



# A Completely Normal Variety Cryptic with No Shenanigans



LOCATION PUZZLE



GRAD

## Solution:

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

Obviously, given that this is a location puzzle, you need to go get the relevant location data as specified. The relevant location data can be found at the Gilman Green Line station, set atop a building with a piano, clinging to the east side of Sarma, carved on the restored facade of Somerville High School, and on a jigsaw puzzle available from the Gilman Square Game Control.

Now solve the cryptic crossword. There's no shenanigans with the clues, as the title so clearly states, but the grid is diagramless, which is fun with "unchecked" letters (letters with no crossing word). When you have successfully filled in the grid, it should look like the one above.

The explanations for the clues can be found in this [spreadsheet](#).



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Now to deal with the variety section. The trick to realize is that the variety instructions apply to rows or columns of the grid at a time and not individual words, although the individual words may be important. For this document, I'll be referring to rows and columns as "lines." I'll also refer to "line order," which means first the rows, from top to bottom, and then the columns, from left to right. When you are done with the variety section, each line should have a letter, and each category should have seven or eight lines associated with it.

The first category in the variety section deals with words containing a similar substring of letters. This substring is the astrological name of an animal shown at the location. This substring can be found in a bunch of different words with one letter interrupting the name. The interrupting letter is the letter for the line where the substring is found.

The second category in the variety section deals with a series of words that aren't obvious at first. The relevant data is the primary color of the animal at the location. This color can be put before or after words to make meaningful phrases. The letter for these lines is the first letter of the relevant word.

The third category in the variety section uses the unchecked letters in the relevant lines. Each of these lines shares a quality about their unchecked letters that is clued by the location data. There are also an appropriate number of lines that fit this criterion, so you can take the first unchecked letter of the first line (in line order), then the second unchecked letter of the second line, and so on. These are the letters for each of these lines.

The fourth category in the variety section deals with the problems with crossing letters. This section includes the lines at each of these crossings where the letter is written in the same style as at the location (but not the other crossing line). You then need to do complicated mathematics on each of the cryptic clues

for those words to get a series of directions. These directions, in line order, are  $(+2, 0)$ ,  $(0, -1)$ ,  $(-2, 0)$ ,  $(-1, -2)$ ,  $(+1, +2)$ ,  $(0, +3)$ ,  $(-2, 0)$ , and  $(+1, 0)$ . To use these directions, start at the crossing letter, move left or right as indicated by the first number (positive means move right), then up or down as indicated by the second number (positive means move down). The new grid letter you land on is the letter for the original line.

The last category in the variety section deals with the words that aren't entered into the grid as one might expect. Each of these entries is actually a famous book, and the last name of the author is what is actually entered into the grid. We didn't suspect that you would know all the names of the authors, which is why we provided you with that incredibly complicated jigsaw to get the information. The books in this puzzle are: *A Wrinkle in Time*; *The Snowy Day*; *If You Give a Mouse a Cookie*; *Holes*; *Everyone Poops*; *Amelia Bedelia*; and *Alexander and the Terrible, Horrible, No Good, Very Bad Day*. The letter for each of these lines is the first letter of the title that was originally clued (but ignore articles, just like a library).

When you have done this correctly, you should have one letter for every line. Read these letters in line order, and then follow the instructions from the acrostic in the clues to get your final answer!

## Author's Note

The original answer to this puzzle was the long phrase. However, we had to rewrite a bunch of puzzles due to the meta changing at the last minute. I really did not feel like rewriting this for what I hope are obvious reasons. Fortunately, I got very lucky. My answer was a location around Gilman Square, and there is a sign in front of that location with one of the answers to the new round! I just had to edit the acrostic of the clues to specify which one it is (the one in the primary color of the location item for the third category) and which words to use (just the first two), and we were all set!



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