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.

New words

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JACKPUDDINGHOOD
AVOURNEEN
ME
AD*
N
TS
FIG
P*REQUALIFYING
ARUI
L
VIA
O
ATE
W
TED
E
t®
RITELET
BENZOXYCAMPORS

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:

Score Letters Words Formed
114 AFILQUY qualify (bonus)
27 GIN qualifying
28 E equalifying
28 R requa1ifying
84 * prequalifying
11 U qu
122 AAEINTT antiquate (bonus)
88 AEERSTV ravestre (bonus)
3 D ed
60 EEILOTT roitelet (bonus)
117 AFINRT feriation, fi, aru, via, eat, sted, ti, en (bonus)
20 OX to, ox, ex
18 Y oxy, ly
6 AM ta, am
7 P amp
The words bellow, eate (eat), 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:

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S J
Q I
D V N
E A AN
E L N G Y
A D R
B E
R S
O T
A I M O W I N K
U N R A H
E I L 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 O R S
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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)