

Drawn Out
















—Matthew Ng and Corey Plover

There is no going back now, and you decide the best plan of attack would be to hang around to see who arrives for a lesson. Staking out a hiding place behind some garbage bins, you mull over what you have uncovered so far. There is clearly someone who will do anything to win the *MasterChef* competition. Someone who really idolises Kevin Rudd. And since Matt Preston seems to be taking security very seriously, this person must either be very famous, very important, or very stupid.

A car suddenly pulls down the alley and draws to a halt. The door swings open and a pair of white-clad legs, closely followed by a white-clad torso, steps out of the car. You gasp. It's the Iron Chef! And dressed in his full, veiled, costume to boot. Just as you suspected, the Iron Chef is nothing but a façade for someone else. But who?

The Iron Chef hurries up to the house, quickly glancing over both shoulders to see if he's been followed. At the door he struggles to put on the cravat, first back-to-front, then tweaking it to achieve optimal symmetry, before knocking on the door and being let in by Matt Preston.

Clambering up out of your hiding hole, you race up to the door, staring curiously at the trail of sand and water the Iron Chef has left behind him on the lawn. Meekly, you peer into a nearby window, and see a number of tables decked out, not with cutlery and dining gear, but with chips, cards and placards. Perhaps this deranged game can give some hint as to the true identity of the Iron Chef?

table 1		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	energise poem's final stanza
table 2		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	♭: (hyph.) Croc Hunter Steve's widow
table 3		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	infant's discomfort skateboarding trick access the internet (2 words)
table 4		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	canine : dog :: lutrine : _____ less gritty
table 5		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	diversionary manœuvre time in power
table 6		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	making a stand? turn outward largest Greek island
table 7		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<i>Ice Age: The Meltdown's</i> mammoth perfectly horizontal
table 8		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	Powerball, for example layered vegetable
table 9		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	small recess it joins University's Tin to Fitzroy's Johnston
table 10		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	earthy pigment Nyx's domain
table 11		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	principle of good conduct tally mark
table 12		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	cake topping Bond movie: "_____ Say _____ Again"
table 13		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	clairvoyant black ball like Santa's helpers
table 14		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	unreactive circumference door pivot one who steals
table 15		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	useful object for a hitchhiker and how you may extract water from it torus-shaped gasket (hyph.)