Description and ties to the main stream of the story.

# The Game World

The game is set on our World, in a remote future. Since the humans had left the Earth to move to one of the several exoplanets they had discovered, centuries have passed and Nature has started to re-seize of all that had been stolen to her so all the cities, the monuments and the buildings created by men’s ingenuity had been abandoned and covered by dust, grass and mud.

The animals left on the Earth, time after time, evolved, up to the point to get humanoid appearance and behaviours: not so far, they started to act like men, trying to figure out how our descendants’ technologies worked, how they interacted and what those strange symbols they wrote could mean. Among all the species, four have emerged: the Eagles, the Lions, the Rhinos and the Sharks, each of them with an increasing desire to become the dominant faction, which would have reigned over all the others.

Leaded by the thirst for power, these clans started a long war to determine who among them should have been the sovereign one, causing death and destruction in a world that had borne already too much with humans and their clashes. Since all the species have risked the extinction, the leaders of each faction decided to stop the war and set their battles in a huge arena, where couples of heroes belonging to each clan would have face their opponents to show who will be the bravest and best one, as humans did in their history several millennia before.

The arena was of elliptical shape with several levels of bleachers surrounding it, and has been built in a desert, where the sun always shined, so its field is completely covered by sand. The clashes would have held during the day, so that anyone could admire the heroes’ feats. To improve the level of entertainment, the matches were played with each team on a car, where one of the two members should have been the driver and the other was in charge of shooting the enemies with his species’ favorite weapon, up to the point that they will be the last faction standing in the arena: only then the battle ended. For these reasons, up to now, the arena is the only level where the players can act and fight against their enemies, where they can move in the entire area during each match. The battles are set in a chaotic scenario: the audience continually incite the heroes to do their best, whereas other players try to defeat them, and traps and NPCs never stop to hamper the team.

Periodically, among all the species, the one with the highest score (assigned based on its heroes’ abilities and results) is declared be the dominant one for the next war season, whereas the other ones will have to try to put the end to its supremacy. In order to award and push the bravest and most able heroes to fight for the glory of their species, the best players of the winning faction will be rewarded personally by their leader.