

BEHIND THE PUZZLE SOLVER

How Letter Rack 3D finds the best word — and knows when not to show it to you

The same engine that plays against you can also play for you — or just for the newspaper.

A solver built into the dictionary

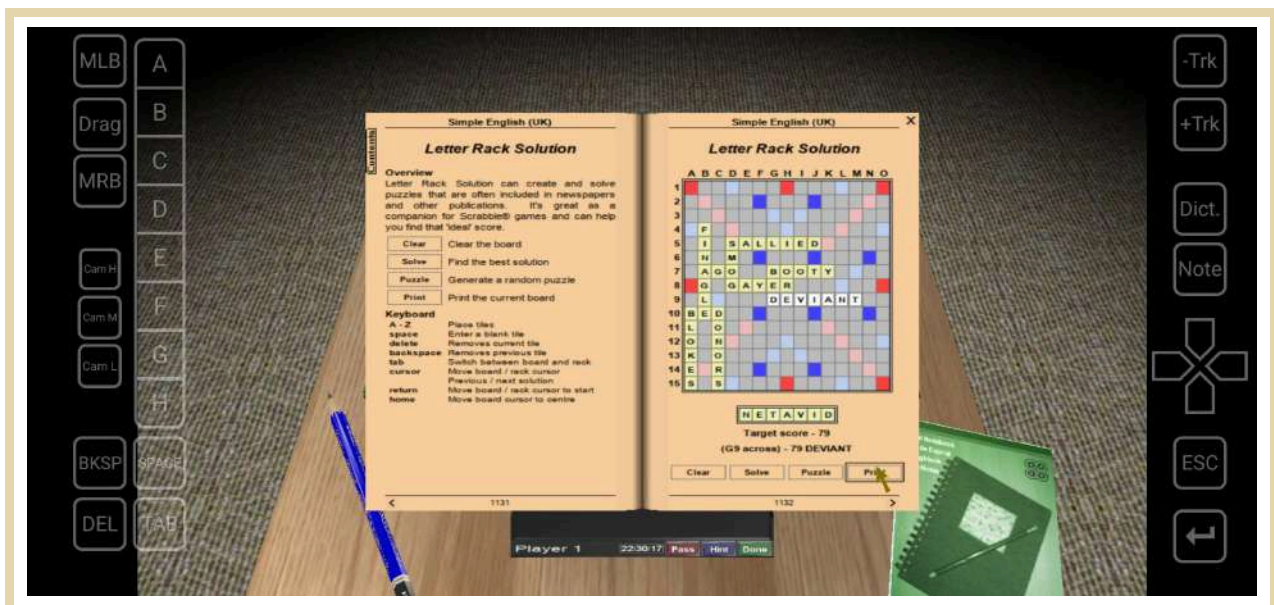
The lexical engine at the heart of Letter Rack 3D was built to do one job very fast: given a rack of tiles and a board, find every word that can legally be played, and score each one. That same engine, described in “Behind Letter Rack 3D” as the thing that lets the computer play a complete game in a fraction of a second, is put to a second use — handing the player the answer, when the player actually wants it.

That second use is the Puzzle Solution tool: a solver and puzzle creator built directly into the dictionary, and available to the player at any point during a game.

Three hints, and a white tile

In play, the tool's main job is to provide hints. Each game allows three of them.

Pressing Hint opens the Letter Rack Solution page — a copy of the current board, exactly as it stands, with the highest-scoring word available from the player's own rack highlighted in white. Pressing cursor up or down steps through the other candidate words, in descending order of score.



Letter Rack Solution page. *DEVIANT* is highlighted as the highest-scoring play, worth 79 points from the rack *NETAVID*.

There is a deliberate honesty built into this feature, worth stating plainly: the highest-scoring word is not always the best word to play.

A big score now can open the board for an opponent, waste a bonus square better saved for later, or empty a rack of exactly the letters worth holding onto. The solver will always show the arithmetic. It won't second-guess the strategy — that part stays with the player.

More than a hint engine

The same board and rack can also be populated by hand, tile by tile, rather than taken from an active game. That turns the solver into something else entirely: a way to enter a puzzle from a newspaper or magazine and have Letter Rack 3D solve it directly.

For this, it's worth selecting one of the larger dictionaries — Collins Scrabble® Words 2024 (CSW24), for instance — since a newspaper puzzle is generally set against a competition-scale word list, not the smaller everyday vocabularies built for casual play.

Solver in reverse

Pressing Puzzle runs the same machinery the other way: rather than solving a given board, it generates a fresh one, complete with its own rack and target score, ready to be solved. It's the same underlying logic — legal words, scored and ranked — simply run to construct a challenge instead of to answer one.

From screen to paper

Once a puzzle is on the board — solved, entered by hand, or freshly generated — it can be turned back into paper. Pressing Print recreates the board as a PDF: the grid, the bonus squares, the letter values, the rack, and the target score, laid out exactly as it would appear in a newspaper puzzle column.

Letter Rack 3D

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	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	3W			2L					3W			2L			3W
2		2W				3L				3L					2W
3			2W				2L		2L					2W	
4	2L	F		2W				2L					2W		2L
5		I		S	A	L	L	I	E	D		2W			
6		N		M			3L				3L				3L
7		A	G	O				B	O	O	T	Y		2L	
8	3W	G		G	A	Y	E	R					2L		3W
9		L	2L					2L		2L				2L	
10	B	E	D				3L				3L				3L
11	L		O		2W							2W			
12	O		N	2W				2L					2W		2L
13	K		O					2L		2L				2W	
14	E	2W	R				3L				3L			2W	
15	S		S	2L					3W				2L		3W

Target score - 79

N	E	T	A	V	I	D
1	1	1	1	4	1	2

A	=	1
B	=	3
C	=	3
D	=	2
E	=	1
F	=	4
G	=	2
H	=	4
I	=	1
J	=	8
K	=	5
L	=	1
M	=	3
N	=	1
O	=	1
P	=	3
Q	=	10
R	=	1
S	=	1
T	=	1
U	=	1
V	=	4
W	=	4
X	=	8
Y	=	4
Z	=	10

User : Andrew Jameson
Dictionary : Simple English (UK) v5.3.0.2
Date : 27 September 2026

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A puzzle recreated as a printable PDF — board, rack, letter values and target score, generated directly from the solver.

The file is written to the Documents folder, under SoftSpot Software — ready to print, save, or pass along exactly as it would have appeared in the paper it was copied from.

It even carries its own copyright line and trademark acknowledgement automatically, the same care applied to the printed page as to everything else the software produces.

One engine. A hint when you want one, a puzzle when you don't, and a printed page when you're done.

Created for the love of the game.