

K.2.1.1 Escape

The story is about a robot named K.2.1.1. He was packaged and set for disposal due to a malfunction during the manufacturing process.

K.2.1.1 was packaged into a box matching its size to be shipped out of town where it will be destroyed. The switchback road caused K.2.1.1 to be activated.

When he got out of the box he read the "*burn/destroy*" symbol. After he got out of the box he jumped into the forest near the road.

In the meantime, his activation alerted his creators and they sent a group of robots to find and bring him back to destroy him.

After walking for a while, he realized that he has to recharge his battery, so he searched for a place and came across a group of people camping but he is not sure whether to talk to them or not.

If he talks to them, they will take him home and sell him as apart.

If he decides to ignore them and complete his way, he will lose more battery.

On his way, there was a military camp and had to enter to charge his battery.

He entered an empty room in the military camp and charged his battery without anyone seeing him and went to sleeping mode.

When he got some power, he woke up and found a new Battery that lasts for a long time and a Chip; He thought it will be useful. So, he puts them in his inventory in case he needs them later.

If he decides to wait, he will keep losing power until the guards see him and put him on charger.

When he got some power, he woke up and found a new Battery that lasts for a long time and a Chip; He thought it might be useful.

He puts them in his inventory in case he needs them later.

The creator's robots appeared there and will fight him to take him as mission.

If he tries to fight off the robots he will fail, and they will kill him and return to their headquarters.

K.2.1.1 runs away and heads towards a nearby city where he meets another robot E.1.3 which had a flaw with its battery so K.2.1.1 gave it the battery that he found earlier.

They keep running from town to town until they decide to stop running and live in a town.

They entered the city with a chip that K.2.1.1 stole from the military camp, he thought that it may be useful for him later, but it is not it is turning any robot into a war machine.

The guards started hunting him to retrieve that chip and looked for them through the city until they found them.

The army members and the robots had a fight over that chip, a fight which was easily won by the army members because there was several of them, the 1st Lieutenant came up with an evil plan:

“Let’s install the chip into the robot's system and use them to help us.”

The IT manager has activated K.2.1.1 and E.1.3 as war robots.

After that the guards and the two robots entered a fight with some enemies. The fight lasted for two days.

After a while the same group of people that K.2.1.1 saw camping previously saw them on the floor and took them home, Later They took them apart and sold their parts.

K.2.1.1’s creator found him and tried to bring him back, he went along with a group of robots to stop him, a fight broke between the two. The creator’s robots lost so the he goes into a robot that he created which allows him to be stronger they fought for a while and eventually K.2.1.1 won and defeated his creator, Then K.2.1.1 took over the company and made it a war machine company.