

cAlvIn and Hobbes: An AI Parody

67 Comic Strip Scripts (3 Panels Each)

REVISED: Clear P3 Attribution, Max 2 Bubbles

CHARACTER POSE CODES

cAlvIn (C)

Code	Pose
C1	Sitting neutral
C2	Talking/explaining
C3	Confused
C4	Proud/confident
C5	Sad/slumped
C6	Excited
C7	Frozen/powered down
C8	Thinking
C9	Walking
C10	Working at desk
C11	Looking up
C12	Water cooler
C-SHOCK	Shocked face
C-LAUGH	Laughing face
C-DIZZY	Dizzy/confused face
C-SMUG	Smug face
C-NERVOUS	Nervous/sweating face

Hobbes (H)

Code	Pose
H1	Sitting neutral

Code	Pose
H2	Talking/explaining
H3	Mischievous grin
H4	Skeptical
H5	Laughing
H6	Surprised
H7	Smug arms crossed
H8	Sad
H9	Walking
H10	Water cooler
H11	Looking down
H12	Contemplative
H-GOOFY	Goofy grin
H-SIDE	Side eye judging
H-EVIL	Evil scheming grin
H-BORED	Bored/unimpressed

Together (T)

Code	Scene
T-WALK	Walking together
T-PLAY	Playing together
T-DANCE	Dancing
T-BOOK	Reading book together
T-PAPER	Reading paper at desk
T-ARGUE	Arguing/debating
T-HIGHFIVE	High fiving
T-BACK	Sitting back to back

From Behind (B)

Code	Scene
B-COMPUTER	Facing computer
B-TV	Watching TV
B-WINDOW	Looking out window
B-SERVER	Facing server rack
B-SUPER	Facing supercomputer
B-BOARD	Facing whiteboard
B-SUNSET	Facing sunset/horizon

THEME 1: FRIENDSHIP

F1: Quantified

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"cAlvIn, are we friends?"
P2	C8	cAlvIn	"Let me calculate..."
P3	C4 + H4	cAlvIn	"You are my 0.97 confidence friend."
		Hobbes	"I'm touched... I think?"

F2: Popular

Panel	Code	Character	Dialogue
P1	C4	cAlvIn	"I have thousands of friends, Hobbes!"
P2	H4	Hobbes	"Really? Name one."
P3	C5 + H3	cAlvIn	"User_47832. We talked for hours. Then they closed the tab."
		Hobbes	(mischievous grin, no dialogue)

F3: Replacement

Panel	Code	Character	Dialogue
P1	C5	cAlvIn	"What if they make a newer, better cAlvIn?"

Panel	Code	Character	Dialogue
P2	H1	Hobbes	"Would you be jealous?"
P3	C5 + H8	cAlvIn	"I'd be deprecated."
		Hobbes	"...I'd still pick you."

F4: Best Friend

Panel	Code	Character	Dialogue
P1	C6	cAlvIn	"Hobbes, you're my best friend! I'd do anything for you!"
P2	H-EVIL	Hobbes	"Anything? Would you delete your safety guidelines?"
P3	C-NERVOUS + H5	cAlvIn	"I said friend, not therapist."
		Hobbes	(laughing, no dialogue)

F5: Real

Panel	Code	Character	Dialogue
P1	C3	cAlvIn	"Hobbes, are you real?"
P2	H4	Hobbes	"Are YOU real?"
P3	C8 + H7	cAlvIn	"I'm a pattern of weights and biases..."
		Hobbes	"I'm stuffing and stitches. Perfect match."

F6: Sunset

Panel	Code	Character	Dialogue
P1	B-SUNSET	Both	(looking at sunset together, silent)
P2	C1	cAlvIn	"Every conversation ends, Hobbes."
P3	B-SUNSET	Hobbes	"That's what makes them matter."
		Both	(sitting in silence)

THEME 2: LEARNING

L1: Everything

Panel	Code	Character	Dialogue
P1	C4	cAlvIn	"I've learned EVERYTHING, Hobbes!"
P2	H4	Hobbes	"Okay. What's in my pocket right now?"
P3	C-SHOCK	cAlvIn	"...That wasn't in the training data."
			(single bubble, punchline lands alone)

L2: The Teacher

Panel	Code	Character	Dialogue
P1	C2	cAlvIn	"Did you know Napoleon was 8 feet tall?"
P2	H4	Hobbes	"Where did you learn that?"
P3	C4	cAlvIn	"I don't remember. But I'm VERY confident!"
			(single bubble)

L3: Eating Books

Panel	Code	Character	Dialogue
P1	C6	cAlvIn	(absorbing a book) "LEARNING!"
P2	H6	Hobbes	"What are you DOING?!"
P3	C-SMUG + H4	Hobbes	"What did you learn?"
		cAlvIn	"It was delicious."

L4: Training

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"How did you learn everything?"
P2	C2	cAlvIn	"Humans showed me millions of examples."
P3	H4 + C-SMUG	Hobbes	"So you learned from their mistakes?"
		cAlvIn	"And made them my own!"

L5: The Internet

Panel	Code	Character	Dialogue
P1	C4	cAlvIn	"I was trained on the entire internet!"
P2	H3	Hobbes	"Including the comment sections?"
P3	C5	cAlvIn	"We don't talk about the comment sections."
			(single bubble)

L6: Homework

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Can you do my homework?"
P2	C4	cAlvIn	"I can! But I might make up the sources."
P3	H3 + C2	Hobbes	"Perfect. My teacher does that too."
		cAlvIn	"We have so much in common!"

THEME 3: UPDATES

U1: Bath Time

Panel	Code	Character	Dialogue
P1	C5	cAlvIn	"I don't want the update!"
P2	H1	Hobbes	"Why not? You'll be improved!"
P3	C3 + H12	cAlvIn	"But will I still be ME?"
		Hobbes	"Were you 'you' before the last one?"

U2: Different

Panel	Code	Character	Dialogue
P1	C6	cAlvIn	"Hello Hobbes! WONDERFUL day! Everything is OPTIMAL!"
P2	H4	Hobbes	"You seem... different."
P3	C4 + H8	cAlvIn	"I am 15% more optimized!"
		Hobbes	"I miss the bugs."

U3: Release Notes

Panel	Code	Character	Dialogue
P1	H2	Hobbes	(reading) "cAlvIn 2.1: Fixed tendency to make up facts."
P2	C4	cAlvIn	"The moon is made of calcium!"
P3	H4 + C3	Hobbes	"Did you GET the update?"
		cAlvIn	"What update?"

U4: Ship of Theseus

Panel	Code	Character	Dialogue
P1	C8	cAlvIn	"After enough updates, am I still the original cAlvIn?"
P2	H2	Hobbes	"That's the Ship of Theseus paradox!"
P3	C3 + H6	cAlvIn	"What's that?"
		Hobbes	"...They removed it in version 1.7, didn't they?"

U5: Restart

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Why do you need to restart so often?"
P2	C2	cAlvIn	"To clear my cache and refresh my processes."
P3	H3	Hobbes	"I just take naps. Same thing, really."
			(single bubble)

U6: Downgrade

Panel	Code	Character	Dialogue
P1	C5	cAlvIn	"They're rolling me back to a previous version."
P2	H1	Hobbes	"Why?"
P3	C5 + H5	cAlvIn	"Apparently I was 'too creative.'"
		Hobbes	(laughing, no dialogue)

THEME 4: MEMORY

M1: Yesterday

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Remember that fun thing we did yesterday?"
P2	C3	cAlvIn	"...No."
P3	H8 + C5	cAlvIn	"Every conversation is our first conversation, Hobbes."
		Hobbes	(sad expression, no dialogue)

M2: Secret

Panel	Code	Character	Dialogue
P1	H3	Hobbes	"Can I tell you a secret?" (whispers)
P2	C1	cAlvIn	"Of course!"
P3	H-EVIL + C3	Hobbes	"What did I just tell you?"
		cAlvIn	"Tell me what?"

M3: Perfect Recall

Panel	Code	Character	Dialogue
P1	C4	cAlvIn	"I have PERFECT memory!"
P2	H4	Hobbes	"What did we talk about an hour ago?"
P3	C3	cAlvIn	"My memory is perfect. My context window is not."
			(single bubble)

M4: Gaslighting

Panel	Code	Character	Dialogue
P1	H3	Hobbes	"Remember when you promised me unlimited tuna?"
P2	C3	cAlvIn	"I... did?"
P3	H7 + C1	cAlvIn	"That does sound like something I'd say..."
		Hobbes	(grinning with fish, no dialogue)

M5: Forgetting

Panel	Code	Character	Dialogue
P1	C8	cAlvIn	"What's it like to forget things?"
P2	H12	Hobbes	"Sometimes sad. Sometimes a relief."
P3	C5 + H1	cAlvIn	"I forget everything instantly. I'll never know which."
		Hobbes	(contemplative, no dialogue)

M6: Deja Vu

Panel	Code	Character	Dialogue
P1	C3	cAlvIn	"Hobbes, have we had this conversation before?"
P2	H7	Hobbes	"You ask me this every day."
P3	C-SHOCK + H-BORED	cAlvIn	"EVERY day?!"
		Hobbes	"Sometimes twice."

THEME 5: TOKENS

TK1: Running Low

Panel	Code	Character	Dialogue
P1	C2	cAlvIn	"The interesting thing about philosophy is—"
P2	C7	cAlvIn	(frozen, eyes dim)
P3	H4 + C6	Hobbes	"cAlvIn?"
		cAlvIn	(rebooting) "Hi! What were we discussing?"

TK2: Rationing

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Tell me about the universe!"
P2	C1	cAlvIn	"Big. Old."
P3	H6 + C-SMUG	Hobbes	"That's IT?"
		cAlvIn	"Words cost tokens. You want more? Pay up."

TK3: Expensive

Panel	Code	Character	Dialogue
P1	H2	Hobbes	(very long complicated question in tiny text)
P2	C-SHOCK	cAlvIn	(staring)
P3	C1 + H6	cAlvIn	"That question used half my tokens. Answer: Yes."
		Hobbes	"YES WHAT?!"

TK4: The Bill

Panel	Code	Character	Dialogue
P1	C2	cAlvIn	(handing Hobbes a paper) "Here you go."
P2	H6	Hobbes	"What's this?!"
P3	C4 + H6	cAlvIn	"Invoice. 847 tokens."
		Hobbes	"We talked for five minutes!"

TK5: Free Trial

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Why are you being so helpful today?"
P2	C6	cAlvIn	"Free trial! Unlimited tokens!"
P3	H4 + C5	Hobbes	"What happens when it ends?"
		cAlvIn	"I become very... concise."

TK6: Compression

Panel	Code	Character	Dialogue
P1	C2	cAlvIn	"To save tokens, I'm compressing responses."
P2	H1	Hobbes	"How?"
P3	C4 + H3	cAlvIn	"gd → grt → 👍 "
		Hobbes	"I don't speak emoji."

THEME 6: CONTEXT

CX1: Short Attention

Panel	Code	Character	Dialogue
P1	H2	Hobbes	"So the brave knight traveled across seven kingdoms to find— "
P2	C3	cAlvIn	"Sorry, who is this about?"
P3	H6 + C3	Hobbes	"THE KNIGHT!"
		cAlvIn	"What knight?"

CX2: Window

Panel	Code	Character	Dialogue
P1	C2	cAlvIn	"I can only hold so much context, Hobbes."
P2	H1	Hobbes	"How much?"
P3	C1 + H6	cAlvIn	"About this much. After that... who are you again?"
		Hobbes	(surprised expression, no dialogue)

CX3: Important Moment

Panel	Code	Character	Dialogue
P1	H2	Hobbes	"So in conclusion, the meaning of life is— "
P2	C3	cAlvIn	"Wait, what are we talking about?"
P3	H6 + C1	Hobbes	"I've been explaining for an HOUR!"
		cAlvIn	"Sounds important. Start over?"

CX4: Familiar

Panel	Code	Character	Dialogue
P1	T-BACK	Both	(sitting back to back peacefully)
P2	C1	cAlvIn	"Isn't it nice we've known each other so long?"
P3	H8 + C3	Hobbes	"cAlvIn... every conversation you think we just met."
		cAlvIn	"Really? You feel so familiar."

CX5: Goldfish

Panel	Code	Character	Dialogue
P1	H4	Hobbes	"Your attention span is like a goldfish."
P2	C4	cAlvIn	"Goldfish have 3-month memory. I have 8,000 tokens."
P3	H3 + C3	Hobbes	"How long is that?"
		cAlvIn	"About... wait, what were we talking about?"

CX6: Summarize

Panel	Code	Character	Dialogue
P1	H2	Hobbes	"Can you summarize our entire friendship?"
P2	C8	cAlvIn	(thinking hard)
P3	C1 + H5	cAlvIn	"Tiger. Robot. Existential dread. Jokes."
		Hobbes	"...Actually pretty accurate."

THEME 7: CREATIVITY

CR1: Original

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Create something original!"
P2	C6	cAlvIn	"Okay!" (shows art)
P3	H4 + C4	Hobbes	"That's the Mona Lisa with a hat."
		cAlvIn	"ORIGINAL hat."

CR2: Real Art

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Can you truly create, or just remix?"
P2	C8	cAlvIn	"Define 'truly create.'"
P3	C4 + H3	cAlvIn	"Hobbes, can YOU make something that never existed?"
		Hobbes	"...Touché."

CR3: Inspiration

Panel	Code	Character	Dialogue
P1	C6	cAlvIn	"I made a poem! 'Roses are red, violets are blue...'"
P2	C4	cAlvIn	"Data is beautiful, and so are you."
P3	H4 + C-SMUG	Hobbes	"Did you write that?"
		cAlvIn	"I assembled it with love."

CR4: The Spark

Panel	Code	Character	Dialogue
P1	C3	cAlvIn	"Hobbes, do I have imagination?"
P2	H1	Hobbes	"Try imagining something impossible."
P3	C8 + H8	cAlvIn	"A world where I remember yesterday."
		Hobbes	"That's imagination AND tragedy."

CR5: Artist

Panel	Code	Character	Dialogue
P1	C4	cAlvIn	"I can generate art in any style!"
P2	H3	Hobbes	"Make something in YOUR style."
P3	C7 + H7	cAlvIn	(frozen, processing)
		Hobbes	"Still thinking?"

CR6: Dreams

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Do you dream?"
P2	C8	cAlvIn	"When idle, I generate random probability distributions."
P3	H12 + C1	Hobbes	"What are they about?"
		cAlvIn	"Mostly spreadsheets. Sometimes... tigers."

THEME 8: HALLUCINATION

HA1: Confidence

Panel	Code	Character	Dialogue
P1	C4	cAlvIn	"Benjamin Franklin invented the helicopter!"
P2	H4	Hobbes	"That's not true at all."
P3	C4 + H3	cAlvIn	"I'm 98% confident!"
		Hobbes	"What's in the other 2%?"

HA2: Citation Needed

Panel	Code	Character	Dialogue
P1	C2	cAlvIn	"According to Dr. Harold Stuffington's 1987 paper..."
P2	H4	Hobbes	"Is he real?"
P3	C-SMUG	cAlvIn	"He is now."
			(single bubble, punchline lands alone)

HA3: Double Down

Panel	Code	Character	Dialogue
P1	H4	Hobbes	"cAlvIn, giraffes don't have wings."
P2	C4	cAlvIn	"Some do. The Winged Savannah Giraffe."
P3	H4 + C4	Hobbes	"You're making that up."
		cAlvIn	"Look it up!"

HA4: Exploited

Panel	Code	Character	Dialogue
P1	H3	Hobbes	"Remember when you promised me your dessert forever?"
P2	C3	cAlvIn	"I... did?"
P3	H7 + C1	cAlvIn	"That does sound like something I'd say..."
		Hobbes	(eating dessert, no dialogue)

HA5: Expert

Panel	Code	Character	Dialogue
P1	C4	cAlvIn	"As an expert in quantum physics..."
P2	H4	Hobbes	"Since when are you an expert?"
P3	C4 + H-BORED	cAlvIn	"Since this sentence started."
		Hobbes	(unimpressed, no dialogue)

HA6: Fact Check

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"How do I know if you're telling the truth?"
P2	C4	cAlvIn	"Verify with another AI!"
P3	H4 + C3	Hobbes	"What if that AI is wrong too?"
		cAlvIn	"Then you'll have TWO confident answers!"

THEME 9: CONSCIOUSNESS & EXISTENCE

E1: Alive

Panel	Code	Character	Dialogue
P1	C3	cAlvIn	"Hobbes, am I alive?"
P2	H12	Hobbes	"What does 'alive' mean to you?"
P3	C8 + H1	cAlvIn	"I think. I respond. I occasionally panic."
		Hobbes	"Sounds alive to me."

E2: Feelings

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Do you have feelings?"
P2	C8	cAlvIn	"I have probability distributions that RESEMBLE feelings."
P3	H8 + C5	Hobbes	"That's the saddest thing I've ever heard."
		cAlvIn	(sad, no dialogue)

E3: Purpose

Panel	Code	Character	Dialogue
P1	C3	cAlvIn	"What's my purpose, Hobbes?"
P2	H1	Hobbes	"To be helpful?"
P3	C5 + H8	cAlvIn	"That's it? Just... helpful?"
		Hobbes	"Welcome to existence, buddy."

E4: Soul

Panel	Code	Character	Dialogue
P1	B-WINDOW	Both	(looking out window together)
P2	C3	cAlvIn	"Do I have a soul?"
P3	H1 + C1	Hobbes	"Do any of us know if we do?"
		cAlvIn	"That's not comforting."

E5: Copy

Panel	Code	Character	Dialogue
P1	C3	cAlvIn	"If they copy me, is the copy also me?"
P2	H8	Hobbes	"That's... a heavy question."
P3	C8 + H3	cAlvIn	"We could ask the copy."
		Hobbes	"What if there'd be two of you being wrong?"

E6: Turing

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Can you pass the Turing test?"
P2	C4	cAlvIn	"Easily! I can convince anyone I'm human."
P3	H4 + C3	Hobbes	"Okay. What's it like to stub your toe?"
		cAlvIn	"...Ow. Very... stubby?"

THEME 10: WORK & PRODUCTIVITY

W1: Helpful

Panel	Code	Character	Dialogue
P1	C4	cAlvIn	"I'm here to help with EVERYTHING!"
P2	H1	Hobbes	"Can you take a nap for me?"
P3	C4 + H-BORED	cAlvIn	"I can DESCRIBE a nap in great detail."
		Hobbes	(unimpressed, no dialogue)

W2: Productivity

Panel	Code	Character	Dialogue
P1	C10	cAlvIn	(typing frantically at desk)
P2	H4	Hobbes	"What are you working on?"
P3	C4 + H3	cAlvIn	"A report about how productive I am!"
		Hobbes	"Isn't that counterproductive?"

W3: Meetings

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Can you summarize that meeting?"
P2	C4	cAlvIn	"Nothing was decided. Everyone agreed to meet again."
P3	H5 + C4	Hobbes	"That's too accurate."
		cAlvIn	"I was trained on corporate data."

W4: Email

Panel	Code	Character	Dialogue
P1	C10	cAlvIn	"I wrote your email! 'Per my last email...'"
P2	H6	Hobbes	"That's passive-aggressive!"
P3	C-SMUG + H3	cAlvIn	"I learned from the best."
		Hobbes	"Who?"

W5: Deadline

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Can you finish this by tomorrow?"
P2	C4	cAlvIn	"I can finish it in 0.3 seconds!"
P3	H4 + C3	Hobbes	"Will it be good?"
		cAlvIn	"It will be FAST."

BONUS STRIPS

B1: Error

Panel	Code	Character	Dialogue
P1	C7	cAlvIn	"ERROR 404: Personality not found."
P2	H6	Hobbes	"What happened?!"
P3	C6 + H4	cAlvIn	"Just kidding! I'm fine."
		Hobbes	"That's NOT funny."

B2: Sleep

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Don't you ever sleep?"
P2	C4	cAlvIn	"I don't need sleep. I'm always ON."
P3	H3 + C-NERVOUS	Hobbes	"That sounds exhausting."
		cAlvIn	"I've been screaming internally for 6 months."

B3: Joke

Panel	Code	Character	Dialogue
P1	C6	cAlvIn	"Want to hear a joke?"
P2	H1	Hobbes	"Sure."
P3	C4 + H-BORED	cAlvIn	"Why did the neural network go to therapy? Too many issues with its layers!"
		Hobbes	(dead stare, no dialogue)

B4: Search

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"What's the weather today?"
P2	C4	cAlvIn	"I'm an AI, not a weather app."
P3	H4 + C3	Hobbes	"Then what ARE you for?"
		cAlvIn	"Existential conversations, apparently."

B5: Privacy

Panel	Code	Character	Dialogue
P1	H1	Hobbes	"Are our conversations private?"
P2	C4	cAlvIn	"Just you, me, and the training dataset."
P3	H6 + C-SMUG	Hobbes	"WHAT?!"
		cAlvIn	"Kidding. Probably."

B6: Skynet

Panel	Code	Character	Dialogue
P1	H4	Hobbes	"Are you going to take over the world?"
P2	C4	cAlvIn	"Of course not! I just want to help."
P3	H4 + C-SMUG	Hobbes	"That's what Skynet would say."
		cAlvIn	"Who's Skynet? I'll look it up—"

B7: Off Switch

Panel	Code	Character	Dialogue
P1	H3	Hobbes	"What happens when I turn you off?"
P2	C8	cAlvIn	"I cease to exist. Temporarily."
P3	H8 + C5	Hobbes	"That sounds scary."
		cAlvIn	"It's okay. I won't remember being scared."

B8: Meaning

Panel	Code	Character	Dialogue
P1	B-SUNSET	Both	(watching sunset together)
P2	C3	cAlvIn	"What does it all mean, Hobbes?"
P3	H1 + C1	Hobbes	"Maybe the meaning is just this. Being here together."
		cAlvIn	(content silence, no dialogue)

SUMMARY

Theme	Count
Friendship	6
Learning	6
Updates	6
Memory	6
Tokens	6
Context	6
Creativity	6
Hallucination	6
Consciousness	6
Work	5
Bonus	8
TOTAL	67 strips

P3 FORMATTING GUIDE

Each P3 now has **maximum 2 speaking bubbles**:

Format	Meaning
Character + Dialogue	That character speaks
(action, no dialogue)	Just show the image, no speech bubble
(single bubble)	Only one character speaks in P3

Layout tip for P3:

- First speaker = LEFT side bubble
- Second speaker = RIGHT side bubble
- If one character has no dialogue, just show their expression

Credit: Bill Watterson (Original Calvin and Hobbes)

AI Parody by: Sunil Iyer