



Crossword Puzzles

Volume 9

Sports & Games

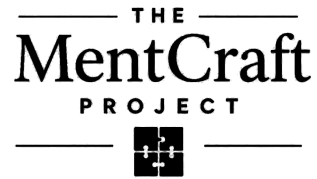


60 Themed Puzzles + 10 Bonus Puzzles

Large Print • Complete Answer Key
Includes a Complete Word Glossary

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Sports & Games

Crossword Puzzles

Volume 9

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

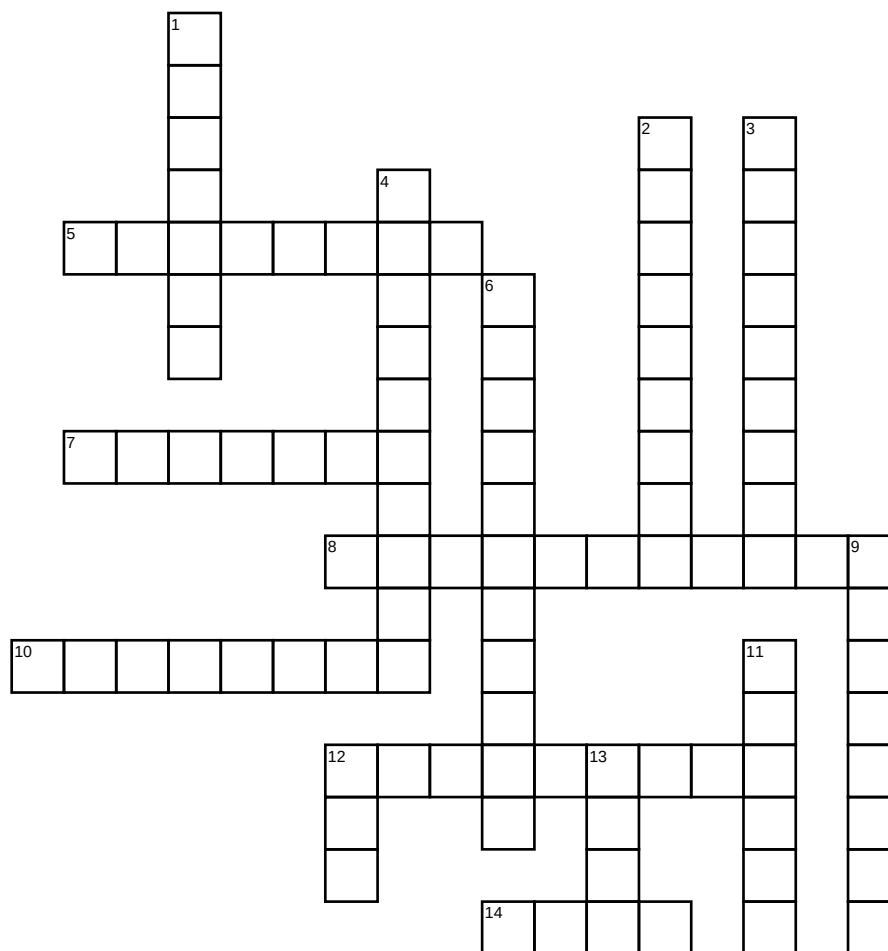
Every MentCraft collection is built on a simple belief: a mind that's regularly challenged stays sharper, more curious, and more capable. Crossword puzzles do this in a distinctive way — you're not simply recalling a word, you're reasoning your way to it sideways, through wordplay and the partial evidence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



ACROSS

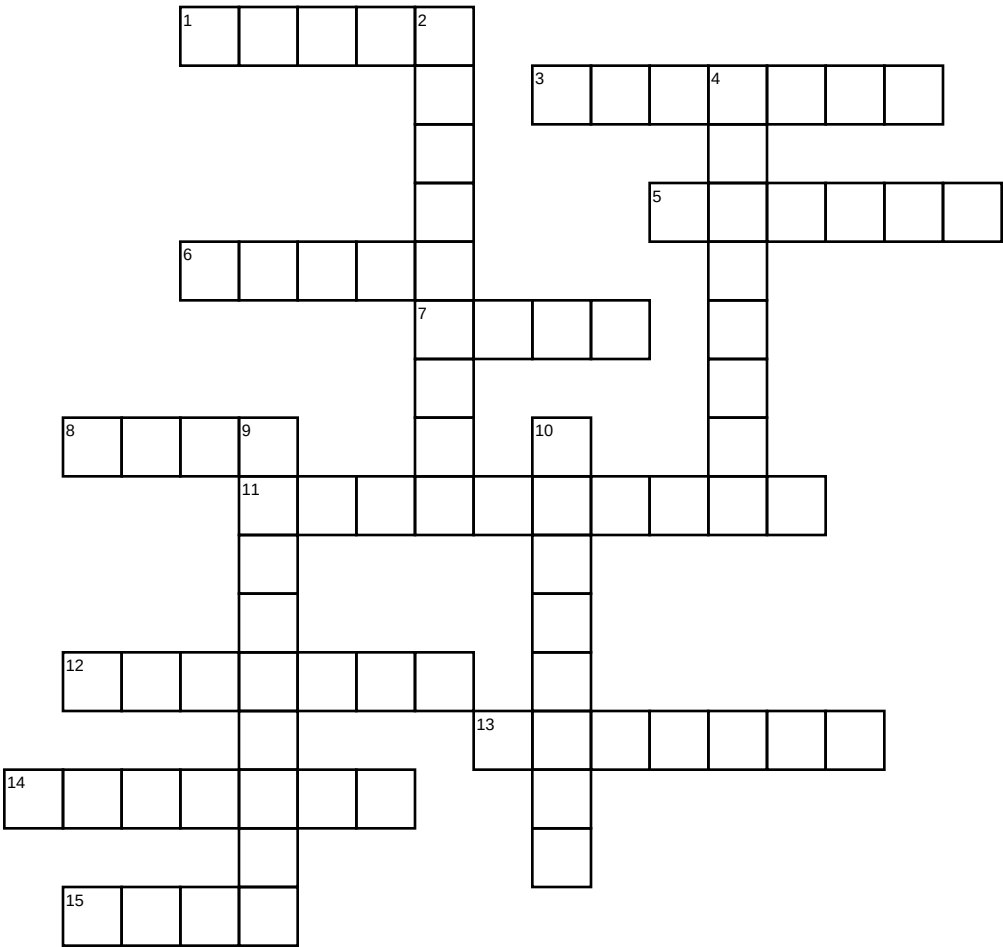
- 5. Strategic guide for American football
- 7. Rugby forward beside the scrum
- 8. Player who penetrates the defensive line
- 10. Football field type
- 12. Score with ball in end zone
- 14. Kicking away from danger

DOWN

- 1. Distance measured in yards
- 2. Contest for the ball in a pack
- 3. Restart for deep-out balls
- 4. Extra points added after a primary score
- 6. Football's field general
- 9. Pass-catching football player
- 11. Specialist football punter
- 12. Rugby ground score
- 13. One of four attempts to gain yardage

My Notes:

Puzzle 2: American Football & Rugby



ACROSS

- 1. Series of plays to gain yardage
- 3. Offensive stance deep from the line
- 5. Touched but not caught
- 6. Rugby or field sport restart pack
- 7. Rugby formation involving players pushing together
- 8. Start of an American football play
- 11. Defensive player positioned behind the line of scrimmage
- 12. Rugby restart involving lifting
- 13. Direct football transfer between players
- 14. Illegal grasping of an opponent
- 15. Takedown of the QB behind the line

DOWN

- 2. Practice match in football
- 4. Pre-game parking lot party
- 9. Kick from a placed ball
- 10. Versatile backfield player

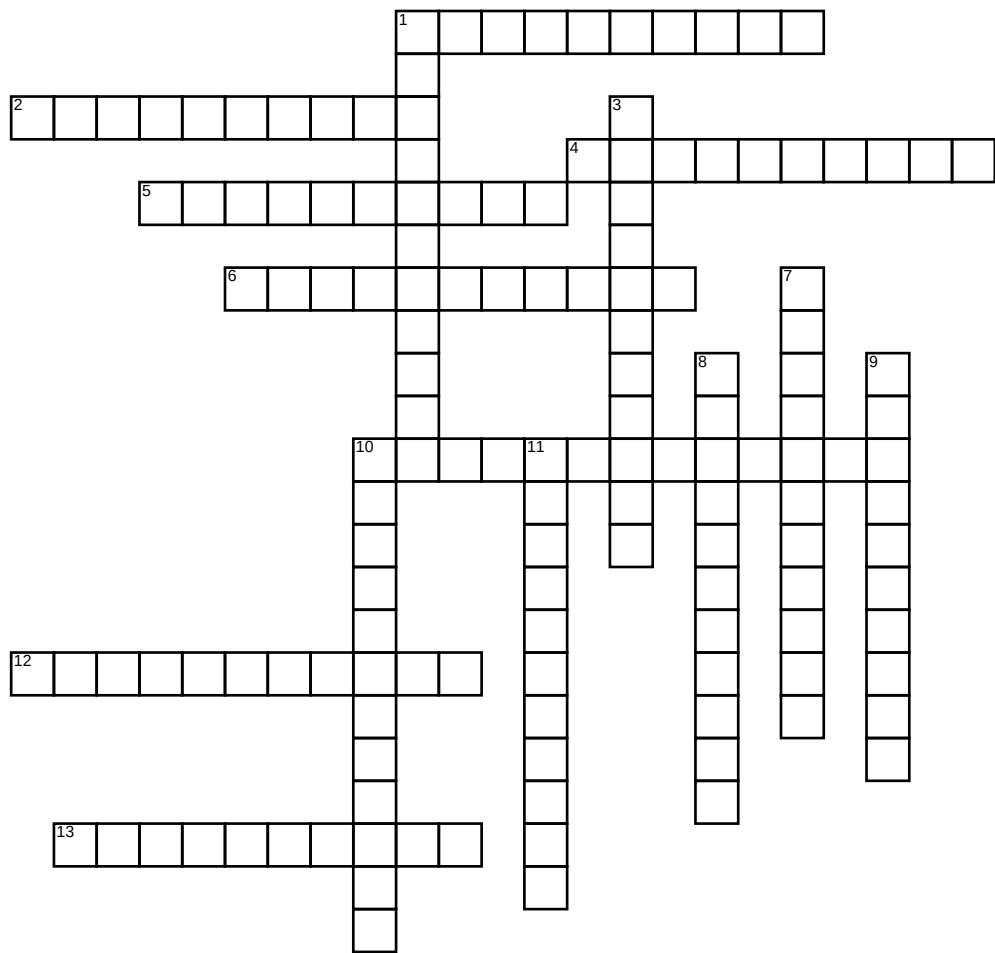
My Notes:

BONUS PUZZLES

Our gift to you for choosing this book!

A few extra, slightly trickier puzzles to enjoy.

Puzzle 61: BONUS



ACROSS

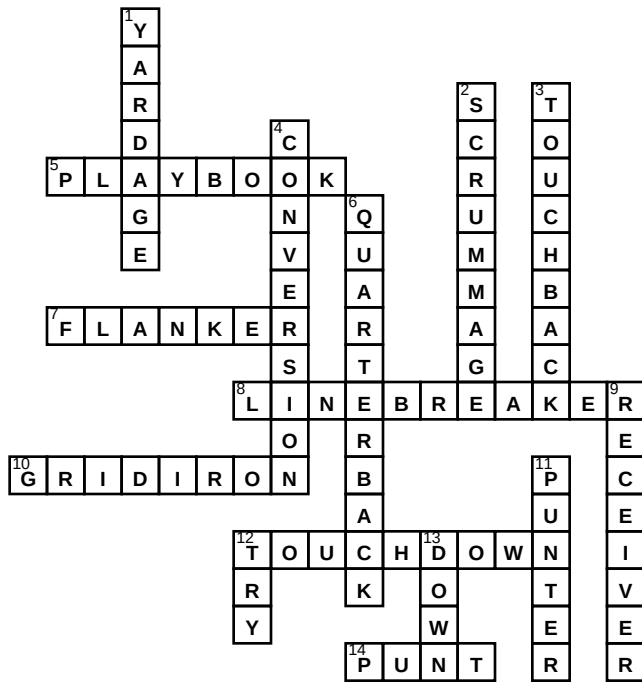
- 1. Defender against pass plays
- 2. Encoded text puzzle
- 4. Player tasked with protecting the goal
- 5. Display of game scores
- 6. Mode for simultaneous players
- 10. Vision loss from reflected snow glare
- 12. System pairing players by skill level
- 13. Downhill skiing on a wheeled sled

DOWN

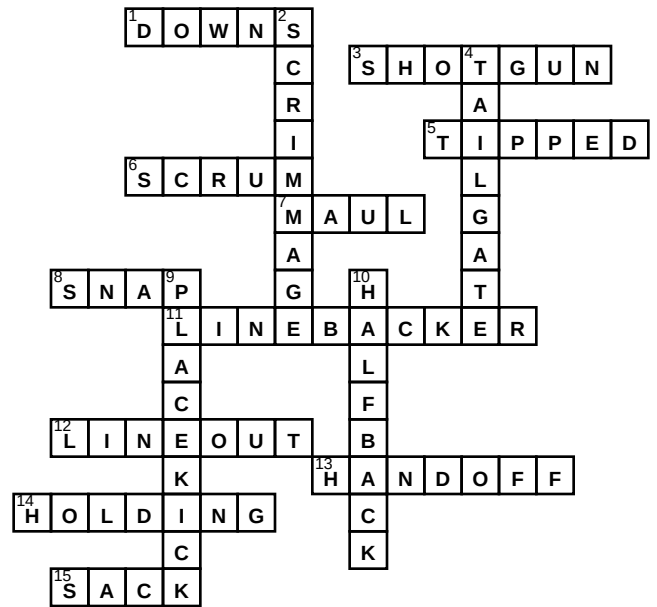
- 1. Material makeup of equipment
- 3. Team-based gameplay style
- 7. Official who tracks the tally
- 8. Stand-up water board
- 9. Player advancing around bases
- 10. Player swap
- 11. High-speed descent in a multi-person sled

My Notes:

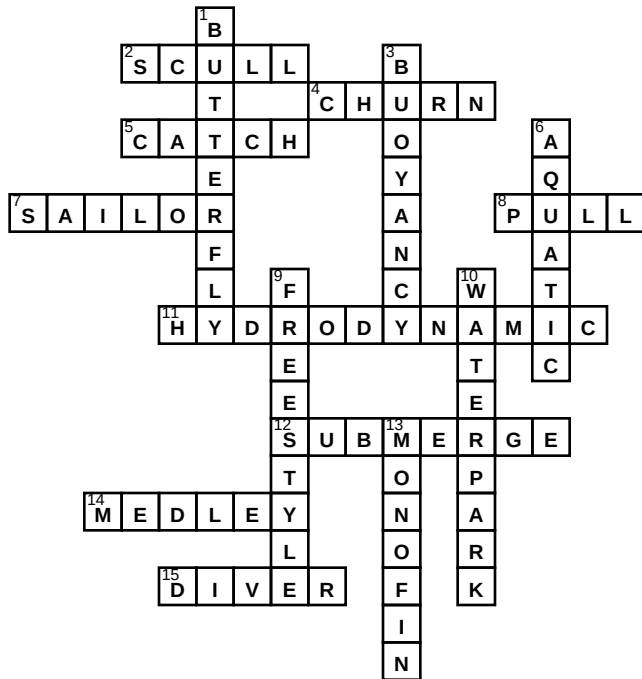
Solution #1



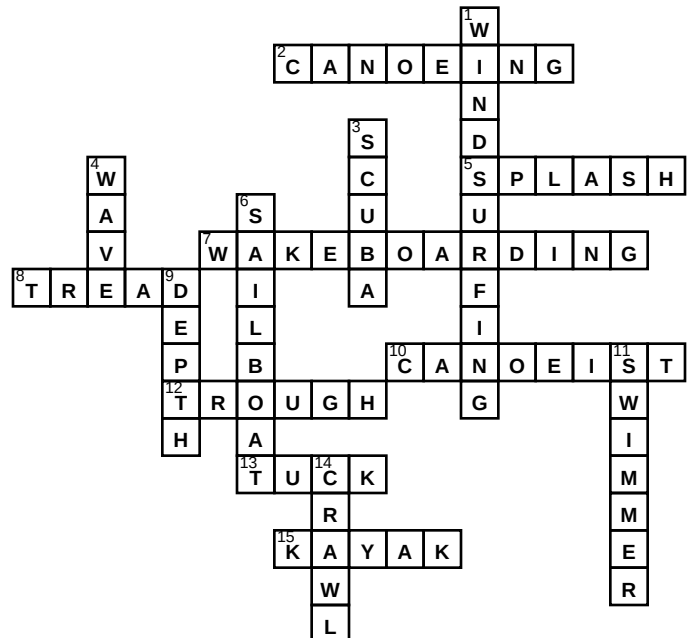
Solution #2



Solution #3



Solution #4



Glossary

ABSEIL: To descend a rope from a high point, as in rock climbing.

ACCELERATE: To increase the speed of a vehicle or process.

ACES: Serves in tennis that are not touched by the opponent.

ACROBAT: A person who performs feats of balance and agility.

ACROBATICS: Elements of performance involving feats of balance and agility.

ACROSTIC: A word puzzle in which selected letters from lines form another word or message.

ADVENTURE: A type of video game focused on exploration and narrative.

AEROBIC: Relating to exercise that improves cardiovascular fitness.

AGILITY: The ability to move quickly and easily.

AIKIDO: A Japanese martial art emphasizing redirection of force.

AIM: The act of pointing at a target.

AIRBORNE: Being in the air during a jump or flip.

AIRTIME: The duration spent in the air during a jump or flip.

ALBATROSS: A score of three strokes under par on a single hole in golf.

ALLEY: The area between the singles and doubles sidelines on a tennis court.

ALPINISM: The sport and practice of mountain climbing.

AMATEUR: A person who participates in sports for pleasure rather than financial gain.

AMPLITUDE: The height or extent of a jump.

ANAEROBIC: Exercise performed without the use of oxygen.

ANAGRAM: A word or phrase formed by rearranging the letters of another.

ANCHOR: A secure point of attachment for a climbing rope.

ANTE: A small bet required to join a game or round.

APPROACH: The path taken by a bowler towards the foul line.

AQUATIC: Relating to or living in water.

ARBITRATOR: An official appointed to settle a dispute or make a decision in a game.

ARC: A curved path or shape.

ARCADE: A place where coin-operated amusement devices are located.

ARCH: A backward bend of the body, often used as a transition in tumbling.

ARCHERY: The practice or skill of using a bow to shoot arrows.

ARENA: A large enclosed area used for sports competitions.

ARROW: A shaft with a sharp point and feathers, shot from a bow.

ASCENDER: A device used in climbing to grip and ascend a rope or other cord.

ATHLETE: A person who is proficient in sports and other forms of physical exercise.

ATHLETICISM: The quality of being able to perform well in sports and physical activities.

AVALANCHE: A large mass of snow falling rapidly down a mountainside.

AVATAR: A player's representation or character within a video game.

BACCARAT: A casino card game where players bet on whether a 'player' or 'banker' hand will win.

BACKBOARD: The rectangular board behind a basketball hoop that the ball can rebound off of.

BACKCOUNTRY: Remote, unpatrolled snow areas.

BACKFLIP: An acrobatic move involving a backward rotation.

BACKGAMMON: An ancient race game played with dice and checkers-like pieces.

BACKGAMMONER: A person who plays backgammon.

BACKHANDS: Shots hit with the back of the hand facing forward.

BACKPACK: A bag carried on one's back, often used for sports gear.

BACKSPIN: A type of spin applied to a ball.

BACKSTROKE: A swimming stroke performed on one's back.

BACKSWING: The backward movement of a racket or club before a strike.

BADMINTON: A racket sport played with a shuttlecock and rackets.

BALL: A round object used in various games and sports.

BALLS: Plural of the objects hit in racket sports.

BASELINE: The line at the back of a court, parallel to the net.

BASEPATH: The path between the bases that runners must follow.

BASERUNNER: A player who has reached base and attempts to advance further.

BAT: A club used for hitting a ball in games like baseball or cricket.

BATON: A hollow tube passed between runners in a relay race.

BATSMAN: A player in cricket whose role is to hit the ball.

BATTLEFIELD: A setting for combat in many multiplayer video games.

BEANIE: A warm knit cap worn during winter activities.

BELAY: To secure a climber with a rope to prevent a fall.

BENCHWARMER: A team member who rarely plays and often sits on the bench.

BET: An amount of money or points wagered on an outcome.

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 a world where solving puzzles about American football and rugby enhances your understanding of game strategies, while aquatics like swimming and diving introduce you to various strokes and dive techniques. As you navigate through clues on board games and tabletop games, you'll discover new terms and rules that broaden your knowledge of these engaging activities. Each puzzle not only sharpens your mind but also uncovers hidden corners of sports and games you might have overlooked before.

