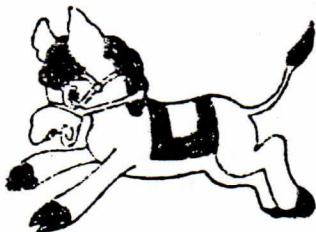


FORM GUIDE





WELCOME



Welcome to the inaugural Melbourne Science Fiction Club Turf Carnival. We'll be featuring six races here tonight, on our lavishly equipped indoor racetrack. Many of your favorite horses will be competing in an entertaining series of competitions. We do hope you enjoy your evening at the races.

How To Play

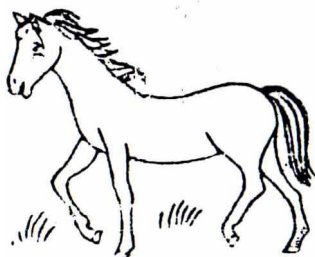
1. Along with this form guide, you will receive a sum of play money. You can place bets using this play money with any of our bookies. You can blow it all on one horse, spread it around over several horses, or just save it until the next race. Our bookies will be more than happy to relieve you of your money and will issue you a betting ticket, featuring your horse's number, in return. Our bookies are all scrupulously honest and have each been personally vetted by our resident vet.
2. The race is about to begin. We'll be needing six volunteers for each race to act as jockeys. Please mount your horses in the usual manner (but do be gentle) and assemble at the starting line.
3. The race begins! The steward will roll two dice and call out the appropriate numbers. This is the signal for the horses with those numbers to move one space forward. (The track is marked out in sections for the jockey's convenience.) For example, if a "2" and a "3" are rolled, horse No.2 and horse No.3 each move one space forward. If, say, a "5" is rolled twice, horse No.5 moves TWO spaces forward. This sort of thing continues until the first three nags are past the winning post.
4. Collect your winnings! We couldn't be bothered mucking about with working out the odds, so if your horse wins, you'll get back three times what you bet on it. If your horse comes in second, you'll receive twice your original outlay, and if it comes in third, you'll get your money back. All payments will be in crisp, new play money.
5. Spend your new found fortune! That's right, you don't just go away with a handful of mere play money - you can spend it! When the races are over we'll be auctioning off a selection of items of varying degrees of value.
6. Tell all your friends what a great time you had at the Melbourne Science Fiction Club and sign them up as new members.

Good Luck, Punters!



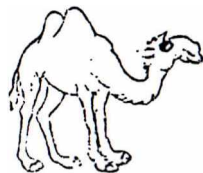
RACE ONE: THE FANZINE STAKES

- 1: SILENT K ALIEN
By The Skin Of His Teeth, out of The Black Hole.
- 2: CUTE HURT ESSEX
By Old Fart, out of School Software.
- 3: WHAT'S UP DOX?
By Editorial Whim, out of Accurate Journalism.
- 4: PINK PUNK
By Arctophile, out of Griffith And Glad About It.
- 5: THYME ENOUGH
By Mything Lync, out of Brown Ink.
- 6: GHUTTENBERG'S SECANT
By Brass Cannon, out Real Soon Now.



RACE TWO: THE AUTHOR'S HANDICAP

1. NUMBER ONE BEST SELLER
By Church Of Scientology, out of Hubbard's Cupboard.
2. NUMBER OF THE BREAST
By Spunglein, out of Contractual Obligations.
3. BAD HOBBITS
By Cribbing, out of Celtic Myths.
4. FOUL BANE
By Ubiquitous Obfuscation, out of Putrescent Pleonasm.
5. TENUOUS LINK
By Asimazing, out of Weak Foundations.
6. HACK HEDGER'S GUIDE TO MAKING MILLIONS
By Old Plots, out of Dr. Who Scripts.



RACE THREE: THE DITMAR TROPHY

1. STUFFED REBEL
By Pseudonym, out of Print.
2. CALL ME BRUCE
By The Truckload, out of Habit.
3. ANTEATER LASS
By Punning Al, out of Paper.
4. AEDNS SO FAR
By Collective Effort, out of Production
5. SHOTGUN MAYHEM
By Drawing, out of His Mind.
6. HACK IN THE BOX
By Jingo, out of One More Try.



RACE FOUR: THE TELEVID TRIALS

1. WHO'S ON NEXT
By Another Rerun, out of The Afternoon Show.
2. COUCHPOTATO
By Audience Manipulation, out of Preconception.
3. CRIMSON MIDGET
By The Odd Couple, out of Northern England.
4. THUNDERBOD
By Wooden Acting, out of No Strings Attached.
5. START WRECKING
By Familiar Stuff, out of Momentum.
6. BLAKEY BUNCH
By Wobbly Sets, out of Overacting



RACE FIVE: THE CONVENTIONAL CUP

1. DANCING MAC
By Mundane Swimmers, out of Confused Diplomat.
2. BOORTREKKER
By Trekkiedom, out of Pure Excitement.
3. TRIPLE JUNCTION
By The Young Ones, out of Youthful Exuberance.
4. JABBERING HUTT
By Something Different, out of An Innocent Joke.
5. MYSTERIOUS CAVE
By Third Time Lucky, out of No Competition.
6. SYDNEY'S PRIDE
By Predestination, out of Perseverance.



RACE SIX: THE GRAND NATIONAL CINEMATIC RELEASE

- 1: BATHORSE
By Merchandising, out of Comic Book
- 2: DICK RACEY
By Merchandising, out of Comic Book
- 3: TEENAGE MUTANT NINJA HORSIE
By Merchandising, out of Comic Book
- 4: BACK TO THE BOX OFFICE
By Nike-Pepsi-Mattell, out of Product Placement
- 5: GREMLINS TOO MANY
By Sequelitis, out of New Ideas
- 6: TOTALLY RECALLED
By Dead-Eye Dick, out of Censor's Hands.

