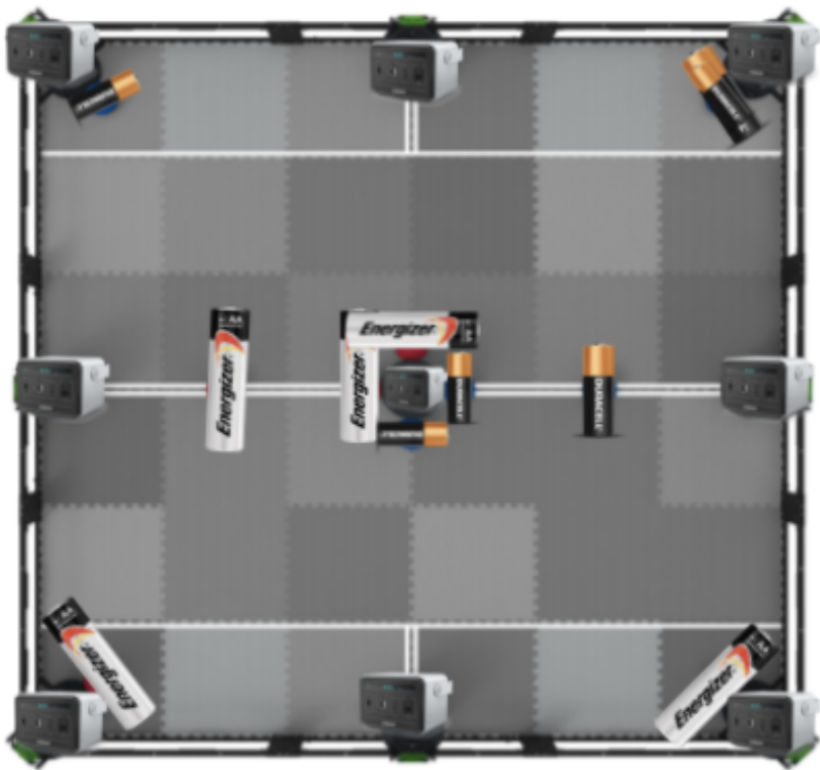


## Battery apocalypse

- Balls are batteries
- Goals are the central battery storage system
- Whichever one has the most energy gets to earn more energy
- 2 Colonies of people are at war and sent robots out to gather the remaining batteries so their own colonies can thrive to have the power of energy
- When the balls are at the top they get a longer battery life because of solar panels on the balls that would be exposed to the sun exclusively. when at the top of the storage system the solar panel can only activate when there are three balls in a row, because of the low output of solar, but the range is only one adjacent goal

Hi, I'm Humphrey Fitzgerald. I don't know who or what is going to hear this but if you manage to find this, welcome to the final days on this apocalyptic wasteland we call Earth. Only two colonies of our species known as humans remain. Refusing to team up, due to previous hostility during a great war, both teams needed a means of survival. Few resources are left and energy is dwindling. In order to thrive for as long as possible before inevitable death, The humans sent robots to collect remaining batteries from the fallout so they could remain alive and continue to power their electrical air filters. Earth's air has been toxic for the past few years and since humans need oxygen to live, we purify it with huge air filters constructed for the apocalypse. The sole goal of the robots is that they are sent to get the batteries that have the right electric voltage compatible with their air filter into the electrical storage system. However, since there were only a few remaining storage systems the robots would need to sabotage the other colony and try to take their batteries out to put our own in. Our colony, and I assume the other one quickly realized that the batteries had solar panels on them which would make it best for the batteries to be at the top of the power storage systems, however, to get full use out of the solar energy three batteries needed to be placed on the top adjacent to one another because the amount of power is underwhelming alone. In addition, the batteries need to be adjacent because of a small one-way line of energy that happens to be unable to change directions due to its insane speed. The war of robots was quick, lasting a mere two minutes piling in comparison to most wars. For the first 15 seconds, it looked like neither colony could get their controllers to work because of a nearby thunderstorm that shut off power briefly. Our opponents and us depended on an autopilot that we had previously coded in case something like this happened. After that, the robots duked it out until the other colony released an EMP that was meant to wipe out our robots so they could take the storage for themselves, however failed to acknowledge the damage it would do to their own robots and it wiped all out in the process. Once the EMP went off and the war had finished both colonies needed to live off whatever

power they got and could get to survive. Until the other colony ran out of resources to power their air purifier and slowly suffocated into obscurity before completely dying out leaving only my colony. My colony ended up winning the war and survived but we only have a few more months at best and a few weeks at worst. The end of humanity is in reach sadly, and it's likely that this battle will go down in history.



Battery (red ball)



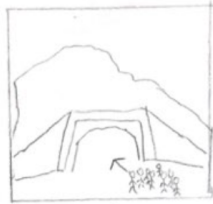
Battery (blue ball)



Electrical  
Storage System  
(Goal)



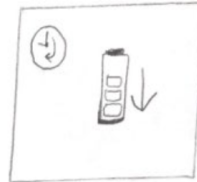
Nuclear War



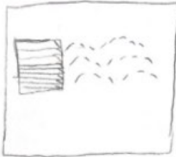
Human needs to enter bunkers/shelters



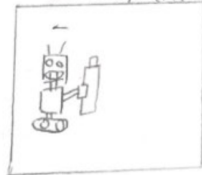
Devastated environment of Earth



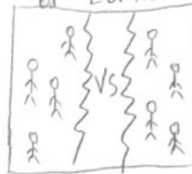
Energy runs low as time passes



Air filtration runs out of power



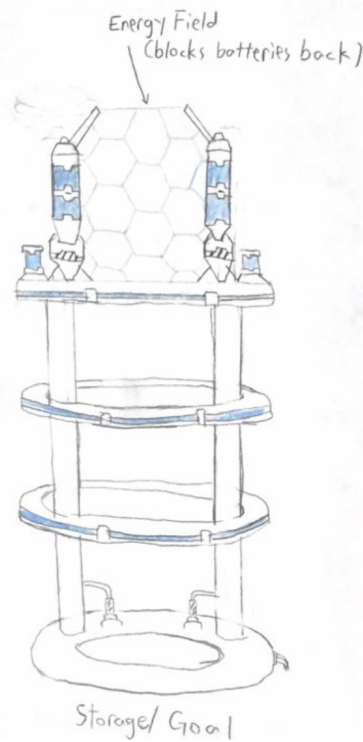
Robots sent to gather batteries




Two colonies need to fight for their own energy for survival due to limited storage for batteries



Limited time of gather from EMP blast



 - Remaining Energy Indicator

 - Status: Solar Panels Active

