
CATS ILLUSTRATED

Juliet has opened an arcade!



While there are more pressing and important matters in the world, we have chosen to focus on a good one for today. Juliet, while Judy suffered from depression, has chosen to open an arcade. She is going crazy - feeling like she's not doing anything and feeling useless. So, Juliet has devoted most of her time in the past days to her backyard arcade.

Image above - Juliet, who doesn't look it, but is very proud of herself for opening an arcade.

Juliet's backyard is noting special - a regular size arcade wouldn't fit at all. However, Juliet has constructed a small building, about the size of a regular room, that houses 4 video game machines, a foosball table, a vending machine (Mavis made it in exchange for 5 cabbages and 500 dollars) and a water dispenser with cups. It is pretty impressive - Harvey took a break

from his gaming to come and check it out. However, there was no setting on the game machines to change the price. For now, it was 25 cents a try, but that could add up fast. Juliet was disappointed, because she knew that her kittens would try and bring other kittens to the arcade, where they would spend their money.

Now, though, Juliet has made a decision. She is going to donate all of the money made to the elementary school, to help pay for supplies and field trips. Many parent cats are happy about this, and are giving their kittens money to spend at the arcade. However, Juliet had to install a change machine when many kittens brought in bills. But this is not all. So many kittens wanted to come to the arcade that Juliet had to make a waiting list. Another thing was that Juliet had to refill the vending machine every day. She didn't do it any more often, so if you didn't get a snack, you would wait until the next day. But also, Juliet was having trouble paying for all of the expenses.

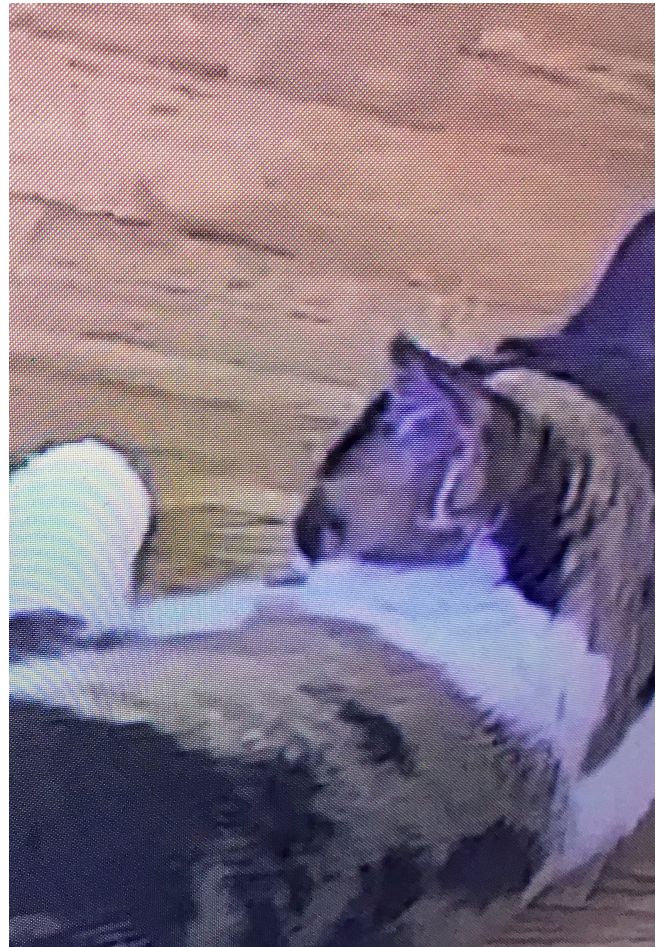


Image above - Juliet, who knows that if she expands, everything will just cost more.

Blackpelt started worrying when Juliet sold one of their vases to pay for 10 huge bags of snacks to refill the vending machine with. And when he came to check out the arcade, Blackpelt freaked. The arcade closed temporarily while Blackpelt brought Juliet inside to talk. "This arcade is getting too expensive!" He whisper shouted to Juliet. Juliet nodded, thinking the same thing.

"Juliet offered me a deal - give her 1,000 dollars, and she'd get me out of here."

"Well," Blackpelt continued, "I've got some ideas. We should limit cats in the arcade to 15 kittens a day, and make a one snack per kitten per day limit. Also, for every dollar made at the arcade, we will take a quarter." Juliet nodded, and went outside to tell the crowd of kittens the news.

- SAM, WHO'S IN A HOLDING CELL CURRENTLY

The news was not taken well. There were groans, come ons, and a bunch of "I'm a growing kittens!s" However, Juliet kept shoos away kittens, knowing that they'd come back.

Subscribe again for more on the arcade!