

The Tent of Shahrman- SOLUTION (AFRICANUS / GREENHORN)

The grid may first be filled as shown in the upper diagram. Clues follow normal cryptic cluing conventions.










Answer strings for individual pieces are shown below. Through logical deduction, the routes given in the lower diagrams may be determined. Note that some pieces must be placed before the paths of other pieces can be disambiguated. The order in which the pieces were clued suggested the order of placement I believed to be most friendly, though other orderings are possible.

Three letters in each board square are used by pieces moves. The unused letters in each square, read left-to-right, top-to-bottom, spell AGNOMEN FOR THE VICTOR AT THE BATTLE OF ZAMA; defeating Hannibal in that battle earned Publius Cornelius Scipio the agnomen AFRICANUS.

It was specified that solvers should determine the starting square for each individual piece. The unused letters in those squares, in the piece order given at the bottom of page one, spell GREENHORN.

1	M	A	2	R	3	G	4	I	N	5	A	6	L	7	M	8	E	E	9	T
10	A	L	A	I	11	D	E	T	O	U	R	S	R							
12	U	13	N	I	F	O	14	R	M	R	G	15	E	16	C	O				
17	L	E	N	T	L	A	S	18	I	T	C	H	U							
	E	H	19	S	W	I	S	20	S	C	21	S	T	O	P					
22	R	E	23	V	A	M	P	24	N	A	P	E	I	E						
25	R	M	26	A	R	27	E	28	A	P	E	R	C	29	U					
30	E	I	R	E	E	31	D	I	T	C	H	E	N							
B	32	A	I	N	T	33	S	L	34	T	35	U	36	S	S	R				
37	A	H	A	38	U	R	39	I	S	O	L	A	T	E						
T	40	U	N	F	A	Z	E	D	41	U	K	E	S							
42	O	T	T	O	43	D	E	A	D	M	E	A	T							

3	A	2	3	G	4	N	7	5	7	M	10	E	13							
3	5	2	1	1	3	12	O	5	10	8	11									
8	13	8	F	O	6	1	R	12	1	2	2									
1	1	11	9	5	6	9	8	T	9	H	12									
5	7	4	6	I	6	10	C	6	T	O	6									
9	E	23	4	9	4	7	3	7	2	7	8									
25	4	26	8	27	5	10	6	7	1	11	3									
1	10	4	11	10	5	11	T	12	H	E	1									
B	5	3	11	T	4	14	34	11	10	1	10									
3	2	A	13	6	12	7	3	L	13	11	E									
1	6	7	F	15	Z	5	8	9	2	9	4									
42	4	14	7	9	3	A	8	M	9	A	8									

- G  WIZARD
ices up/aurae
- R  ELEPHANT
mouse port
- E  VIZIER
skoal/reeding
- E  KNIGHT
nee/slaps/sent
- N  SCOUT
drama/undercut
- H  PAGE
reapers/dust
- O  PEON
thirds/nicer
- R  TOWER
elate/site/rui/uta
- N  SULTAN
email/whimsical

