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.

CORRESPONDENCE CRASH (Mary Youngquist & David Silverman)

Results of ten more Crash games have been reported to Crash Central since the November 1971 report. These games involved five of the players listed there: Ross Eckler, Murray Pearce, Bill Rawlings, Dave Silverman and Mary Youngquist. The games have been analyzed by our abacus experts (operations have not yet reached computer magnitude), and the revised Crash Ladder follows. The numbers given in parentheses are the win-minus-loss surpluses, with all negative surpluses being converted to zeros. Numbers beneath the names are the current batting averages.

Crash Ladder

M. Pearce (4), R. Eckler (4)

D. Francis (1)

J. Byrne, P. Cohen, C. Petroski, B. Rawlings, D. Silverman, M. Youngquist

The words used in these ten games follow, with the word guessed by the winner given first (ties are so indicated), and the number is that of the winning or tie word.

REPLY-GELID (12), JAZZY-NIGHT (13), BURGH-WHARF (10), EPOCH-EMCEE (7), SPOOF-PLEBS (6), JULEP-JUMBO (10), DEISM-ETHYL (tie-10), MUMMY-ODIUM (tie-13), AMONG-ENNUI (tie-13), SQUIB-XYLEM (tie-10)

Those -IGHT words can be very frustrating, as you can see from the following detailed report of the second game:
The SPPOF-PLEBS game was an interesting one, with Dave sending a noisily crashing first salvo to Ross. Ross's second salvo was even noisier, but by then it was too late.

Silverman: GHOST 1, ANVIL 0, SPATE 2, UDDER 0, JOLLY 0
SPOOF 5, QUOTE 1, SLOTH 2, CHAFE 0
Youngquist: RELAY 0, SINUS 1, COVER 0, LURID 0, TASTE 0
SCORN 0, GIANT 2, ODUN 0, DRESS 0
FIGHT 4, GIZMO 1, WIGHT 4
EIGHT 4, BIGHT 4 (and still guessing!)

Crash Central (Mary J. Youngquist, 299 McCall Road, Rochester, N.Y. 14616) would greatly appreciate getting the results of any completed games that have not been reported to date, and also results from current games as soon as they are completed. Remember that challenges of players on the Crash Ladder are open (rules in November issue). New players are very welcome.

CORRESPONDENCE SINKO (Mary Youngquist & David Silverman)

Sinko, first described in the May 1970 Word Ways, is another game that currently is intriguing readers. The game is played on a five-by-five grid. The players move alternately, each move consisting of introducing at least one new five-letter word by completing one of the ten lines (five rows, five columns). Such completion involves the placement of from one to five letters on some previously-uncompleted line. Note that all lines completed by the added letters must be words. The winner is the last player able to make a legal move.

The games reported below were all based on the Merriam-Webster Pocket Dictionary. Murray Pearce leads the Sinko field with six wins and two losses, Darryl Francis has four wins and six losses, Dave Silverman has one of each, and Mary Youngquist has five wins and seven losses. It is interesting to note that the first player has won 9 times and the second player has won 7 times. (Two simultaneous games are played, with opponents alternating at playing first.) In the Francis-Silverman match (left), Dave conceded after Darryl had placed the third word in the grid. Inspection of the completed
The shortest game on record was the first Pearce-Youngquist game (center); Murray managed to find a word that completely blocked all vertical moves for Mary, who played first. (Placing a third horizontal word would automatically allow placing of the fourth, and last.) That nasty word PLEBS figured in one of the Sinko games, too. In this game (right), Mary thought she'd blocked Murray's moves with BROWN, but he ended the game with PLEBS.

Additional participants in the Sinko games are welcome. Crash Central will handle requests for opponents and will tabulate and report the results.

CAN YOU SCRABBLE? (Darryl H. Francis)

In the November 1971 issue, we asked readers to determine the highest-scoring words of two, three, four, five and six letters that can be played on the first move of a Scrabble game. Our initial solutions were AX (18 points), ZAX (38 points), QUIZ (48 points), JIZYA (64 points), and QUEAZY (74 points). To our surprise, two of these solutions were bettered! Murray Pearce pointed out QS or ZS (22 points) and SQUIZ (66 points).

The other Scrabble problems turned out to be more difficult; no reader was able to equal or better the suggested solutions. The highest-scoring Scrabble word of eight letters (ignoring the 50-point bonus) appears to be KVUTZAHS or KVUTZOTH (222 points); Mary Youngquist suggested QUIZING, QUETZALS or WHIZBANG (216 points). Lastly, if the first player places a seven-letter word and the second player turns this into a fourteen-letter word, the highest combined score that we know of is achieved by HYDROXY (102 points) followed by HYDROXYBENZOIC (212 more points). Note that the second Y is placed on the central square.

The following Scrabble problem is similar to the one introduced a year ago. The layout on the next page indicates the current situation in a game of Scrabble, and you possess the tiles A, E, G, I, N, R and a blank. What is the highest score you can reach using all or any of these tiles?
any of these tiles? Newcomers to the column are reminded that accept­
able words are those given in boldface in Webster's Third Edi­
tion. A single word in a multi-word term is acceptable, but hyphenated words, apostrophized words, accented words, pre­fixes, suf­fices, combining forms, symbols, abbreviations and proper names (words labeled "cap" or "usu cap") are not allowed.

This layout should be positioned on a Scrabble board by putting the T of THINK on the center square.