

DECKOS - PIGMENT AND PARADOX PRESENTS

MUTANT PIGS: SIGNALS ON THE ICE

CHAPTER FIVE - BUILD A RINK, NOT A BATTLEFIELD

Before the WGS - Season One Illustrated Guide

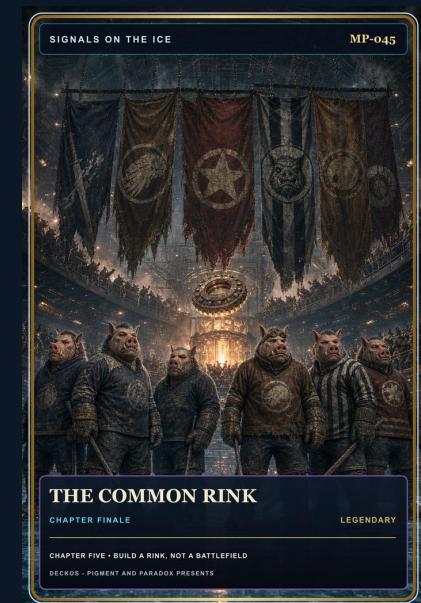
Three to attack. Three to answer.

The battlefield becomes the first common rink.

Basin Twelve is the last ground every herd claims and nobody can safely use. The deadlock breaks only when each rival contributes something it cannot spare: water, power, metal, labor, light, and protection for the work.

Their new rink is compact, improvised, and far too fragile for ten armored players. The first five-on-five test becomes a pileup. The official removes two from each side.

Three-on-three opens the ice. Speed rises, checks carry farther, and every player must attack and defend. Necessity gives Mutant Pig hockey its own signature form. The Earth signal supplied a beginning. Basin Twelve makes the game theirs.



MP-045 - THE COMMON RINK

The claim, the contributions, and the first shared boards



MP-037



MP-038



MP-039



MP-040



MP-041

The pileup, three-on-three, and the Common Rink



MP-042



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MP-044



MP-045