

Press Your Luck

All the puzzles that are fit to solve

Since 2011

HISTORIC NEWSPAPER MERGER!!

Local Publications Seek to Improve Their Luck

STAFF WRITER
BREAKING NEWS DEPARTMENT

In an effort to increase circulation and stave off looming layoffs, two high-quality but little-known maritime circulars have agreed to join forces. The *Nieuw Jerseydam Press* and the *Dutch America Lucky Penny*, both beloved in their own small environs, are hoping that expanding their distribution

above the crew decks will allow them to reach a new customer base. The two groups agreed to make the focus of the new publication the section that is most popular in all newspapers: the daily puzzles pages.

The new paper, *Press Your Luck*, will be available at a select location on one ship of the line, during a scheduled charter voyage for the so-called “JoCo Cruise” group. There will be daily puzzles as well as a custom bingo-themed game badge. Readers can bring answers to the daily puzzles to their local newspaper distributors in order to receive stamps on their

bingo card. The week-long publicity event will conclude with a raffle and wrap party on the final day of the cruise.

Management of the new publication is taking the bold step of keeping the price per issue very low (meaning free) during the opening week, hoping to garner sufficient new readership to gain the attention of several venture capital investors. As George Inkspiller, Vice President of Puzzle Advertising, was overheard to remark, “Surely a venture capital firm would be the best custodian of our efforts to support local news!”

Puzzles Related to Bingo Cards

STAFF WRITER
EXTRA READ ALL ABOUT IT DEPT

The grand opening publicity event for the newly merged *Press Your Luck* periodical is a Puzzle Hunt containing twelve daily puzzle articles, plus a final metapuzzle. You, as one of our new readers, are encouraged to participate!

Two or three puzzles will be released each evening for the first

five nights of the cruise. The answer to each puzzle is a word or short phrase. The metapuzzle will be distributed on the fifth night.

Players will pick up a bingo card badge at the start of the hunt. Newspaper distributors (identified by the PRESS passes on their lanyards) can update your bingo card with the appropriate stamps when correct answers are presented for daily puzzles.

The metapuzzle will use the information on your bingo card badge. Remember to read this inaugural issue of *Press Your Luck*

for helpful advice about the daily puzzles. (This issue does NOT contain any puzzles itself.) Distributors can also provide advice and hints for puzzles. Office hours will be posted at the drop location.

Need a
**STRAIGHT
EDGE??**

This issue of
Press Your Luck
also works well to
DRAW LINES!

Puzzle Hunt Wrap Party

STAFF WRITER
LOCAL COLOR DEPARTMENT

Management and staff of the new *Press Your Luck* puzzle broadsheet

will be hosting an event to celebrate their week-long puzzle extravaganza and all of their new readers on the final day of the cruise.

Look in the daily cruise schedule for details about the Puzzle Hunt wrap party. Anyone who has solved one of the daily puzzles by

the time of the wrap party is eligible to participate in a prize drawing.

Distributors will be on hand to provide stamps and raffle tickets just before the event. It is highly recommended to come early to help facilitate sticker distribution.

New Issues Going Cryptic?

A. G. GRAVATING
LITERARY CONFUSION DEPT

A handful of writers on the staff of the *Press Your Luck* periodical have apparently discarded their long-standing adherence to clear and concise language in favor of cryptic crossword communication. We look forward to seeing whether this will enrage readers or gain new fans.

Cryptic crosswords are a variant where each clue consists of two parts: a standard definition with the meaning of the answer, and a *wordplay component* that uses various methods to lead to the same answer. Typical cryptic clues do not indicate where the divider is between these two parts, or which part comes first.

Use of common acronyms (for example, CA for California or calcium) is expected, but will not be indicated in the clues. Punctuation and spacing in the combined clue should be ignored for purposes of solving.

Types of wordplay used in cryptic clues

anagrams (scramble the letters of a word or words from the cryptic clue) - indicators such as 'change', 'mix up', 'crazy'. For example, 'Different stare' = TEARS

acronyms, abbreviations, and initials (making up words from letters in the cryptic clue) - indicators like 'start', 'last', 'short'. For example, 'first of May' = M, 'Saint' = ST

additions (add letters or words to other portions of the cryptic clue) - indicators such as 'with,' 'and'. For example, 'first of May with use' = MUSE (M + USE)

subtractions (removing letters or words from other portions of the cryptic clue) - indicators such as 'without', 'missing'. For example, 'abandon with no Saint' = RAND (STRAND - ST)

substitutions (words or letters replaced with alternatives) - indicators such as 'turning,' 'replace,' 'swap'. For example, 'wine switches west to north' = NINE

hidden answers (words hidden forwards or backwards in the clue) - indicators such as 'in,' 'contains,' 'owns'. For example, 'rodent in zebra teeth' = 'RAT'

selected letters (first or last or center locations from words in the clue) - indicators such as 'initially,' 'middle,' 'last'. For example, 'relax using nearest towel to start' = 'RUNT'

homophones (similar sounding words in the clue) - indicators such as 'I heard,' 'audio'. For example, 'she said cake layer' = TEAR (sounds like TIER)

synonyms (similar meaning words in the clue) - indicators such as 'like', but often unindicated. For example, 'bread' may mean MONEY, CASH, DOUGH, LOAF, SOURDOUGH, RYE, etc.

double definitions (where both parts of the clue are standard crossword clues) - not necessarily indicated, but could have a conjunction like 'and' or 'or'. For example, "wine and harbor" = 'PORT'

A table with common methods has been provided above, based on

recent staff analysis of cryptic clues.

What Is Slitherlink?

STAFF WRITER
CRAZY PUZZLES DEPT.

Press Your Luck staff writers have recently investigated a new variant of a popular logic puzzle form called “Slitherlink.” Look for an upcoming daily puzzle involving this puzzle form. In order to help solvers, staff writers have compiled the following advice for breaking down the logic into simpler actions that you can take.

A Slitherlink puzzle consists of a regular grid of squares with various numeric clues in the squares. The “link” in a Slitherlink puzzle refers to the edges of the squares. These edges are populated according to the clues. The final answer must be a series of links arranged around the squares in such a way that each square containing a clue has that number of sides populated.

All the links make a single contiguous loop, so dead ends (a corner with only one link) are not allowed. The loop may not touch itself, even at the corners. No intersection can have more than two links.

Here are ten helpful basic tips for the Slitherlink puzzle format:

1. If a square has no clue, it can have anything from 0 to 3 edges with links.

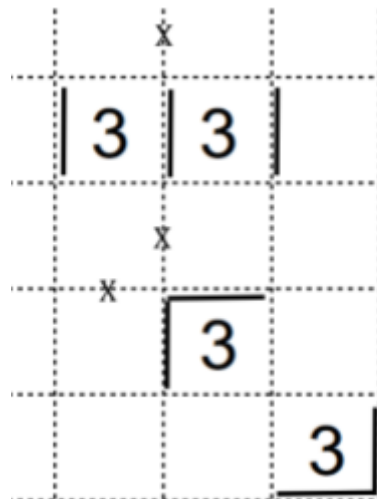
2. Squares with 0 must have no links around them.

3. Squares with 1 only have one side that is a link. Once you identify that side, you should mark all other sides as non-link.

4. If a square with 1 is in the corner, neither of the corner edges can be links, because the only way to continue the loop would be to link both edges.

5. Squares with 3 only have one side that is not a link. Once you identify that side, you can mark all other sides as links.

6. Neighboring 3s will always have walls. If the 3s are directly adjacent - horizontally or vertically - they will have parallel walls between and around them like | 3 | 3 |, and no links to either side of the middle wall. If two 3s are diagonally adjacent, the far edges will be walls. See examples of squares with 3s:

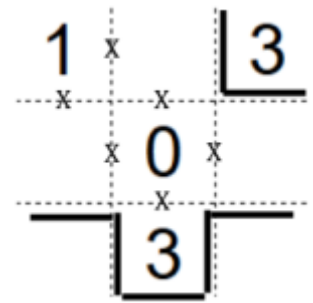


7. A square with 3 diagonal to a square with 0 must have the

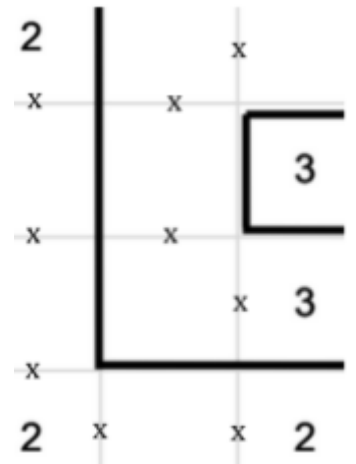
two edges of the 3 that are closest to the 0 as links.

8. A square with 3 adjacent to a square with 0 must have the links on all sides EXCEPT the one nearest the 0.

9. A square with 1 diagonal to a square with 0 must have no links on the two edges of the 1 that are closest to the 0. See below for examples of tips 7, 8, and 9:



10. For every intersection of four edges (where four squares meet), either two of the edges must have links, or none of the edges must have links. Here are some examples:



Additional articles covering advice for solving variant Slitherlink puzzles will be available at our distribution site. We here at *Press Your Luck* wish all of our readers “happy linking!”

Common Codes Found to Be Handy

STAFF WRITER
DECRYPTION DEPARTMENT

In an attempt to ensure complete enjoyment of our new publication, the staff at *Press Your Luck* would like to encourage you to use the following codes for any of this week's puzzles. The chart below does NOT contain any puzzle, although it may provide helpful information for solvers.

Letter	Index	Binary	Braille	Sema- phore	Morse	Pigpen
A	1	00001	⠠	⠠	·-	┘
B	2	00010	⠡	⠡	··-	┘
C	3	00011	⠢	⠢	·--	┘
D	4	00100	⠣	⠣	···	┘
E	5	00101	⠤	⠤	·	┘
F	6	00110	⠥	⠥	··-	┘
G	7	00111	⠦	⠦	---	┘
H	8	01000	⠧	⠧	···	┘
I	9	01001	⠨	⠨	·-	┘
J	10	01010	⠩	⠩	---	┘
K	11	01011	⠪	⠪	---	┘
L	12	01100	⠫	⠫	··-	┘
M	13	01101	⠬	⠬	--	┘
N	14	01110	⠭	⠭	·-	┘
O	15	01111	⠮	⠮	---	┘
P	16	10000	⠏	⠏	··-	┘
Q	17	10001	⠑	⠑	··-	┘
R	18	10010	⠒	⠒	··-	┘
S	19	10011	⠓	⠓	··	┘
T	20	10100	⠔	⠔	-	┘
U	21	10101	⠕	⠕	·-	┘
V	22	10110	⠖	⠖	··-	┘
W	23	10111	⠗	⠗	---	┘
X	24	11000	⠘	⠘	··-	┘
Y	25	11001	⠙	⠙	··-	┘
Z	26	11010	⠚	⠚	··-	┘

Die-Hard Puzzle Fans Refuse to Believe Some Articles Do Not Contain Puzzles

GRID HENERR
NEVER SAY NEVER DEPT

Informal polls among readers of the consolidated *Press Your Luck* periodical reveal that 2.73 percent of new readership is approaching every article as if it contained an embedded puzzle, even when the article itself contains clarification that it does not contain anything to solve.

In a *Press Your Luck* exclusive, our intrepid reporters conducted an unscientific person-in-the-passageway poll to gauge sentiment about the newly merged publication. They were surprised to be asked what cipher was supposed to be used on the paper's headline to reveal the hidden message.

Further inquiries revealed the fact that the use of ALL CAPITALS, words in **bold** or *italic*, and items in "quotes" tended to draw the most serious scrutiny from readers. In addition, any statement within an article that is phrased as a question, or sounds at all like a double-entendre, can cause readers to focus heavily on "solving" that text.

Never Miss a Day!

Please make sure to visit our *Press Your Luck* distribution site daily to find new puzzles to solve. The distribution site may have extra resources for puzzle solving: pencils, scissors, supplementary advice articles, and even fellow solvers.

You can also spot our staff in the passageways on the ship by their PRESS badges. They are great resources if you have questions or concerns.

Foreign Visitor Welcomed

DER GNIRREH
LOCAL GOSSIP DEPARTMENT

Ship's crew rolled out the red carpet for a recent visit from a former diplomatic official. The visit, while unannounced, went smoothly, no doubt due to the excellent service always extended by our gracious staff.

The visiting official declined to give his name, but was heard to state that his title was "ex-Galactic President." He was seen trying our delicious Wang-Wang at the bar, after determining that a drink called a "Pan-Galactic Gargle Blaster" required unavailable ingredients.