



Crossword Puzzles

Volume 1

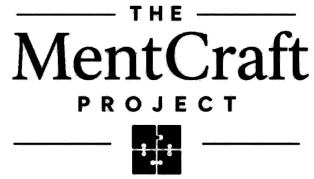
Classic Nostalgia — Retro Life & Decades

60 Themed Puzzles + 10 Bonus Puzzles

Large Print • Complete Answer Key
Includes a Complete Word Glossary

GREAT FOR ALL AGES

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Crossword Puzzles

Volume 1

70 Puzzles Including 10 Bonus Puzzles

For David

My son, you have a wonderful mind.

Always remain curious and never assume you know everything.

How to Get the Most Out of This Book

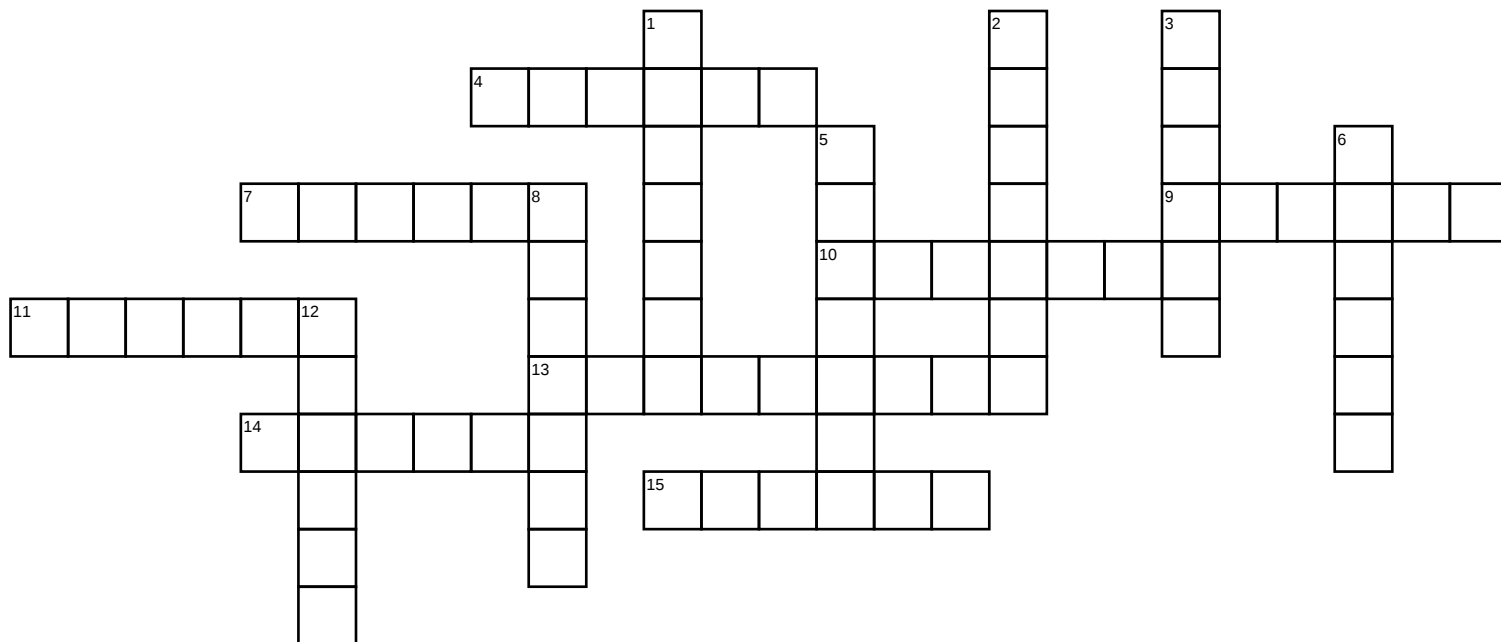
Every MentCraft collection is built on a simple belief: a mind that's regularly challenged stays sharper, more curious, and more capable. Crossword puzzles do this in a distinctive way — you're not simply recalling a word, you're reasoning your way to it sideways, through wordplay and the partial evidence of crossing letters.

Each puzzle's header shows its subtheme, its number, and a difficulty rating, so you can track your progress or choose where to start. All solutions are grouped together near the end of the book, in numerical order, ready whenever you need to check your work.

If you're the kind of solver who likes to dig a little deeper, this book includes a complete Glossary at the very end — every word, defined and alphabetized, so an unfamiliar term never has to stay a mystery. And at the bottom of every puzzle page, you'll find a My Notes space: room to jot down a new word you've learned, an alternate answer you considered, or anything worth remembering as you go.

Fill in each answer based on its clue. Answers cross over one another at shared letters, just like a standard crossword. Enjoy the journey!

Puzzle 1: Fashion & Style



ACROSS

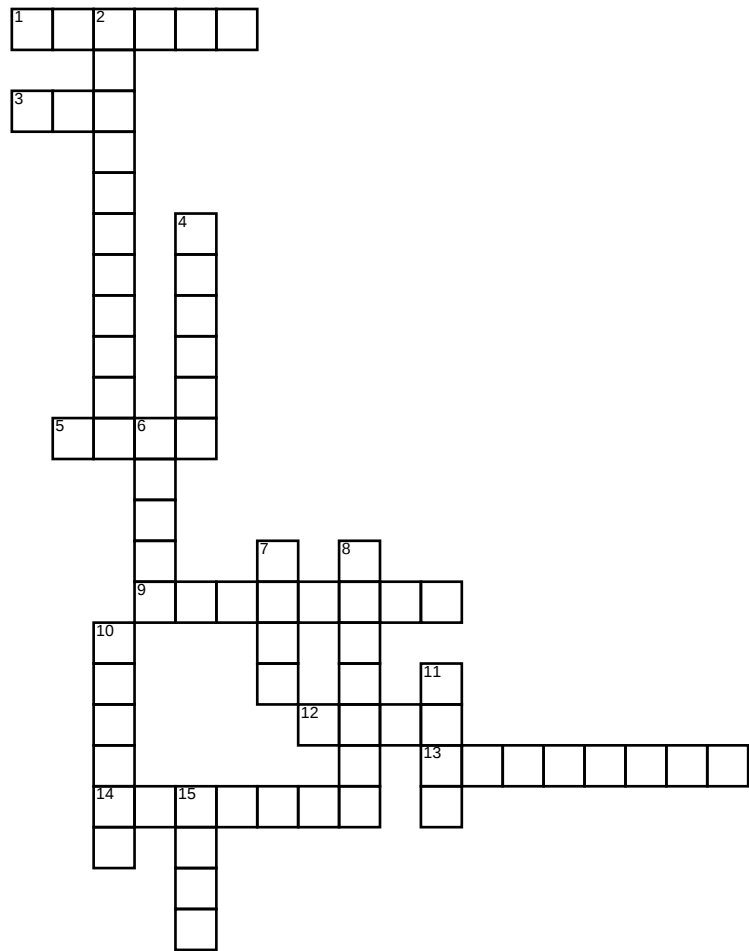
- 4. Animal hair used in textiles
- 7. Material used to make garments
- 9. Traditional Japanese robe
- 10. Small wardrobe collection
- 11. Luxurious, plush fabric used for robes
- 13. Historic loose pants
- 14. Decorative hanging border
- 15. Women's undergarment for shaping waist

DOWN

- 1. Design repeated on fabric
- 2. Wide-brimmed hat for cowboys
- 3. Collar that wraps around the neck
- 5. Decorative fasteners on clothing
- 6. Part of a woman's dress
- 8. French term for hat
- 12. Scottish plaid pattern

My Notes:

Puzzle 2: Fashion & Style



ACROSS

- 1. Having flaps at the wrist
- 3. Luxurious material from animals
- 5. Joining together two pieces of fabric
- 9. Leg coverings worn by both men and women
- 12. Hem length between knee and ankle
- 13. Suitable for a lady
- 14. Light garment for sleeping

DOWN

- 2. Undergarment supporting the lower body in Elizabethan times
- 4. Flared skirt shape
- 6. Style of tie for men's formal wear
- 7. Warm accessory for the arms
- 8. Bottom edge of a garment
- 10. Two-piece swimsuit introduced in 1946
- 11. Scottish skirt
- 15. Long dress

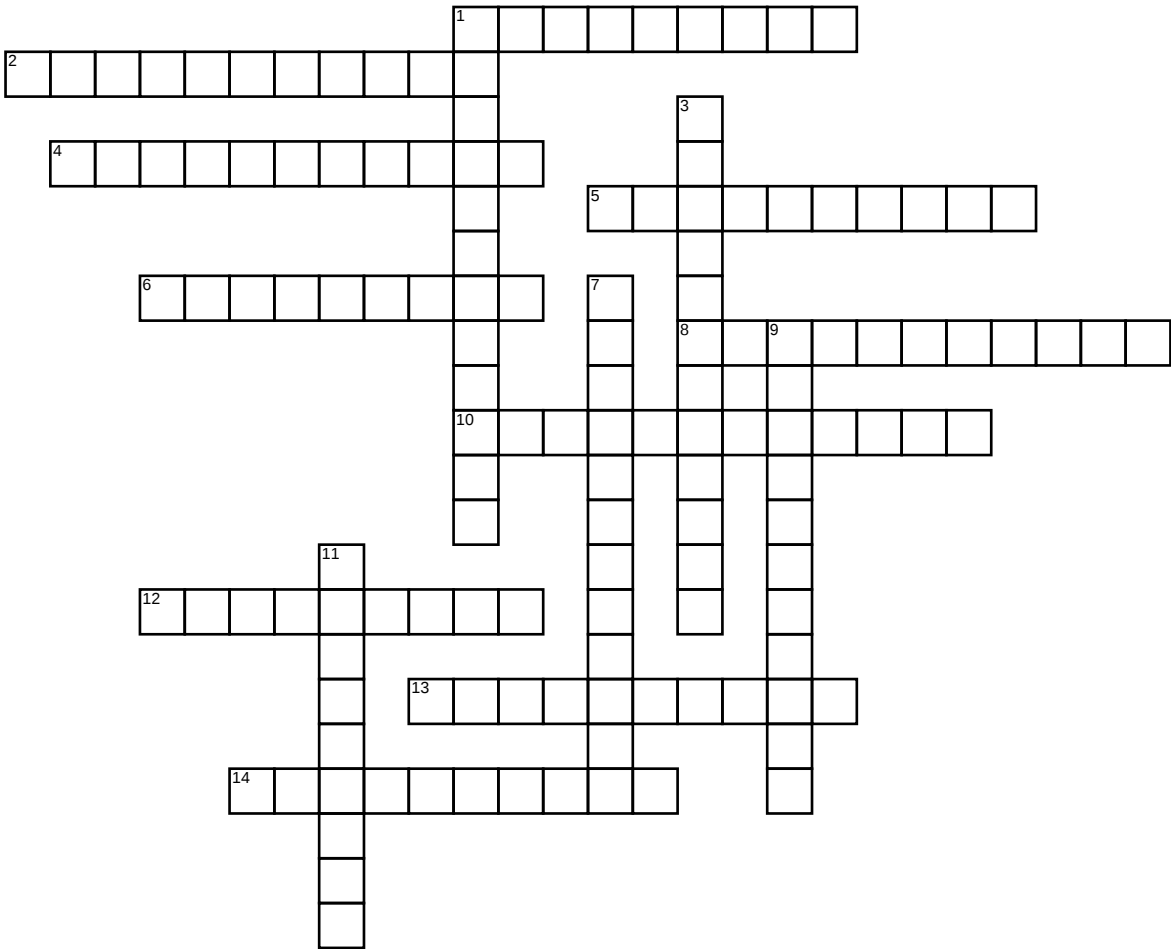
My Notes:

BONUS PUZZLES

Our gift to you for choosing this book!

A few extra, slightly trickier puzzles to enjoy.

Puzzle 61: BONUS



ACROSS

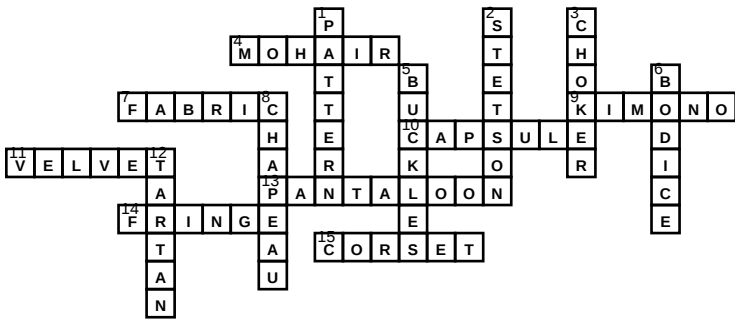
- 1. Capturing music or voice
- 2. Place to meet and drink coffee
- 4. Yearly celebration
- 5. Stitch pattern around a button
- 6. Characterized by comfort and elegance
- 8. Machines that print letters
- 10. Lighting for advertisements
- 12. Neighbors working together
- 13. Musical sound-producing object
- 14. Decorative stitching on fabric

DOWN

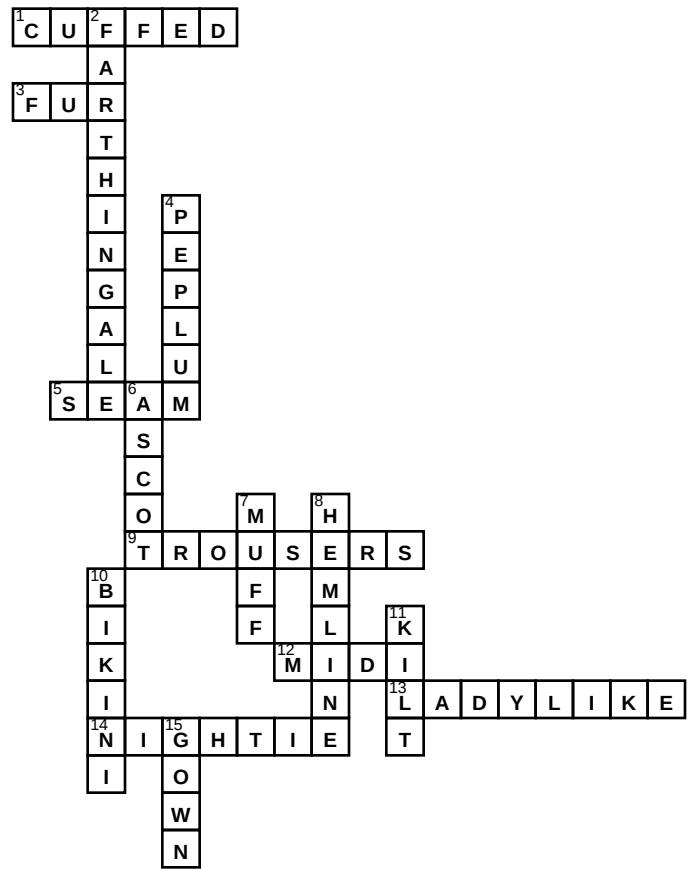
- 1. Making copies
- 3. Performers who amuse crowds
- 7. Company that makes goods and sells them
- 9. Recreational spaces for kids
- 11. Mixed drink container

My Notes:

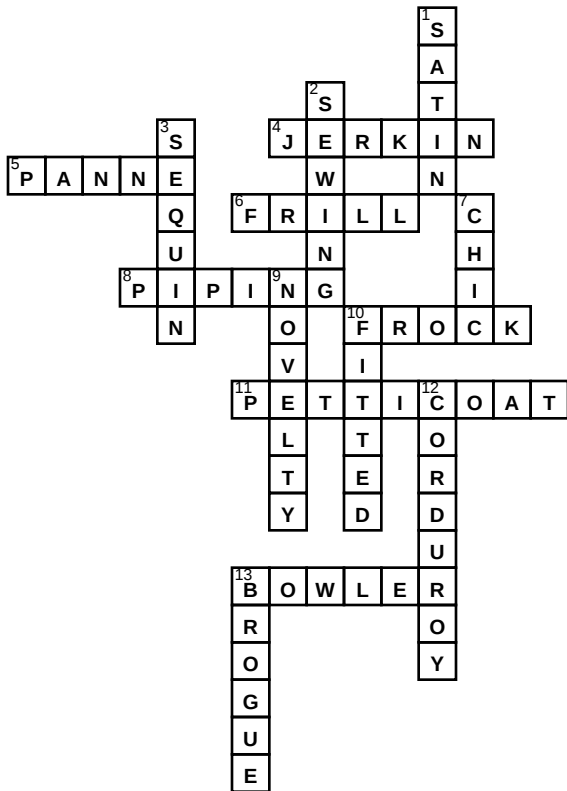
Solution #1



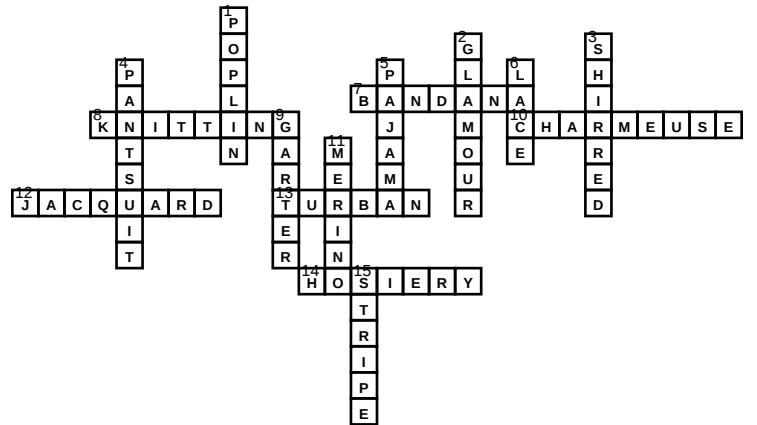
Solution #2



Solution #3



Solution #4



Glossary

ABODE: A person's home or dwelling place, where they live and reside in a specific time period like the retro decades.

ABSENCE: A formal record or notification that documents a student's absence from school due to illness, family emergency, or other reasons.

ACCELERATOR: A mechanical or electronic control device in a vehicle that, when pressed by the driver's foot, increases engine power and thereby accelerates the vehicle

ADVERT: A short announcement intended to promote a product or service

ADVERTISE: To promote products through vintage-style advertisements and packaging.

AERIALS: Large outdoor advertising displays used in vintage campaigns to capture attention from afar.

AIRWAVES: A range of radio frequencies allocated for broadcasting and communication purposes in the past.

ALARM: A device designed to emit a sound or other signal as a warning, often used in homes for security or to mark the beginning of meals

ALBUM: A collection of music recordings issued together as a single item, often with a common theme or title.

ALBUMEN: A type of photographic paper coated with albumin, used in early photography processes such as cyanotype and ambrotype.

ALCOVE: A recessed area in a household wall, often used for display or storage of items within the home.

ALGEBRA: A branch of mathematics involving the study of algebraic equations and their solutions, commonly taught in schools.

ALIVE: Describing a lively and energetic musical or dance performance.

ALLEYWAY: A narrow passageway, often unpaved, that separates rows of houses or other structures

AMBULANCE: A motor vehicle specifically designed for transporting patients in emergencies.

AMPLIFY: To increase the volume of audio signals in older radio and television broadcasts using amplifiers.

AMUSEMENT: An activity engaged in for entertainment or recreation, often providing a pleasant distraction from daily life.

ANALOG: Relating to or denoting a system in which measurements are represented by continuously variable physical quantities such as distance, voltage, or sound

ANKLET: A decorative chain, cord, or strap worn around the ankle as jewelry to accentuate vintage-inspired outfits.

ANNIVERSARY: A special program marking a significant event in the history of radio broadcasting or a station's milestone.

ANNOUNCEMENT: An official declaration made to inform the public about something, often broadcast on radio or television.

ANNOUNCER: A broadcaster whose role is to speak or read out information during television or radio programs

ANTENNA: A device used to receive and send out electromagnetic waves in radio broadcasting

APPLIANCE: A machine designed to perform a specific task in household chores, such as washing or cooking

ARCADES: A building or establishment where people can play games, often for a fee or with the use of tokens

ARITHMETIC: A branch of mathematics studied by students, concerned with the properties and relations of numbers through addition, subtraction, multiplication, and division.

ASCOT: A type of necktie that is typically wide and tied in a specific way to create a fashionable knot, commonly worn for formal occasions.

ASSIST: To provide support or aid to someone, especially with their studies.

ASSISTANCE: Mutual help among neighbors within a community, often through organized groups or informal support systems.

ASSOCIATE: A member or supporter of a local group or organization that works towards community well-being and fosters neighborhood spirit.

ATHLETICS: Sports and physical activities organized by schools for competition or enjoyment among students during school hours.

ATTENDANCE: A record or report of student participation in classes, including absences and tardiness.

ATTIRE: The required clothing for students during regular school days or specific events like prom, often prescribed by a dress code.

AUDIENCE: A group of people gathered in a designated area to watch and appreciate a live performance, such as a play or musical act.

AUTOMAT: An automated food vending machine found in classic diners and lunch counters.

AUTOMOBILE: A self-propelled road vehicle powered by an internal combustion engine, typically four-wheeled.

AVENUE: A wide thoroughfare or main road in a residential area, often lined with trees and homes.

BALLAD: A narrative song often with a repeated chorus, prevalent in folk music and used in various musical styles.

BALLET: A theatrical dance form characterized by its precision, elegance, and highly technical execution. Ballets often tell a story through movement and music, and are known for their elaborate costumes, sets, and orchestrations.

BALLOON: Inflatable toys used in games like balloon popping or balloon tennis.

BALLROOM: A spacious room, often in a large building, designed for social or formal dancing

BAND: A group of performers, typically organized for playing music together in public performances

BANDANA: A brightly colored, usually printed cotton fabric square, traditionally worn around the neck or head as a form of protection or decoration

BANDMASTER: The conductor or leader of a band or orchestra, responsible for guiding the musicians during a performance in live entertainment events.

BANDS: A group of people playing musical instruments together in harmony and rhythm for live entertainment.

BANDSTAND: A raised platform used for live music performances, such as concerts or festivals, often in an outdoor setting

BANDWIDTH: The range of frequencies used for transmitting audio or video signals in broadcasting during the mid-20th century.

BARBERSHOP: A neighborhood salon offering traditional barber services, including haircuts and shaves.

BASEBALL: A bat-and-ball sport typically played outdoors, enjoyed as both a spectator and participant leisure activity.

BASKET: A woven container used for carrying or storing items, often seen in kitchens and laundry rooms.

BATTLES: Simulated conflicts in board games or card games, representing strategic combat between players.

BATTLESHIP: A board game where players secretly place their ships on a grid, taking turns to attack each other's ships

BAZAAR: A local market where residents can buy goods from vendors in their community.

BBC: The British Broadcasting Corporation, a public service broadcaster providing television, radio, online, and on-demand services in the United Kingdom

BEAD: A small, round object made from glass or wood, often used to create jewelry and adornments that symbolize wealth in retro fashion.

The MentCraft Project starts from a simple idea: a mind that's exercised regularly stays sharper, more curious, and more capable — but not every mind sharpens the same way. Some people think best in words, others in numbers, others in shapes and spatial patterns, others in sequences of logical steps. That's why MentCraft builds puzzle collections across many different formats, each one training a different kind of mental muscle.

Crossword puzzles train the mind in a very particular way: you're not just recalling a word, you're reasoning your way to it sideways — through wordplay, association, and partial evidence from intersecting letters. Every solved clue reinforces vocabulary you already half-knew, while the crossing pattern quietly builds the discipline of holding several possibilities in mind until only one fits.

Dive into the nostalgia of bygone eras as you solve clues that span from vintage fashion and household gadgets to classic radio ads and retro games. Each puzzle introduces terms and phrases related to music, dance, and leisure activities, enriching your understanding of how people lived in decades past. You'll encounter terms like "diners" and "soda fountains," where the warmth of community gatherings is captured through puzzles, making you a walking encyclopedia of classic nostalgia with every solved clue.

