



FOOD WARS

Triad vs Theta-24

There are conflicts the world understands.

Territory. Power. Survival.

This is not one of them.

Food Wars is what happens when two fundamentally different systems collide in an environment that was never meant to hold them. On one side: the Triad — balance, precision, and quiet inevitability. On the other: Theta-24 — chaos, momentum, and consequences weaponized into absurdity.

The battlefield?

Tables. Plates. Coffee cups. Pizza boxes.

The rules?

Simple.

Eat.

What follows is not competition in any conventional sense. It is pressure applied through ridiculous means, escalating far beyond reason, until something breaks — not bodies, but structure, patience, and sometimes dignity.

Because this isn't about food.

It never was.

It's about thresholds.

About how far control can stretch before it fractures. About how chaos tests systems not by attacking them directly, but by forcing them to engage on terms that make no sense.

And yet—

the outcomes are real.

Losses are carried.

And someone always has to deal with the aftermath.

In a universe that has already learned how to survive the impossible , Food Wars answers a different question:

What happens when survival isn't the problem—

but restraint is?

Welcome to the table.

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