

DECKOS - PIGMENT AND PARADOX PRESENTS

MUTANT PIGS: SIGNALS ON THE ICE

CHAPTER TWO - NOISE BETWEEN WORLDS

Before the WGS - Season One Illustrated Guide

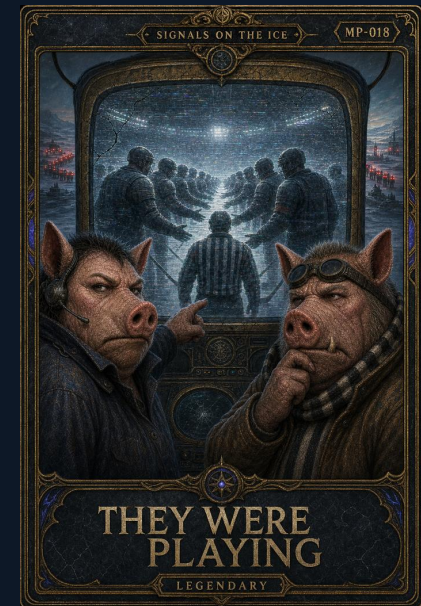
They were fighting. No. Look again. They were playing.

A damaged signal becomes the first evidence of a game.

Mara Tusk proves that the pulse inside Porcyn-9's dead frequencies contains structure. Bram Bristle rebuilds the filter architecture of the abandoned Relay Nine from mismatched machinery inside the empty gathering hall.

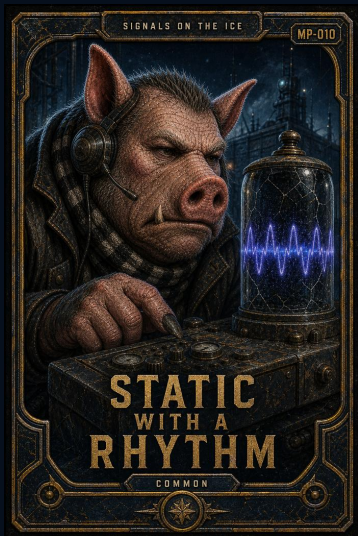
The receiver reveals a frozen surface, armored strangers, a striped official, and a small black disc that seems to direct every movement. The observers do not know the species, the era, the rules, or even the word skating.

A second frequency carries crowd thunder and fragments of musical energy. Workers from rival herds listen together without becoming a mob. When the final image shows opponents recognizing one another after the contest, Mara corrects Bram's first conclusion: the strangers were not simply fighting. They were playing.



MP-018 - THEY WERE PLAYING

The pulse, the relay, and the first image



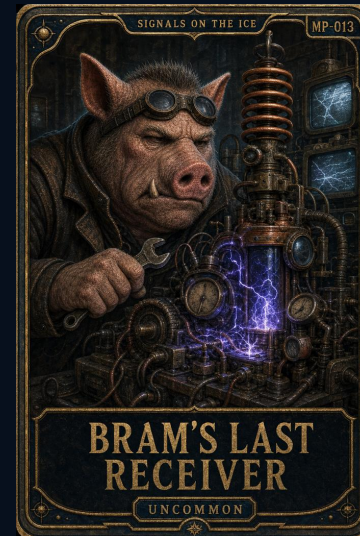
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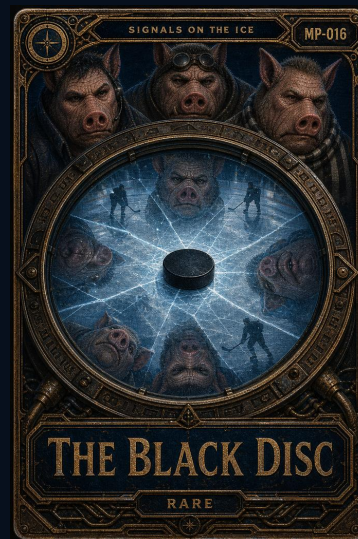


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The strangers, the disc, and the revelation



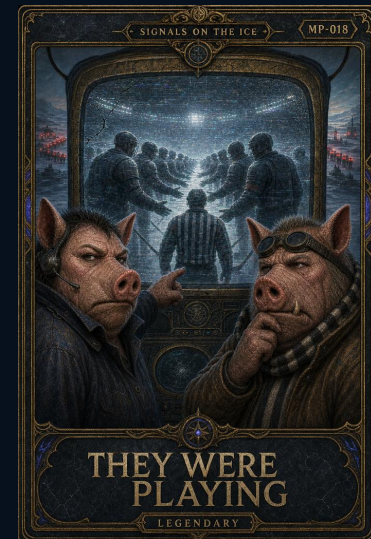
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