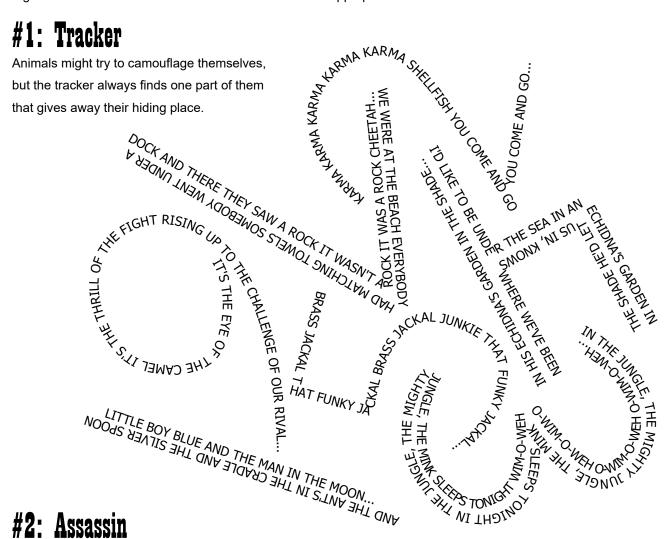
The Magnificent Seven, Plus One

by Dustin Foley

These puzzles are inspired by the members of The Magnificent Seven, and can be solved in any order. Each one has a final answer that is a word, name, or short phrase. You can then find a way to use those seven answers all together to reveal one more character who would be an appropriate addition to the team.



#2: Assassin

Answer the clues by taking a long word from the list, removing one letter, and adding in a short word from the list twice (possibly but not necessarily at the same position). For example, INKS - K + (ASS x 2) = ASSASSINS.

Long words	Short words	Clues	
BEST	ACK	Person who inflicts cruel suffering	
BIPED	AND	2. Supervisors	
HELICAL	BAR	3. Geniuses like Albert	
IRAN	ERS	4. Dick Clark show "American"	
MIEN	INS	5. Uncivilized brute, like Conan	
MOVE	MAT	6. Went hiking and camping, maybe	
PETE	TOR	7. Relating to numbers	

#3: Warrior

The warrior attempted to summon other members of his Native Battle Alliance, but each one of them became very confused. Clues have been arranged alphabetically by answer, and answer lengths are provided.



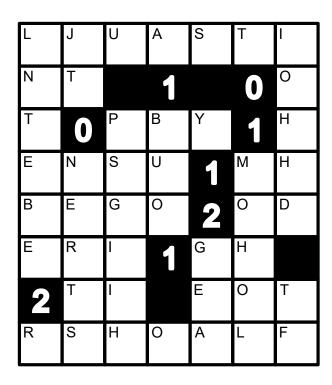
- Dulles or LAX, e.g. (7)
- "___ One Bites the Dust" (7)
- Animated amiable apparition (6)
- Handbag (5)
- Pay to own for a while (4)
- Competes in a marathon (4)
- · George Bush's middle name (6)
- Hit hard, or murder like a hit man (5)

#4: Sharpshooter

Place sharpshooters in some of the white squares of the grid according to the rules below. (Ignore letters for now.)

- Every white square must either contain a shooter, or be aimed at by a shooter.
- Shooters aim at all other white squares in all four directions, up to any black square, which blocks their aim beyond it. They can't aim diagonally.
- Shooters must not be placed in a way that lets them aim at other shooters.
- A black square with a number indicates the number of shooters directly adjacent to its four sides.

After the grid is solved, read the letters in all squares that are aimed at by exactly one shooter, then read the squares that contain shooters. Together, this spells out a clue that identifies the squares with the letters of the final answer word, which represents locations where shooting takes place.



#5: Bounty Hunter

•				
Before the bounty hunter tries to find someone,	3 • Home of "SpongeBob SquarePants" and "Rugrats"			
he always checks how much he'll get paid.	=_			
1 • Black-and-white mascot of Monopoly	4 • Clown from "It"			
Heavy, dark-colored bread	 Paleozoic reptile with a giant sail along its spine 			
Kaley Cuoco's "Big Bang Theory" character	"I'm curious, what's on your mind?"			
• "Laverne & Shirley" star	=_			
Mustard or ketchup, for example	5 • M's secretary in the James Bond franchise			
Slip-on dress shoes	 Old-timey bicycle with a huge front wheel 			
=_	 Type of rock that isn't igneous or metamorphic 			
2 • Length, width, depth, or time	=_			
Problem like a lisp or stutter	6 • Beatles song about a place "in my ears and in my eyes"			
=_	=			
#B: Combion				
HU. Mailluiti				

The gambler knows what the next 9 cards of the deck are. It's a standard deck, so no cards are repeated. Aces, jacks, queens, and kings should be treated as having values of 1, 11, 12, and 13 respectively.

The first 5 cards form a full house.	Value		Suit		
The last 4 cards all have different suits.	#1:	_ of _		_=_	
• The difference between the values of the first card and last card is 5.	#2:	_ of _		_=_	
There is only one club, and no other card has its same value.	#3:	_ of _		_=_	
None of the first three cards are diamonds.	#4:	_ of _		_=_	
• Card #4's value is twice card #5's value, which is twice card #6's value.	#5:	_ of _		_=_	
• Except for cards #2 and #3, no adjacent cards are the same color (red/black).	#6:	_ of _		_=_	
• Except for cards #7 and #8, no adjacent cards have the same value.	#7:	_ of _		_=_	
There is a diamond whose value is higher than any other card.	#8:	_ of _		_=_	
No values are divisible by 3.	#9:	_ of _		_ =	

#7: Outlaw

Outlaws have a tricky relationship with their in-laws.

- 1. Very beginning
- 2. Wind up with none in stock
- 3. Type of role that initiates fame
- 4. Game where one team scored no points
- 5. Hollering
- 6. Of noticeably high quality
- 7. Result
- 8. Teapot part

- Close encounter (2nd letter)
- Money earned (6th letter)
- Radiant, like a good example? (5th letter)
- Recluse (1st letter)
- Rotate (1st letter)
- Small map on the same page as a large map (3rd letter)
- Start of a burglary, maybe (1st letter)
- Temporary substitute (5th letter)

#8: ???

Enter each of your answers to the previous seven puzzles here, one answer per row. One of the columns will reveal the new character that could be added to the group.

