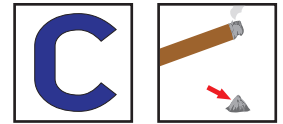


# REBUS REMIX - HOME EDITION by Dart

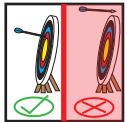
In Rebus Remix, players use tiles to spell the answers to clues.

The tiles themselves are either letters, or icon tiles which represent words. The icon tiles have drawings, and they represent words of *approximately* three letters. Rebus Remix does not deal in sounds; icon tiles represent the letters in the word they represent. Once you know what an icon's meaning is, that meaning never changes.

All the answers to the clues are single, uncapitalized words in 11C, though they may be clued in a capitalized form. They are also at least four letters long and at least two tiles long. For example, the tiles at the right answer the clue "The Man in Black". This answer is 4 letters long and 2 tiles long, and the name also appears uncapitalized in 11C as a word. All answers must use an icon tile.



There are details of the tiles worth looking for. Although the **ASH** tile above shows a cigar, there is a red arrow pointing to the aspect of the picture that you should pay attention to. (This implies, of course, that without an arrow, you should describe the whole picture.)



Some tiles show two opposites side by side. One side has the normal white background and a green checkmark under it, and the other is shaded out and has a red X. This tile represents the unshaded half of the picture.

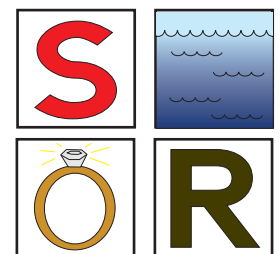
The exclamation point speech bubble indicates that a creature is saying something, and it is that word that should be used as the meaning for the tile.



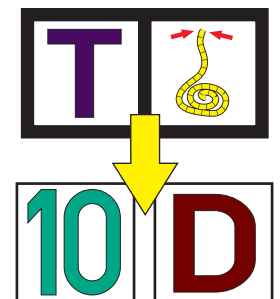
A speech bubble with a flag image in it tells you that the meaning of the tile is as the image would be described in that part of the world. Note that speech bubbles may appear on tiles that are neither exclamation points nor flags; these simply represent speech.

If you do a lot of these puzzles, some tiles may become familiar to you, but be careful! Some icons tiles may look similar, but they can be different in important ways. Look closely.

In the first round of this game, players were given three different tile sets and asked to find one more new word among the tiles every 15 seconds. Forms of a word (plurals, past tenses, etc.) are acceptable only if a new icon tile is needed to spell the form. For example, given the tiles on the right, **SEAR** is an acceptable word, but then **SEARS** is not. **SEARING** is acceptable because an icon tile has been introduced.



In the second round of the game, a modifier tile was introduced: the Slider tile. It holds two tiles that form a word and it reassigns the split between the tiles. All 3- and 4-point clues use this tile, and they require that you solve two words. For example, a clue might read "Watch over | Frequently". The tiles **TEND** go into the Slider, solving the first half. In the game, the player would get two new tiles: **TEN** and **D**. The new tiles (one, maybe both) will be needed to solve the second clue: **OF TEN**.

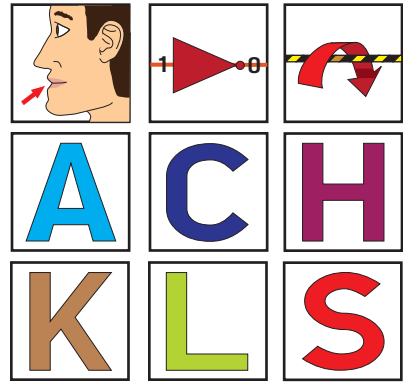


This .pdf contains Game #13 of Rebus Remix, which appeared at the 2012 NPL convention in Portland, OR. I hope you enjoy the puzzles.

# GAME 13 REBUS RALLY

## TILE SET #1

There are 13 common words out of 18 possible words.



# GAME 13 REBUS RALLY

## TILE SET #2

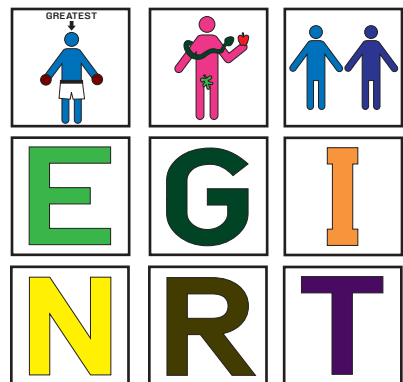
There are 15 common words out of 22 possible words.



# GAME 13 REBUS RALLY

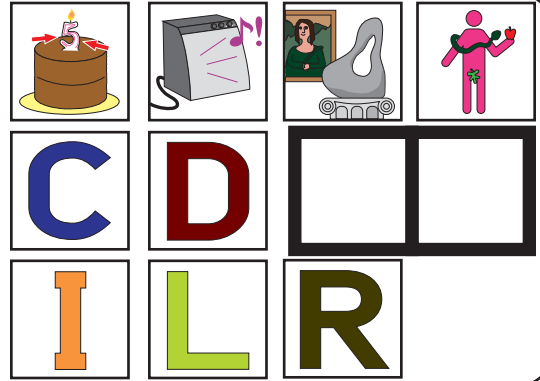
## TILE SET #3

There are 12 common words out of 23 possible words.



# GAME 13 REBUS REMIX

## EVE TILE SET



- 1 point**  
 Light for a desk, maybe  
 Home for a budgie or hamster  
 Quick-thinking  
 Type of beer
- 2 points**  
 Party  
 Destructive spree  
 Skeleton material, to a shark  
 Clout
- 3 points**  
 Blinding anger | Rocky outcropping  
 Somewhat wet | Hit points  
 Wheeled contraption | Wheeled contraption  
 Rough it | Cell phone predecessor
- 4 points**  
 Accessibility aid | Flat-bottomed boat  
 Latest fashion | Time may feature it  
 Vendor's base of operations, maybe | Prioritize  
 Lessen a vibration | Break an anchor chain

# GAME 13 REBUS REMIX

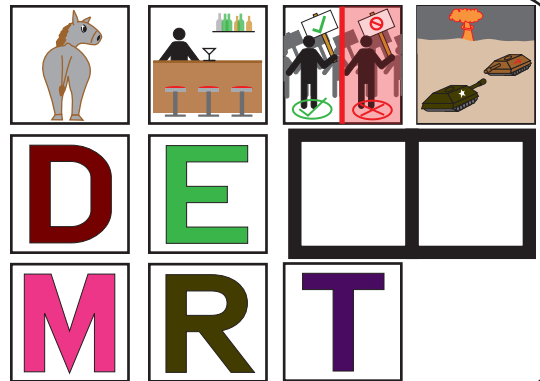
## CON TILE SET



- 1 point**  
 Musical group  
 Electrical tool to smooth wood  
 Tiny, tiny creature  
 Sort of crisis the world is in
- 2 points**  
 He divorce Perry this year  
 Whole bunch  
 Pretentious name for Daddy  
 An acid made from a liquid element
- 3 points**  
 Tiff | Decide not to kill  
 Not men, where courage is concerned | Unpredictable  
 It can be waffle | Universal  
 Head | Court that settles estates
- 4 points**  
 It may be cooked in a terrine | Straw hat  
 Thing to avoid in traffic | Settler specifically before 1889  
 Gaiter | Adventure story  
 Author of "Philosophy: Who Needs It?" | Supertonic

# GAME 13 REBUS REMIX

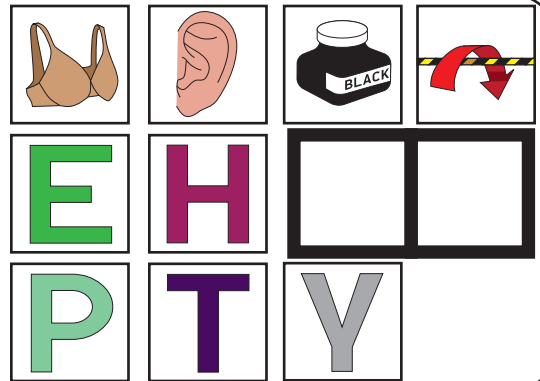
## ASS TILE SET



- 1 point**  
 Maker of Taurus or Escort  
 Early form of trade  
 Wanted poster offer  
 Say definitively
- 2 points**  
 Ballerina's stabilizer  
 Worth slapping?  
 It's written in black  
 Make self-conscious
- 3 points**  
 Undressed | Executives, together  
 Golfer warning | Injured a ligament, maybe  
 Church ceremony | Become proficient at  
 A business's commodity | Be bold
- 4 points**  
 Position of prominence | The sun, for one  
 Heat slightly | Hogfish or cunner  
 Expose | Thin  
 Yeast from liquor | Prepare

# GAME 13 REBUS REMIX

## OVER TILE SET



- 1 point**  
 365 days  
 Use your brain  
 It's next to your ring finger  
 Stay in mid-air
- 2 points**  
 Eavesdrop  
 Beggar's problem  
 Dark and opaque  
 Simple and homey
- 3 points**  
 Rip | It may need resurfacing  
 Prevent frayed fabric | It's next to the gas  
 Spoiled kid | Consider too highly  
 Blatant | Back bone
- 4 points**  
 Type of sausage | Escort  
 Laugh loudly | Accidentally give away  
 "Just Like a Pill" singer | Long  
 Well up | Groom oneself carefully

# SOLUTIONS

## SET #1

### COMMON

CLIP-S SNOT  
COVER-S CLOVER-S  
HOVER-S NOTCH  
KNOT-S SHOVER  
LIPS SLIPCOVER  
LOVER-S SLIPKNOT  
SLIP

### UNCOMMON

CALIPH-S  
COVERSLIP  
OVERS  
OVERSLIP  
SLIP OVER

## SET #2

### COMMON

CONS CRASS  
CONE-S/-IC-S SCONE  
ICON-S COOLER  
ROLE-S ORIOLE-S  
SASS-IER SCONCE  
RE-SOLE CASSEROLE-S  
ASSES CONCISE-R  
CONSOLE

### UNCOMMON

CASSIS  
COLE-S  
CONIES  
CREOLE-S  
OLEIC  
OLEO-S  
RECON

## SET #3

### COMMON

EVEN-ER GRIEVE  
EVER RE-ALIGNMENT  
ALIEN REGIMEN  
RE-ALIGN-ER REVEALING  
EVENT REVENGE  
NEVER REGIMENT

### UNCOMMON

ALIGNMENT-ING  
ALINE  
ALINEMENT  
ALIT  
EVERT  
GERMEN  
NEVE  
REVE  
REVE T  
TALI  
TEGMEN

## EVE

### 1 PT

LAMP  
CAGE  
CLEVER  
LAGER

### 2 PT

REVEL  
RAMPAGE  
CARTILAGE  
LEVERAGE

### 3 PT

RAGE→RAGE  
CRAG  
DAMP→DAMP  
DAMAGE  
CART→CART  
CARRIAGE  
CAMP→CAMP  
PAGER

### 4 PT

RAMP→RAMP  
PRAM  
RAGE→RAGE  
ARTICLE  
CART→CART  
TRIAGE  
DAMP→DAMP  
PART

## CON

### 1 PT

BAND  
SANDER  
MICROBE  
ECONOMIC

### 2 PT

BRAND  
SPATE  
PATER  
BROMIC

### 3 PT

SPAT→SPAT  
SPARE  
MICE→MICE  
RANDOM  
CONE→CONE  
COSMIC  
PATE→PATE  
PROBATE

### 4 PT

PATE→PATE  
BOATER  
CONE→CONE  
SOONER  
SPAT→SPAT  
CONTE  
RAND→RAND  
SECOND

## ASS

### 1 PT

FORD  
BARTER  
REWARD  
ASSERT

### 2 PT

BARRE  
FORWARD  
ASSET  
EMBARASS

### 3 PT

BARE→BARE  
BRASS  
FORE→FORE  
TORE  
MASS→MASS  
MASTER  
WARE→WARE  
DARE

### 4 PT

FORE→FORE  
DWARF  
WARM→WARM  
WRASSE  
BARE→BARE  
RARE  
BARM→BARM  
FOREARM

## OVER

### 1 PT

YEAR  
THINK  
PINKY  
HOVER

### 2 PT

OVERHEAR  
POVERTY  
INKY  
EARTHY

### 3 PT

TEAR→TEAR  
RINK  
PINK→PINK  
BRAKE  
BRAT→BRAT  
OVERRATE  
OVERT→OVERT  
VERTEBRA

### 4 PT

BRAT→BRAT  
BEAR  
BRAY→BRAY  
BETRAY  
PINK→PINK  
PINE  
TEAR→TEAR  
PRINK