

# **PHRASE WORD SEARCH**

**8 PUZZLES  
FOR TEENS AND ADULTS**

**LARGE PRINT**

**FREE SAMPLES BOOKLET**

**MK EIDSON**

Eposic

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Text, Cover Art, Interior Diagrams, and Programming by MK Eidson  
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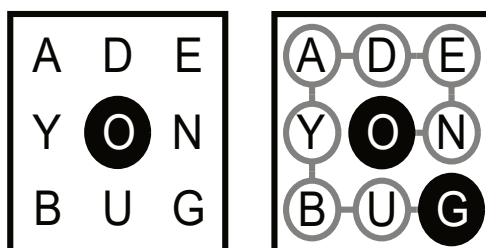
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Welcome to Eposic's free sample booklet of phrase word search puzzles, which are like other word search puzzles, but instead of looking for individual words, the goal is to find the entire phrase along one unbroken path. You're given a starting point and the phrase in question. Beginning at the highlighted starting point, you must draw a path from that letter to the next and then the next and repeat until you have drawn a path along the entire phrase.

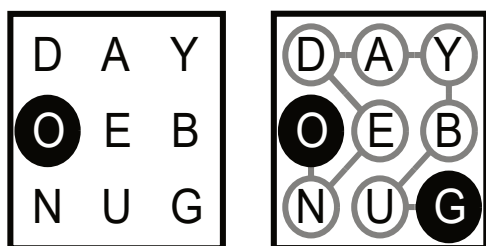
The path must be drawn by connecting each letter to an adjacent letter in the grid horizontally, vertically, or diagonally. It's against the rules to revisit any location in the grid. The path is otherwise allowed to cross itself, which can happen on the diagonal, as will be demonstrated later.

Here's a small example puzzle based on the short phrase, ONE DAY BUG. The unsolved puzzle grid is on the left and its solution on the right, connecting the letters in the same order they appear in the phrase, starting with the O of ONE and ending at the G of BUG.



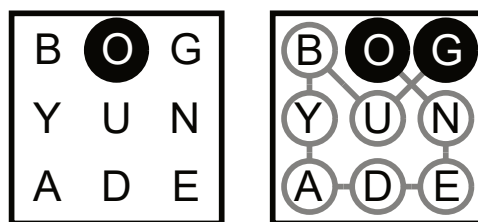
Notice in our solution grid that we've highlighted the ending of the phrase as well as the beginning of the phrase, for ease in identifying where the solution path ends. We've also circled each letter in the phrase and connected the circles with lines as our means of displaying the solution. How you draw the connections between the letters is up to you, naturally.

Here's another example based on the phrase, ONE DAY BUG, with the letters arranged differently, and thus requiring a different solution path, this one including some diagonal movement.

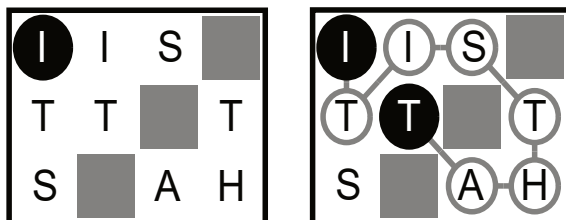


If you've seen our Phrase Word Search Volume I book, available now at , you may notice that the phrases used in this sample booklet are identical to some of those published in Volume I. The letters are arranged differently in such cases, so the solution paths aren't identical. Hypothetically, a single phrase could be used for all our phrase word search puzzles, and none of them would share a solution path, but we don't do that because the nature of each puzzle can differ not only based on the solution path but also the letters within the phrase.

As previously mentioned, the solution path is allowed to cross itself on the diagonal. The next example below, again based on the phrase ONE DAY BUG, shows how this can happen.



In the full-page puzzles you'll be solving in this book of samples, many of the letters in the grid won't be part of the solution path. The extra letters are diversions intended to lead you astray. You may head down a branch that only gives you a part of the phrase and then stops, like the dead ends of a maze. Some of the grid locations are blocked, which means the solution path can't pass directly through them, but can pass diagonally between them, as shown in our final example here, based on the phrase, IT IS THAT.



Note in this puzzle that a unique solution path depends on the inability to revisit any grid location twice. If the T in the second row, second column could be revisited, then we'd have multiple solutions to this puzzle. It's important that you draw your solution path, to ensure you don't revisit any location.

We hope the above is sufficient to explain how these puzzles are intended to work. Each puzzle is designed to have a single solution, as shown in the solutions at the end of the booklet. If you think you've found a different solution, it's possible you have, but please reread the instructions and examples to ensure you understand the rules.

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## Puzzle 1

A JOURNEY OF A THOUSAND MILES BEGINS  
WITH A FULL TANK OF GAS

A	S	U	O	T	O	U	S	E	N	O	U	O	Y	R	O
A	M	L	H	A	H	E	A	R	U	A	J	U	U	E	Y
D	N	I	E		F	E	N	N				O		R	N
D	D	S	B		O	Y	O	F	E		A		U	Y	E
T	I	B			T			F	T	N		S	O	O	A
W	H			I	H	H	A	A	D	H	O	A	H	T	F
A		A	W	A	H	T	O	M	M	L	I	U		A	A
N	G	O		S		L	H		L	M				A	G
I	K	F	N	I	I		O	S	D	I	E		S		F
G	N	B	G	B	I	M	U	A	N	A	L	S	O	O	G
A	E		S	E	L	S	D		B		G	O		K	O
L	T		G	E	E	N	A	M	S	E	F		K	N	O
L	U	I	I	S	S			N	I	L			T	A	N
F	H			N	S	I				A	U	L		F	N
A	T	I	S		T	W	I	T	H	F	L		A	N	O
O	K	W	A	H		T		A				T		K	O
F	N		F	U			U	F	F	N	K			U	O
A	L	L	U		L		N	A	T	U	A		A	A	F
A	T	G	F	L	T	F	K	L	L	L	T	N	A	G	A
A	A	A	O	K	N	A	O	O	F	A	L	K	A	A	A

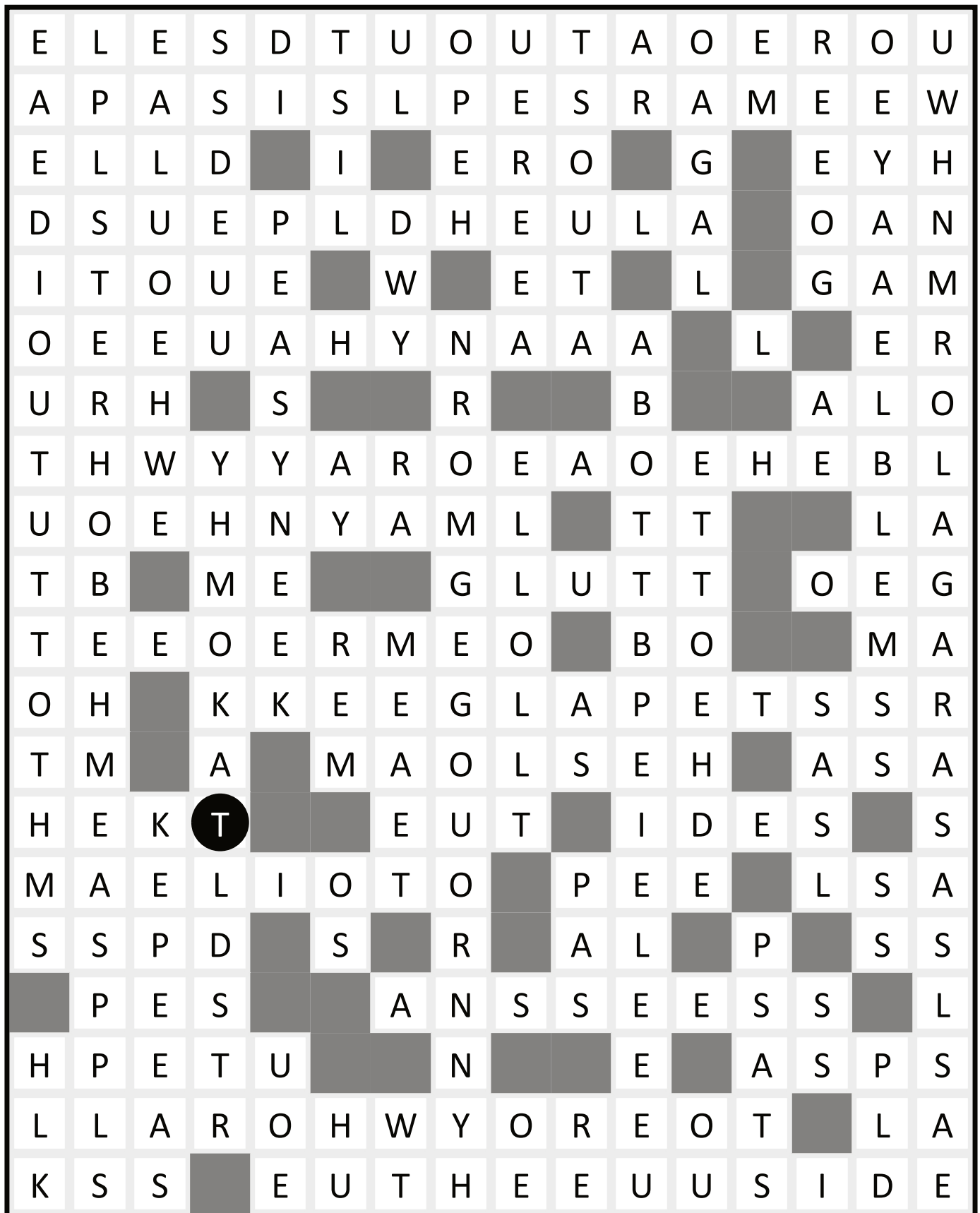
## Puzzle 2

EVEN A PERFECTIONIST GETS SOMETHING  
RIGHT EVENTUALLY

T	T	E	N	T	S	O	M	E	T	S	E	E	C	I	O
T	H	E	V	T	H	S	E	E	I	T	V	E	E	T	N
G	G	I	U	I		T	T	N	G	N	E		F	R	I
N	R	H	G	N		T	O	E		N	N	E		E	S
I	H	R	I	E	G	I	S	F			E	A	P	R	G
N	T		T	N			T	C	R	E	P	R	P	E	T
E	H		S	I	O	N	E	F	C		E	F	T	S	I
N	M	I		S		I	T	E		T		E	I	N	H
I	E	O	T		G			C		S	I	N	E	T	G
H	E	G	E	S	S	E	N	T		T	I	O	I	M	R
T	E	M	O	T	R	S		E			G	E		S	O
T	E			G		M	O	V	N	T			T	S	T
H	G		N	T	E		H	E	A	U	U	H	O	M	E
I	N	H	H	I		G		T		L	L	L	T	E	E
R	G	I			N	I	E		E	L	L	H		L	E
I	H	H	I	R	G	R	N	U	V	V		Y	A	L	F
E	H	G	H		R	R	A	T	L		E	U		A	A
V	N	V	T	I	G		I	L		A	U	N	T	U	L
V	E	T	G	N	E	T	L	G	L	L	T	L	U	L	A
V	V	H	T	H	V	E	H	H	L	L	N	A	L	L	L

### Puzzle 3

TAKE ME OUT TO THE BALL GAME  
OR ANYWHERE OUTSIDE PLEASE



# Puzzle 4

LEARNING LESSONS THE HARD WAY  
COMES SO EASILY TO ME

M	Y	L	S	A	I	S	A	T	Y	O	T	M	M	M	N
O	T	I	E	O	O	E	L	L	M	M	Y	M	O	M	S
M	M	L		E	S	L	I			L		T		M	T
M	Y	A	E	O	S	O	S	A	I		E	T	H	H	H
O	M	A			M	E	E	S	L		M	S	E	A	E
T	S	S	I		O	C				Y	O	O	N	S	R
I	Y	O		M	M	E	Y			T	O		O	W	D
O	L		C	A	S	A	S	C			O		A	M	D
T	Y		E	Y	W	A		S	E		O	O	O	M	R
M	O	H	H	H	A	D		A	O			T	A	M	A
M	D	W	T		W		R	R	S	I	O	Y		M	M
R	Y	A	A	S	S	E	A		D	L	L	M	T	O	M
D	A	H	N		S	H	L					O	O	C	M
W	H	E	N	O	E	G	H	E	S	S			C	M	Y
N	T	N	T	T	H	E	N	I			A	Y	D	R	A
S	O	S	T	S	N				N	W	R	A		W	A
T	S	N	T	O		L	N	R	N	S	D		H	A	H
S	S	E	L	G	S	I	G	A	I	N	E	L	A	E	H
S	N	O	T	O	S	E	L	N	E	G	G	S	S	O	T
S	S	S	E	H	S	A	E	L	E	E	T	S	N	N	S



# Puzzle 5

THE OLDER I GET THE LESS I TEND TO CARE ABOUT IT



# Puzzle 6

SOME DAYS ARE CAKE AND SOME ARE  
PIE BUT ICE CREAM IS ANY DAY

E	S	O	A	R	P	P	S	A	E	R	E	A	A	S	Y
S	R	D	M	E	E	P	M	I	E	C	M	M	I	N	D
D	N		S	Y	I	B	U	T	I	C			T	S	I
K	E	A	O	A	E	A						D	Y	D	A
A	C	M	C		D		N	A	S	A	E		N	A	S
E	K	E				Y				A	D	A		A	I
A	S	R	C	Y	N	A		A	N	Y			M	A	M
Y	D	A		R	D		S	I		E	E		E	R	I
E	A			A	E	K		M	S	R	C	C	C	A	S
R	M	S	S	C	A	E	E	A	A	E	A	E		C	M
E	O	Y		A	R	N	C	E	K	E	B	U	C	I	E
<b>S</b>	D	A		R	K	A	A	E	I	E			T	E	I
A	O			E	A	R	R	P		N	A		I	I	E
M	E	D	A		S	E	A	E	O	S	D		I	C	C
E	R		A	Y	A	R	K	M			S		R	M	I
A	D		S		R	A			M	O	O		E	E	A
A	S			R	E	C			M		E		I	M	M
A	Y	A	E	C	E	I	A	A	E			A	S	A	N
R	E	C	U	T	E	P	E	R	I	A	R	E	A	A	N
A	C	E	I	B	B	B	U	T	E	C	Y	N	P	D	Y

# Puzzle 7

THINK OUTSIDE THE LINES BUT DO  
NOT OVERSTEP YOUR BOUNDS

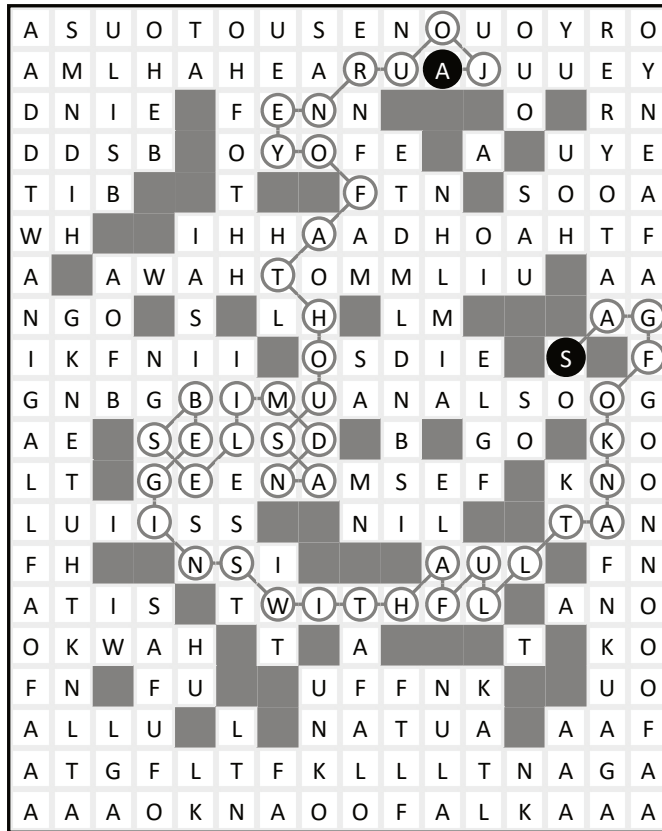
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S	U	O	D	T	D	O	O	T	O	V	T	R	Y	P	Y
E	O	T		U		D					S	O	E	Y	D
N	S	U		E	B	N	D	U	O	Y	T	T	T	D	N
B	I	B	N	S	U				S	P		P		D	U
H	L	I	U			O	U	N	D		E	T		B	O
E	T	N	D	O	B	R		P	E	R	S			O	R
L	D	E	D	O	U	O	Y		H	T	E	E		Y	U
I	I	K	U	R				I	D	T	V	U	O	S	P
T	N	S	N			D	I	S	E	H		O	R	E	T
U	T	E		I	U	E	T			L	E	T	O	E	P
U	B	S		H	T	O	U	H	N	I		O	N		V
O	K	N	I	N	K	T	D	O	S	E	U	T	D		T
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S	T	T	O	E	I	E	S	U	O		U		T	O	N
D	I		U	S	N	D	B		T					O	V
D	D	T	T	I	L		E		O	R				D	T
U	T	E	N	E		T	H	V	R	E	S	V	O	N	D
B	D	E	T	H	N	O	E	R	V	E	P	T	U	R	U
B	S	B	U	T	D	O	T	O	S	T	Y	O	E	B	O

# Puzzle 8

THINGS THAT GO BUMP IN THE NIGHT AND  
THEN WAKE UP WITH A HEADACHE

H	A	H	E	A	H	A	T	T	D	N	A	N	D	E	N
T	I	A	D	C	N	D	H	I	T	H	T	E	H	T	H
H	E	W		H	T		N	G	G	T		K	I	T	E
K	P	U	I	E	A		N	E	U	U	P	P	A	N	N
E	A		N		N	T	H	T		B	M	B		W	I
N	E	W	T	D	H			N	I	P	O	M	U	P	G
A	A	H		I	G	E	T		N	G	I	N	M	I	I
W	A	T	H	G	N		H		T	T	O	T	T	N	A
	N	N	W	A		E	H	C	A		A	T	E	H	H
D	E	K	A			D		H	D		H	S	T	T	G
H	T	E	I	P	W	H	A	E	A			G	T	N	S
E	N	T	U	W	H	C	H	A	A	G	A		N	I	N
A	H	P		I	T		A		O	H		G		H	T
D	A	W	H	T	A	H	A	B	B	A	T	S		I	N
A	H	I	H		A	A	A		T	U	M	H	G	S	G
E	U		A	C	D	H	E		M	M	A	P		T	T
C	A		A	H			E	A		O	T	I	N	A	H
H	H	D	H		D	A	D		D	G	I		N	T	B
H	A	H		C	C	D	D	H	H	N	P	T	B	O	G
C	G	C	A	C	A	C	H	A	C	T	M	U	H	U	O

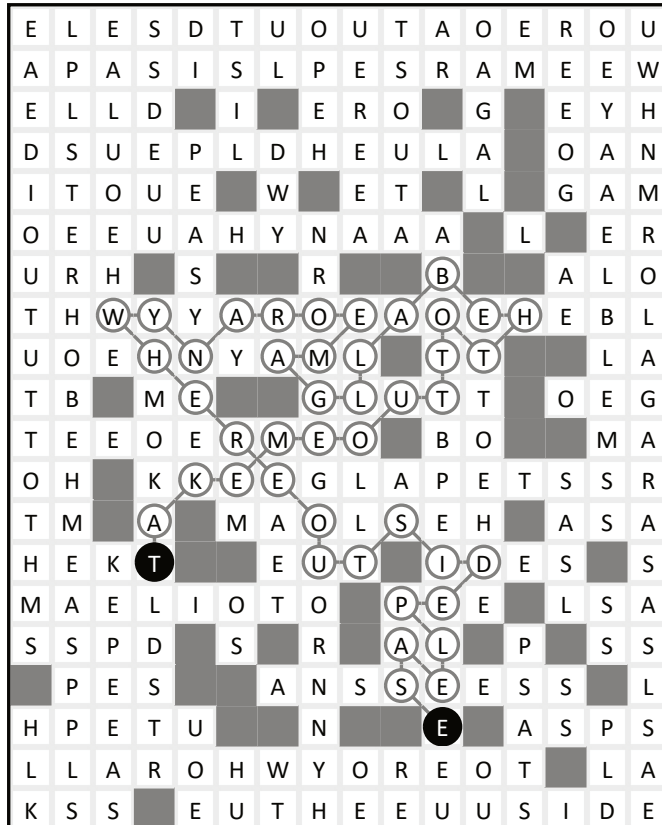
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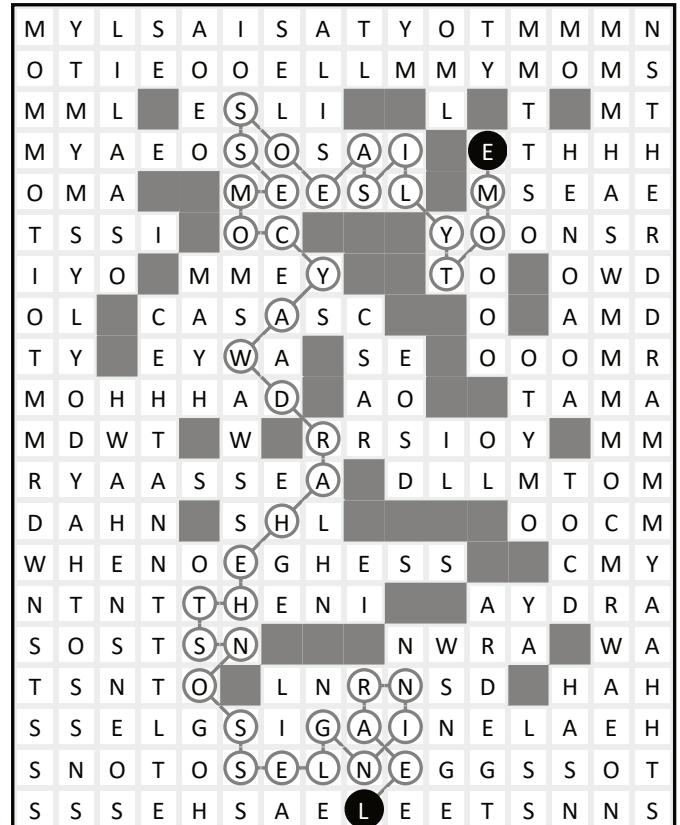
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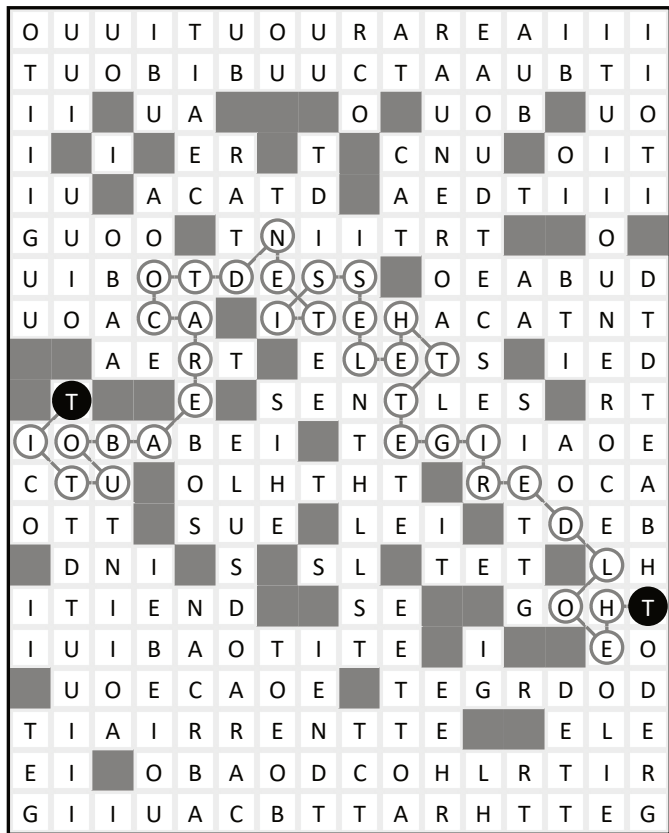


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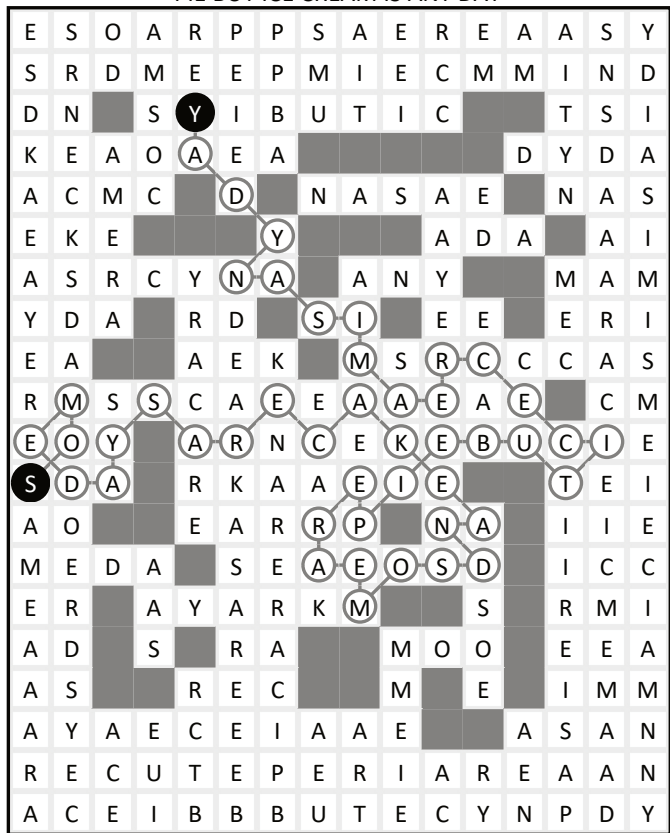


Puzzle 5

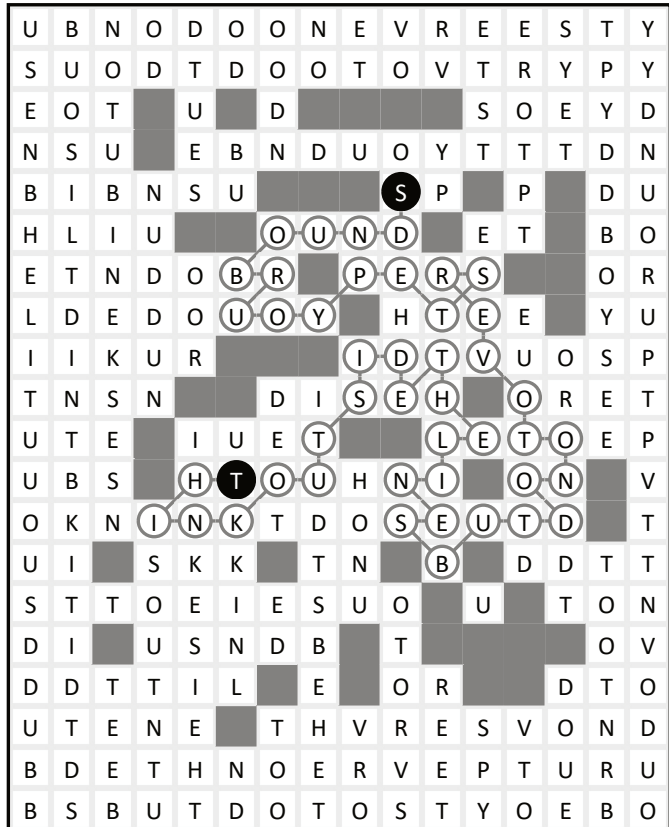
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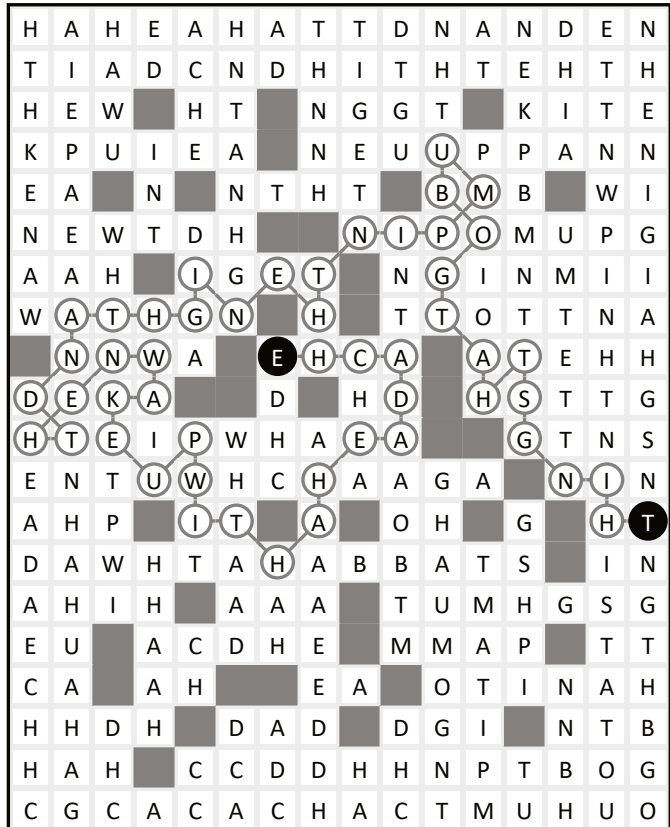
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THINGS THAT GO BUMP IN THE NIGHT AND  
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## About the Author



MK Eidson (Mike) started his software development career in the mid-1980s for the federal government, where he served the public for nearly fifteen years. In the early 2000s, he joined the private sector, where he worked until 2020, when a certain pandemic brought his employment for private companies to an end. Now he works as the sole proprietor owner of Eposic, creating and publishing fiction, games, puzzles, and digital art. He also composes and produces electronic music as part of the musical group Max Gumdrops.

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Additional archive site (with the old Eposic generators):  
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