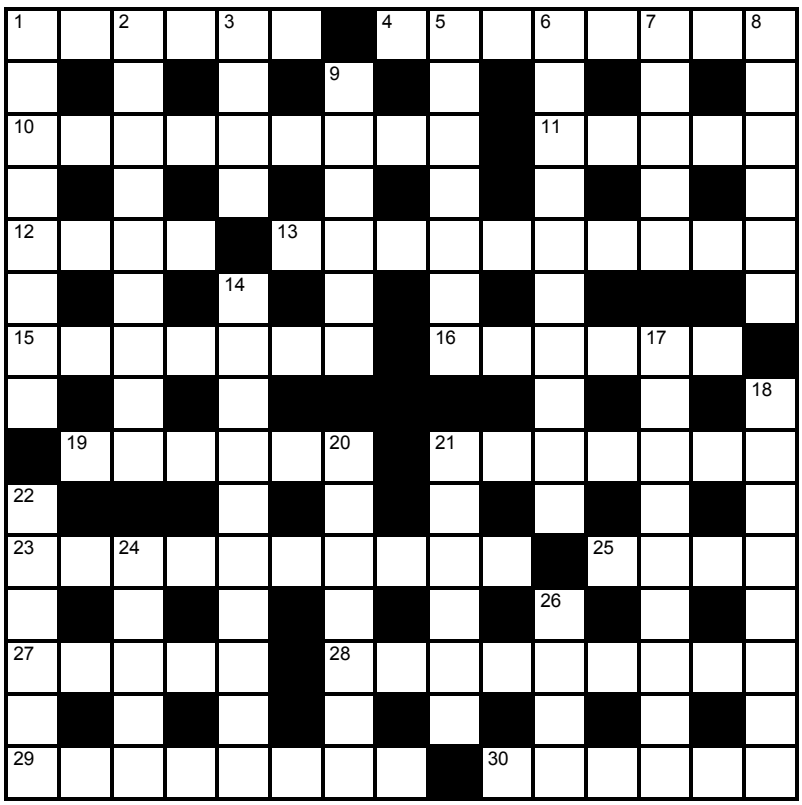
NTSPP - 218 by **Alchemi**



Across

1 See central Bavarian heavyweight box (6)

4 See 30

10 Subdues dreams, lacking aspiration to embrace forward push (9)

11 Health centre about to be 3 (5)

12 Back softies in a difficult situation (4)

13 Judge story-teller not to have started with a little in reserve (10)

15 Updated edition returned with 5 missing more difficult to ignore (7)

16 Music papers have small white 27 (6)

19 Nearly die holding that woman's little darling (6)

21 Do not remove child's hat (7)

23 Help repair broken computer equipment (10)

25 Expected length of conflict (4)

27 See 30

28 Melancholy setter possibly loses heart bringing back murder victim on the back of a bike (9)

29 Acted to secure survival ships encountering first of Vader's force (4,4)

30/3/4/27 When the game's finished, perhaps Ewart will give us a song (6,4,8,5)

Down

1 30 celebrate after magician is sawn in half and upended (8)

2 Salesman's defective line needing quiet top-up (9)

3 See 30 Across

5 Starting round one, sportsman going downhill is less certain of success (7)

6 Departing from the prepared text, world body predicts disaster (10)

7 While being allowed to go outside as little as possible (5)

8 Sense alcohol-free surroundings get dull (6)

9 Person of interest certain to be included in your text (6)

14 Gives the wrong info as theatre company men get into films (10)

17 4 terrible brutes were enough outside (9)

18 Fits new balloon evenly inside something similar (8)

20 Actor somewhat smaller when retired (7)

21 Sculpture syllabus initially includes difficult pieces (6)

22 Went quickly over points brought up (6)

24 This goes round from Rio de Janeiro to Recife (5)

26 Obscure group (4)