

You start out in a desolate forest filled only by the sound of birds and insects. It's bright and green as it shows a cabin, and a robot woodsman sawing down a tree out front. Looking around, the trees sway with the wind. Bored, the Woodsman gets curious, walking into the forest. The dirt and leaves crushing underneath its metal frame as it walks. It keeps going deeper and deeper into the forest seeing more and more decommissioned robots, logging robots like it is and it gets to a dirty broken road, seeing a billboard for its model of robot. It sees a logo for [REDACTED] the company that created it. Looking back at the direction of its cabin it looks down at its hands questioning its purpose for the first time. It decides to go out and try to find the companies home base to see if it can find out more about itself and to see if it can figure out what happened to humanity after the disease took over killing most of the population and turning the rest into messed up and gross monsters. But first it has to trek hundreds of miles firstly through the forest.