



LINGUISHTIK SCORING CHART

CHALLENGER:	The player who picks up the Challenge cube and states a Challenge
SOLVER:	A player other than the Challenger who presents a correct solution
NEUTRAL:	A player other than the Challenger [Challenge Now] OR a player other than the Challenger or the Mover [Challenge Impossible] who does not present a solution.
WRONG:	A player who presents an incorrect solution when there has been a Challenge, OR a player who either presents an incorrect solution or does not present a solution during a Forceout
MOVER:	A player who makes the last move before a Challenge Impossible
AGREER	A player who agrees to a Forceout and presents a correct solution.

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. <u>CHALLENGE NOW</u> Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. <u>CHALLENGE NOW</u> Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. <u>CHALLENGE NOW</u> NO PLAYER has a correct solution		NEUTRAL (SEE LT 26*)	CHALLENGER WRONG
D. <u>CHALLENGE IMPOSSIBLE</u> NO PLAYER has a correct solution	CHALLENGER	NEUTRAL	MOVER WRONG
E. <u>CHALLENGE IMPOSSIBLE</u> at least one player has a correct solution	SOLVER		CHALLENGER WRONG NEUTRAL
F. <u>FORCEOUT</u> ALL PLAYERS agreed		AGREER	WRONG

*LT 26: If a player is four or more points ahead of any other player when the warning has been called, and the leading player CHALLENGES NOW, and NO PLAYER has a correct solution, ANY NEUTRAL PLAYER receives six 6 points.