Puzzle it out

Print out and engage brain

The Witness
Across
1 I am in a hunt after a job – transport required (4,6)
8 A spelling bee? (5)
9 Non-uniform citizens (7)
10 Moorland (7)
11 Put off Ted’s return with hesitation (5)
12 Break for food in an attempt to reach agreement (6)
14 This train may be held up by an attendant (6)
17 It’s pretty loopy (5)
19 Losing the rubber prevents you doing this (7)
21 Leaps out of bed, perhaps (7)
22 Change later or change now (5)
23 Nonstop flights (10)

Down
2 Observe slight upset, not the reverse (7)
3 Garment unusual in cut (5)
4 Bully for him! (6)
5 A driven out intruder (7)
6 Order cathead to be immersed in the rising tide (5)
7 Fresh cast sees star role go to star student (10)
8 Happen to reach a gap in the hills (4,2,4)
13 If it is to be raised, it can be rebuilt on a huge scale (7)
15 A boat; possibly a tramp (7)
16 Craft in which wives seldom excel (6)
18 About five get better in turn (5)
20 A bit on the side? (5)

Cryptic Crossword 16612

Across: 1 Resist, 4 Enters, 9 Diverge, 10 Leper, 11 Syria, 12 Denmark, 13 Firm backing, 18 Wildcat strike, 20 Offer, 22 Eliot, 23 Realism, 24 Silver, 25 Slater.

Down: 1 Radish, 2 Sever, 3 Sarcasm, 5 Nylon, 6 Explain, 8 Head waiters, 14 Ill will, 15 Know-all, 16 Sweets, 17 Primer, 19 Cutie, 21 Flirt.
Across:
1 Repellent (3-7)
8 Angry (5)
9 Chorus (7)
10 Good health (7)
11 V-shaped indentation (5)
12 Large structural beam (6)
14 Sacredly obscure (6)
17 Implied but unspoken (5)
19 An associate (7)
21 Buddhist ultimate enlightenment (7)
22 Corrupting influence (5)
23 In precarious isolation (3,2,1,4)

Down:
2 Portray too favourably (7)
3 Portion (5)
4 Beat severely (6)
5 Early childhood (7)
6 Allow as a right (5)
7 Likely to happen (2,3,5)
8 Group's internal dissension (2-8)
13 Competitor (7)
15 Childish fit of rage (7)
16 Wrenching of a joint (6)
18 Freight (5)
20 Take great pleasure (5)

Across: 1 Alleged, 4 Assign, 9 Proviso, 10 Other, 11 Cheap, 12 Dilemma, 13 Case in point, 18 Playful, 20 Gogol, 22 Elude, 23 Idiotic, 24 Pseudo, 25 Agency.

Down: 1 Aspect, 2 Loose, 3 Glimpse, 5 Scowl, 6 Inhuman, 7 Norway, 8 Golden oldie, 14 As a rule, 15 Ongoing, 16 Upkeep, 17 Plucky, 19 Fiend, 21 Get on.
For online tips go to sudoku.com

This is the world’s most addictive numbers game. The aim is to fill the grid so that every column, every row and every 3x3 box contains the digits 1 to 9. You need to reason out where to place the missing numbers by using the numbers given in the grid and a process of elimination. This is a game of logic not mathematical ability.

Using the letter H somewhere in every word, can you make at least 72 words of four letters or more out of these letters? At least one word will have all the letters. No proper names.

 Yesterday's solution: 3 1 5 7 8 6 9 4 2
 4 7 8 2 1 9 6 5 3
 2 9 6 5 4 3 1 7 8
 1 6 7 9 2 8 4 3 5
 5 3 4 6 7 1 2 8 9
 8 2 9 4 3 5 7 6 1
 6 8 2 1 5 7 3 9 4
 9 4 3 8 6 2 5 1 7
 7 5 1 3 9 4 8 2 6

Yesterday's answers: acute, ague, aunt, auto, cangue, CONJUGATE, count, cute, gaunt, gout, guan, guano, jaunt, jounce, june, juno, junta, junto, jute, nougat, ounce, outage, tongue, tuan, tuna, tune, tung, uncage, unco, unto
EACH number in our Code-Cracker grid represents a different letter of the alphabet. For example, today 26 represents G so fill in G every time the figure 26 appears. You have two letters in the control grid to start you off. Enter them in the appropriate squares in the main grid, then use your knowledge of words to work out which letters should go in the missing squares. As you get the letters, fill in other squares with the same number in the main grid and control grid. Check off the list of alphabetical letters as you identify them.

Solution to the previous Code-Cracker:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z