# Quantum Hangman

In classic hangman, players guess one letter at a time, aiming to figure out a secret word before committing eight wrong guesses. In this sneaky variant, suggested by Aviv Newman, you pick two words of the same length (like SKUNK and APPLE).

Other players then guess letters, with the following outcomes:

1. If the letter is in neither word, then the guess counts as wrong.[1] If the letter is in either or both words, then **all corresponding blanks are filled**.
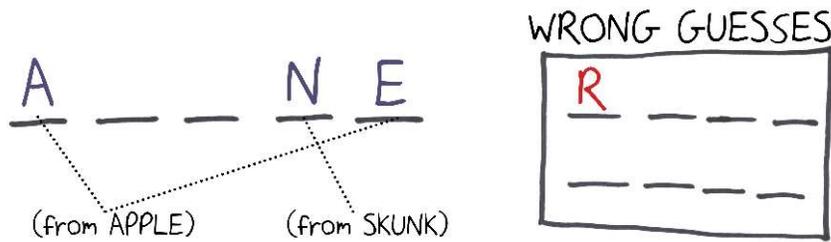
2. At some point, **two conflicting letters will occupy the same blank**. When this occurs, the guessers must "collapse the waveform" by **choosing which letter to keep**.
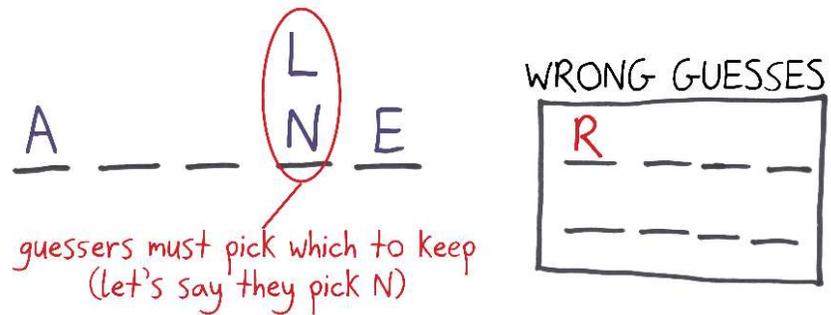

3. One of the two words is thus eliminated, and all of its letters are stricken from the board. This **may result in some letters becoming wrong guesses retroactively**.


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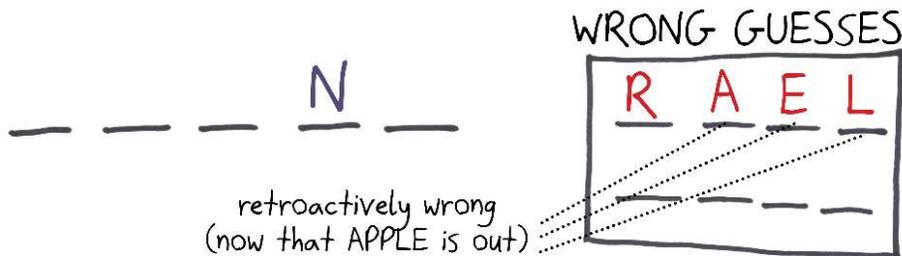
[1] Usually, these wrong guesses are marked by drawing the limbs of a stick figure being hanged. I prefer my children's games *without* gruesome illustrations of execution, but to each their own!

4. From there, **play proceeds as in normal hangman**. If the guessers reach eight wrong guesses, they lose; if they guess the word before that, they win.

SKUNK

WRONG GUESSES

R A E L
T I O

Guessers Win!

S _ U N _

WRONG GUESSES

R A E L
H I O T
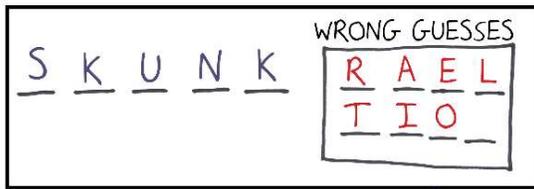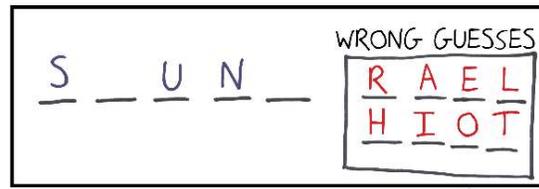
Guessers Lose!

For an even wilder game, try playing with *three* simultaneous words. When the first conflict occurs, the player chooses a word to eliminate. Later, another conflict will occur, at which point the final word will be determined.