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## Wordle answer april 27

Wordle: A Web-Based Word Game According to Wordle data, the most common first guesses are adieu, audio, stars, raise, and arise, but starting with words like adieu or audio may put players at a disadvantage as it takes more attempts to solve.[19][20] In contrast, computer algorithms can consistently solve the puzzle within five of the six allowed guesses.[22] The game's creator, Josh Wardle, initially called it Mr. Bugs' Wordy Nuzg and was inspired by Mastermind's color-matching mechanics.[24][25] Wardle reduced the original 13,000 five-letter words to about 2,000 more familiar ones after his partner struggled with obscure words; this made guessing feel less random.[24] By 2014, Wardle had completed the prototype but lost interest and set it aside until the COVID-19 pandemic reignited his interest in Wordle, drawing inspiration from The New York Times's Spelling Bee and daily crossword puzzle.[16][26] Wardle published Wordle on the web in January 2021, shared only with himself and his partner, and named it as a pun on his surname.[16] It "rapidly became an obsession" for them and their relatives, spreading virally by mid-October 2021.[24] The game's player base rose greatly: from 90 players on November 1, 2021 to over 300,000 by January 2, 2022,[16] and more than 2 million a week later.[30] The game's popularity was attributed to its daily puzzle format, which creates a sense of scarcity, leaving players wanting more; Wardle suggested that it encourages players to spend only three minutes on the game each day.[16] Wardle, creator of Wordle, revealed that he doesn't know the daily word so he can still play and enjoy the game. Separately, another game called Wordle! by Steven Cravotta experienced a surge in downloads due to name confusion, resulting in over 200,000 downloads between January 5-12, 2022. Recognizing the mistake, Cravotta partnered with Wardle to donate \$50,000 to Boost, a tutoring charity for Oakland schoolchildren. Google Search created an Easter egg where searching for "Wordle" brings up an animated game of Wordle. To prevent spoilers, Twitter blocked an auto-reply bot posting answers in response to players' results. The New York Times Company acquired Wordle from Wardle for an undisclosed price in the low-seven figures on January 31, 2022. The acquisition allowed Wardle to "walk away" from the attention and combat clones that emerged. The New York Times planned to integrate Wordle into its digital puzzle offerings alongside crossword and Spelling Bee as part of its goal to reach 10 million digital subscribers by 2025. Wordle continued to evolve after its acquisition by The New York Times in May 2022. By July, seven words had been removed from the original list, causing discrepancies between different versions of the game. To address this, progress was synced across mobile and desktop platforms on August 24. WordleBot was also launched, providing players with a luck and skill rating for their completed puzzles. The introduction of WordleBot led to some users feeling patronized or insulted by its responses. However, the acquisition of Wordle brought in "tens of millions" of new players to The New York Times' puzzle site and app. This led to a surge in popularity, with editors calling it the "Hot Wordle Summer." In collaboration with Hasbro, The New York Times developed Wordle: The Party Game, a physical board game adaptation of the online game. Tracy Bennett was appointed as Wordle's dedicated editor, responsible for selecting daily words from a curated list. Bennett reviews each word selection for suitability and removes those that may be profane or insensitive. She also introduced a new editorial approach by occasionally aligning the daily word with significant dates, such as Veterans Day and Thanksgiving. While this change was appreciated by some, others, like Slate's Lizzie O'Leary, preferred the game's original unpredictability. Wordle became the most-searched term on Google worldwide in 2022, with players frequently looking up definitions of daily answers. The game's popularity also influenced Google search trends, making it a significant part of online gaming culture. In the past year several word definitions—cacao, homer, canny, foray, trope, sauté, and tacit—were found in various Wordle solutions. At a conference in March 2023, a producer from The New York Times discussed how Wordle's influence has impacted their other online games. Wordle had reached its peak player count in March 2022 but then declined. However, the game remained stable at about half that amount a year later. A more significant effect of Wordle was increased engagement with other New York Times games. Daily player numbers continued to rise as of March 2023. The majority of reviews for Wordle were positive. It received five out of five stars from The Guardian and was described as "a daily puzzle that fits nicely into a busy routine." PC Gamer gave it an 80/100 rating, calling it a "fantastic" and "mesmerizing" game. However, some critics felt the board game adaptation did not add enough new elements to the original game. Following Wordle's popularity many clones emerged with unique features such as Absurdle, where the target word changes after each guess. Other versions kept the same mechanics but changed the word list or added themes like swear words and NFL players. The game has also been adapted for older hardware, including a GameBoy version and a Nokia N-Gage adaptation. Beyond direct clones, many other games adopted similar names with different gameplay. Examples include Semantle, which involves guessing words based on similarity; Squabble, a Wordle battle royale; and Wordle, where players identify countries by their silhouettes. The game's success led to a wave of non-word-based variations like Heardle, a music-identification game, and Nerdle, a mathematical equation-solving game. Some variants also introduced new challenges such as solving multiple puzzles at once. The New York Times filed a trademark application for Wordle's name and sent DMCA takedown notices against GitHub repositories hosting clone source code in 2024.[82] This move came after the game gained massive popularity among English-speaking users in January 2022. Wordle, another location-based guessing game with a similar format, was hit with a lawsuit from The New York Times for trademark infringement in May 2024. The developer of Wordle vowed to contest the claim. As Wordle's popularity soared, it was quickly adapted into numerous languages, making it more accessible to a broader audience. Hannah Park created an open-source version of the game, which was later modified by linguist Aiden Pine to accommodate different character sets and linguistic variations.[84] This modification allowed for greater accessibility in various languages, including those without alphabetic writing systems like Chinese chenyu and American Sign Language. The collaborative project Wordles of the World documented 780 Wordle-inspired games and resources across 158 languages by October 2024. These adaptations include historical and regional dialects, indigenous languages, and even constructed languages like Klingon.[87][88] The game's viral success has sparked a range of creative responses, from fan-made modifications to official adaptations in various languages. Wordle, a popular online word game, has become a global phenomenon since its release in 2021. According to various reports and articles from reputable sources such as IGN, Benelux, Ars Technica, Wired, and The New York Times, the game's unique blend of logic and vocabulary skills has captivated players worldwide. As Wordle's popularity soared, fans began to revisit old games that shared similarities with it, including Mastermind and Jotto. These games also used color codes or letter patterns to challenge players' problem-solving skills. The game's creator, Josh Wardle (no relation to the game), has spoken about its rise to fame, stating that it was a way for him to "walk away" from the project. Despite its popularity, Wordle remains ad-free and simple in design, according to Wardle. Researchers have analyzed player behavior and strategies, discovering that few players use consistent starting words, but when they do, the most popular choice is often ADIEU. A separate study of 515 million Wordles revealed insights into player preferences and optimal strategies for solving the game. Additionally, the game's original name was quite different from its current title, according to a recent article on The Verge. Overall, Wordle has become a cultural phenomenon, captivating players with its simple yet challenging gameplay, and sparking discussions about the intersection of technology and entertainment. The word game Wordle became a viral sensation on Twitter and other social media platforms, causing widespread excitement among users. The creator of Wordle was overwhelmed by its global success and initially declined to monetize it, opting instead to donate any profits from the game to charity. However, after the New York Times acquired the rights to Wordle for an undisclosed amount, some fans expressed their dissatisfaction with the move. The news of the acquisition sparked a debate among gaming enthusiasts, with some criticizing the New York Times' decision to buy and potentially profit from the game. Despite this backlash, the New York Times has promised to keep Wordle free forever, allowing users to download and play the game without any restrictions. Additionally, it was discovered that a similar word game called "Wordle" had been created five years ago by another developer, who had also made a name for themselves with the game. The similarity between the two games sparked further discussion among fans, with some wondering how two developers could come up with the same idea independently. In February 2022, The New York Times acquired the popular word-based game Wordle. However, this move was not without controversy. Some players reported losing their streaks after the migration to NYT's platform. The Verge and Polygon reported on the issue. Despite initial concerns, The New York Times seemed to handle the transition smoothly. Ars Technica praised the company's approach, saying they managed to avoid ruining the game. The NYT has made several changes to Wordle since acquiring it. They removed "fetus" as a solution, which had been considered too sensitive by some players. They also introduced a new editor position, with Tracy Bennett at the helm. In addition to these changes, The New York Times has incorporated Wordle into their Crossword app and released an official party game version of the game. This move brought in "tens of millions" of new users, according to The Verge. Other updates include making Wordle available offline and introducing an editor-in-chief role to select future answers. The game's popularity continued throughout 2022, with it being named one of Google's most searched terms globally. Reviewers from PC Gamer and The Guardian praised the simplicity and charm of the game. However, not everyone was impressed. A review by Charlie Hall in The Guardian described a Wordle board game as "joyless" and "lazy". Overall, despite some initial hiccups, The New York Times has seemed to successfully integrate Wordle into their platform, bringing in new users and making changes that have been met with both praise and criticism. The article discusses various Wordle spinoffs and clones that have emerged since its initial release. Absurdle is one such variant that has gained popularity for its challenging gameplay. Other spinoffs include Swardle, which curses players instead of providing hints, and Quordle, a four-word game owned by Merriam-Webster. In addition to these word-based games, Wordle has been adapted into other formats, such as a geography quiz called Wordle and a music-based game called Heardle. Spotify even acquired Heardle in July 2022. The article also mentions the legal issues surrounding Wordle clones, with some being removed from app stores for copyright infringement. In February 2022, The New York Times began targeting these clones with legal takedowns. Overall, the text highlights the creative and competitive nature of the Wordle community, as well as the legal efforts to protect the original game's intellectual property. Wordle remains an internationally popular word game, with various adaptations and spin-offs emerging globally. The game's simplicity has made it appealing to puzzle enthusiasts worldwide. For April 27, 2025 (#1408), a detailed guide is provided with hints and clues to help solve the daily challenge. Wordle's basic concept involves guessing a five-letter word within six attempts. After each guess, the game offers color-coded feedback: green for correct letters in the right position, yellow for correct but misplaced letters, and gray for incorrect letters. For April 27, 2025 (#1408), specific hints include: - First letter: W - Last letter: Y - Number of vowels: Two, with one repeated (E) - Repeated letters: Yes, the letter E appears twice - Word type: Adjective describing something thin or weak Players are advised to start guessing words beginning with W and ending with Y, including two Es. Synonyms like "untidy," "wild," or "frail" may help identify the correct answer. The clock is ticking, so get ready for a brand new Wordle puzzle every day. Don't worry if you didn't crack "weedy" yet - keep sharpening those wits and have fun with the daily brain teaser. Tomorrow brings another chance to exercise your linguistic agility and logical thinking!