## 2- Player game

- The game is around 5-letter words, with no letter repeating.
- Each party keeps a secret word for the other to guess.
- 1st player guesses a word, 2nd has to tell the number of letters common between the secret word and the guessed one.
- Next, it is the turn of the 2nd player to guess a word and the 1st player has to respond with the number of common letters.
- Player guessing opponent's secret word first wins the game.
- At any point, a player can challenge the opponent that he must have given a wrong clue on the way; this is a FOUL.
- If the challenge sustains the challenger wins, else he loses.
- Examples of words allowed: BROWN, LIKES, COATS, LIVED, GIVEN, HINDU, DUTCH, SLANG.
- Examples of words not allowed: CASTO, DIGIT, RAHUL, SCHOL, 'a slang word'.
- Players can make any amount of notes.
- If a player uses a word which the opponent does not know then the the one using it is honour-bound to convince the other  about the existence of the word and meaning of the word.
                    [In case of failure, the player cedes that chance.]