

LETTERS AND NUMBERS



hardie grant books
MELBOURNE • LONDON

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The Games and Scoring

Based on the SBS show, *Letters and Numbers* is a fun quiz challenge involving letter games, number games, wordmixes and conundrums.

THE LETTER GAMES

The game begins with a pre-selected combination of nine letters, consisting of at least three vowels and four consonants. Players have 30 seconds to make the longest word they can using only these selected letters.

Each letter can only be used once. For example, if the letters selected are R T T X S E E E W then, E could appear in the offered word three times, T could appear twice and the other letters only once. The player is not required to use every letter.

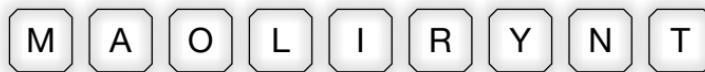
Scoring

One point is allocated per letter in the word formed. For example, if the letters are: L A P E L S K E W then six points would be given for the six letter word ASLEEP, and five points for the words LAPSE.

Players do not have to use every letter but if a player does use all nine letters, for example SLEEPWALK, then each letter receives a bonus point making the word value 18 points.

Example game

Selected Letters:



Possible Answers: NORMALITY (nine letters), MORALITY (eight letters), MATRONLY (eight letters), MINATORY (eight letters), ALIMONY (seven letters).

In this example NORMALITY would be awarded 18 points, MORALITY, MATRONLY and MINATORY would all be awarded 8 points and ALIMONY 7 points..

General rules for accepted and not accepted words

Words that are accepted as answers in *Letters and Numbers* are words that can be found in *The Macquarie Dictionary*. Accepted words are the headwords (that appear in bold at the beginning of listings) and all their inflected forms both regular and irregular.

Some words have run-on headwords which we also accept, these appear in bold and with a hyphen at the end of the listing (eg. -word). We also accept variant spellings if they appear in bold within the listing.

Colloquial, slang, archaic or obsolete terms, foreign words, and specialised jargon words are allowed ONLY if they have a headword listing in the dictionary.

We do not accept words that are hyphenated, capitalised (such as proper nouns), words that require an apostrophe or words that only appear in combination. Nor do we accept abbreviations or acronyms unless they have made it into common language and therefore have a headword listing.

THE NUMBER GAMES

The player is provided with six numbers and a target number. The numbers are a combination of large and small numbers. Large numbers are selected from 25, 50, 75 or 100. Small numbers are chosen from 1–10. The target number is a randomly selected number between 101 and 999. The six numbers chosen may include any mix of large and small numbers.

Players have 30 seconds to reach or get as close as they can to the target number with the six provided numbers using the four basic principles of mathematics: addition, subtraction, multiplication and division. There is no limit to the amount of times or the combinations in which these symbols are used.

The selected numbers can only be used once, the numbers resulting from the player's calculations can also be used. The selected numbers can be used more than once if generated through the player's calculations.

Example game

Selected Numbers:

100	50	5	9	2	1
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RANDOMLY
GENERATED
TARGET NUMBER

766

Solution:

- i. $100 + 2 = 102$
- ii. $9 - 1 = 8$
- iii. $102 \times 8 = 816$
- iv. $816 - 50 = 766$

Only whole numbers can be used. There can be no fractions or decimals in the calculations or the final answer.

Scoring

Scores are awarded according to how close the player is to the target number.

- Exact target – 10 points.
- Up to and including 5 away from the target – 7 points.
- Between 6 and (up to and including) 10 away from the target – 5 points.
- More than 10 away from the target – 0 Points.

The Wordmix

The player is presented with two words and a clue. The player must find the solution within 30 seconds. 10 points are awarded for the correct answer. For example, if the two words are SAID HOLY and the clue is: Days to look forward to, then the answer would be HOLIDAYS.

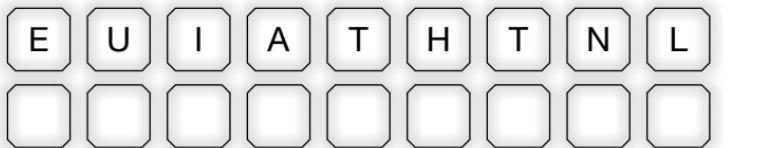
The Conundrum

The player is presented with a nine-letter anagram. The player has 30 seconds to establish the nine-letter word hidden within the anagram. If the player correctly identifies the nine-letter word they receive 10 points. There is only one nine letter answer provided, but should a player identify another that complies with the rules of the game (see General rules for accepted and not-accepted words) they will also receive 10 points.

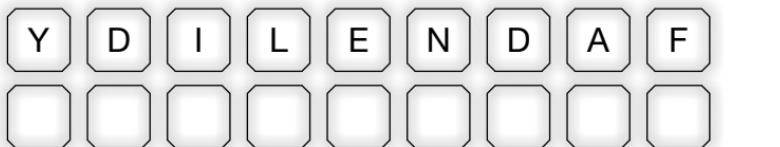
LETTERS AND
NUMBERS
ROUNDS

Round 1

Game 1 Letter Game



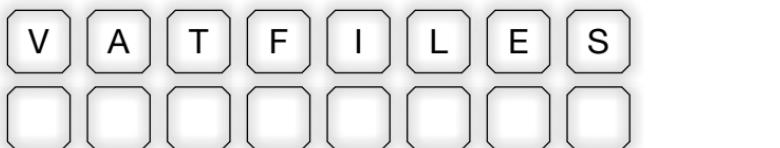
Game 2 Letter Game



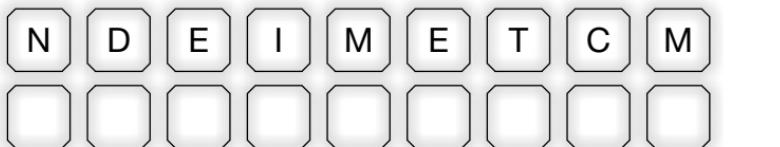
Game 3 Number Game

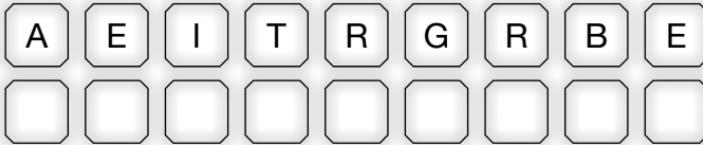


Word Mix 1: Might be a big day out



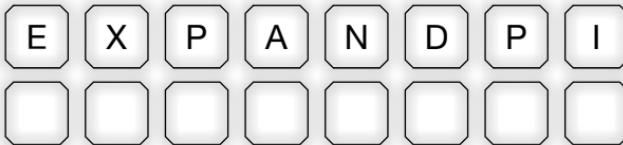
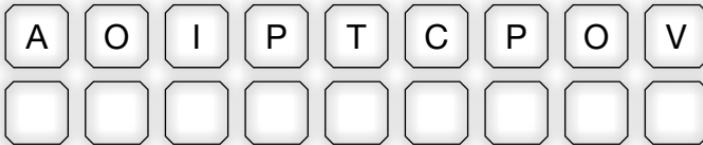
Game 4 Letter Game



Game 5 Letter GamePOINTS **Game 6** Number GamePOINTS 

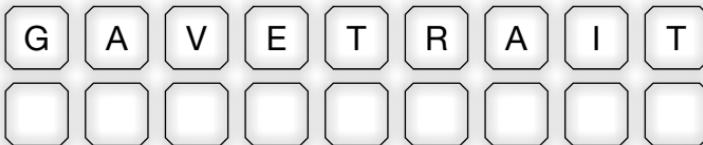
TARGET NUMBER

367

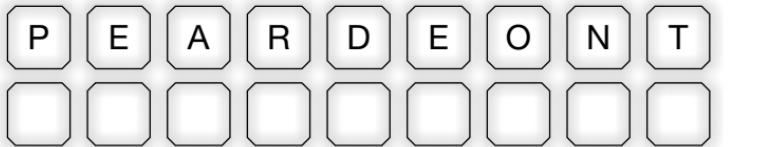
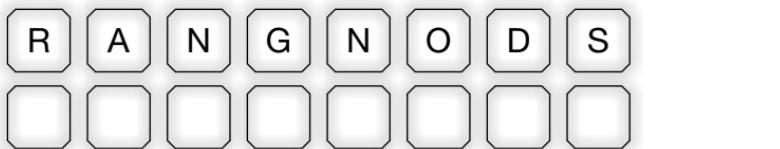
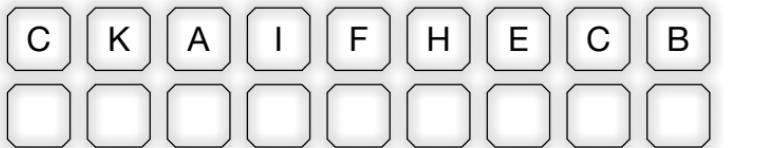
Word Mix 2: Found in books and gutsPOINTS **Game 7** Letter GamePOINTS **Game 8** Number GamePOINTS 

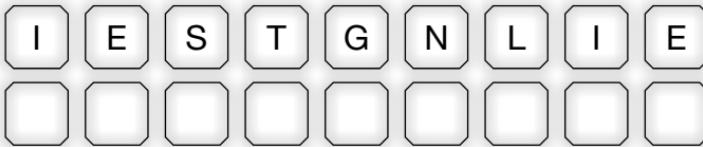
TARGET NUMBER

862

The ConundrumPOINTS 

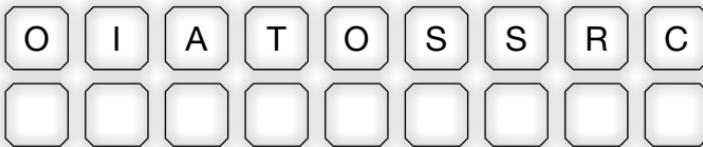
Round 2

Game 1 Letter Game**Game 2** Letter Game**Game 3** Number Game**Word Mix 1:** One-thousandth male child**Game 4** Letter Game

Game 5 Letter GamePOINTS **Game 6** Number GamePOINTS 

TARGET NUMBER

899

Word Mix 2: Home for a wobbly horsePOINTS **Game 7** Letter GamePOINTS **Game 8** Number GamePOINTS 

TARGET NUMBER

393

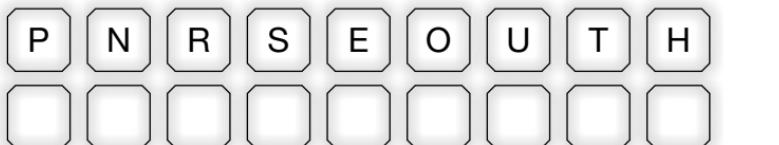
The ConundrumPOINTS 

Round 3

Game 1 Letter Game



Game 2 Letter Game



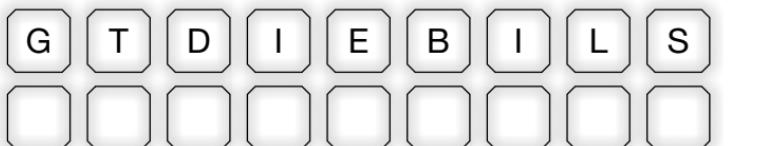
Game 3 Number Game

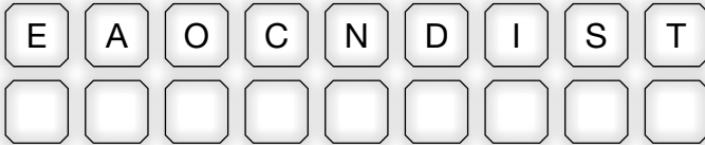


Word Mix 1: Processed meat and a meeting process



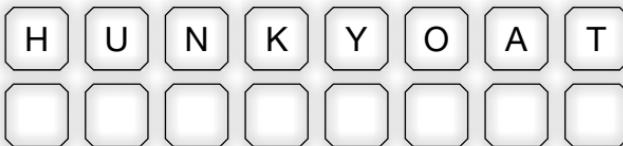
Game 4 Letter Game



Game 5 Letter GamePOINTS **Game 6** Number GamePOINTS 

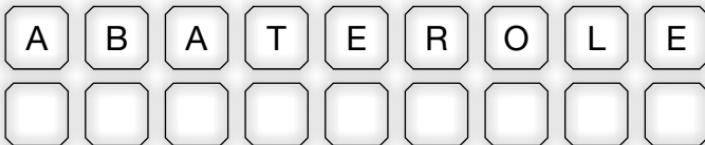
TARGET NUMBER

898

Word Mix 2: Your welcomePOINTS **Game 7** Letter GamePOINTS **Game 8** Number GamePOINTS 

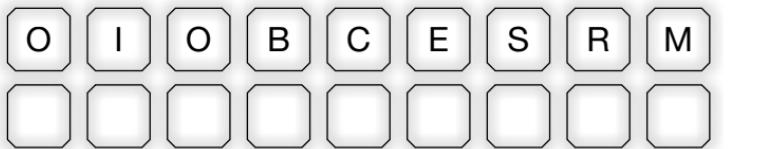
TARGET NUMBER

999

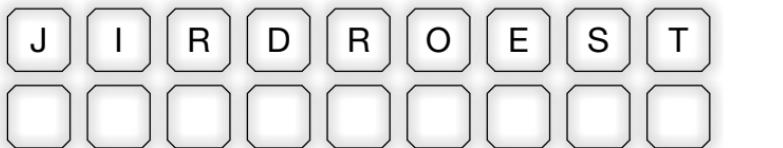
The ConundrumPOINTS 

Round 4

Game 1 Letter Game



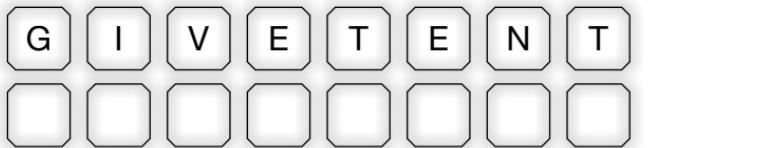
Game 2 Letter Game



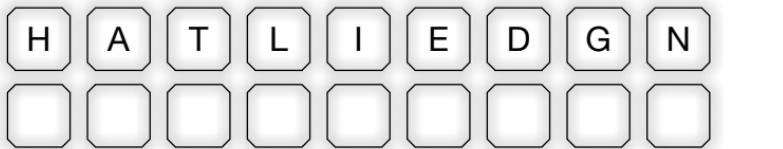
Game 3 Number Game

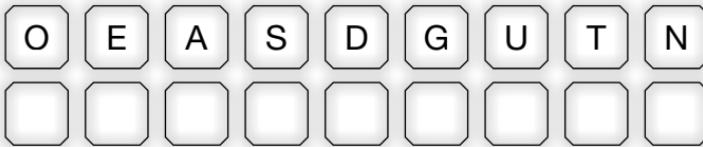


Word Mix 1: A little tale of French origins



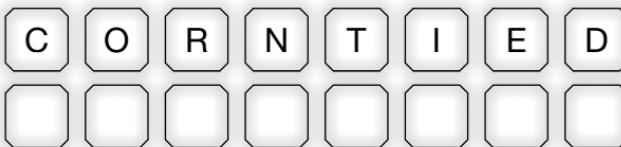
Game 4 Letter Game



Game 5 Letter GamePOINTS **Game 6** Number GamePOINTS 

TARGET NUMBER

670

Word Mix 2: Principle of medicinePOINTS **Game 7** Letter GamePOINTS **Game 8** Number GamePOINTS 

TARGET NUMBER

848

The ConundrumPOINTS 