

DECKOS - PIGMENT AND PARADOX PRESENTS

MUTANT PIGS: SIGNALS ON THE ICE

CHAPTER THREE - THE FIRST FACEOFF

Before the WGS - Season One Illustrated Guide

The whistle revealed that they could choose to stop.

The first game begins with equipment, confusion, and a choice.

Three rival herds accept a one-cycle truce at Basin Twelve and attempt to reconstruct the ancient contest. Foundry masks become helmets, cargo padding becomes armor, broken coolant pipe becomes sticks, and a frozen machine bearing becomes the first shared puck.

Mara copies rink markings no one understands. When the bearing drops, the first faceoff dissolves into chaos in three seconds. The crowd responds with laughter instead of fear - a sound Porcyn-9 has not shared in generations.

As the disorder approaches live machinery, Bram blows through a pressure valve. No leader commands the players and no weapon enforces the sound. One player stops, then another, until all six lower their sticks. The first victory is the pause.

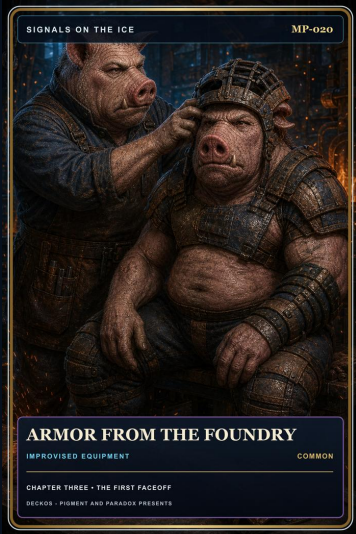


MP-027 - THEY CHOSE TO STOP

The truce, the equipment, and the shared ice



MP-019



MP-020



MP-021

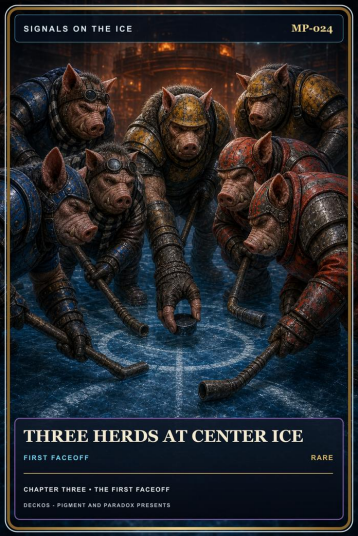


MP-022



MP-023

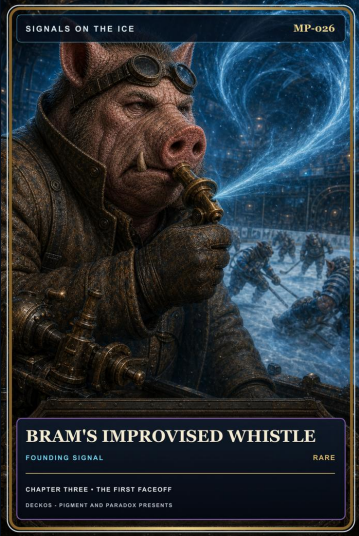
The faceoff, the chaos, and the civilizing pause



MP-024



MP-025



MP-026



MP-027