In the November 1974 issue of Word Ways, Ralph Beaman presented a theoretical Scrabble game in which the players co-operate to amass a remarkable 4142 points. By extensive modifications to this solution, I have been able to achieve a total of 4207 points, using only 99 tiles, as in a legal game. Letters with an asterisk represent blank tiles.

```
J A C K P U D D I N G H O O D
A V O U R N E E N
M E

A D*
N I
T S
F I G
P R E Q U A L I F Y I N G
A R U I
V I A S
E A T E
S T E D
T I
R O I T E L E T
B E N Z O X Y C A M P H O R S

```

For those who don't mind the last tile (A) being used, it can be added to JAM for a further 14 points. The moves are:

<table>
<thead>
<tr>
<th>Score</th>
<th>Letters</th>
<th>Words Formed</th>
</tr>
</thead>
<tbody>
<tr>
<td>114</td>
<td>AFILQUY</td>
<td>qualify (bonus)</td>
</tr>
<tr>
<td>27</td>
<td>GIN</td>
<td>qualifying</td>
</tr>
<tr>
<td>27</td>
<td>E</td>
<td>equalifying</td>
</tr>
<tr>
<td>28</td>
<td>R</td>
<td>requalifying</td>
</tr>
<tr>
<td>84</td>
<td>*</td>
<td>prequalifying</td>
</tr>
<tr>
<td>11</td>
<td>U</td>
<td>qu</td>
</tr>
<tr>
<td>122</td>
<td>AAEINTT</td>
<td>antiquate (bonus)</td>
</tr>
<tr>
<td>88</td>
<td>AEERSTV</td>
<td>ravestre (bonus)</td>
</tr>
<tr>
<td>3</td>
<td>D</td>
<td>ed</td>
</tr>
<tr>
<td>60</td>
<td>EEILOTT</td>
<td>roitelet (bonus)</td>
</tr>
<tr>
<td>117</td>
<td>AFINRT</td>
<td>feriation, fi, aru, via, eat, sted, ti, en (bonus)</td>
</tr>
<tr>
<td>20</td>
<td>OX</td>
<td>to, ox, ex</td>
</tr>
<tr>
<td>18</td>
<td>Y</td>
<td>oxy, ly</td>
</tr>
<tr>
<td>6</td>
<td>AM</td>
<td>ta, am</td>
</tr>
<tr>
<td>7</td>
<td>P</td>
<td>amp</td>
</tr>
</tbody>
</table>

The words be ravestre and and gu and iz are taken from the November 1974 issue of Word Ways. The moves are:

```
Moves: 1. er id, ge 7. itm, 9. seage, ati 14. ox, eo 15 20. vagabond ew 23. jinnyhors (1593), jermaniac (84) + 50-point bon
```
The words bellow, eate (eate), ec (eke), ed, equalifying, guis, ku, ravestre and wg (ug) can be found in the Oxford English Dictionary, and gu and iz (us) in the English Dialect Dictionary. All other words are taken from either Webster's New International Dictionary, Second or Third Editions.

In the May 1979 issue of Word Ways I modified Ron Jerome's 1961-point single-move Scrabble score, adding another point to it. By making a few further alterations I have been able to push the score up to 1965 points:

```
S     J
Q     I
D     V
U     N
E     A
A     G
L     Y
N
I
D     F
A
R
E
S
E
A
G
E
D
O
L
B
I
P
T
T
H
R
E
E
O
C
R
A
I
T
M
O
W
I
N
K
O
T
F
A
E
D
S
V
U
U
N
R
A
H
E
I
L
I
E
G
A
R
O
U
T
E
L
A
I
T
I
E
W
B
E
N
Z
O
X
Y
C
A
M
P
H
R
S
```


New words include ati, dol, ge, itmo and lai from Webster's Sec-
BRAIN GAMES

Will Shortz needs no introduction to Word Ways readers: the author of two lengthy articles on British and American wordplay of the seventeenth and eighteenth centuries, he more recently (May 1979) was the Kickshaws guest editor. As his choice of Kickshaws topics demonstrated, puzzling is his first love, and Brain Games: 175 Mind-Boggling Puzzles (Simon & Schuster, 1979; $4.95 paperback) well demonstrates his versatility and ingenuity in this field. No tame collection of crosswords, double-crostics or cryptograms, these puzzles view words in all their guises: as collections of letters to manipulate, as sequences of phonemes, and as carriers of meaning.

A few samples:

* Fill in the blanks with three consecutive letters of the alphabet to form words: A---AN, ---EAT (gh, def)
* Pseudo-comparatives and -superlatives: cry of pain, time, remove (ow, hour, oust)
* Starting with QUIRK, change one letter at a time and end up with different letters in each position in five steps (quirt, quire, quite, suite, spite, spate)
* Find a nine-letter word with the letters ABCDE in order in it (ABsConDEd)
* Find a five-letter word which fits all three meanings: freedom, correct, direction (right)
* Find the spoonergram for: rabbit communication, part of the elbow; alcohol for dog, February 2 animal (bunny phone, funny bone; hound grog, ground hog)