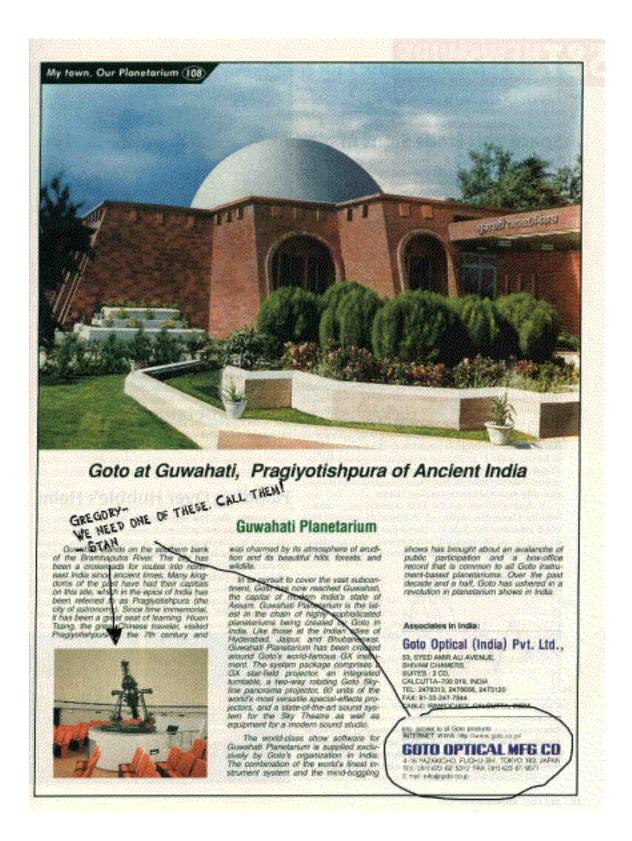
Dr. Dumont's Wild A.R.T.I.

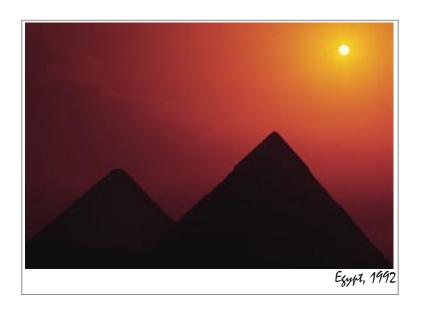


You may print these out if you have a color printer.





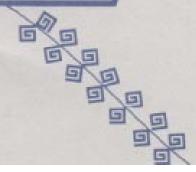
Found tacked up on Dr. Dumont's cork board, above his desk in the Reseach Zone.



UNIVERSITY MINIATURE GOLF **FUN FOR THE "HOLE" FAMILY** SCORECARD 10. 1. 11. 2. 3. 12. 4. 13. 14. 15. 7. 16. 8. 17. 9. 18. COPYRIGHT © 1999 UNIVERITY GOLF

COME ONE COME ALL

THE GRAND AND GLORIOUS
BUT NOT TOO DANGEROUS
RULES TO THE
KITE RACES
ARE ON THE
REVERSE SIDE!



Racing kites is easy and it's fun. Just tell the person on duty you want to race a kite. Do this by ordering them to release a kite. They'll oblige.

The first thing anyone who wishes to beat a kite at its own game needs to do is have an inner clarity. This can most easily be achieved by dropping one's tatami mat in a convenient location, such as the entrance to a race course, and then sitting on it. Once properly seated, the participant can meditate on the speediest thing known to modern man—the tachyon. Meditating on this faster-than-light particle will give any participant the needed edge he requires when facing a race opponent faster than himself.

Kites have long been known for their swiftness and guile in competition. Fierce opponents, they give nor ask for mercy.

Kite races are held daily at the race course. Anyone may participate.