Crossword Compiler Help Contents

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

Editing the Puzzle
What you need to know to get started.

Finding Words and Filling Automatically
How to find words to fit in the puzzle and how to get Crossword Compiler to fill grids for you.

Editing Clues
How to write and edit clues for words in the puzzle.

Printing
How to print out puzzles and clues.

Desktop Publishing
Copying puzzles and clues to the clipboard. How to save puzzles for DTP programs and how to export puzzles for non-Windows programs.

Index
Alphabetical list of all help topics.

Crossword Reference
Reference information for writing cryptic crosswords, an introduction to cryptics and a guide to crossword jargon.

Other Related Software
Information about Anagram Genius, a dedicated anagram program.

Index

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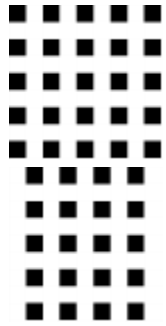
Fill from (1,1):   Fill from (2,1):

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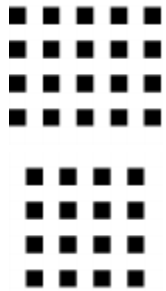
Fill from (1,2):   Fill from (2,2):

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

　■ ■ ■ ■
　■ ■ ■ ■
　■ ■ ■ ■
　■ ■ ■ ■

Note that fill from (2,1) and (1,2) is not compatible with <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

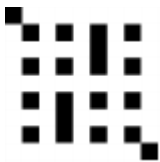Use Autofind to find words to fit in the puzzle. Select **Autofind** from the **Words** menu, or click the right mouse button on a square in the word. Words are found to fit in the current type direction, but if there is only one possible word through the cursor's square, words are found to fit there.

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

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:

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 <u>Autofind</u> 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 not 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:

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:

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. 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 or write for details.

If you have any further questions please email:
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 <u>New</u> puzzle, or <u>Open</u> 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 <u>Toolbar</u>. 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 <u>Keyboard</u>.

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

To automatically insert blocks in symmetrical positions select one of the <u>Symmetry</u> 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 <u>Remove Blanks</u> 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 <u>Autofind</u> 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: DEMOPUZ.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 <u>header</u> 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 <u>Square Sizes</u> 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 <u>NOT</u> 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 <u>Format</u> 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 <u>Font</u> 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.

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:

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 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 <u>Save As</u> 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 to 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	Link the clue
Alt+A	Find Anagrams
Alt+P	Paste in clue from the Clue Database
Alt+L	Display list of Letter Indicators
Alt+I	Display list of Anagram Indicators
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 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 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 <u>linked</u> 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 <u>review</u> 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 <u>Headers</u> 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 <u>Page Setup...</u> command   from the **File** menu. You can change the printer 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

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 <u>Autofind</u> 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 <u>Anagram</u> 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 <u>configuration file</u> 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** 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 uses 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 jsut £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

  - 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 <u>printed</u> or <u>copied to the clipboard</u> 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 <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. 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:
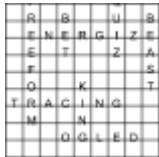
Clear Letters

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 <u>Merge Databases...</u> 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 <u>Copied to the Clipboard</u> 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 <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 (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

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

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

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 llike more information please E-Mail 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 <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 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 'Uncove**R A VEN**eer' .

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 <u>letter indicator</u> 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	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	malformation	malformed
malfunction	maltreated	maltreatment
manage	managed	management
manager	mangle	mangled
manifest	manifestation	manipulate
manipulated	manoeuvre	manoeuvred
marred	mashed	material for
materials for	mauled	maybe
mayhem	meandering	medley
melt	melted	mended
mercurial	mess	messed
messily	messy	metamorphosis
mince	minced	mingled
misapplied	misbehaved	misconstrued
miserable	mishandled	mishap
misrepresentation	misrepresented	misshapen
mistake	mistreated	misused

mix	mixed	mixture
mix-up	mobile	model
modelled	modification	modified
modify	molested	mongrel
mould	moulded	moving
muddied	muddle	muddled
muddly	mutable	mutative
mutilated	mutilation	mutinous
mysterious	mysteriously	

N

nasty	naughty	negotiation
negotiated	new	new fashion
new form of	new order	new style
newly formed	newly made	not exactly
not in order	not properly	not right
not straight	novel	

O

obscure	obscured	obscurely
obstreperous	occasion	odd
odd looking	oddly	off
operate	order	ordered
orderly	organisation	organise
organised	original	originally
otherwise	out	outcome of
outed	out of	out of gear
out of joint	out of order	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	swap	swapped
swapping	swirl	swirled
swirling	switch	switches
switched		

T

tampered with	tangled	tattered
temper	tempestuous	tempestuously
tentative	tentatively	terrible
terribly	the result of	throw
thrown	tidied up	tip
tipped	tipsy	to pot
topsy-turvy	to rights	torn
tortuous	toss	tossed
tousle	tousled	transform
transformation	transformed	translate
translated	translation	transmutation
transmuted	transport	transported
transposed	transposition	treacherous
treated	trick	tricked
tricky	trouble	troubled
troublesome	tumble-down	tumbling
tumultuous	turbulent	turn
turned	turned out	twist
twisted	twister	twisting

U

uncertain unclear uncommon
undecided undisciplined undoing
undone uneasy unfamiliar
unhappy unnatural unorthodox
unravelled unreliable unrest
unrestrained unruly unsettled
unsettling unsound unstable
unsteady untidy untie
untied unusual unusually
unwonted upheaval upset
usage use used
uses

V

vacillating vague vaguely
vandalise vandalised variable
varied variety 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 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	Catholic	caught
Celsius	Celtic	cent(s)
Centigrade	centime	century
chapter	Charlie	circa
cloudy	clubs	cocaine
cold	college	college head
Coloured	colt	common time
Commons' leader	compliance	Conservative
constant	contralto	copyright
Corps	could start	coulomb(s)
Cuba	cubic	cycle
first course	head of clan	key
many	note	number
speed of light		

D

500	bad end	beginning of December
Danish leader	date	daughter
day	dead	death's-head
degree	delete	Delta
Democrat(ic)	denarius	density
Department	depart(s)	depth
deputy head	deserted	Deus
deuterium	Deutsch	diameter
diamonds	died	dimension
dinar	diopter	Director
directed	Dominus	duke
dunderhead	Dutch	first of December
Germany	head of department	key
large number	Lord	many
note	old penny	penny
ring	should end	U.S. Democrat

E

2.71828...	250	bearing
boat	bridge player	direction
Earl	East	eastern
Echo	Ecstasy	egghead
Egyptian	Egyptian leader	electron
end of June	energy	engineer
engineering	England	English
English leader	Epsilon	eye opener
final score for bridge player	key	kind of mail
log base	middle of September	middlemen
note	number	oriental
point	quarter	Spain

sweetheart

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	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	elevated railway	end of April
heart of England	inductance	inexperienced driver
Labour leader	laevorotatory	lake
lambert(s)	Lambda	large
Latin	latitude	law
leaf	league	learner
learner driver	lecturer	left
length	letterhead	Liberal
Libra	Lima	line
link	lira	lire
litre(s)	little	long
longitude	long lead	love
low	lumen	luminance
Luxembourg	many	mid-Wales

money
port
pupil
tail-end

novice
pound
second class
trainee

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
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

beginning of October
cry
first of October
love
none

blob
duck
front centre
middle of October
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	Quaker leader	quality
quart	quarter	quarterly
quartermaster	quarto	Quebec
Queen	Queen's Head	Queensland
queer beginning	query	question
quetzal	quick start	quintal
quire	quran	

R

arithmetic	electric resistance	end of September
end of October	end of November	end of December
end of war	head right	king
mid-afternoon	middle of March	middle of April
monarch	never-ending	oyster month
queen	rabbi	radical
radius	railhead	railway
rand	raw beginner	reading
rêaumur	rebel leader	recipe

recto	Rector	redhead
regiment	Regina	registered
Republican	resistance	restricted
reverend	revolutionary leader	Rex
right	ring leader	river
road	Röntgen	Romania
Romeo	rook	ruble(s)
Roundhead	Royal	run(s)
rupee	Russian leader	starboard
summer's end	take	winter's end
writing	yearend	year's end

S

7 or 70	bearing	beginning of September
bender	bridge player	direction
dollar	endless	entropy
first of September	head of state	heart of Essex
ogee	Old Bob	point
pole	quarter	Sabbath
safety first	saint	Santa
Saturday	Saxon	schilling
school	school head	second(s)
self-starter	September	shilling
siemens	Sierra	Sigma
Signor	Sikh leader	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)
tritium
Tuesday

Tory leader
troop leader
Turkish leader

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

abscissa
by
co-ordinate
drawn
marked choice

antepenultimate
Chi
cross
female chromosome
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		