the converse to that is "don't be clever in ways that the solver will never notice"

而与之相反的是「不要在解谜者注意不到的地方耍小聪明」

uh there are some themes that people think of as an idea for a crossword that uh maybe make the crossword worse

有一些人们可能认为是填字游戏的主题，可能实际上会让谜题变得更糟

here's a crossword

这里有个填字游戏

uh it's actually quite a remarkable construction

这实际上是个很了不起的构造

it is a quintuple pangram meaning every letter of the alphabet from a to z has been used five times in this grid

这是一个“Quintuple Pangram”，意思是网格状从A到Z每个字母都正好用了5次

so, you will notice there are five Q’s in the grid there are five X’s and there are five Z’s and five J's and so on like

所以，你会注意到网格中有五个Q，五个X，五个Z，五个J，等等

so really uh the constructor here had to get in a lot of interesting words

所以，创作者必须得在这里面加入很多有趣的词语

you could see like so five Qs means there are ten keywords in this uh crossword

你可以看到五个Q意味着这个字谜里有十个关键词里有Q

because they are both across and down um

因为既有横着的也有竖着的

so, you know there's barbecue and square feet and quirk

所以你知道，这里有Barbecue（烤肉）、SQFT（square feet平方英尺）

and quack and quintuple and

Quirk（怪癖）、Quack（呱呱叫）、Quintuple（五元组）

quick and downquark uh q-tip right

Quick（快）、Downquark（下夸克）、Q-TIP

so, a lot of interesting and flavorful q words

所以，有很多有趣的有意思的含q的词

but there's also some words that are kind of not that great that that you wouldn't want in a crossword

但也有一些词不是很好，是那种你不会想在填字游戏中出现的词

there's dxix for example like what is that

比如说DXIX，那是什么？

I will show you in a moment um let's

我待会给你们看

I’ll share this quote with you which is from the late Nancy Salomon who passed away just a couple of months ago

我和你们分享下这段话，这来自已故的Nancy Salomon，她在几个月前刚刚去世

she is a godmother to all crossword creators with her famous sage advice uh blog um

她是所有填字游戏创作者的教母，有这样一篇著名的叫“Sage Advice”的博客

（译者注：Sage Advice这篇博客可以在cruciverb.com上搜索到，这是供新手填字游戏创作者学习的一篇文章）

you know she shares that "a plethora of X’s, Z’s, Q’s, J’s and the like will buy you nothing but rejections if you pay too high a price for them."

她分享说：“如果你为过多的X、Z、Q、J单词付出太多的代价，这只会让你的填字游戏被出版商退稿”

（译者注：这句话我个人是这么理解的，如果有误还望指正）

and so, here's a couple of examples

所以，这里面有这么几个例子

one clue is Albuquerque’s home and the answer is NMEX

一个谜面是“阿尔伯克基的所在地”，答案是NMEX

like it's supposed to be the state of New Mexico

这个答案本来应该是 新墨西哥州

（译者注：Albuquerque 阿尔伯克基/阿尔布开克/阿布奎基，是新墨西哥州最大的城市）

but who writes NMEX for New Mexico, like you might write NM

但谁会把新墨西哥州缩写成NMEX，最多也就写成NM

uh this is kind of a weird abbreviation that feels kind of off and wrong

这是一种奇怪的缩写，感觉有点不对、不太行

and is that really the answer you want in your crossword?

这真的是你在填字游戏中想要的答案吗？

you know the DXIX is 519 in old Rome it is a Roman numeral clue

而DXIX则是罗马数字的519，这是个罗马数字的线索

and let me tell you that the number of times you've seen these if you've been doing crosswords long enough it always elicits a groan

让我告诉你，如果你玩填字游戏的时间够久，每次见到这种线索，总会引起一声叹息

and it's always like well I guess if you had to if you really had to but like putting numbers in a crossword grid is kind of

我想如果你真的不得不这么做…但把数字放到填字游戏里有点…

you know once you've seen it once, you've seen it

你懂得，一旦你见过一次，你也就见过了

and like the point is you're paying sort of in the sparkle and the liveliness of the clues and the quality of the fill uh in order to achieve this goal of a quintuple pangram

重点是，你为了达到每个字母用五次的目标，你牺牲了谜题的闪光点、生动性和质量

so, the question is like you know what is what are you willing to do for your art right?

所以，问题是，为了艺术性你愿意付出什么？

and are you making this as something that is designed to be pleasurable for the solver or are you making this as a work of art

你是为了让解谜者感到愉悦，还是把它当作一件艺术品来做？

maybe if you're making this as a work of art then it's worth it

如果你把它作为一件艺术作品，那么它就值得

but if your goal is to make it as something that's pleasurable for the solver then you've got to be a little bit careful

但如果你的目标是让解谜者感到愉悦，那你就得小心一点了

this puzzle is by David C. Duncan Dekker and it is a remarkable puzzle

这道谜题的作者是David C. Duncan Dekker，而这是一道了不起的谜题

and I think that as far as a quintuple pangram goes it's not that bad like there's actually some good words in here

我认为就每个字母用五次这种谜题而言，它并没有那么糟糕，这里面还是有些好词的

it's mostly lively fill there's not too many like really tenuous ones

大部分都是充满生动性的词，没有太多浅薄的词

but there are some and it's just unavoidable when you're trying to achieve a goal this lofty

但总还是有一些的，而这是当你想实现如此高的目标时所难以避免的

I can think of all the puzzles that I’ve like wasted hours and hours trying to finish

我回想我那些浪费了很多时间来尝试创作的谜题

it was because I was trying to achieve some kind of aesthetic goal that was just not cooperating

那都是因为我试图达到某种美学目标，但却难以与其他方面配合到一起

and I tried one thing and it didn't work tried another thing didn't work

我试了一件事，但没有成功，又试了另一件事也没有成功

and constantly having to back out and a lesson hard learned is to not make your goals too difficult

只能一次次放弃，而我学到的一个惨痛教训是，不要让你的目标太难以实现

and especially not to compromise on the quality of the puzzle in order to achieve them

尤其是不要为了实现这些目标而牺牲了谜题的质量

-

i will show you one more example this is

the cast elk puzzle

where is it i had it on my desk at some

point

is it on my shelf

it's hiding my my desk has a lot of

stuff on it where is it there it is okay

uh here we go so this is a puzzle called

the cast elk it's published by hanayama

uh it's actually a really cool puzzle so

there's these two

uh they're basically interlocked

semicircular sort of c-shaped rings that

are themed like a deer with

antlers or an elk i guess you know is

what it's called and you kind of have to

slip them past each other and then sort

of like

rotate them sideways a bit and then they

come apart

and you can reverse that to push them

back together the thing that's

interesting about these is that

well my my spouse alissa had this as a

teenager

and she was able to solve the puzzle but

she never

actually noticed the trick and the trick

is that when you have these

two things together um and you try to

slip when you try to do this move

it actually most of the time will not

work uh and it's because

these uh sort of tips of the antlers

uh are not all the same length uh there

are

two antler tips in this that are shorter

than all of the rest

and when you have this interlock c shape

there's four kind of ways of

taking it apart that seem like they're

isometric but they're actually not

because the antlers are not the same

length so

my spouse spent her teenage years not

realizing why sometimes she could solve

this puzzle and sometimes not

and when you go to put it back together

it's even worse because there's actually

eight possible ways of putting it

together only one of which works

um and so it's kind of like a cruel joke

played by the puzzle designer

and if you're in on it it's great you

know once you know the secret it seems

clever but when you're solving it it

just seems kind of

like a bit baffling and it can leave you

with this feeling of like not really

understanding what the intent of the

puzzle designer was

um and so i i think the the lesson is

that it would be great if after you

solved this puzzle you could sort of

open a fortune cookie and learn

by the way the secret is this um because

understanding that secret is sort of

having the eureka moment and if you

solve the puzzle without having a eureka

moment then

uh part of the aesthetic value of that

puzzle is lost on you

and i can't count the number of times

where i've i've watched somebody solve a

video game puzzle and they accidentally

find the solution and move on and

they're sort of missing out on the

beauty that lies within that puzzle

because they haven't discovered

that the deeper secret lying within and

i mean many video game puzzles simply do

not have a deeper a deeper secret lying

within

uh but when they do i think you know

my goal is always to allow the player to

experience that deeper secret to let

them in on the joke to sort of maximize

their exposure to the eureka moment even

if it means

telling them afterwards what is the

thing that they were supposed to have

figured out

um because to me experiencing the eureka

moment is the important part of the

puzzle

now maybe you want to leave that secret

in there maybe you want it to be

something that somebody can come back to

maybe you want it to be

you know a book that when you read it

the second time you uh

learn a little bit more there's a little

bit of depth that you can uncover

in the second reading right that that

could be an option too but it's just

something to think about

um and and you know that's that's

the end of this example i guess