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, Dave Silverman)

Crashing noises are getting weaker -- only one regular Crash game to report this time. Ross Eckler and Murray Pearce battled to a tie at word 12 with JIFFY and PLAZA. The Crash Ladder reported in the August issue remains unchanged, and is not repeated here.

However, several games have been played using the variants described in the May Kickshaws. Garry Crum and Mary Youngquist played four simultaneous Uncrash games; Garry won all four! Garry started the first two games reported below, and Mary, the last two:

MYRRH, GREEN, AWFUL, FLOOD, SAINT, PEACE, IMPLY, HINDI, COMMA, KULAK, EQUIP
MYRRH, FLEET, AWFUL, BROOD, POILU, LEASE, STUDY, JUNCO, DACHA, CIGAR, OPTIC

EERIE, HOOEY, BREAD, CLASS, SHIRT, DACHA, AWFUL, ICHOR, FILTH, OUTDO
NAIAD, PEARL, VIOLA, THYME, STEER, MOUSY, CYNIC, LURCH, ABBOT, ICTUS

Wild Crash proved to be very interesting, with various strategies being tested. The first of two games between Murray and Mary ended in a tie. The original strategy in this game was to give the opponent as many zero scores as possible, but the effect of this was to reduce the word possibilities rapidly at about word 8. Switching to single or multiple crashes then gave many possible words; see the following salvo list:

Youngquist: HOU 0, QUOTA 0, PIANO 0, DAISY 0, REEVE 0, ETHER 0, ORGAN 0, ALLOW 0, INPUT 1, UNTIL 0, UNZIP 0, SHRUB 4, SHRUG 3, SCRUB 5

Pearce: AERIE 0, COCOA 0, NAIAD 0, PIOUS 0, QUEER 0, ENTRY 0, DRAWN 0, SHUNT 2, BUNCH 0, SKULL 4, THUMP 1, SLUFF 2, SCULL 3, SKULK 5.
In the second Pearce-Youngquist game, Mary picked an -IGHT word as Murray's target. This meant that a minimum of 10 shot words (using the Pocket Dictionary) were necessary just to take care of the -IGHTs. See the following salvos for the results:

Pearce: EERIE 0, ADIEU 0, OCEAN 0, IGLOO 0, DAUNT 1, 
        TIARA 1, ZLOTY 0, PUNCH 0, BOGUS 1, 
        FIGHT 4, BRAND 0, COAST 0

At this point, there were still six possible -IGHT words for Murray to eliminate, and Mary had used the same salvos and received the same scores as in the above game, thus winning at word 14.

Both Ross and Mary used the -IGHT strategy in their Wild Crash game. Ross's first salvo quickly eliminated four of the possible -IGHTs, and his second salvo would have eliminated four more, allowing a win at word 11. Just for variety, Mary switched from the -IGHT path, but the results were the same, with only two possible words after the second salvo:

Eckler: ARISE 0, WEARY 0, LATER 0, SOUND 0, TINCT 2, 
        MIGHT 1, BUNCO 0, FILCH 1, RIVAL 1, 
        TIBIA 2, TIEUP 5

Youngquist: HOURI 0, QUOTA 0, PIANO 1, DAISY 0, REEVE 0, 
            TIGER 2, ENACT 1, BRAIN 0, SISAL 1, 
            (and five more -IGHTs to go!)

Obviously, if both players stick to the -IGHT strategy and use proper salvos, all Wild Crash games will end in ties at word 10—a rather dull state of affairs. The -IGHT strategy has the great virtue of being salvo-independent; it is fairly clear that there is no better salvo-invariant strategy available. However, there may exist more complicated strategies depending on the initial (and subsequent) salvos which will insure that the game will run beyond ten words. Can one select one's salvos in such a felicitious way that there is no strategy that can be used against them leading to more than ten moves?

CAN YOU SCRABBLE? (Darryl H. Francis)

In the August 1972 Logomachy we presented readers with a partially-completed Scrabble game and the tiles E, I, N, N, T, Z and a blank, and asked for the highest-scoring move possible. Mary Youngquist was the only person to find the built-in solution—the enlargement of ROBE and the E of PERSON to form NITROBENZENE for a total of 138 points.

In a game of Scrabble, you are confronted with the board position depicted below (the T of MOUNT is on the center square). You have the tiles A, B, C, E, E, R, T and a blank. What is the highest score achievable in accordance with the normal rules of Scrabble?
n -IGHT
10 shot
to take
its:
UNT 1

or Murray
ived the
4.

Wild Crash
possible
more, al-
from the
possible

NCT 2

EVE 0

and use
ord 10 --
 great vir-
 e is no bet-
ay exist
 subsequent)
words.
there is
than ten

With a par-
 T, Z and a
 Mary
n -- the
OBENZENE

3rd position
. You have
highest score
 e?