# CODEWORD PUZZLE GENERATOR Version 1.04

# Install

Download and click on the setup.exe file and follow the setup steps during installation. If you already have installed a previous versions, it is advised to uninstall that version first.

In case you get a virus warning, please read the 'Virus\_warning' text file

# Important

When you start the puzzle generator for the first time you'll need to add the following information:

1.Select a **Setup Folder** (in the settings tab). Here is where all your puzzle images, pdf files and PowerPoint presentations will be saved.

2. Add your e-mail address and your license key (in the License Key tab)

Once you have completed both all the controls and buttons in the menu will be enabled and your puzzle generator is fully functional and ready to be used.

# **Default Wordlists**

The app comes with several ready-to-use wordlists installed, so you can start building puzzles right away.

## **Kid-Friendly Warning**

Some lists may include terms that aren't ideal for very young children. Before sharing with little kids, please review or edit any wordlist to ensure it's age-appropriate.

## **Create Your Own Wordlist with ChatGPT**

Need a custom theme or vocabulary set? You can use ChatGPT to generate one in seconds.

Simply prompt:

"Please give me a list of 50 [your theme] words, each on its own line. Only use A-Z characters"

CODEWORD GENERATOR 1.02	
Word Lists	
Create Puzzles Settings License Key Info	Preview Puzzle Page
1     Template     Default 13x13 (H)       2     Total Puzzles:     5       4     Image: Start Number: 3     1	Puzzi
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8 short quotes 3  Add short quotes 3 Up	Lette
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Import Group	Grid
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Open PDF File         13         14           Ready! Click on the link to open the Pdf document         Image: Click on the link to open the Pdf document         Image: Click on the link to open the Pdf document	Puzzle Number 1 Prefix MyPuzzleSet Templa
16	Save Preview
Version 1.02	

- 1. **Templat**e: Here you can select a default template or a custom template you have created and saved.
- 2. Total Puzzles. The total puzzles you want to create. Tip: Before generating a large number of puzzles, check the 'preview' result in the center window to make sure your template settings are as desired.
- **3. Start Number**: When saving the puzzles as images, the puzzle start with this number. This is useful if you want to save your puzzles with the same name(prefix) in batches. For example you create 10 puzzles (1 to 10) with template A and then 10 puzzles (11 to 20) with template B.
- 4. Add Secret Word(s): Option to add secret words to your puzzles. These could be themed words or even short sentences, quotes, sayings etc.
- 5. Percentage Fill: This will set the minimum percentage of how many cells inside the grid will be used for words. For example if you set this number at 51% the code will try to fill at least 51% of all cells with letters of words. If it does not succeed you will get a warning message. You have to find the balance between the available words in your wordlists, the length of your words and the percentage fill. For example if you allow smaller words (2 and 3 characters long) and they are available in your wordlist, the chances to fill more cells in your puzzle grid is higher.
- 6. Puzzle Word Lists: here you can add your list of puzzle words to be used to create the codeword puzzles. If for example you add three different wordlists, the puzzle generator will create a puzzle from each list in the order of the lists.

NOTE: some of the included word list may contain words for **adult** only. If you want to create puzzles for **kids** please create your own wordlist (you can use ChatGPT for that)

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Wor	d Lists								
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			16				Save Preview		
Versi	on 1.02								

- **7. Secret Word Lists**: These lists will be used to create a secret word or sentence. Depending on your layout settings, most words and sentences below 27 characters will fit on a puzzle page.
- 8. Add Wordlists: This dropdown box has all the wordlists currently available. You can add, upload, delete or edit your wordlist.
- **9. Wordlist Group:** This window box shows all the wordlists you have selected. The puzzle generator goes through all the added wordlists one by one to create a new puzzle.
- 10. WordLists Up-Down-Remove Here you can add, remove, and change the order of the wordlists.
- **11. Edit Lists**: selecting this button opens another menu where you can add, upload, edit, delete wordlists. These lists must be ither text or csv format: 1 word per line.
- **12. Import/Save Groups:** Save the lists from the window box and import these save list later. When for example you create puzzles from multiple wordlists you can opt to save these list for later use and don't have to add these lists all one by one all over again.
- **13. PDF**: Creates PDF documents with your puzzles.
- **14. PowerPoint**: Creates a pptx file with your puzzles which can be edited. You need to have PowerPoint installed for this option.
- **15. Save as Images**: saves your puzzle and solution images to a folder as PNG and SVG files.
- **16. Information window** to keep track of important events, warnings or errors.

CODEWORD GENERATOR 1.02			
Word Lists			
Create Puzzles Settings License Key Info		Preview Puzzle Page	Puzzl
Folder Settings       17     IN PROJECTS\CODEWORD\Code\PUZZLES       18     Prefix Images       13x13       Puzzle Words       19     Use words only once       20     Min Length:       2     Max Length:			Pu: Paç
Secret Word(s) 21 V Random Order 22 Remove Spaces Between Words 23 Show Borders of Empty Cells	0%		
Clue Letters ABCDEFGHIJKLMNOPQRSTUVWXYZ Total Clue Letters Save PPTX and PDF as.			
25 Puzzle_document		> +	
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Version 1.02		Jave neview	

- **17. Folder:** Here you select the folder where all your puzzle images and documents will be saved. Make sure the app has reading/writing rights in these folders.
- 18. Prefix Images: Adds a prefix text to the puzzle and solution images you are saving to a folder.
- **19. Use Words Only Once**: When selected the generator only uses the words from each wordlist one time. Note: when creating a large batch (many puzzles) you may run out of words if your wordlist has limited amount of words to select from.
- **20. Length Words:** Sets the number of characters used in the puzzle grid. If you for example select between 2 and 7 characters, then there will be more words added to the puzzle (also depending on the available words in your wordlists and the minimum 'percentage fill')
- **21. Random Order Secret Word(s)**: When selected this will randomly select a word from your secret word list. Tip: You can add longer sentences in parts to your wordlist. When you keep the order of these partial sentences then multiple puzzles creates part of a secret. For example when creating 5 puzzles the entries of your secret wordlist could look like this:
  - -If you are working
  - -on something that
  - -you really care about
  - -you dont have to be pushed
  - -the vision pulls you
- 22. Add Spaces Between Words: This will keep or remove the spaces in your secret words
- 23. Remove Borders Of Empty Cells: not available in version > 1.03
- **24. Clue Letters:** Here you can select how many clue letters will be show in the letter box. Default value is 3 letters. More letters will make the puzzle more easy to solve. You can also opt to show no clue letters at all. The generator selects random letters for your clues from the available letters in this text box. (See also the '**Understanding Codeword Puzzle Difficulty'** section in this document).
- 25. Save As: The name with which you save the PDF or PPTX file

Words Create Puzzles Settings License Key Info	Preview Puzzle Page 2	Puzzle
Template Default 13x13 (H)   Total Puzzles: 4   4 Start Number:   1 1   Percentage fill Puzzle Word Lists   Puzzle Word Lists   Secret Word Lists   short quotes 3 (20)   Add   short quotes 3 (20)   Up   Down   Remove   Edit List		Puzz Left 0.60 Lettu Posi L/R 0.60 Secr Left 0.60 Grid
Exit PDF PowerPoint Save as Images	Save Puzzle Replace in PP	Outs
Saved PNG   Saved SVG           Preview puzzle:'MyPuzzleSet_Puzzle_1' saved as PNG and SVG.	Puzzle Number 2 Prefix MyPuzzleSet Save Preview	Cells Templa

- **1. Preview:** This will create a preview of the puzzle and the size and position of the letterbox and secret word box. It will use the first wordlist.
- 2. **Preview Pages**: Here you can see the preview of 3 different pages. The puzzle Page, the Layout of the solution images, and a solution images page.
- **3.** Save Puzzle: After you have generated a preview of the puzzle you can save this particular puzzle manually. This way you can select only the puzzles you like and want to save to disk manually
- **4. Replace Puzzle In PowerPoint.** With this option you can select a puzzle inside a previously generated pptx file and replace it with the current preview
- **6. +** Here you can view a larger version of the preview puzzles and solution pages.
- 7. Saved PNG | Saved SVG: When your puzzles from the preview are saved, these links will open the folder where you can find them.

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Puzzle	Solutions	Title	Page	Grid	1	
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**Puzzle Grid:** Sets the size of the puzzle grid. Default is 13x13 which is most often used in codeword puzzles. **Puzzle Grid Size and Position**: Here you can set the size of the puzzle grid and its position from the left and top (in inches).

**A-Z Box Size and Position:** This is the helper letterbox containing the letters A to Z which the user can cross out when it is found. There are 2 types of A-Z boxes: Horizontal and vertical.

**Letterbox Size and Position**: Here you can set the size of the letterbox with clues and its position from the left and top (in inches) . There are 2 types of letterboxes: Horizontal and vertical.

**Secret Word Box Size and Position**: Here you can set the size of the secret word(s) box and its position from the left and top (in inches).

You can also set the number of cells being used. For long secret-sentences you may want to select more cells. For simple short secret-words, you may select lesser cells.

**Templates:** Here you can add custom templates. This will save every value in every control to that particular template.

**Solution images per page:** For generating puzzles in PDF pages or PPTX slides, these settings will determine the layout of the solution images, size and position.

**Solution Images Margins (Offset):** These settings will allow you to be more specific in where the solution images appear on a page (It's best to **not** change the default setting unless you have very specific layout in mind).

			-		×
Puzzle	Solutions	Title	Page	Grid	1
Puzzle	Title				
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Puzzle	Solutions	Title	Page	Grid			
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**Title:** Here you can change the Fonts of the Puzzle- and Solution Titles. Also the center alignment of the title and the prefix of the title name.

The Puzzle Title and Solution Title have 2 placeholders: {number} {wordlist}

When you add these placeholders to the textbox the number of the puzzle will be added and/or the name of the wordlist that is being used will be added.

Make sure you write these 2 placeholders exactly as displayed as above, lowercase, including the curly brackets

**Uniform Margins:** When selected the margins of the odd and even pages (pdf and pptx) will be the same. If not selected the image display on the odd and even pages will be mirrored (gutter width will be the same)

**Page Number:** You can select size and position and font of the page numbers (displayed in the pdf and pptx)

Puzzle	Solutior	ns Title	Page	Grid
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Templates	ete	Add New		ave

**Grid Lines and Cells:** These controls set the color of the puzzle cells and the width and color of the lines

## **Understanding Codeword Puzzle Difficulty**

The difficulty of a codeword puzzle depends largely on how many letters are revealed at the start. From beginner-friendly grids with several helpful clues to expert-level challenges with none at all, each level demands a different approach — and a different set of skills.

#### **Easy Difficulty**

#### •5–8 letters given

- •Includes common vowels (like E, A, or O)
- •Some short, familiar words become solvable quickly
- •Helps the player build confidence and spot frequent patterns
- Skills required: Pattern recognition, basic vocabulary, logical deduction.

Tip: Remove letters like X,Z,Q to be part of the letters given, as these don't appear often in your puzzles.

#### **Medium Difficulty**

#### •3–4 letters given

- •Usually 1–2 vowels and a couple consonants
- •You may need to guess short common words ("THE", "AND", etc.)
- Players must rely more on letter frequency and word structures

Skills required: Deductive reasoning, understanding of English structure, mental flexibility

#### Hard / Expert Difficulty

#### •1 or 0 letters given

•Entire decoding must be done from scratch

#### •Solvers rely heavily on:

- •Frequency analysis (E, T, A, O are most common)
- •Word shape (e.g., \_ \_ E \_ might be "TREE" or "FLEX")
- •Pattern matching (double letters like "LL", common prefixes/suffixes)
- •Trial and error while staying logically consistent

#### Skills required: Deep familiarity with word patterns, strategic testing, and error-checking

#### With Zero Letters Given:

You're solving a full **cryptogram crossword** — **brutal**, but solvable with:

- •Experience
- •Vocabulary intuition
- Patience

This is a great challenge mode for puzzle lovers

### Puzzle Layout Examples:

Most codeword puzzle books use a 13x13 grid layout. The default templates are based on this. You can use the templates that places the letterbox with the clue letter in horizontal or vertical position:



### Puzzle Layout Examples:



#### Vertical letterbox and A-Z box

# Vertical letterbox | horizontal A-Z box