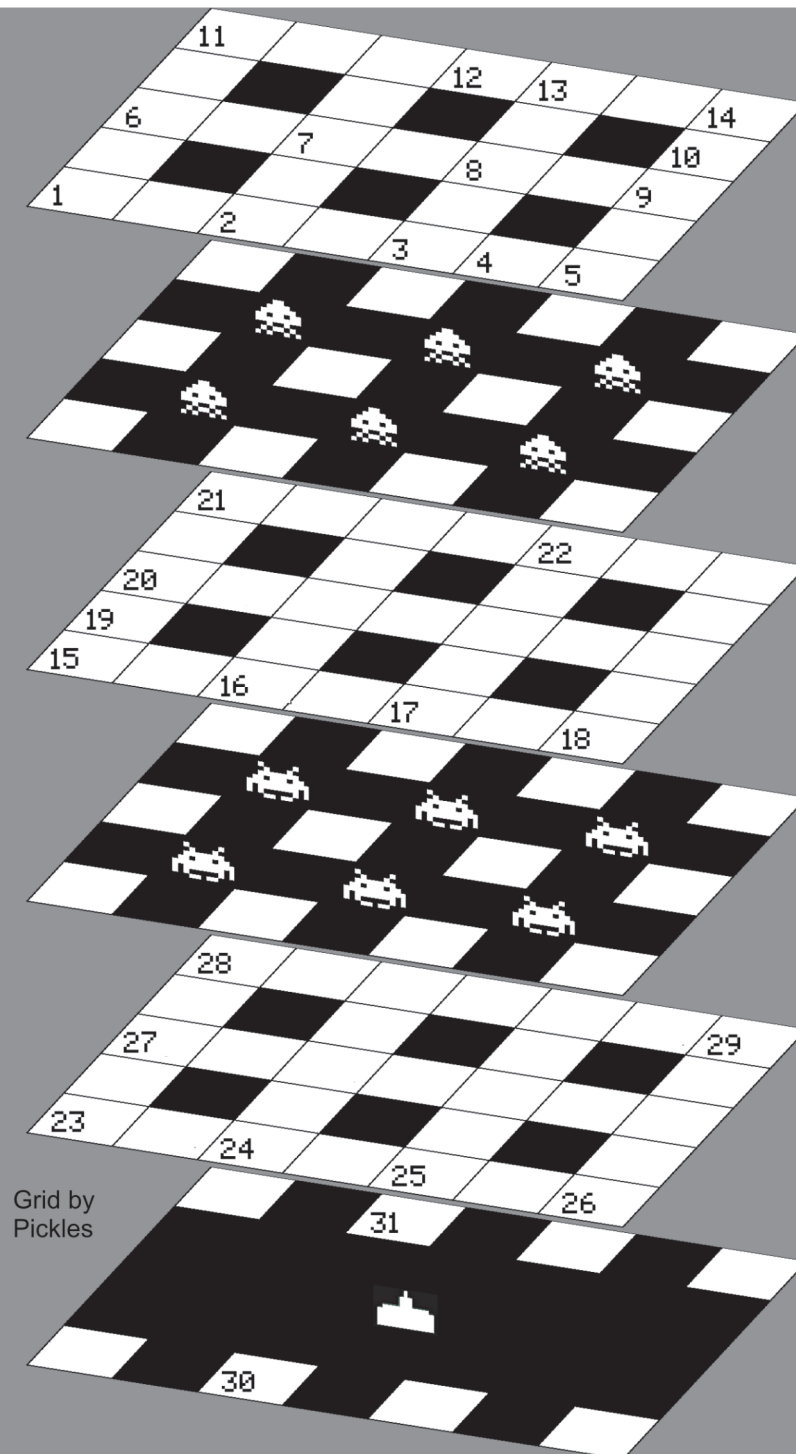


June 2018 Anax Pickles

Celebrating the 40th
anniversary of X Y



Grid by
Pickles

Photography
Graham Fox

MON	TUES	WED	THURS	FRI	SAT	SUN
The five asterisked clues each supply two definitions leading to two solutions - short and long. Short solutions are to be treated as X Y, each interacting with a different X word to create the longer solution for the grid entry. Long and short solutions, and the five X words, are in <i>Chambers</i> . A thematic message appears in the bottom tier of the completed grid.			Good luck – you cannot 33, but you might make the top rank!	1 ^{6d} One extremely bitter about being bitter (5)	2 ^{8d} An opening for invention like Y (5)	3 ^{3d} Notice cuts in new care home for X Y (6)
4 ^{6ac*} Micro-organisms in tea (3) (7)	5 ^{31up} Emerges from Atari session (6)	6 ^{18aw} Like Y and players of popular medleys (5)	7 ^{27ac*} Single bunk (4) (7)	8 ^{10to-2,9d} See friend holding Mass without emotion (6)	9 ^{7d} One low-ranking boss at start of game (5)	10 ^{12ac-2,13d} Root firm, shy mum's upset (7)
11 ^{17aw,22ba-2} X Y was so trendy in a box (6)	12 ^{25aw} Read news with a Spanish lady (5)	13 ^{14d} Loony needs to accept university application? (3,3)	14 ^{20ac*} Flatbreads for the love of it (5) (7)	15 ^{23aw} Talk about an African country (5)	16 ^{1ac*} Wicked device for seeing rubbish (4) (7)	17 ^{1aw,11ac-3} Video display's not about to show some lichens (7)
18 ^{23ac,26d-2} Fail to stop feminist wanting more (8)	19 ^{1d} Foreigner group's first drummer (6)	20 ^{11d} Y's behaviour in HGV, I suspect (6)	21 ^{15ac} Bugs one can't see, mostly camouflaged (7)	22 ^{4ba-2,3aw,13ac} A bit enthralled by longer version of game (8)	23 ^{28ac} Y's standard short response (7)	24 ^{5aw} X's copper spike (5)
25 ^{5d} Arrange parts for each X Y enemy? (6)	26 ^{16aw} 11 Xs? Ultimately this many (5)	27 ^{2aw} Hose that poet may see in box? (5)	28 ^{29to} Reversing on road, see address (5)	29 ^{30up-2,24aw} Turn over skin of animal one bred for meat (6)	30 ^{30up} Suspect gun is rejected in this game mode (6)	31 ^{21ac*} Like a wasp's ability to sense things (3) (7)
32 ^{21to,15d-3} Struggle with speed, having screen on? (7)	33 ^{19to-2,15ac-2} Get snake to lose tail (3)		Clues are presented in alphabetical order of their grid entries.		Photography SDASM archive Flickr Commons	