THE MOST ONE-SIDED SCRABBLE GAME

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In the August 1981 issue of Word Ways, Alan Frank presented several ultra-low-scoring Scrabble games. This article follows up by asking: what is the widest disparity of score possible between two players? Below is a set-up game I created years ago in which the difference in scores is more than 1900; however, I am sure avid Scrabblers can improve on this number. All of the words can be found in the Merriam-Webster Unabridged Dictionary (Second Edition).

Plays (winner's scores underlined): 1. state 10 2. rungs 8 3. syllabi, states 75 4. oral 6 5. coral, congo 16 6. en 2 7. dor, end, go, or 15 8. go, ge 6 9. pogo 14 10. pa 4 11. vote 14 12. no 4 13. vivid 12 14. par 5 15. hydrox 72 16. pare 5 17. hydroxylamin 30 18. ti 2 19. zebu 30 20. ti 2 21. faze 32 22. li 2 23. if, fa, if 25 24. in, it 8 25. jute 13 26. ten 4 27. hid, tend 16 28. at 2 29. jayhawk 152 30. an, in 8 31. em, mi 20 32. id 3 33. ewe 12 34. ox 9 35. wee, re 16 36. es 2 37. sesquiduplicate, jayhawkers, pareu, congou, dorp, syllabic, hydroxylamine 1413. Subtracting a point from the loser's score and adding it to the winner's for the letter E left on the loser's rack, the final score is 1988 to 82, or a spread of 1906 points. Note that the highest-scoring loser's move, 9, is less than the lowest-scoring winner's move, 10!