting to write clues. You can then systematically write each clue in order so there's no chance of missing a clue or writing a clue for a word that you will change later. Once you have finished you can review 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. The clue will be correctly word-wrapped when you print it 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. You can move the cursor within the editor box by 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 Word Format 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 hyphenated, or more than one word, you can enter the format here. Just type the number of letters in each word, or hyphenated 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 you print it. The word is also correctly formatted in the dialog box and when you print the answers. For example if the word is displayed as ONTOPOFTHEWORLD (On top of the world), then type '2,3,2,3,5' in the format line. On pressing tab the correctly formatted word will appear at the top of the dialog box. If the clue is linked then enter the format 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.

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 review the clues).

You can check the Skip clue format info box to suppress the usual automatic word length feature. Using Dithered Blocks can be useful if you want to speed up printing on a dot-matrix, or stop the paper getting soggy on an InkJet.

You can disable Headers by un-checking the Print Headers box. If you haven't specified any headers then none will be printed anyway. By default the header is just the puzzle reference.

If you try to print the clues before you have written them the program will print out the clue numbers with a blank space next to it. This is useful if you like to work to a hard copy when writing clues. You can then type in the clues when you are satisfied with them.

Note that very large puzzles may not fit on A4 paper. You will be asked whether the square sizes should be shrunk to make it fit if the puzzle doesn't fit. To change the margins choose the Page Setup... command from the **File** menu. You can change the printer by selecting Printer Setup... on the **File** menu.

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

## Word List Usage

Select **Word List Usage...** from the **Words** menu to set and change the word file directory settings. Click on the Set button by the one of the lists' directories to change it. Select the word file that you want to use and press OK. Word files have a '.X7' extension in the file box, just select one of these, the entire list will be used.

Autofind uses the main word list 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. You can also 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 Automatic Filling, 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

Select **Preferences...** from the **Options** menu to change various program settings.

You can disable ToolTips for the ToolBar by deselecting the check box. You can also make backup files. If you select this option a file with the '.BAK' extension will be created whenever you save a puzzle. 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.

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'.

You can change the maximum number of words in multi-word anagrams found by the Anagram facility. 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. You can only link 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. 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 that 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. An order form is provided and can be printed out by pressing 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 to

**Antony Lewis, 16 Townley Rd, London SE22 8SR, England.**

You can order by credit card over the internet: see <http://www.wp.com/netword>.

If you would like more information or have some questions you can also e-mail to [ccw@netword.demon.co.uk](mailto:ccw@netword.demon.co.uk) or visit the web pages at <http://www.wp.com/netword>.

I can accept cheques made out in any convertible currency. 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 users get the full 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.

I also have a program called WordWeb Pro, a powerful thesaurus/dictionary, which can be used as a separate program or from Crossword Compiler. It costs just £15 inclusive.

You may also buy some additional word list disks 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 v1.3**

## 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.

You can order the following:

**Full licensed version of Crossword Compiler for \$45**

**Two disks of additional word lists for \$25**

**WordWeb Pro, a comprehensive thesaurus/dictionary, for \$25**

Toll Free Ordering: Visa and MasterCard orders may be placed by calling Laser Point at (800) 894-6758.

Electronic Mail Registration: You may register via electronic mail by sending the following information to [orders@laserpoint.com](mailto:orders@laserpoint.com)

- Name of the product you are registering
- Visa or MasterCard Account Number
- Card Type (Visa or MasterCard)
- Card Expiration Date
- Name of card holder

Postal Mail Registration: You may send cash or checks, drawn in U.S. funds on a U.S. bank, to:

Laser Point  
Crossword Compiler Registration  
P.O. Box 2378  
Watsonville, CA 95077  
USA

CompuServe: CompuServe customers may wish to use the CompuServe Shareware Registry. GO SWREG and register product ID 11407.

Licensed users get the full program, with all features enabled and 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**

You can change the layout of the puzzle and clues when printed or copied to the clipboard 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. 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 Square Size. 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 Font 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 Page Setup 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. You can toggle a square between being removed and blank by pressing ctrl+delete with the cursor on the square. Here is an example of a puzzle before and after removing the blanks:

F				Q			
R	B		U	B			
E	N	E	R	G	I	Z	E
E	T		Z	A			
F					S		
O		K			T		
T	R	A	C	I	N	G	
M		N					
	O	G	L	E	D		

F				Q			
R	B		U	B			
E	N	E	R	G	I	Z	E
E	T		Z	A			
F					S		
O		K			T		
T	R	A	C	I	N	G	
M		N					
	O	G	L	E	D		

## Clear Letters

Select **Clear Letters** from 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 Toolbar.

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. You may be able to produce many different fits by pressing Alt+Backspace to undo one fill, and then invoking AutoFill again,

AutoFill uses the word files specified in the **AutoFill files' path and name** input line in the Word List Usage 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. It contains words likely to be acceptable in any 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 successfully in fill 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 pop-up dialog box. 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.

You can paste clues from the database when editing a clue by selecting the **Paste...** button at the top of the clue editor. A box pops up showing all the clues in the database 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. If there are no clues in the currently selected database the **Paste** button is disabled. This gives you a quick means of telling whether there are clues in the database or not.

You can merge databases together 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 Word List Usage 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 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. You can then 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 that 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 a word in the input line and press 'enter' to display all clues in the database for that word. 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 program saves your current configuration every time you close the program. You can specify a different configuration file by selecting **Configuration File...** from the **Options** menu. To open an existing configuration 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 that you make. You can then start Crossword Compiler with a particular configuration by clicking on the relevant icon in the Program Manager.

The program will save settings 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 you are going to use the puzzles 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 Copied to the Clipboard and pasted into the host application.

If you wish to save your crosswords so that other people can use them in their publisher programs then save the puzzle as Rich Text Format (see Saving). 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 (un-check the Print Headers box). The puzzle or solution will be printed to the file.

## WordWeb Pro

WordWeb is a comprehensive thesaurus/dictionary for Windows that can be used directly from Crossword Compiler. You can run it as a separate program, or call it from the Clue Editor to paste in words.

In addition to displaying sense definitions and synonyms, WordWeb can also find sets of related words including

<b>Antonyms</b>	- Words opposite in meaning, e.g. bright/dull
<b>Hypernyms</b>	- More general, less specific words, e.g. jungle/forest
<b>Hyponyms</b>	- More specific words, e.g. forest/jungle
<b>Meronyms</b>	- Words which denote a part or member, e.g. tree/forest
<b>Holonyms</b>	- Words which denote a collection, eg. forest/tree

WordWeb allows you to filter the synonyms found by sense and by part of speech.

The database used by WordWeb contains many words for which there are no synonyms, in which case the sense description gives you detail about what the word means.

WordWeb matches case of synonyms, e.g. search for "pulpits" and WordWeb finds "podia", "rostra", "ambos", etc, search for "pulpit" and you will get the singular synonyms.

It comes with a 100000+ word list containing only words in the WordWeb database which can be used for word finding and grid filling when used with Crossword Compiler.

WordWeb also comes with a template for MS Word v6/7 which allows you to integrate it into the Word environment. There are also macros to let you use it from Ami Pro, Word Pro and Word 2.

There is a FreeWare version of WordWeb which cannot be used directly from Crossword Compiler. If you have the Freeware version you can upgrade to WordWeb Pro at a reduced price (you only need one disk instead of three) - see the WordWeb help file for more information.

WordWeb Pro is supplied in both Windows 3.1 and Windows 95 editions.

If you have any questions or would like more information please E-Mail [WordWeb@netword.demon.co.uk](mailto:WordWeb@netword.demon.co.uk).

## **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 its 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 Anagram Indicator, 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 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 you can find the word 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 'Uncover**R A VENEer**'.

## Homophone

This is where the cryptic part of the clue leads to a word that 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

The clue spells out the parts of the word. E.g.

Failed English dandy (4)

=DUDE, meaning dandy. Failed=DUD, English=E (this is a standard letter indicator for 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 (using foreign words like this is another standard strick), 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 clues do 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 usually it indicates 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 in misprint clues, where a part of the clue has been misspelled, 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 or WordWeb, 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  
absurd  
accommodated  
adaptation  
addled  
adrift  
affected  
afresh  
agitated  
all at sea  
alter  
alternatively  
ambiguous  
amiss  
anomalous  
anyhow  
arising from  
arranged  
assembled  
astray  
at sea  
awful  
awkwardly

abnormal  
accident  
accommodation  
adapted  
adjust  
adversely  
afflict  
after a fashion  
agitator  
all over the place  
altered  
amalgam  
ambiguously  
amok  
another  
anyway  
around  
arrangement  
assembly  
at fault  
at sixes and sevens  
awfully  
awry

abnormally  
about  
accidental  
adapt  
addle  
adjusted  
affect  
afflicted  
agitate  
aimless  
all wrong  
alternative  
amalgamate  
amended  
anew  
another way  
appear  
arrange  
askew  
assorted  
at odds  
at variance  
awkward

### B

badly  
beaten up  
becoming  
bends  
bizarre  
blended  
break  
break up  
brew  
broke  
broken up  
buckled  
builder  
built  
busted  
by mistake

baffled  
become  
befuddled  
bent  
blend  
blunder  
break down  
breaking  
brewed  
broken  
buckle  
buckling  
builders  
bungled  
by accident

battered  
becomes  
bend  
bewildered  
blending  
botched  
break out  
breaks  
broadcast  
broken down  
buckles  
build  
building  
bust  
by arrangement

### C

calamitous

calamitously

can be

capricious  
carelessly  
causes  
cavorting  
changed  
chaotically  
chewed up  
churn  
clarify  
collapse  
come to  
comes to  
complicated  
composed  
compound  
comprises  
concoct  
confounded  
confusion  
construct  
contort  
contrariwise  
contrived  
converted  
convulse  
correct  
corrupt  
could be  
cracked up  
crazily  
creation  
crumbled  
crumpled  
cunning  
curiously

capriciously  
catastrophic  
cavort  
change  
chaos  
characters  
chop up  
circling  
clumsy  
collapsed  
come to be  
comic  
components  
composer  
comprise  
comprising  
concocted  
confuse  
constituents  
constructed  
contorted  
contrary  
conversion  
convertible  
cook  
corrected  
corrupted  
cracked  
crash  
crazy  
crooked  
crumbling  
crush  
cunningly

careless  
catastrophically  
cavorted  
changeable  
chaotic  
chew up  
chopped up  
circulated  
cocktail  
combination  
come to grief  
comical  
compose  
composition  
comprised  
concealing  
concoction  
confused  
constitution  
construction  
contraption  
contrivance  
convert  
converts  
cooked  
correction  
corruption  
crack up  
crashed  
create  
crude  
crumple  
crushed  
curious

## D

damage  
danced  
decomposed  
deformed  
demolished  
deployed  
derivation  
design  
devastated

damaged  
dealt with  
defected  
deformity  
demolition  
derange  
derivative  
designed  
devastation

dance  
deception  
defective  
demented  
deplorably  
deranged  
derived from  
destroyed  
develop

developer  
deviating  
deviously  
different  
dilapidated  
disaster  
disclose  
discordance  
disfigurement  
dishevelled  
dislocate  
dismantled  
disorderly  
disorganised  
disperse  
disposition  
disruption  
dissipated  
distorted  
distractedly  
distributed  
disturbed  
divergent  
divert  
doctor  
dotty  
dreadful  
drunk  
dubious

## **E**

eccentric  
effects  
emend  
engendering  
ensemble  
equivocal  
erring  
erupting  
exceptional  
exotic  
extraordinarily

## **F**

fabricate  
failing  
false  
faltering

development  
deviation  
devised  
differently  
disarranged  
disastrous  
disconcerted  
discordant  
disguise  
disintegrated  
dislocated  
disorder  
disorganisation  
disoriented  
dispersed  
disquieted  
dissembling  
dissonance  
distortion  
distraught  
disturb  
dithering  
diversification  
diverted  
doctored  
doubtful  
dreadfully  
drunken  
dubiously

effect  
embody  
emendation  
engineered  
entangled  
erratic  
erroneous  
eruption  
exceptionally  
exploded

fabricated  
failure  
falsely  
fanciful

deviant  
devious  
dicky  
difficult  
disarray  
discomposed  
discord  
disfigured  
disguised  
disintegration  
dislocation  
disordered  
disorganise  
dispersal  
disposed  
disrupted  
disseminated  
dissonant  
distracted  
distressed  
disturbance  
divergence  
diversified  
dizzy  
dodderly  
doubtfully  
dressed  
drunkenly  
dud

effected  
embroil  
emended  
enough for  
entanglement  
erratically  
error  
essentials  
excited  
explosion

fabrication  
fallacious  
falsified  
fantastic

fashion  
faulty  
fiddle  
fixed  
flounder  
flummoxed  
flustered  
for a change  
form of  
fracas  
fragments  
freely  
frisky  
from  
funnily  
fused

fashioned  
fermented  
figuring in  
flaw  
fluctuating  
flurried  
foolish  
forced  
forms  
fractured  
freakish  
frenzied  
frolic  
fudge  
funny

fashioning  
fickle  
find  
flawed  
fluctuation  
fluster  
foolishly  
forged  
formulating  
fracturing  
free  
fresh  
frolicking  
function  
funny looking

## G

garbled  
get-up  
gets face-lift  
gives rise to  
go astray  
go off  
go to pot  
goes  
grotesque  
gyrated

generating  
get face-lift  
give rise to  
gives  
go bad  
go straight  
go to the dogs  
goes off  
gyrate

get  
gets  
gives  
go amok  
go berserk  
go to pieces  
go wrong  
gone off  
gyrates

## H

haphazard  
hash  
helter-skelter  
hidden  
horribly

hapless  
havoc  
hide  
hopeless  
hotchpotch

harassed  
haywire  
higgledy-piggledy  
horrible  
hybrid

## I

idly  
ill-formed  
ill-used  
improper  
in a fashion  
in a heap  
in a mess  
in a tangle  
in a turmoil  
in commotion  
in disguise

ill  
ill-made  
impaired  
in  
in a ferment  
in a jumble  
in a muddle  
in a tizzy  
in a whirl  
in confusion  
in disorder

ill-disposed  
ill-treated  
imperfect  
in a bad way  
in a frenzy  
in a knot  
in a riot  
in a tumult  
in chaos  
in disarray  
in error

in knots  
in pieces  
in ruins  
in uproar  
inconstant  
induce  
injure  
insane  
intricate  
irregular

## J

jerky  
joggle  
jumbled

## K

kind  
knotted

## L

lawless  
liquid  
lousy

## M

mad  
made from  
madly  
make a mess of  
make-up  
maladroit  
malfunction  
manage  
manager  
manifest  
manipulated  
marred  
materials for  
mayhem  
melt  
mercurial  
messily  
mince  
misapplied  
miserable  
misrepresentation  
mistake

in order  
in rebellion  
in shreds  
inaccurate  
incorrect  
infirm  
injured  
insanely  
involve  
irregularity

jerky  
juggled

kind of

let loose  
loosely  
ludicrous

maddened  
made of  
make a bungle of  
make  
making  
malformation  
maltreated  
managed  
mangle  
manifestation  
manoeuvre  
mashed  
mauled  
meandering  
melted  
mess  
messy  
minced  
misbehaved  
mishandled  
misrepresented  
mistreated

in other words  
in revolt  
in trouble  
incoherent  
incorrectly  
ingredients  
inordinately  
interfered with  
involved  
irritated

jittery  
jumble

kinky

letters of  
lously  
lunatic

made  
made up  
make a hash of  
makes  
maladjusted  
malformed  
maltreatment  
management  
mangled  
manipulate  
manoeuvred  
material for  
maybe  
medley  
mended  
messed  
metamorphosis  
mingled  
misconstrued  
mishap  
misshapen  
misused

mix  
mix-up  
modelled  
modify  
mould  
muddied  
muddly  
mutilated  
mysterious

mixed  
mobile  
modification  
molested  
moulded  
muddle  
mutable  
mutilation  
mysteriously

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  
outlandish  
overturn

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

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

## P

peculiar  
perfidious  
perplexed  
pervert  
pie  
plastic  
poorly  
possibly  
preparation  
problematic  
processing  
properly presented  
put another way  
put straight

peculiar looking  
perhaps  
perverse  
perverted  
placed  
playing tricks  
positioned  
potential  
prepared  
problematical  
production  
pseudo  
put out

peculiarly  
permutation  
perversely  
phoney  
plagued  
poor  
possible  
potentially  
problem  
processed  
properly organised  
pulverised  
put right

## Q

queer  
queerly

queered  
questionable

queer-looking  
quite different

## R

rabid  
ran amok  
readjusted  
rearrangement  
rebellious  
rebuilt  
recollected  
rectification  
redesigned  
reform  
refractory  
regulation  
remodelled  
renovated  
re-ordered  
reorganised  
repaired  
represent  
represented in  
reproduction  
reshape  
reshuffled  
resolved  
resulting in  
revise  
revolutionary  
revolved  
reword  
rewritten  
rigged  
rioting  
rotten  
roving  
ruin  
ruinous  
run amok  
ruptured

ragged  
ravage  
rearrange  
reassembled  
rebuild  
recalcitrant  
reconstructed  
rectified  
refine  
reformation  
regenerate  
remade  
rendering  
renovation  
reorganisation  
repack  
replaced  
representation  
reproduce  
resettle  
reshaped  
resolution  
resort  
reveal  
revised  
revolutionised  
revolving  
reworded  
rickety  
riot  
riotous  
rough  
rude  
ruins  
rum  
running amok

rambling  
ravelled  
rearranged  
rebel  
rebuilding  
recast  
recreate  
redesign  
refined  
reformed  
regulated  
remodel  
rendition  
re-order  
reorganise  
repair  
replacement  
represented by  
reproduced  
resettled  
reshuffle  
resolve  
resulting from  
reviewed  
revolting  
revolve  
revolution  
rewrite  
ridiculous  
rioted  
rocky  
roughly  
ruffled  
ruined  
rumpled  
running wild

## S

sad  
scattered  
scrambled  
served up  
set off

sadly  
scatters  
scruffy  
set  
set out

scatter  
scramble  
serve up  
set differently  
setting

shake  
shambles  
shatter  
shifted  
ship-shape  
shuffled  
skittish  
sloppy  
smashed  
somehow  
sorted  
sorting  
split  
spoil  
spurious  
stew  
stirred  
stormy  
strange-looking  
stricken  
stupidly  
subvert  
surprisingly  
swapping  
swirling  
switched

shaken  
shape  
shattered  
shifting  
show mutation  
silly  
slipping  
slovenly  
smashing  
sorry  
sorted out  
source of  
spoil  
sport  
squiggles  
stewed  
stirred up  
straight  
strangely  
stumbling  
substitute  
subverted  
swap  
swirl  
switch

shaky  
shaped  
shift  
shilly-shally  
shuffle  
singular  
slipshod  
smash  
snarl up  
sort  
sort of  
spinning  
spoiled  
sporting  
staggered  
stir  
storm  
strange  
straying  
stupid  
subtle  
surprising  
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  
variously  
version of  
volatile

vague  
vandalised  
variety  
vary  
violent

vaguely  
variable  
various  
version  
violently

## W

wander  
warped  
way  
weave  
well-formed  
well-varied  
whirling  
wobbly  
works  
wreck  
wrong

wandering  
warring  
way out  
weird  
well-ordered  
went off  
wild  
woolly  
worried  
wrecked  
wrongly

warp  
wavering  
wayward  
weirdly  
well-organised  
went to pieces  
wildly  
work out  
woven  
writhing

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

## Letter Indicators

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

Letters are often 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	\$100	about
calorie	Cambridge	canine
can-opener	caught by	capacitance
Cape	carat	carbon

castle  
Celsius  
Centigrade  
chapter  
cloudy  
cold  
Coloured  
Commons' leader  
constant  
Corps  
Cuba  
first course  
many  
speed of light

## D

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

## E

2.71828...  
boat  
Earl  
Echo  
Egyptian  
end of June  
engineering  
English leader  
final score for bridge  
player  
log base  
note  
point  
sweetheart

Catholic  
Celtic  
centime  
Charlie  
clubs  
college  
colt  
compliance  
contralto  
could start  
cubic  
head of clan  
note

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

250  
bridge player  
East  
Ecstasy  
Egyptian leader  
energy  
England  
Epsilon  
key  
  
middle of September  
number  
quarter

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

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

bearing  
direction  
eastern  
egghead  
electron  
engineer  
English  
eye opener  
kind of mail  
  
middlemen  
oriental  
Spain

## **F**

40	beginning of February	fag end
Fahrenheit	famous word	farad
faraday	farthing	fast
fathom	fellow	female
feminine	fighter plane	figurehead
filly	fine	first of February
fluorine	folio	following
foot	force	foreign
forte	franc	France
French	French capital	frequency
Friday	function of	furlong
key	loud	loud music
note	offend	

## **G**

400	£1,000	acceleration
clef	dog's tail	force
gallon(s)	Gamma	gauges
Gauss	gelding	George
German	German capital	German leader
Germany	giga	Golf
good	Government	gram(s)
gramme(s)	grand	gravity
great	Greek leader	guilder
guinea(s)	Gulf	head of Government
inflatable suit	key	king
legend	middle-age	midnight
note	pig's tail	string

## **H**

200	Ache	aitch
aspirate	beam	bomb
end of March	end of the month	fashion centre
harbour	hard	headfirst
head of hair	head start	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  
his heart  
indeed  
India  
international leader  
island  
Italy  
number  
personal pronoun  
unit

electric current  
Ich  
Independence  
Institute  
iodine  
isle  
me  
number one  
second time

first person  
imaginary number  
Independent  
International  
lota  
isospin  
mid-air  
one  
single

## J

beginning of January  
curve  
first of July  
Japan  
Journal  
jump start

beginning of June  
first of January  
jack  
joint  
Judge  
Justice

beginning of July  
first of June  
James the First  
joule  
Juliet  
pen

## K

250  
back end  
cork tip  
Kappa  
Kelvin  
kilogramme  
knight  
kopeck  
krone  
velocity constant

1,000  
Boltzmann constant  
Kampuchea  
karat  
kick-start  
kilometre  
knot(s)  
krona  
kwacha  
weekend

1,024 bits  
cocktail  
kaon  
keen beginner  
kilo  
king  
Köchel  
króna  
potassium

## L

50  
coin  
heart of England  
Labour leader  
lambert(s)  
Latin  
leaf  
learner driver  
length  
Libra  
link  
litre(s)  
longitude  
low  
Luxembourg  
money

beginner  
elevated railway  
inductance  
laevorotatory  
Lambda  
latitude  
league  
lecturer  
letterhead  
Lima  
lira  
little  
long lead  
lumen  
many  
novice

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

port  
pupil  
tail-end

pound  
second class  
trainee

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  
Navy  
new  
new leader  
nitrogen  
Norse  
note  
Nu  
point

and ('n' )  
bridge player  
first news  
mid-evening  
naira  
Napoleon  
neuter  
new beginning  
new start  
nominative  
North  
noun  
nuclear  
pole

bearing  
direction  
first of November  
mid-morning  
name  
Nationalist  
neutron  
new head  
newton(s)  
noon  
Norway  
November  
number  
quarter

## O

11  
circle  
exclamation  
job centre  
nil  
nought  
oh  
Omega

beginning of October  
cry  
first of October  
love  
none  
Ocean  
Ohio  
Omicron

blob  
duck  
front centre  
middle of October  
nothing  
octavo  
old  
only

Opposition leader  
ordered to start  
oxygen  
round  
sphere

## P

400  
coppers  
momentum  
Papa  
part  
Pastor  
pence  
peseta  
piano  
party leader  
poise  
port  
power  
Prince  
quiet  
subdued

## Q

electric charge  
heat  
quart  
quartermaster  
Queen  
queer beginning  
quetzal  
quire

## R

arithmetic  
end of October  
end of war  
mid-afternoon  
monarch  
queen  
radius  
rand  
rêaumur  
recto  
regiment  
Republican

orchestra leader  
Oscar  
pint  
Scottish pass  
Tan

apple-core  
head of police  
money  
park  
participle  
pawn  
penny  
peso  
pint  
pawn  
political leader  
Portugal  
president  
pro  
small change

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

electric resistance  
end of November  
head right  
middle of March  
never-ending  
rabbi  
railhead  
raw beginner  
rebel leader  
Rector  
Regina  
resistance

order  
Oxford  
ring  
spangle  
zero

coin  
midshipman  
page  
parking  
past  
pedal  
per  
phosphorus  
parity  
pipe  
population  
post  
pressure  
proton  
soft

head of queue  
quality  
quarterly  
Quebec  
Queensland  
question  
quintal

end of September  
end of December  
king  
middle of April  
oyster month  
radical  
railway  
reading  
recipe  
redhead  
registered  
restricted

reverend  
right  
road  
Romeo  
Roundhead  
rupee  
summer's end  
writing

## S

7 or 70  
bender  
dollar  
first of September  
ogee  
pole  
safety first  
Saturday  
school  
self-starter  
siemens  
Signor  
skinhead  
solidus  
singular  
southern  
starboard  
strangeness  
sun  
sulphur

## T

bone  
cat's tail  
end product  
junction  
Middle Eastern  
square  
Tango  
teaspoonful  
tempo  
tense  
Thailand  
tesla  
tonne(s)  
tritium  
Tuesday

revolutionary leader  
ring leader  
Röntgen  
rook  
Royal  
Russian leader  
take  
yearend

bearing  
bridge player  
endless  
head of state  
Old Bob  
quarter  
saint  
Saxon  
school head  
September  
Sierra  
Sikh leader  
small  
shilling  
son  
spades  
stokes  
succeeded  
Sunday

car  
distribution  
Ford  
kind of shirt  
rat's tail  
summer shirt  
tare  
tee  
tenant  
tera  
Thursday  
time  
Tory leader  
troop leader  
Turkish leader

Rex  
river  
Romania  
ruble(s)  
run(s)  
starboard  
winter's end  
year's end

beginning of September  
direction  
entropy  
heart of Essex  
point  
Sabbath  
Santa  
schilling  
second(s)  
shilling  
Sigma  
singular  
Society  
siemens  
South  
Square  
stop-start  
sulphur  
Sweden

casual shirt  
end of August  
informal shirt  
kind of square  
shirt  
surface tension  
Tau  
temperature  
tenor  
tesla  
team leader  
ton(s)  
transitive  
troy

## U

acceptable  
centre court  
done thing  
mid-January  
sub  
top-drawer  
Unionist  
universal  
Upsilon  
uranium

bend  
classy  
gent  
posh  
superior  
turn  
union leader  
University  
upstart  
youth centre

bolt  
done  
genteel  
socially acceptable  
top  
Unicorn  
United  
upper class  
Uruguay

## V

5  
bomb  
midwives  
opposed to  
several  
Vatican City  
verb  
very  
victory sign  
volt

against  
few  
neck  
opposing  
sign  
velocity  
verse(d)  
Victor  
Viscount  
volume

anti  
mid-Devon  
number  
see  
vanadium  
ventral  
versus  
victory  
vol.  
vs

## W

bearing  
cow's tail  
point  
tungsten  
wed  
weight  
West  
wicket  
wife  
wolfram  
work  
western

bridge player  
direction  
quarter  
Wales  
Wednesday  
Welsh  
Whisky  
wide  
with  
women  
workers' leader  
with

centre forward  
occidental  
raw edge  
watt  
week  
Welsh leader  
white  
width  
winter  
won  
West

## X

10  
buss  
Christ  
decussate  
kiss  
multiplication  
number  
ray  
spot marker

abscissa  
by  
co-ordinate  
drawn  
marked choice  
multiply by  
over 18  
several  
times

antepenultimate  
Chi  
cross  
female chromosome  
mark with a kiss  
mystery man  
oxtail  
sign of the times  
unknown character

unknown quantity

vote

wrong

## Y

day's end  
end of February  
fourth of July  
penultimate  
Yankee  
yen  
yttrium

journey's end  
end of May  
male chromosome  
ponytail  
yard  
Yeomanry  
Yugoslavia

end of January  
end of July  
ordinate  
unknown quantity  
year(s)  
youth leader

## Z

atomic number  
from Zanzibar  
last  
Zaire  
zenith  
zone

final  
gauge  
last letter  
Zambia  
Zeta

final letter  
impedance  
middle-sized  
Zebra  
Zionist leader

