

In a clouded and grey world where supposed heroes and villains play an intense game of chess that will determine the fate of humanity, there are no clear answers. With radioactive substances in red balls that are due to explode within 200 minutes of being loaded in launchers, the fate of humanity lies within the hands of the valiant heroes, or so it seems. Is the destruction of humanity a tragedy or is it salvation for us all? To those who seek to understand the world and how to coexist with it, it is a tragedy. To those in desperate need for the better world that lies within the afterlife, it is salvation. There are no right answers in this world. It's stuck in a perpetual twilight zone with limitless possibilities. What will happen to humanity? No one knows yet. The only way to know is to watch and see what happens.

In this world, the red alliance plays the role of the villains. Their goal is to ultimately destroy the world by means of mass destruction. Their first target being New York City. The red balls are used as ammunition for the missile launchers which are the goals. The plan? To destroy all of New York City at once by placing and loading launchers at major landmarks such as the Empire State Building, Verrazano Bridge, Rockefeller Center, Coney Island, Brooklyn Bridge, Central Park, Times Square, Washington Bridge, and the subway system and setting them off all at once. Quite a simple plan. Have the robots roam freely, destroy buildings and load the launchers.

As the world succumbs to, what seems to be, their inevitable fate of death and destruction, many adults begin to give up hope on everything as they see their entire life going down in flames. Only a few adults along with young, bright, and vibrant young minds still have faith. With the help of the still motivated adults, they developed the blue alliance along with powerful machines that can rival those used by the red alliance. During the development of these machines, the adults decided to have a hands off approach and only mentored the young minds. They saw the determination in the younglings eyes. They wanted these determined heroes to save New York City and the world as a whole. It took months for the robots to be built and programmed. These robots were subsequently used to control and exterminate the red alliance. Their plan? To load as many blue colored balls as they could in each missile launcher. These balls were designed to act as a cushion that softened the blow of the red balls to the point where no actual damage would be done to the city. As a bonus, confetti was added in the blue balls. Everytime one went off, confetti would go off to celebrate the successful diffusion of a red ball. Workers would have to clean it up later; they're not a fan of this design choice.

As all of New York City becomes a battlefield, code names, zones and procedures were established. The Autonomous Line was the first to be established. This line acted as the unofficial agreement between both alliances. Half of New York City belongs to the blue alliance, and the other half belongs to the red alliance. Each alliance had their own designated alliance stations located in their home zone that acted as an HQ where they could create game plans, train people to drive the robots, and continue the development of more advanced machinery. When drivers are sent out on missions, they are considered to be in a match. During the first 15 minutes (the autonomous period) of any mission, robots are sent out from the home zone alone to scout the area. Once the initial 15 minutes have passed and the area is deemed safe enough, drivers will get in the robots and begin controlling them. Once the drivers get in, they will have exactly 145 minutes to complete their mission; this is known as the driver control period.

During the initial 15 minutes, the robots are not only scouting the area, they are also actively looking for missile launchers, also known as goals, that can be loaded with a preloaded ball (referred to as a preload) that they carry. A robot in possession of a ball will actively look for a launcher. Once a launcher is properly loaded, it is considered scored and owned by that specific alliance. Ownership of a goal can be transferred if a ball is either removed and replaced by a ball of another color, or if a ball of the other color is placed on top of the original ball. Once the autonomous period is over, the alliance with the most goals in their possession is granted the autonomous bonus of bargaining rights.

During the 145 minute driver control period, drivers will try to connect rows of goals by scoring in 3 goals that are linearly connected; by doing this, they will be able to either protect or destroy one connected area. During this period, robots from different alliances will meet. They will not engage in violence as their goal is not the murder of one person, but rather the mass destruction of New York City as a whole. Although they won't engage in direct violence, they will attempt to stop the opposing side by trapping them for a short period of time before they are let go.

In total, a match will only last 200 minutes. In those 200 minutes, who knows what will happen? The fate of humanity lies within the hands of two alliances with all the power. No one knows what will happen, but they will do their damned best to sway the winds in their favor. So,

what will you do? Join an alliance and fight or sit idly as the fate of humanity is determined by others? The choice is yours.