Locations

**Örf**: A planet that once suffered great wars and is now controlled by Robots. All traces of human or nature life has long been extinguished. The planet is divided into sectors which has its own ruling and with its upsides as well as downsides. The last war was known as the great tragedy, a civil war between robots. Stix was created during this period of time, as well as some other specialized robot units. The planet now suffers from robots running around looking for a purpose and to find their role in the modern society. Örf has its own idea of heaven and hell as well as a very humanlike social structure, highly influenced by its early creators that have been chased away in the earlier wars.

**Robot Hell**: The place of lava and terror, the depiction of all that is evil and also home to all criminals as well as faulty robots. The place is divided just like örf and just recently a maze of trials was created by the evil devil lord Meanix, the place was called Hellestry. A lot of things happen here without knowledge on other parts and so Robot Hell is considered a great divine power, the counterbalance to Robot Heaven. None has made it back to Örf from this place, it is said that the mastermind Meanix enjoys destruction and agony more than anything else, and he successfully thwarted all attempts to escape the clutches of hell.

**Robot Heaven**:

Characters

**Stix**: A specialized stealth unit that was created during the civil war to infiltrate and do missions of unique character. Has the ability to split into two and he can use his body parts different abilities to make his way forward. He is the reason that the trials of Hellestry were created in the first place. During the war he exceeded the expectations of his superiors, however, his behavior was questioned multiple times. Stix did not have many important tasks left when the war ended and afterwards he tried to avoid any job which resembled the tasks he had to accomplish during the civil war. Has problems with authority and likes to sneak around.

Objects and Items

**Holo Rads**: This little device has been programmed to give basic instructions, its functions range from imagery to text. But the problem is the amount of data it holds and, once programmed you cannot change the information without remaking the inner core structure. Who made these weird electronic devices and why they are still in use?   
I don’t know, you tell me. It’s just how it is, robots like it that way…

Units and Enemies

**eBots**: These little fellows was also constructed in the great tragedy, however for a completely different reason. The need for cheap robots to cause havoc and fill in different functionality in tight spaces made eBots a favorable choice in the factories. They can change form easily by just assembling themselves together with one another and by doing so their functions become more powerful. Also they are equipped with a small electric field, just strong enough to paralyze a modern robot. What is the catch you say?  
Well for one thing they are as stupid as a can of cat food, walking around without purpose and knowledge of their surroundings. And if they do not have actions in need of execution, if they are misplaced (like any kind of object, of course) they might not fulfill their purpose, or as in worst case they might become contra productive.