3. An Eventful 100

by Ucaoimhu

(Solve only after solving Puzzles 1 and 2.)

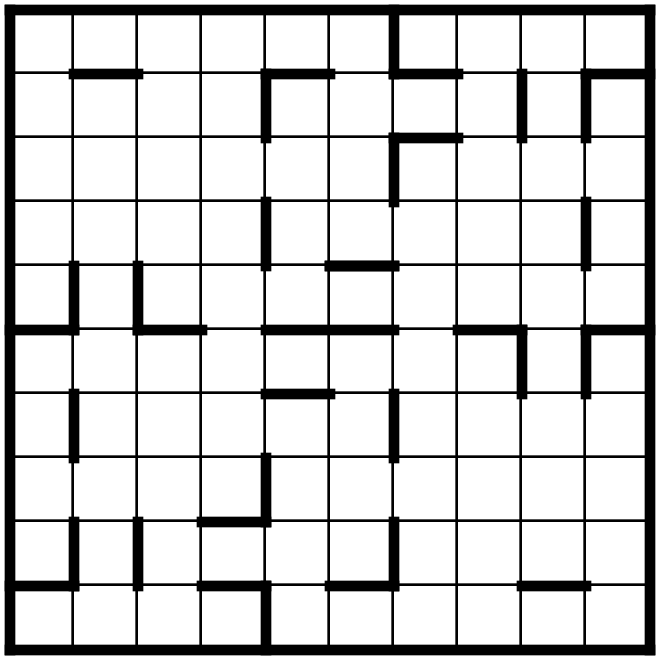
It's the 19th century, and it's time to get building! Solve the clues and fit their answers into the grid. When the grid is complete:

(I) Foundation: Two copies of a certain letter will mark two corners of a four-sided region. If an answer's first n letters or last n letters lie in the region, circle the nth letter from (respectively) the start or end of the clue. (If *all* an answer's letters are in the region, count them as "first" or "last" as you like.) Read the circled letters, in the order the clues would have in a regular crossword, to see what this region is, and a central building built within it.

(II) Growth: Center this grid on the other two; the region from (I) will include one four-letter entry in each. Put them together (Puzzle 2 first) into one 8-letter sequence, number the corresponding clues 1–8 in order, and number the clues for the symmetrically opposite entries 9–16 in *reverse* order. There will be ten clues with no circles or numbers; their last letters, again in the order the clues would have in regular crossword, will say what happens next, and also how a 12-letter starting phrase may be created.

(III) Name Change: Starting with this 12-letter phrase, in order, (a) apply the alteration from (4) in Puzzle 2, (b) add letters as per the six altered clues in Puzzle 1, and (c) change two bigrams as per the texts this grid has in the areas matching the "notches" from Puzzle 1 (read as per the character to the right) and the nonstart, nonsymbol path sections from Puzzle 2 (read with enumeration 3. 2 2 4 4 5). You will get a proper name with a familiar alias.

(IV) Finale: Put the *clues* for the four-letter entries from (II) together into one 16-word sequence, and match these "key words" with the clues numbered in (II). Then for each clue, 1 to 16, if its key word has n letters, read the nth word of the clue. The result, respaced, will say how (using Puzzles 1 and 2 and a certain 19th-century text) to get from (III)'s alias to one final proper name.



(I) Region (with building):

(II) Starting phrase:

(III) Proper name and alias:

(IV) Final proper name:

A. Abhor the amount of money charged for suits? (8)
B. A big name on a magazine cover next to *Reader's Tune* (after repositioning) (4)
C. After eon, tiles in decay start to scare noted G-man (5 4)
D. Composite that's devoured after a bit of prep! (4)
E. Don't forbid the Parisian to climb onto an egg from below (3 2)
F. Dr. Clinton doesn't want to give you a B for a repetitive exercise (5)
G. Feeding on rare beef with . . . um . . . runner who prefers it raw? (8)
H. Hew out stones a musician's held (9)
I. In Cuba, zip up some unclad antiquers (4)
J. Jorge's uncle's returned to display a word "Honi" and "qui mal y pense" have in between (4)
K. Left cans for pet (4)
L. Left energized, after a mo. in which one drops the ball? (8)
M. Lofty vehicles at the rear are extra (4)
N. Maui, *por ejemplo*, precisely resembles a hollow Λ (4)
O. Person who squeals "Oi!" around 1:30 or 2:15 (5)
P. Practical, sound tertiary school Ty's going to (5)
Q. Puerto Rican map's right inside bluestem (4)
R. Quickly go back to that small item in the litter box? (4)
S. Remarkably unreal Bacall from *Key Largo*, et al. (6)
T. Retro Queen EP for Jean-Luc's male parent (4)
U. Rex, equipped with two doses of lac insect drug to relieve tension (8)
V. Rice in an old cabinet is cooked in cod (5)
W. Salacious gossip misled PI or journalist, ultimately (4)
X. Thus, Helen's right about backwards acts that violate an ethic (2-3)
Y. Tightly wound female with urge bisected glowing object (6)
Z. Toss axe in Ohioan municipality (5)
AA. Twisted reject makes hot French phrases easy to see in a dict. (4, *abbr.*)
BB. Unprofitable ads about shaved tsar touching surface of strop (4, *abbr.*)
CC. We're enthusiastic, claiming Kay is looking sharp (6)
DD. While one half of hers had finally burnt to cinders (5)
EE. Worked hard to upset food seller (6)
FF. Yellow letters before this clue "Carl, who wrote musical works" (4)
GG. Zebu's relatives circle the Warrior Princess endlessly (4)
HH. Zeus's son heard a celestial ovine (4)