

3 in Three: Puzzle Solutions

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Version 1.01 — December 1, 2006

This Guide Is Formatted For Print!

Multiple puzzle solutions may appear on the same page (and single solutions often spread across multiple pages); if you have good peripheral vision, this may give away the solutions to puzzles you want to solve yourself. On the other hand, it conserves paper, since many of the solutions take up much less than a page.

There is another version of this guide in which no two solutions share the same page. If you want to view one solution at a time, use that version instead. (Preferably on the computer rather than on paper.)

Note on the Lift Puzzles

Only the first and last lift puzzles have solutions in this guide. The others are too complex to be worth writing down. Just keep at it, and you'll get there.

Note on the Mesh Puzzles

All the mesh puzzles can be solved with relative ease by starting with the center of the puzzle and working outward. (This sometimes involves lots of clicking on the 3 to keep in mind what the end result is meant to look like.)

Note on the Pick Puzzles

None of the "Pick" puzzles have solutions in this guide, because the objects move around at random. Just keep staring at the screen. (You may find that switching to black and white mode helps, or switching to color if you were already in black and white. Don't forget to take a break every so often to avoid eyestrain!)

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Prologue

This isn't a puzzle. This section exists so that the Table of Contents will match the menus in the game.

For Letter or Worse

The letters will ask the same questions in the same order every time. If you answer a question incorrectly, it will be moved to the end of the list and asked again when you have completed the other remaining questions. (The table continues on the next page.)

Question	Words	Letter
What letter makes a taxi complain?	CAB → CRAB	R
What letter makes a male sheep wander?	RAM → ROAM	O
What letter makes a boy happy?	LAD → GLAD	G
What letter makes an evergreen impartial?	FIR → FAIR	A
What letter makes a needle blush?	PIN → PINK	K
What letter turns a flying insect into a vegetable?	BEE → BEET	T
What letter gives the elderly a chill?	OLD → COLD	C
What letter makes frozen water sinful?	ICE → VICE	V
What letter makes your household animal a nuisance?	PET → PEST	S
What letter makes a truck conceited?	VAN → VAIN	I
What letter makes a young man float?	BOY → BUOY	U
What letter makes a female deer fall asleep?	DOE → DOZE	Z
What letter makes your relatives humane?	KIN → KIND	D
What letter scares the fuel in your car?	GAS → GASP	P
What letter makes a night bird holler?	OWL → HOWL	H
What letter makes a point fuss?	DOT → DOTE	E
What letter makes tree fluid brittle?	SAP → SNAP	N
What letter makes a picnic insect desire?	ANT → WANT	W
What letter makes a paper sack boast?	BAG → BRAG	R
What letter makes Noah's boat yelp?	ARK → BARK	B
What letter makes wry humor wither?	WIT → WILT	L
What letter turns one guy into a crowd?	MAN → MANY	Y

Question	Words	Letter
What letter heats up a battle?	WAR → WARM	M
What letter makes a performance a reality?	ACT → FACT	F

No Business Doing

The finished screens of text are shown below.

Third Quarter Report

It is not as easy as 1, 2, 3 to explain why profits plummeted in the middle of this quarter, but we are happy to report that the staff went the full 9 yards and were in the black by the 30th of September.

The crisis began, appropriately enough, on Friday the 13th when cash flow projections suffered from a classic catch 22. Revenues of \$731,213.11 dropped down to \$132,321.33, a loss of \$598,891.78, this also being, coincidentally, the price of our president's new home.

“I had no idea a problem existed,” he told the shareholders at a recent meeting. “The accountants misunderstood my instructions. It was not my fault. I do, however, take full credit for uncovering this deception and implementing the necessary steps to correct it.”

Account for Yourself

Each row can be corrected in three clicks. Using the built-in column headings, the cells to click are:

Row	Columns to Click
1	C F C
2	G E D
3	E E E
4	D F F
5	G D G
6	E C D
7	E D C

Meltdown

Each row contains the initial letters of integers in sequence. The first row is just integers counting upwards from one, the second is even integers starting with two, and the third is multiples of three starting with three. Therefore the solution is:

Row	Letters to Type
1	S E N T E T T
2	F S E T T T T
3	T T T T T T T

Outside In

Each of the twelve clickable doors controls exactly one of the 12 non-clickable doors. Therefore the shortest solution has to involve clicking each door once. There is more than one possible solution to the puzzle. (In fact, there are 63686 12-step solutions, out of a possible 479001600 ways of clicking on each of the doors once.) One solution is shown in the diagram below.

9	5	1	2
3	4	11	6
7	10	8	12

Safety in Numbers

Since there are nine doors, and each time you click on a door, three doors change state (between open and closed), the number of clicks in a solution must be an odd number. There are 4024 nine-step solutions in which each door is clicked once. An example is 1 2 5 6 7 3 4 8 9.

Interestingly, there are also *shorter* solutions. Some of these involve clicking the same door twice, but not all do. There are 246 solutions of 5 moves (of which 1 2 4 8 5 is one), and 19546 solutions of 7 moves (of which 1 4 9 3 8 6 5 is one). (There are also, of course, lots of solutions in 9 moves derived from the 5-move solutions; for example, 9 9 9 9 1 2 4 8 5 is a solution, even though the first four moves cancel out.)

Level Two

The words all have the number 2 substituted for the homophonic syllable at the beginning. Thus the solutions are, in order:

2TOR
2LIP
2GETHER

2NIGHT
2MOR
2NIC
2SDAY
2MORROW

Level Four

The words all have the number 4 substituted for the homophonic syllable at the beginning. Thus the solutions are, in order:

4CAST
4HEAD
4EVER
4GIVE
4HAND
4GET
4MULA
4WORD
4CLOSE

Level Eight

The words all have the number 8 substituted for the homophonic syllable at the end. Thus the solutions are, in order:

LUBRIC8
ELIMIN8
FABRIC8
GENER8
ANIM8
INFL8
EXAGGER8
FRUSTR8
ILLUMIN8
RENOV8
DECOR8

Mind's Eye

Eye #1's word is spelled using the initial letters of his sentence: DISCOVERY

Eye #2's word is spelled using the final letters of his sentence: AWARENESS

Eye #3's word is spelled by taking letter 1 of word 1, letter 2 of word 2, letter 3 of word 3, and so on: COMMUNITY

The Lift

All the lifts can be moved to the same height as the one on which the 3 starts. Starting with the rightmost lift, keep clicking on each lift until they are all at the same height, and the 3 will move directly across the screen.

Dove Owls

The items in this puzzle are selected at random. In alphabetical order by clue, the answers are:

BGGRS CNT B CHSRS
Beggars can't be choosers.

BLD S THCKR THN WTR
Blood is thicker than water.

BRDS F FTHR FLCK TGTHR
Birds of a feather flock together.

BT S N TH F TH BHLDR
Beauty is in the eye of the beholder.

BTTR LT THN NVR
Better late than never.

BTTR SF THN SRR
Better safe than sorry.

CHRT BGNS T HM
Charity begins at home.

CRST KLLD TH CT
Curiosity killed the cat.

CT N GLVS CTCHS N MC
A cat in gloves catches no mice.

CTNS SPK LDR THN WRDS
Actions speak louder than words.

DNT JDG BK B TS CVR
Don't judge a book by its cover.

DNT LK GFT HRS N TH MTH
Don't look a gift horse in the mouth.

F TH SH FTS WR T
If the shoe fits, wear it.

FMLRT BRDS CNTMPT
Familiarity breeds contempt.

FRND N ND S FRND NDD
A friend in need is a friend indeed.

GD FNCS MK GD NGHBR
Good fences make good neighbors.

GNRNC S BLSS
Ignorance is bliss.

H WH HSTTS S LST
He who hesitates is lost.

HST MKS WST
Haste makes waste.

LK BFR LP
Look before you leap.

LL THT GLTTRS S NT GLD
All that glitters is not gold.

LTTL STRKS FLL GRT KS
Little strokes fell great oaks.

LTTL THNGS FFCT LTTL MNDS
Little things affect little minds.

MN S TH RT F LL VL
Money is the root of all evil.

MSR LVS CMPN
Misery loves company.

N GD TRN DSRVS NTHR
One good turn deserves another.

N NWS S GD NWS
No news is good news.

N PPL D KPS TH DCTR W
An apple a day keeps the doctor away.

NCSST S TH MTHR F NVNTN
Necessity is the mother of invention.

NTHNG SCCDS LK SCCSS
Nothing succeeds like success.

NTHNG VNTRD NTHNG GND
Nothing ventured, nothing gained.

NVR TH RS WTHT TH THRN
Never the rose without the thorn.

PCTR S WRTH THSND WRDS
A picture is worth a thousand words.

RLLNG STN GTHRS N MSS
A rolling stone gathers no moss.

RM WS NT BLT N D
Rome was not built in a day.

STLL WTRS RN DP
Still waters run deep.

STRK WHL TH RN S HT
Strike while the iron is hot.

STTCH N TM SVS NN
A stitch in time saves nine.

T F SGHT T F MND
Out of sight, out of mind.

T MN CKS SPL TH BRTH
Too many cooks spoil the broth.

T RR S HMN T FRGV DVN
To err is human, to forgive divine.

TH RL BRD CTCHS TH WRM
The early bird catches the worm.

TH SQK WHL GTS TH GRS
The squeaky wheel gets the grease.

TW HDS R BTTR THN N
Two heads are better than one.

TW WRNGS DNT MK RGH
Two wrongs don't make a right.

VR DG HS HS D
Every dog has his day.

VR DRK CLD HS SLVR LNNG
Every dark cloud has a silver lining.

VRT S TH SPC F LF
Variety is the spice of life.

WHT GS P MST CM DWN
What goes up must come down.

WST NT WNT NT
Waste not, want not.

Show Your Colors

The words are RED, BLUE, and GREEN. The key to solving the puzzle is to use the top row and the lower right corner square to set up columns in which two of the letters are the same, and then use the bottom row to swap letters through the columns. This allows you to swap out individual letters at will and reorder them.

Take your Pick

Sorry, there is no easy answer. Just keep trying.

Trust in Us

Numbering the lifts 1 through 5 from left to right, you must click on 1 3 3.

The Mesh

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

Learn your ABC's

The letters are apparently selected at random, so there is no solution which can be followed directly, but the key to the game is the scoring. The individual letter scores are as follows:

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

When you select a letter, its score is added to yours. If your score goes above nine, then the digits are added together. (For example, if you have 7 points, and choose a W worth 5, the sum is 12; since 12 is greater than nine, your score will be the sum of the digits, or 3.)

The strategy which seems to work best is to spend the first two rounds trying to pick a letter with a value of 3, 2, or 4 (in that order of preference), and then use the last round to fill in the gaps. No strategy will work 100% of the time.

Another Mesh

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

Crash of the Symbols

The correct order is:

		!	"
	%	;	*
&	,	-	.
:	+	?	

Roaming Numerals

The correct order is:

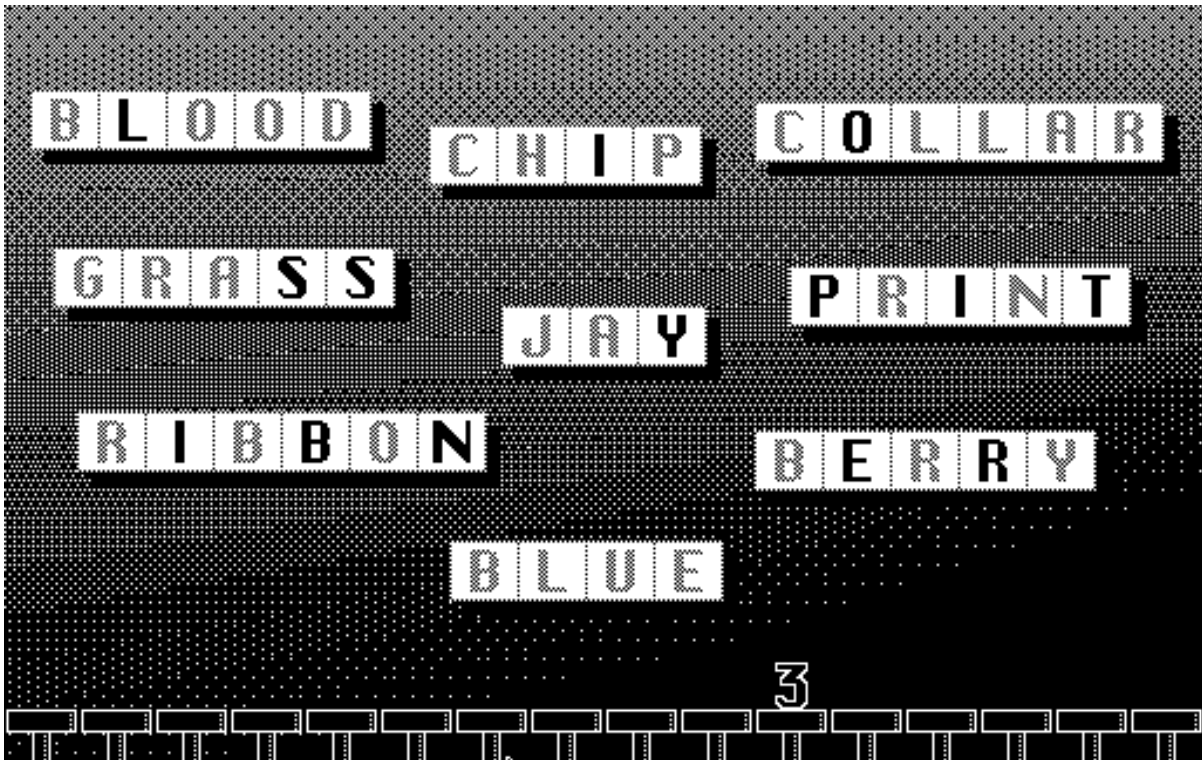
	IV	IX	XIII	V
XIV	X	III	VI	
	XV	VII	XI	II
I	VIII	XII	XVI	

Pick up the Pieces

Sorry, there is no easy answer. Just keep trying.

Half a Notion

The boxes should be filled in as shown below.

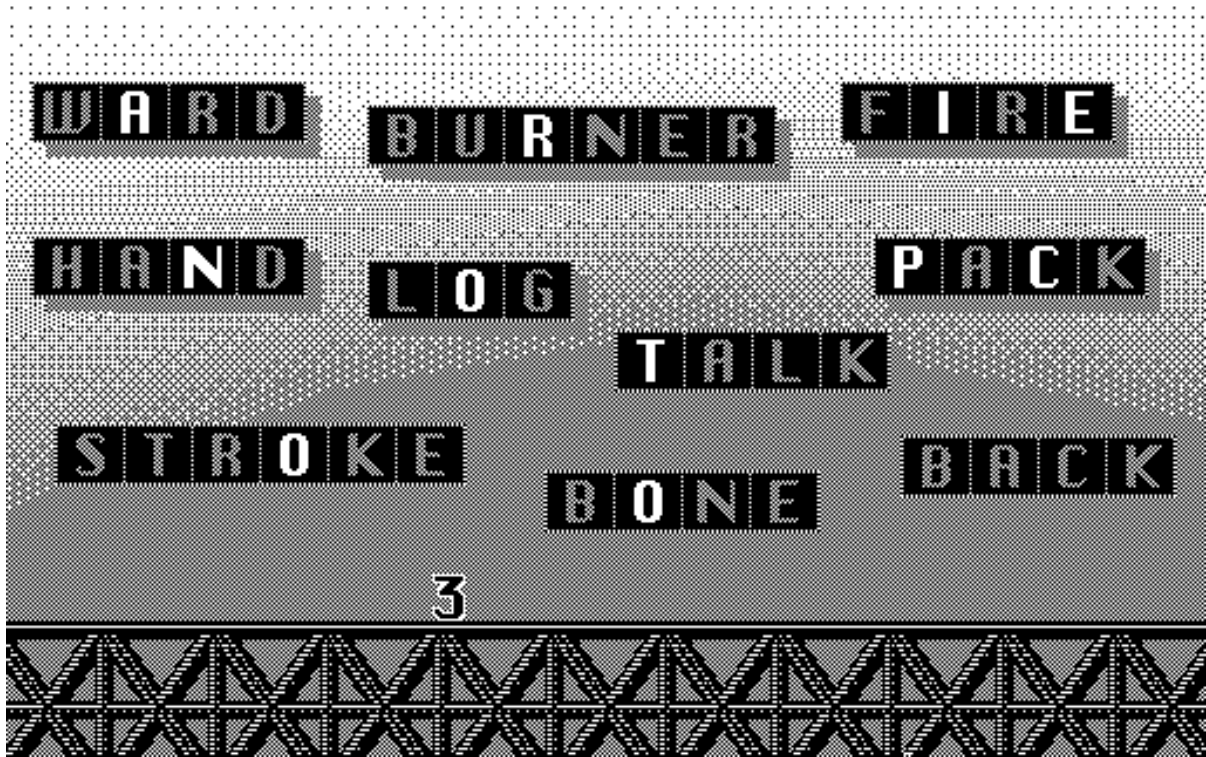


Lift Off

Sorry, there is no easy answer. Just keep trying.

Half A Mind

The boxes should be filled in as shown below.



Why Pick on Me

Sorry, there is no easy answer. Just keep trying.

Yet Another Mesh

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

On Speaking Terms

From top to bottom, the correct words are:

ICY
 OWE
 SEE
 EXCESS
 IVY
 EASY
 EMPTY
 EYE

ENVY
DECAY
BEE

Beg the Question

The words are YES, NO, and MAYBE. The key to the puzzle is creating columns along the edge in which the same letter appears twice, allowing you to remove the other letter with ease.

Meshed Up

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

A Sole Soul

The items in this puzzle are selected at random. In alphabetical order by clue, the answers are:

actual - fishing spool REAL - REEL	conceited - blood vessel VAIN - VEIN
an equal - boat landing PEER - PIER	distasteful - birds FOUL - FOWL
animal - precious DEER - DEAR	female mammal - money slang DOE - DOUGH
animal - raspy voice HORSE - HOARSE	flatland - aircraft PLAIN - PLANE
appear - sewing term SEEM - SEAM	get better - shoe part HEAL - HEEL
aromas - perceive SCENTS - SENSE	golf term - hot drink TEE - TEA
atmosphere - one who inherits AIR - HEIR	gring - very good GRATE - GREAT
body area - squander WAIST - WASTE	just and honest - fee for travel FAIR - FARE
bucket - whitish PAIL - PALE	lazy - object of worship IDLE - IDOL
car control - smash onto pieces BRAKE - BREAK	location - something worth seeing SITE - SIGHT

meat - tent peg STEAK - STAKE	run away - insect FLEE - FLEA
military rank - seed of corn COLONEL - KERNEL	sense of style - emergency torch FLAIR - FLARE
narrow waterway - not crooked STRAIT - STRAIGHT	shed skin - ring a bell PEEL - PEAL
not me - female sheep YOU - EWE	skillful deed FEAT - FEET
not moon - not daughter SUN - SON	story - animal appendage TALE - TAIL
observe - ocean SEE - SEA	sugary - apartment SWEET - SUITE
of chief importance - horse hair MAIN - MANE	to request of God - victim PRAY - PREY
one step of many - intent look STAIR - STARE	to color - pass away DYE - DIE
part - calm PIECE - PEACE	two - fruit PAIR - PEAR
payable - morning moisture DUE - DEW	type of bread - ironic humor RYE - WRY
plank - disinterested BOARD - BORED	vegetable - gem measurement CARROT - CARAT
puny - unit of days WEAK - WEEK	vegetable - hit BEET - BEAT
quick look - mountaintop PEEK - PEAK	voting place - flag stick POLL - POLE
rob - metal STEAL - STEEL	wild pig - dull person BOAR - BORE
rule - type of weather REIGN - RAIN	window term - ache PANE - PAIN

Pick A Fight

Sorry, there is no easy answer. Just keep trying.

By Virtue Of

The three words are FAITH, HOPE, and CHARITY. One strategy is to arrange the word FAITH first using any method possible. Then use the multiple Hs to swap letters into the center space to spell HOPE. Move HOPE around until it spells OPEH,

and use the two Hs along the right edge to rearrange the letters at the bottom. (Note that the middle and bottom rows can be rotated independently of the rest of the puzzle.)

Mesh About

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

Fall from Grace

Numbering the lifts 1 through 5 from left to right, you must click on 2 4 4.

Lift Up

Sorry, there is no easy answer. Just keep trying.

Race Ahead

Numbering the lifts 1 through 5 from left to right, you must click on 3 4 3.

Mesh Around

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

Whale of a Time

The three words are YESTERDAY, TODAY, and TOMORROW. This is the hardest of the rotating letters puzzles, having no columns. But you can take advantage of the fact that each pair of words has at least one letter in common. (Y, D, and A between the first two, T and O between the second two, and R between the first and third.) After getting a word mostly in position, shift it so that the letter which will be shared with the next word will be one the two have in common.

Pick on You

Sorry, there is no easy answer. Just keep trying.

Half-Hearted

The boxes should be filled in as shown below:



Third Degree

Sorry, no easy answer. Just keep trying!

Foreign Objects

The correct order is:

Π	Σ		
∅	β	Æ	
¶	œ	ç	¥
	Ω	£	§

What a Mesh

Sorry, there is no easy solution to this puzzle. One strategy is to start in the middle, and work outward, using the wrap-around properties of the puzzle to swap tiles in and out.

B's in her Bonnet

The top section has multiple possible solutions, including a few which are shorter than the number suggested in the description in the puzzle menu. It has 14 solutions in 5 moves, although all of them involve clicking on the leftmost door of the second row twice. A representative solution would be the following:

			3	
1 2			4	5

There are 898 possible solutions in six moves, although only 242 of these do not involve clicking on the same door twice. One representative solution is:

1	2	3	4	6
		5		

As for the lower section: there are 560 possible solutions in 7 moves, although they all involve the same doors. (The order is not complete arbitrary; there are 5040 possible sequences involving those doors.) A representative solution would be the following:

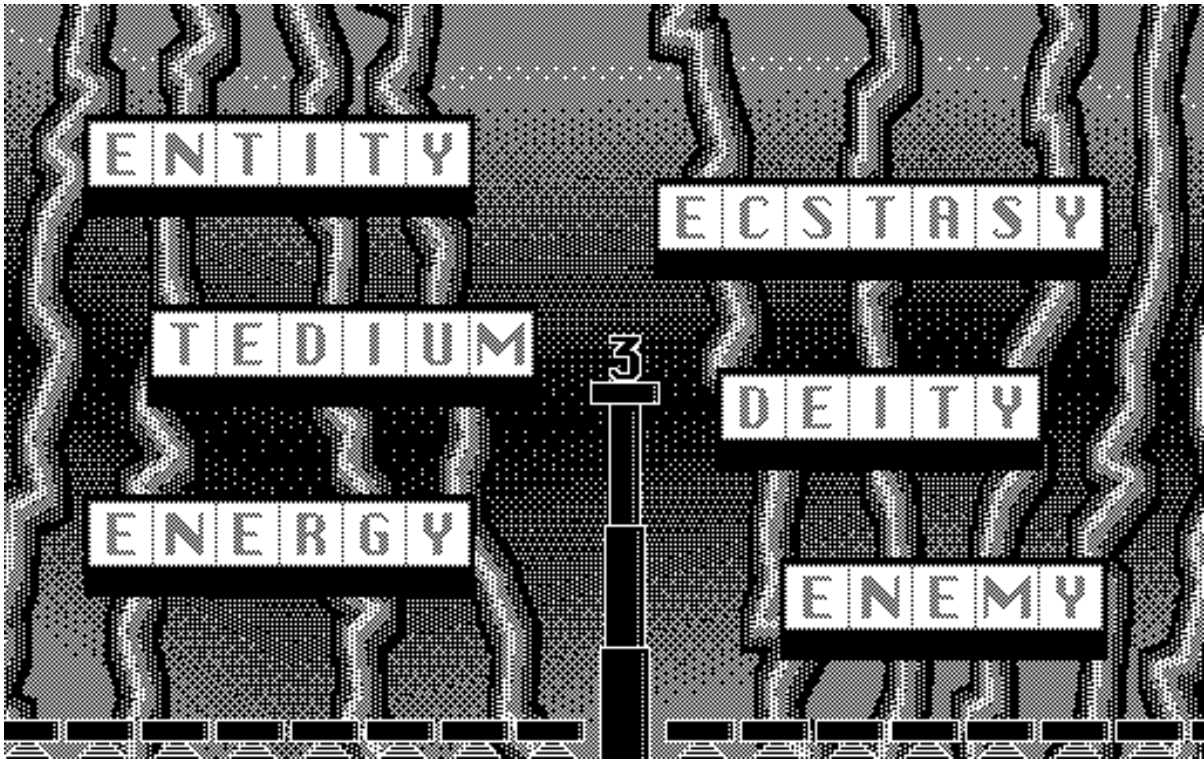
	3			1
4	7	2		
		5		6

Pick Up the Tab

Sorry, there is no easy answer. Just keep trying.

Actions Speak Louder

The solution is shown below:



Lift a Finger

Sorry, there is no easy answer. Just keep trying.

Finale

This isn't a puzzle. This section exists so that the Table of Contents will match the menus in the game.

Finders Keepers

The first six grids are smaller but more difficult than the last one. In the first six, there are usually interlocking paths which require that the letters be allowed in and out in particular order. (For example, the I and the O in the sixth grid will activate each other if allowed to continue moving.) The best general strategy is to stop all the letters, and then move the critical letters into place. In the first six grids, the critical letter is generally the one on the middle row, although the I in LIE is more difficult to deal with than the K in SKI in the third grid.

J	A	W
E		
T	R	Y

Z	A	P
		E
T	U	G

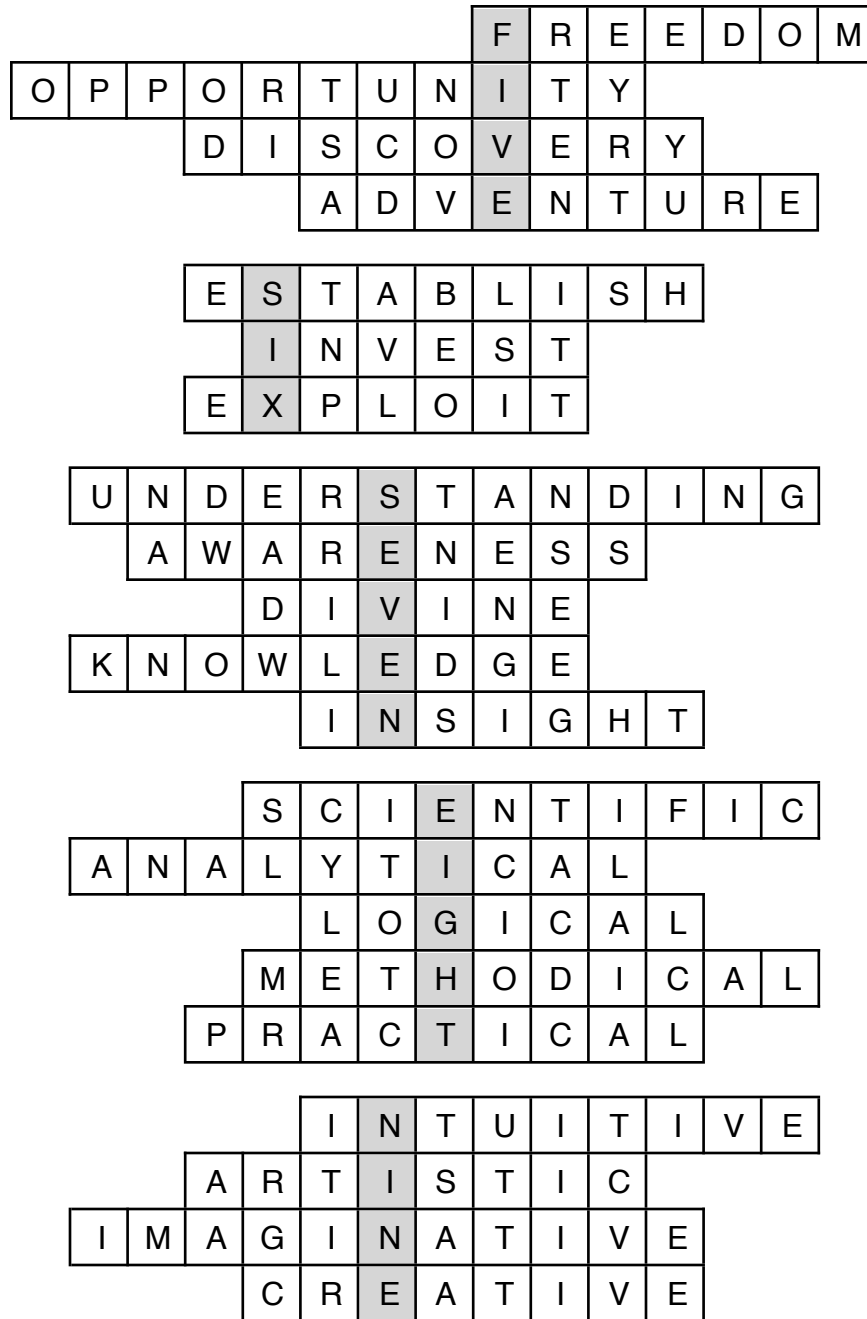
	S	H	Y
	K		
L	I	E	

F	R	Y	
	I		
	B	U	M

3	R	D	
	O		
	T	A	X

C	O	B
		I
3	R	D

(The seventh grid is on the next page.)



Temple of Rhyme nor Reason

The columns must be filled with the three-letter groups which the letters in For Letter or Worse yell at each other after that puzzle has been solved. The order is such that the leftmost column spells "FRIEND" when read downwards:

F U T
R I T
I N O

E E M
 N I K
 D A Q

As for the clues: the clues lead to words which must be entered into Inside Track. The words themselves are listed under that heading. But as for the explanation of the clues:

Three keep an eye out - three words are in Mind's Eye

Three are on the level - one word each is in Level Two, Level Four, and Level Eight

Three are halfway there - one word each is scrambled in Half a Notion, Half A Mind, and Half-Hearted

Three are from 9 equal parts - the parts can be found in Show Your Colors, B's in her Bonnet, and Mind your P's and Q's (use one part from each puzzle in each word)

Three are from 9 unequal parts - the parts can be found in Dove Owls, A Sole Soul, and Birds of a Feather (each word uses one size of clue only, so there is a 3-letter word, a 6-letter word, and a 9-letter word)

Three need uplifting recognition - in The Lift, Lift Up, and Lift a Finger, clicking on some of the lifts will cause the letters on their bases to disappear. Remove all the letters of this type, and then note the remaining letters (left to right); type them into Character Recognition for three more words

Three lack that certain something - three words appear without vowels in By Virtue Of, Whale of a Time, and This, That, and the Other

One is a mesh - each of the Mesh puzzles provides a letter for a (scrambled) word

One is on speaking terms - there is a word spelled vertically in On Speaking Terms

One is binary - the scrambled letters of a word appear amongst the binary numbers of Central Processing Unit

One is a legal symbol - in The Letter Legislature, some symbols have occupied the chambers; note their order and click on them in that order in Crash of the Symbols for a word

One is an objective account - note the order of the characters in the word balloon coming out of the hole in Account for Yourself; click on those characters in that order in Foreign Objects for a word

One roams down - in Meltdown, some of the numbers are replaced with Roman numerals; note their order and click on them in that order in Roaming Numerals for a word

Nine are in safety having learned their ABC s - each row in Safety in Numbers contains a word encoded using the scheme from Learn your ABC's; this takes some work to decode since each number can stand for two or three letters

The Letter Legislature

The correct order is (in a serif font to help distinguish upper-case from lower-case letters):

				E	N	D	J	v
			A	S	P	a	k	l
		I	L	K	f	y	d	F
	O	R	B	c	i	t	h	w
	z	T	o	g	X	W	u	Z
U	r	n	x	e	q	Q	m	V
s	G	b	C	M	j	p	H	Y

Birds of a Feather

The items in this puzzle are selected at random. In alphabetical order by clue, the answers are:

BCK T TH DRWNG BRD back to the drawing board	CHP FF TH LD BLCK chip off the old block
BHND TH GHT BLL behind the eight ball	CST PR TT PNN cost a pretty penny
BRK P TH WRNG TR bark up the wrong tree	DD T TH WRLD dead to the world
BT DD HRS beat a dead horse	DRP N TH BCKT a drop in the bucket
BT RND TH BSH beat around the bush	DRP TH THR SH drop the other shoe
BV ND BND TH CLL F DT above and beyond the call of duty	DRSSD T KLL dressed to kill
CHNG HRSS N MDSTRM change horses in midstream	FL LK MLLN DLLRS feel like a million dollars

FLL B TH WSD fall by the wayside	MK LNG STR SHRT make a long story short
FNDRS KPRS LSRS WPRS finders keepers, losers weepers	N PNS ND NDLS on pins and needles
FRWTHR FRND fair-weather friend	N TH NCK F TM in the nick of time
G DWN N HSTR go down in history	NTHNG T SNZ T nothing to sneeze at
G GNST TH GRN go against the grain	NTHNG T WRT HM BT nothing to write home about
GHST F CHNC ghost of a chance	PCKD LK SRDNS packed like sardines
JST WHT TH DCTR RDRD just what the doctor ordered	PL CT ND MS play cat and mouse
KP STLL PPR LP keep a still upper lip	PN CN F WRMS open a can of worms
KP TH BLL RLLNG keep the ball rolling	PNT TH TWN RD paint the town red
LCK STCK ND BRRL lock, stock, and barrel	PTH F LST RSSTNC path of least resistance
LK FSH T F WTR like a fish out of water	RCH FR TH SK reach for the sky
LT TH CT T F TH BG let the cat out of the bag	RD BTWN TH LNS read between the lines
LTTL BRD TLD M a little bird told me	S CM S G easy come, easy go
LV N STN NTRND leave no stone unturned	SGHT FR SR S sight for sore eyes
LV T F STCS live out of a suitcase	SGN N TH DTTD LN sign on the dotted line
LV T FRST SGHT love at first sight	SPRT TH MN FRM TH BS separate the men from the boys
LV WLL NGH LN leave well enough alone	T F CLR BL SK out of a clear blue sky
LW MN N TH TTM PL low man on the totem pole	WHN LL S SD ND DN when all is said and done

And the word containing all the vowels in order is FACETIOUSLY. (This is the shortest English word with this property, but not the only one; ABSTEMIOUSLY also works.)

Central Processing Unit

There is no easy answer for this puzzle, but here's a strategy which works: start in the upper left corner and work your way across. Each time you click, arrange things so that the top or left box being altered is the leftmost one in the top line which has any boxes left which need to be altered. If this cannot be done because there are not enough spaces left, click in a corner so that only one number changes; the next time you are unable to make a move you can click in that corner again.

Character Recognition

In order, the words are:

SEAL
DEAL
AISLE
JAIL
VEAL
WHILE

Mind your P's and Q's

In order:

1. Click on the top Q.
2. Click on the bottom P.
3. Click on the second-to-the-bottom P.
4. Click on the top Q.
5. Click on the second-to-the-top Q.
6. Click on the second-to-the-bottom Q.
7. Click on the bottom P.
8. Click on the second-to-the-bottom P.
9. Click on the second-to-the-top P.
10. Click on the top P.
11. Click on the top Q.
12. Click on the second-to-the-top Q.
13. Click on the second-to-the-bottom Q.

14. Click on the bottom Q.
15. Click on the bottom P.
16. Click on the second-to-the-bottom P.
17. Click on the second-to-the-top P.
18. Click on the top P.
19. Click on the second-to-the-top Q.
20. Click on the second-to-the-bottom Q.
21. Click on the bottom Q.
22. Click on the second-to-the-top P.
23. Click on the top P.
24. Click on the bottom Q.

Hang in There

Numbering the lifts 1 through 5 from left to right, you must click on 3 3 2.

This, That, and the Other

The words are ANIMAL, VEGETABLE, and MINERAL. Although there are no columns which can be formed, the words have so many letters in common that this puzzle is relatively easy. Try working from top to bottom.

Lift and Separate

This is the only lift puzzle with a solution that can be written down easily. Without clicking on anything else, click on the lift which is furthest to the right.