

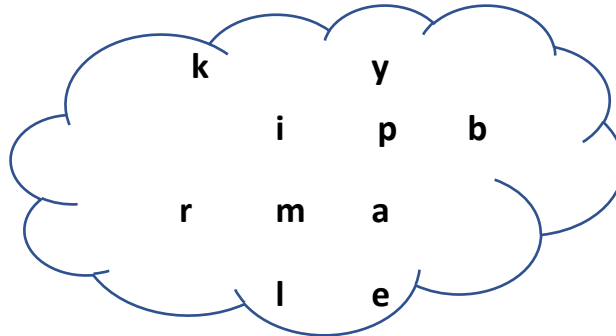
QUICKSMITHS

All Tangled Up – Anagrams, Hints & Answers

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 and answers!

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 and answers!

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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

Go to the end of the document for hints and answers!

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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 and answers!

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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 and answers!

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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 and answers!

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!

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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

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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

QUICKSMITHS

Answers – Characters

1. Swim sits

Answer: Miss Twiss

2. How melt

Answer: The Mowl

3. My biker pal

Answer: Kip Bramley

4. Best bin hug

Answer: The Snibbug

5. Win trim mob

Answer: Timmi Brown

6. Earlobe myth

Answer: Theo Bramley

7. Press for moo

Answer: Professor Mo

8. I tap oak mark

Answer: Tamara Okpik

9. Aha sugar gunk!

Answer: Aakash Gurung

10. Aged barf chili

Answer: Chef Garibaldi

11. A quiet mirth shack

Answer: Eartha Quicksmith

12. Tight shark tangle

Answer: Thag Grittleshank

QUICKSMITHS

Answers – Inventions

1. Rat hovel

Answer: Voler Hat

2. Golf rash

Answer: Frogflash

3. His air car

Answer: Airchairs

4. Both small

Answer: Ballmoths / Mothballs

5. A glass lump

Answer: Plasma Slug

6. Uh merman toe

Answer: Human Remote

7. Slug crab dream

Answer: Scrambleguard

8. Boggle theatre

Answer: The Great Globe

9. Halve tough newts

Answer: Thoughtwave Lens

10. Wrong ethereal room

Answer: Wormhole Generator

Answers – Around Quicksmiths

1. Rips metals

Answer: Slipstream

2. Hellcat allies

Answer: Celestial Hall

3. Hidden letters

Answer: The Ten Riddles

4. Look for squibs

Answer: Book of Squirrels

5. Cowardly gnu hero

Answer: Change Your World