

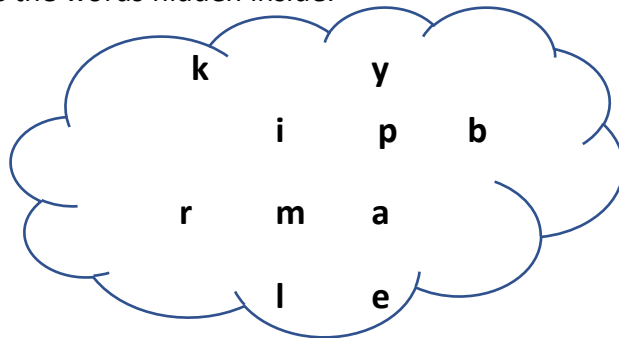
QUICKSMITHS

All Tangled Up - Anagrams

Each section in this document has a combination of easy and difficult puzzles, starting with the shortest anagrams and working up to the longest.

Tips and Tricks

- Try reorganising the letters of the anagram in a random letter cloud. This sometimes helps you to see the words hidden inside.



- You can also reorganise the letters in straight lines. If you don't have any luck, try doing it again differently.

best bin hug = ebb ugh snit = the snug bib = ???

- Another way to solve an anagram is to separate out the consonants and vowels. Write the consonants down in a line or column and see if you can fit the vowels in between them to make words you recognise.

T	E
H	O
B	A
M	E
L	
R	
Y	

- Sometimes, looking away for a few moments and daydreaming can help your mind come back with a fresh approach.
- If you get stuck, try writing down some names, inventions and places from *The Ten Riddles of Eartha Quicksmith* and see if you can recognise the same letters in any of the anagrams. (Remember that characters usually have a first and second name.)
- If all else fails, don't forget there's a hint sheet!

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Characters

1. Swim sits

2. How melt

3. My biker pal

4. Best bin hug

5. Win trim mob

6. Earlobe myth

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7. Press for moo

8. I tap oak mark

9. Aha sugar gunk!

10. Aged barf chili

11. A quiet mirth shack

12. Tight shark tangle

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Inventions

1. Rat hovel

2. Golf rash

3. His air car

4. Both small

5. A glass lump

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6. Uh merman toe

7. Slug crab dream

8. Boggle theatre

9. Halve tough newts

10. Wrong ethereal room

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Around Quicksmiths

1. Rips metals

2. Hellcat allies

3. Hidden letters

4. Look for squibs

5. Cowardly gnu hero