

## Slightly Damaged Solutions

In grid order, with clue number, type of damage, and corrected words from the damaged definitions.

\_ indicates the location of the superfluous letter, if relevant.

Ignored letters are capitalized.

- A. felicitAtions\* (1b)
- B. mimicry\* (33a)
- C. rite\* (10a); hot tub\* (18c, bath)
- D. anoDyne\* (37b); qui\_/z (9a)
- E. ti(me la)pse\* (40c, motion)
- F. set up (16c, arrange); bow/ler (27c, hat)
- G. aGonize (35b)
- H. preyer (homophone, 17c, attacks); veils\* (13d, hides)
- I. so/licItor (41b)
- J. tilt (hidden, 8d, joust); \_et/ernal\* (28a)
- K. aK/imb/o (20b); save\* (6d, bank)
- L. besides\* (36a)
- M. entertainMent\* (42b)
- N. f)o(rays (24c, blitzes); U.P.S./tage\* (32d, snooty)
- O. ev(Inc.)e (21c, show); trOika\* (22b)
- P. let out (double, 25d, parole); cell/is/t (34d, player)
- Q. Qu/ay (7b)
- R. c(it)y (5d, burg); caber\* (14d, sport)
- S. mo(nit)or (30c, watch); hos\_t (double, 43a)
- T. tip (double, 3b); emanate (hidden, 39c, come); via (4c, per);
- U. ache (44c, longing); b(i/g/o\_t)ed (29a)
- V. t\_/roll (15a); eVen (11b)
- W. weep (12d, wail)
- X. \_oc/tup/le (reversal, 31a); innate\* (26a)
- Y. guises\* (2d, ways); leave/N (23d, yeast)
- Z. subZero\* (38b); silent\* (19a)