

The Skinned Cat

Page 1

Panel 1:

Schrodinger's Cat, the experiment where in which a subject is neither alive nor dead when in a sealed object as it shares its space with dangerous elements until the sealed object is opened.

Panel 2:

Whether the subject is alive or dead is based on the mind of the opener.

Panel 3:

Occam's Razor, the principle that states when a situation occurs with one or more hypothetical outcomes,

(Panel: 4) the simplest or least flashy is often the most likely to have occurred.

Panel 5:

Where do these concepts interact; and when they do, what happens then?

Page 2

Panels 1-2: A cat is seen looking at man shaving with a straight razor.

Panel 3: The man's razor scratches across his face as his facial hair is cut off and the blade passes the clock next to him.

Panel 4: As the man finishes, he looks at the clock startled.

Page 3

Panel 1: He remembers the minute hand in a position opposite of what it is now.

Panel 2: The man rushes out of his apartment...

Panel 3: as the cat looks onward.

Page 4

Panel 1: A girl makes a call on her phone with her professor's title on her phone.

Panel 2: The girl takes the phone towards her ear

Panel 3: as she tells the professor about how she walked into a classroom

Panel 4: but was not in the right class.

Panel 5: The girl looks at the schedule online with her class scheduled on Tuesday but she had come on Thursday as displayed by the whiteboard.

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Panel 1: The girl tells the professor that it was a mistake and that she'll be arriving on the appointed time the next week as she hangs up.

Panel 2: The girl sighs however, unsure of what actually transpired.

Panel 3: On the announcements prior to the class, the schedule for the girl's class indeed said Thursday.

Panel 4: Some people who came into the same classroom were in the same situation as well.

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Panel 1: The girl is confused.

Panel 2: The girl gets a notification about her virtual cat
Panel 3: The girl slashes across her smartphone to activate the app.
Panel 4: A playful cat is displayed with its name being Tyr.

Page 7

Panel 1: A cat lies bleeding on the ground with a knife lying near it.
Panel 2: A thief is breathing heavily after doing the act.
Panel 3: He ties a cloth around his hand after it was scratched.
Panel 4: The thief takes up his duffle bag up which has a statue inside.
Panel 5: The thief exits the room only to come into the same exact room.

Page 8

Panel 1: The thief looks inside the bag.
Panel 2: Inside the bag is not a statue but a trophy.
Panel 3: A cat that looks just like the one the thief remembers mews.
Panel 4: The thief takes off his bandage to reveal a bite mark instead of a scratch.

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Panel 1: A person is on a desktop computer.
Panel 2: The person tab clicks on several links on a web page.
Panel 3: The person goes through the tab pages until the last one.
Panel 4: The person is surprised as the tab was supposed to have been the link above the selected page.
Panel 5: The person wipes his eyes in confusion.
Panel 6: A cat looks at the screen with the proper page reflected in its eyes.

Page 10

Panel 1: Working on her appearance, a woman approaches a house while looking at a compact mirror.
Panel 2: The woman rings the doorbell
Panel 3: A person opens the door

Page 11

Panel 1: The woman is surprised, expecting someone else at the door.
Panel 2: The woman notices her hair is also not in a mess.
Panel 2.5: Messy hair panel.
Panel 3: The woman sees that the address she has is not for this house...
Panel 4: But for the house across the street.

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Panel 1: In that house is a tabby...
Panel 2: who is looking at a vivid image of the woman with a messed up hair style.

Page 13

Panel 1: Near a Buddhist temple, a cat looks at a figure who sees the cat in a first person viewpoint.
Panel 2: Focus is shifted to the cat's eye as its pupils started to shrink.
Panel 3: The cat watches and moves as the figure moves around, hiding under the temple.

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Panel 1: As the monk who inhabits the temple approaches, he sees the cat.

Panel 2: The monk goes inside the temple

Panel 3: He stabs a loose floorboard with a pole.

Panel 4: However, nothing is there.

Panel 5: The monk checks another part of the floor.

Page 15

Panel 1: The sound of a door opening is heard.

Panel 2: The monk turns around to see the cat on the porch.

Panel 3: The monk closes the door.

Panel 4: The cat's pupils start to dilate.

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Panel 1-2: The door opens again this time with a person making call going out to emergency services.

Panel 3: The figure leaves as the cat sees bags of drugs in an opened floor hole.

Page 17

Panel 1: At a shipyard,

Panel 2: a drunk worker sees...

Panel 3: his co workers attempting to fight off an assailant.

Panel 4: With both co workers out cold, the assailant takes the crate as it moves smoothly.

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The crate looks like a sliding seal to the drunken worker.

Page 19

Panel 1: The worker's boss comes up to him asking what happened.

Panel 2: The boss, noting the worker's state, gives him coffee.

Panel 3: The worker takes a sip as he sits down.

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Panel 1: The worker, affected by coffee and alcohol explains what he saw to his boss.

Panel 2: The boss however dismisses the worker with a handwave...

Panel 3: as there were no shipments for that crate.

Page 21

Panel 1-2: A cat on a ship walks over to the missing crate as a cutter cuts a rope on the crate.

Page 22

Panel 1: A couple lays around their apartment as one reads a book while the other uses their head as an armrest.

Panel 2: Later one of them is working at their desk while the other gives the former a massage for their stiffening shoulders.

Panel 3-4: While doing some chores, one of the pair sweeps the floor and the other makes the bed.

Panel 5: When the previous was finished, the other lays in bed inviting the previous over.

Panel 6: As they cuddle, one of their nails opens a hole in the sheets...

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Panel 1: The couple suddenly become cats.

Page 24

Panel 1: A group of cats converge with another while running.

Panel 2: Wherever they go...

Panel 3: some items disappear without a trace as if they were never there.

Panel 4: They even snuck past several humans such as animal control or kids despite rubbing against their limbs.

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The cats had eventually come to an empty building in the middle of Time Square.

The cats go inside through various entryways.

Page 26

In the center of a large room is a person in a high-tech cat-like costume.

With this person's mechanical tail held upward, she presents them small computer chips.

The cats raise their tails as radio waves and purrs are transferred to the leader's Heads-Up Display.

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The leader's head piece is seen.

Leader: "Greeting readers,

Leader: "as some of you had figured out, I am the leader of these Data Cats."

The leader shows a cat on her shoulder.

Leader: "My name is Oscillot."

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Oscillot's is displayed in a bodyshot.

Oscillot: "This costume suggests that I am either a vigilante or a thief."

Oscillot's eyepieces are zoomed in.

"But I promise you, I am something more dangerous;"

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1's and 0's are reigning down.

Oscillot: "I am an information broker."

Oscillot: "As for all of the events that lead up to this point, well experience tells me it is more fun to let theorists figure it out."

Oscillot: "As for the ones that want concrete information. I am willing to reveal the non-essential information for a price."

Explanation page

Oscillot: "But first the essentials."

"The data cats are living biological computers who store and manipulate information through their DNA.

"Their computing is done so well, they're practically on the quantum level, allowing them to see into the future as well as choose whatever outcome strikes their fancy.

"Their abilities extend to influencing mechanical computers as well as living nerve systems.

"This allows data cats to create and recreate logged events, and change people's memories through updates.

"As for why they have taken the form and attitudes of house cats...

"I don't know.

"I like to think it's because cats already have such a large numbers, are apex predators, can sneak in just about anywhere, and have simple minds.

"Otherwise the world would just be made into a giant squeaky toy.

"Besides, this makes them ideal spies, saboteurs, and other shady business areas.

"Where do they come from?

"Don't know, don't really care.

"So where do I fit in this?

"That costs extra.