The goal is to find a set of static guesses, that will give you the lowest chance of losing.

In Wordle, there's 6 total guesses, with at least 1 being required for the answer, so 5 incorrect guesses max. In Quordle, there's 9 total guesses, with at least 4 being required for the answers. This means we are constrained to 5 guesses and our performance is measured by how few possible answers remain after using all 5 guesses. The range of performance is as follows: 1 possible remaining answer gives 0% chance of losing, 2 eligible remaining answers gives 50% chance of losing, n remaining potential answers gives (100 - 100/n)% chance of losing.

Evidently, the goal is to minimize the number of possible solutions after all 5 guesses. Keep in mind that while certain words are excellent as starting words in a dynamic play, we are not as interested in how many potential solutions exist after each input, rather what remains after all 5. There are a handful of theories on how to maximize performance across all 5 guesses collectively, however the approach we will employ involves maximizing the amount of information