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)

Mary Youngquist and Garry Crum have played four more Uncrash games; again, Garry won all four of them! In Uncrash, players alternately add five-letter words (listed in boldface in the Merriam-Webster Pocket Dictionary) to a list, the object being to select a word which does not crash any earlier word on the list (two words crash if they have the same letter in the same position). The first player who cannot add such a word to the list is the loser. Garry started the first two games reported below, and Mary, the last two.

STYLE, CRAMP, HOOEY, ALIGN, INERT, USUAL, BERTH, OASIS, PHLOX, YUCCA, LIMBO

CAUSE, SLEET, ANGRY, BROAD, EXTOL, DEATH, LYRIC, POILU, MUMPS, GIZMO, OCCUR

BLEED, NYMPH, EERIE, ICTUS, ARDOR, UMBRA, CACAO, MUFTI, SHALL, KNOCK, TWIST, DOWNY

DREAD, NYMPH, EERIE, IDYLL, STOUT, COBRA, GAUDY, KUDOS, ABACK, OFTEN, FLING, PINTO

CAN YOU SCRABBLE? (Darryl H. Francis)

It has been called to the editor's attention that he made a mistake in presenting the November Scrabble problem -- eight tiles were allocated to the player instead of the customary seven. Mary Youngquist was sufficiently alert to infer that the extra tile must be a T, for six Ts, the full allotment in a Scrabble game, had already been used in setting up the board. Nevertheless, it seems only fair to allow Word Ways readers who were confused by this mistake a second opportunity to work the puzzle, so no new one will be presented in this issue. To repeat: the Scrabble player holds A, B, C, E, E, R and a blank in his hand. Faced with the board layout given on p. 217 of the November 1972 Word Ways, what is the highest score achievable in accordance with the normal rules of Scrabble?