This column is devoted to various word games in which readers can match their wits against each other. Rules of play, if not given below, can be found in earlier Logomachy columns.

CAN YOU SCRABBLE? (Darryl H. Francis)

Two readers -- Murray Pearce and Mary Youngquist -- discovered solutions for the May Scrabble puzzle scoring 126 points. Either QUARTZY or SQUEEZY can be placed in four different ways on the Scrabble board (either Q or Z must be placed on a double-letter square).

If the rules given in the February 1971 Logomachy are relaxed, higher-scoring solutions are possible. Plurals are allowed in a regular Scrabble game even when they are not explicitly shown in boldface type. Mary Youngquist suggested MUZJIKS for a score of 128, and Murray Pearce matched this with JIZYAHS. If regular Scrabble rules are allowed and any dictionary is permitted, the highest-scoring word appears to be ZYXOMMA (Funk & Wagnall's) with 130 points. Finally, if capitalized words are admitted, Ralph Beaman’s QYRSHY (usu cap, var of kirghiz) scores 140 points.

Two individuals draw the following sets of letters in a game. The game is completed in just 14 moves, each player making 7 moves. Each of the players is lucky enough to dispose of all 7 of his letters on every move. Can you reconstruct the game of these two Scrabblers? Are there any alternative solutions? If so, what is the highest combined score?

Player A

1. AELQTUZ
2. CDINNUU
3. EENORVY
4. ABCEIKW
5. EGINORW
6. BEEJGT*
7. AHIMPSS
8. DGOORS
9. AFFIORT
10. GLLLOOPY
11. ADDEERT
12. AIIMSTV
13. AAEHLMX
14. ANORTU*

Player B

2. CDINNUU
4. ABCEIKW
6. BEEJGT*
8. DGOORS
10. GLLLOOPY
12. AIIMSTV
14. ANORTU*

Two tiles (E and I) are left over; asterisks represent blank tiles.

I am indebted to Josefa Byrne for the construction of this problem.
CORRESPONDENCE CRASH (Mary Youngquist & David Silverman)

Since the report in the last issue, we have one newcomer to the Crash proceedings, Bill Rawlings. More crashers would be very welcome. Most of the old-timers are still crashing away at each other; this report will detail some of the most exciting games.

In the third game between Murray Pearce and Mary Youngquist, Mary thought she had a chance after her first lucky salvo. But the moral of this game is: Don't let a mediocre first salvo discourage you (especially if you're clairvoyant!)

1. Mary: HAREM 0, COLON 0, REVUE 1, LIMIT 0, SUGAR 2
   RUGBY 1, SUCRE 2, SUAVE 2, SUNUP 5
   Murray: EERIE 1, AHEAD 0, UPSET 0, ONION 0, ICTUS 0
   MYRRH 5, RADII 0, SQUIB 0, ZEBRA 1

More Pearce clairvoyance in this game with Darryl Francis:

2. Murray: BAYOU 1, ALIBI 0, USUAL 0, GUANO 0, VIOLA 0
   MCCOY 5, WALTZ 0, CRYPT 0, BEGIN 0
   Darryl: UVULA 0, OUGHT 0, IMAGO 1, EIDER 0, AERIE 0
   HAIRY 1, SOOTH 0, TREAD 0, EXTOL 1

Readers who wish to guess Murray's secret word will find it at the end of this report.

But Murray doesn't have a corner on clairvoyance; note Ross Eckler's performance below:

3. Ross: BLEED 1, WRIST 0, METAL 0, CHORE 0, STAIR 0
   BANJO 0, ASKEW 0, FLUFF 5, PIETY 0
   Murray: ALERT 0, ERODE 0, DETER 0, TIMID 1, PHIAL 0
   RADII 0, ZOMBI 1, TABOO 0, VIRTU 0

Care to guess Ross's word? Answer below.

In Game 4 Ross uses the same first salvo as in Game 3; he wins it by picking an "easy" word, FIGHT.

4. Ross: BLEED 0, WRIST 0, METAL 0, CHORE 0, STAIR 0
   NABOB 0, PUKKA 2, VIRTU 0, ZOMBI 0
   YUCCA 5, LUCKY 2, PUDGY 1
   Murray: QUIET 1, OCEAN 0, PIQUS 1, EERIE 0, BOARD 0
   KUDOS 0, PUKKA 0, NISEI 1, GAMUT 1
   SIGHT 4, TINCT 2, MIDST 2

That game may have been in the bag for Ross, but his next game is a far more difficult one. He finds himself behind Bill Rawlings, who has flipped a lucky salvo.

5. Ross: DIRTY
   Darryl: KNUCKLE
   Mary: AHMED
   EPPS

At the end of a long game, Bill wins by 1 point. Ross feels ahead of the game, but the final score is still close.

6. Darryl: BERN
   Mary: AHMED
   EPPS

At this point, Ross feels like he's in the lead, even though his next move will definitely not win. He hopes to find the two vortices before the final round.

Bill was clairvoyant again, choosing a lucky word, EPPS, and flipped a lucky word, BERN, which is a rather fantastic word.

7. Bill: CHAOS
   Darryl: KNUCKLE
   Mary: AHMED
   EPPS

At this point, Bill feels like he's in the lead, even though his next move will definitely not win. He hopes to find the two vortices before the final round.

In the next game, Bill again uses a lucky word, EPPS, and wins, becoming one of the best crashers to join the game.

Answers: Game 1: LURCH (the only word with all the letters)
All games are recorded in the Pocket Dictionary.
That game might have been a tie if Murray had had a little more fight instead of so much sight.

Ross feels now that he should stop for a moment while he is ahead of the game. He used the same target, FIGHT, on Darryl:

5. Ross: DIRTY 0, METER 1, BREAD 0, CHORE 0, WAIST 0
   VOWEL 0, ABOR 0, REBUS 0, ISTIC 5
   Darryl: KEBAB 0, JOKER 0, VATIC 0, WHALE 0, FIRST 3
   MIDST 2, FIRTH 2, FROST 2, BURST 1

At the end of the first salvo, Ross had 73 words to choose among, while Darryl had only 6 (the 4 above J plus WURST and FIGHT); rather fantastic odds!

A first salvo like Darryl's in Game 6 must be the luckiest yet recorded. Even so, he had three possible words, but picked the right one.

6. Darryl: BEAST 0, DANCE 0, PIETY 0, SOLID 0, TUMOR 4
   HUMOR 5, TUTOR 3, RUMOR 4
   Mary: AHEAD 0, EERIE 1, ICHOR 0, OFTEN 0, UNCUT 0
   EPOCH 2, HELLO 0, PUPIL 1, RANGE 0

At this point, Mary found two possible words, and kept on guessing even though she'd already lost (with fairly good HUMOR). Can you find the two words? See below if the search gets laborious.

Bill was as lucky in his second salvo in Game 7. However, Mary flipped a lucky three-sided coin and picked the right one of the possible words for a tie.

7. Bill: CHAOS 0, BRIEF 0, SKEIN 0, USUAL 0, ALOUD 0
   DITY 0, POSSE 1, HELLO 4, MANNA 0
   HOLLO 5
   Mary: HAREM 0, COLON 0, REVUE 1, LIMIT 1, SUGAR 0
   MIXUP 1, TEMPO 0, PIUS 1, WITHE 2
   AISLE 5, BINGE 2, BIBLE 3

In the next issue, we hope to give the scores for all completed games and bring you up-to-date on games in progress. We invite newcomers to join the fun. Requests for opponents and game reports go to Mary J. Youngquist, 299 McCall Road, Rochester, N.Y. 14616.

Answers: Game 2 - YAHOO, Game 3 - YUMMY, Game 6 - PORCH, LURCH (the target)
All games reported above were based on the Merriam-Webster Pocket Dictionary.