

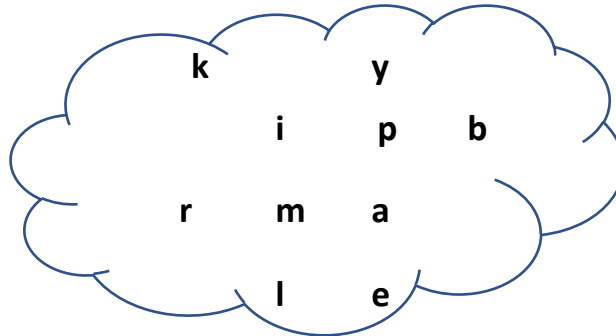
# QUICKSMITHS

## All Tangled Up – Anagrams & Hints

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!

*Go to the end of the document for hints!*

# QUICKSMITHS

## Characters

1. Swim sits

2. How melt

3. My biker pal

4. Best bin hug

5. Win trim mob

6. Earlobe myth

*Go to the end of the document for hints!*

# QUICKSMITHS

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

*Go to the end of the document for hints!*

# QUICKSMITHS

## Inventions

1. Rat hovel

2. Golf rash

3. His air car

4. Both small

5. A glass lump

*Go to the end of the document for hints!*

# QUICKSMITHS

6. Uh merman toe

7. Slug crab dream

8. Boggle theatre

9. Halve tough newts

10. Wrong ethereal room

*Go to the end of the document for hints!*

# QUICKSMITHS

## Around Quicksmiths

1. Rips metals

2. Hellcat allies

3. Hidden letters

4. Look for squibs

5. Cowardly gnu hero

*Go to the end of the document for hints!*

# QUICKSMITHS

## Hints – Characters

**1. Swim sits**

Hint: She runs Quicksmiths

**2. How melt**

Hint: Leela's pet

**3. My biker pal**

Hint: likes chess and puzzles

**4. Best bin hug**

Hint: A teacher from Ledhill

**5. Win trim mob**

Hint: she's nearly a Quillionnaire

**6. Earlobe myth**

Hint: he's a dad with a big heart

**7. Press for moo**

Hint: teaches First Year Quixology

**8. I tap oak mark**

Hint: in charge of security

**9. Aha sugar gunk!**

Hint: a Quicksmiths ambassador

**10. Aged barf chili**

Hint: he makes a break-feast!

**11. A quiet mirth shack**

Hint: she's a genius

**12. Tight shark tangle**

Hint: boooooooooo!

# QUICKSMITHS

## Hints – Inventions

**1. Rat hovel**

Hint: Kip's first invention

**2. Golf rash**

Hint: Timmi's invention, it saves Kip

**3. His air car**

Hint: you find them in a Quicksmiths classroom

**4. Both small**

Hint: follow me, or be followed!

**5. A glass lump**

Hint: Thag's invention, it's the colour of a mouldy potato

**6. Uh merman toe**

Hint: Albert has fun with this

**7. Slug crab dream**

Hint: keeps the secrets of Quicksmiths safe

**8. Boggle theatre**

Hint: you ask this a question and round it goes

**9. Halve tough newts**

Hint: used for throwing your mind

**10. Wrong ethereal room**

Hint: Professor Steampunk is often found in here



# QUICKSMITHS

## Hints – Around Quicksmiths

### 1. Rips metals

Hint: Skimmies use this

### 2. Hellcat allies

Hint: The Portrait Gallery is in here

### 3. Hidden letters

Hint: Team Glowflyer has to solve these

### 4. Look for squibs

Hint: Kip draws in this

### 5. Cowardly gnu hero

Hint: The motto of Quicksmiths