

A Race to the End

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Introduction

There are two competing companies, **Crimson** and **Lapis Lazuli**, both of which are trying to steal valuable materials from a storage center. These valuable materials come in the form of **crates** and a special ore called **vexium**. These crates come in the colors blue, red, and yellow, and they hold very special properties. When a **red** or **blue** crate is placed in their associated **Activator Zone** or “**Home Zone**”, they allow for any material inside of them to be doubled. The **yellow** crates, on the other hand, may be placed in either Home Zone. The vexium ore has been strewn across the center in certain formations. By itself, vexium is invaluable, but these crates hold another special characteristic: once the ore is placed inside of it, it “**activates**”, charging the vexium in such that it can be used for several different technological uses. Due to the value of the crates and ore, the facility is under high maintenance. Because of this, both companies have chosen to use extremely high-tech robots to carry out their plans.

From reconnaissance missions, the companies have determined that they have 2 minutes in total to collect as many crates and rings as possible and bring them to the nearest Home Zone. Whichever side brings back the most valuables is **guaranteed success**.

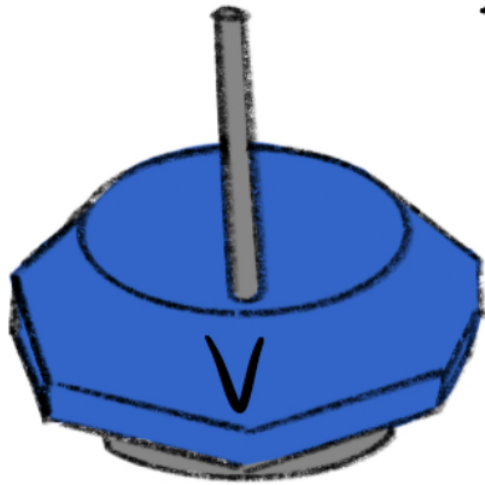
Objectives and Rules

One company must take possession of as many crates of the color of the closest Home Zone as well as yellow crates and vexium ore to win over the other. There are seven crates in total, 2 red, 2 blue, 3 yellow.

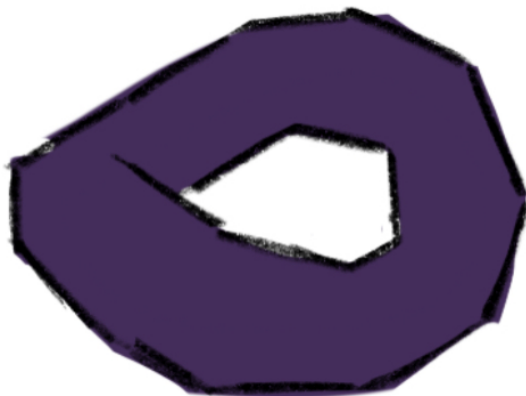
To know who has successfully brought in the most valuables, each element is assigned a different value. Each crate is worth **20 points**, when brought back to the correct Home Zone. If placed onto the loading dock of a company's transport vehicle, the crates are worth **40 points**. If placed inside a crate, vexium is worth **1 point**. However, there is a metal rod that sticks out of the center of the crate, which enhances the power of vexium even further. If placed around the rod, vexium is worth **3 points**.

Whoever gains the most points at the end of the two minutes, **wins**. That is all.

The Elements



Vexium
Crate

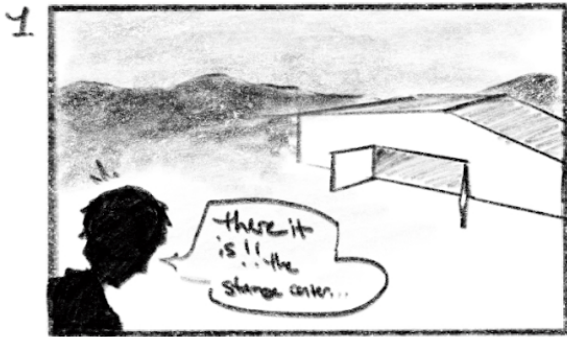


Vexium
ore

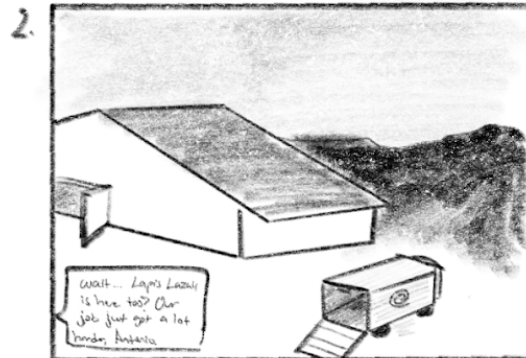
The Story

The protagonist Kentaro, and his partner Antonio work for the crime organization, Crimson, set on stealing the valuable ore, vexium, from a supply field. While on this mission, they encounter an opposing organization, Lapis Lazuli. Now, they both must face off in a battle of who can collect the most valuables before time runs out. Who will win?

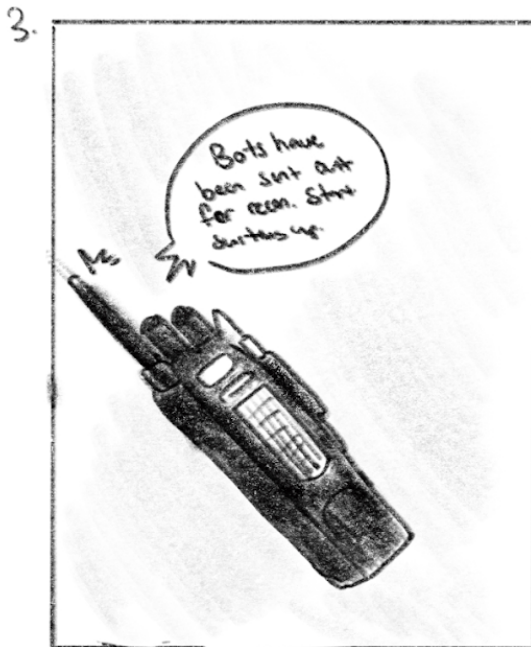
A RACE TO THE END



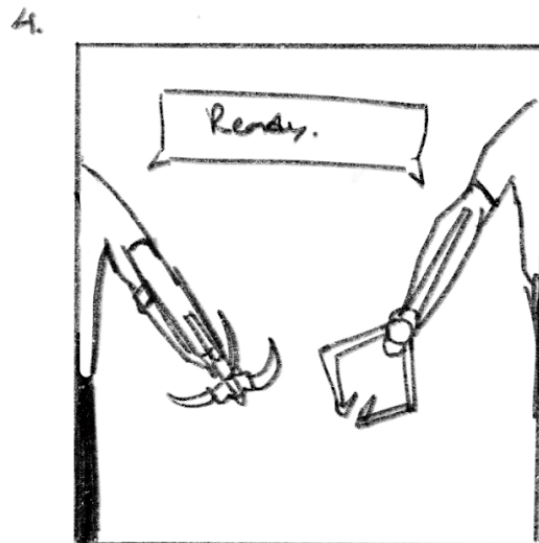
Kentaro is excited for his mission



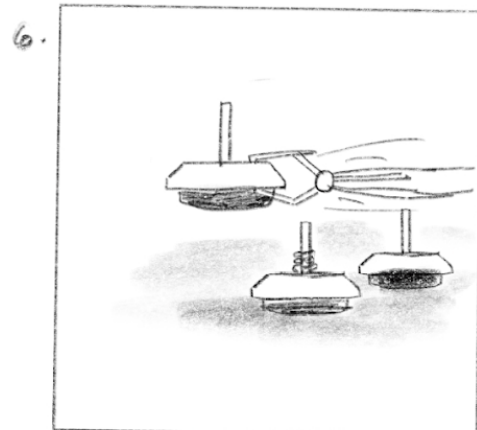
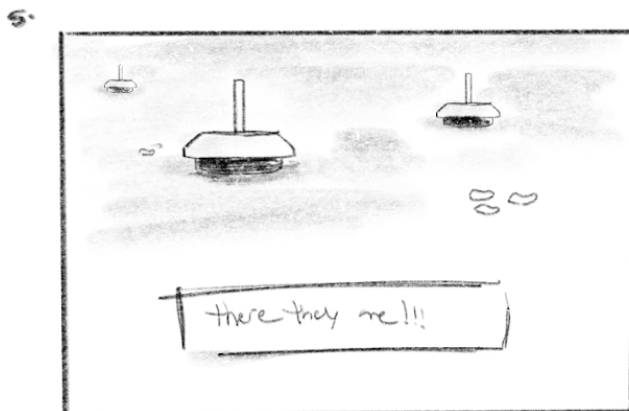
Fellow crime organization joins the fray — the two companies must now compete for the materials.



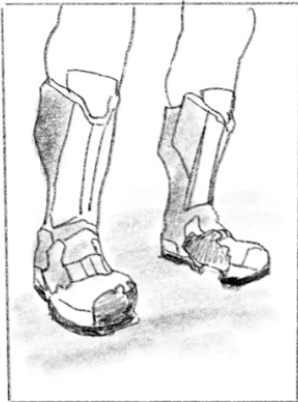
Bots are just out to scout



Kentaro and Antonio Start-up



7.



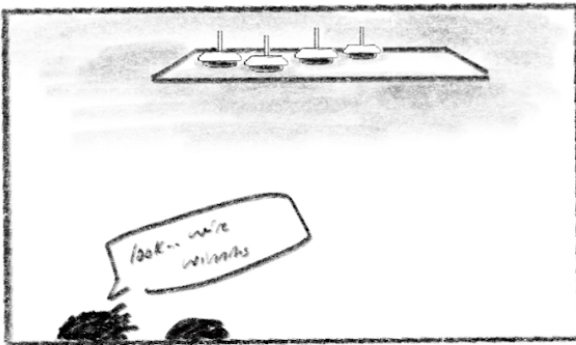
Anten's boots break
potentially exposing him to
the radioactive vacuum

8.

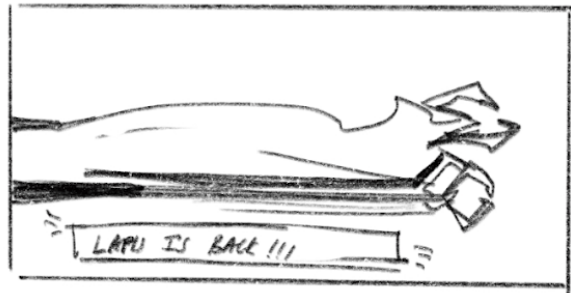


Kurt
said
Anten, so he
isn't exposed
to vacuum

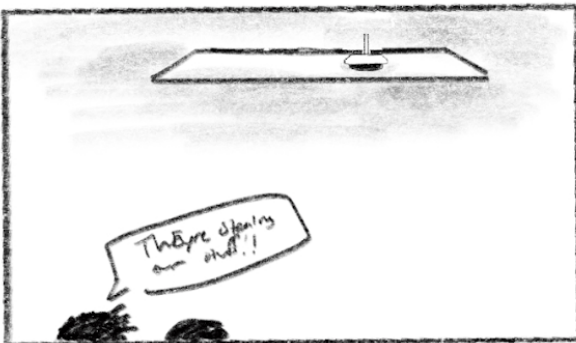
9.



10.



11.



12.

