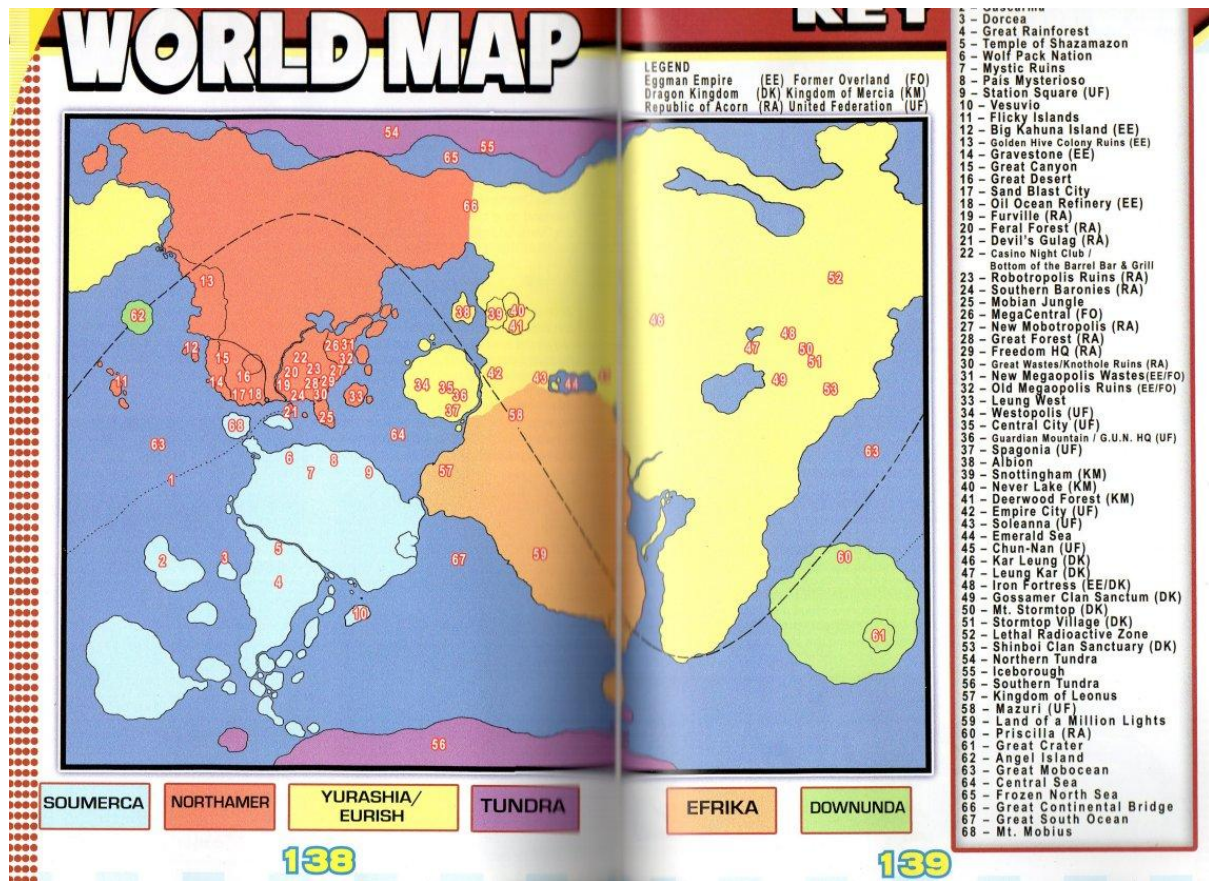




Mobius

In an alternate dimension lies the world of Mobius, an alternative version of the planet Earth. Due to the strange energies present on the planet, rather than a single species raising to sapience and shedding much of their earlier appearance, main races of animals evolved to humanido form and intelligence, but retaining much of their animalistic heritage.

The population of Mobius is much smaller than that of Earth, and both culturally and technology the Mobians are behind Earth. Most of Mobius has a culture comparable to that of Earth in the 1950/60's. Technologically, in some aspects, they are on par with their level of culture, such as TV and radio. In others, they are 50 years behind, especially in anything regarding military or air travel. The most advanced aircraft usually being a bi-plane. Albeit, a more advanced bi-plane than Earth had in the 1910's.

Unlike Earth, very few Mobians would have personal transport. Most would be happy to walk, or take publically available form of transport, such as buses or trains for longer journeys. Most long distance journeys would take place overseas, given there are undersea kingdoms to both trade with and help with transport. This is one of the main reasons for the lack of air travel. With fast, and mostly safe sea travel, the need for air travel is much less.

This difference is due to a number of reasons. First, Mobians have not had any large scale conflicts. Meaning the technological jump and social upheaval that occurred on Earth during WWI and II never took place. Second is the Mobians themselves. They tend to be a lot more conservative as a whole than humans, meaning innovation is much slower. Combine this with a lower population, which means less competition and need for resources, and things just move slower on Mobius.

Mobians Vs Humans

In comparison with Humans, Mobians are not only shorter and more animal like, but also far tougher and more resilient. They are often faster and stronger than your average human as well. However, humans tend to be more innovative and resourceful. That's not to say Mobians are dumb, just many tend to be fixed in their ways and are not prone to thinking outside the box.

The Kingdom of Acorn

The largest power on Mobius, the Kingdom of Acorn covers most of the continent of Northamer. However, most of the power resides in the Noble Families, who each control one of the Zones that make up the Kingdom. The capitol is Mobotropolis, a large city built around Castle Acorn. The closer to the castle, the older and more grand the houses become, and the more upper class the residents become. Towards the outskirts, more people are moving in of all different social standings, so the suburbs are more of a mix than the inner city.

While most of the power is in the hands of the nobles, those in charge of business and trade are increasing in the power they wield. It is possible that a major social change is on the horizon. However, there is still a power disparity between the genders, similar to Earth of the 1950's. While females are accepted as Queens or heads of households, males are still preferred, and there are many jobs where females are restricted.

Casino Night Zone

An anomaly in the Kingdom of Acorn. Debts forced the nobles who once ruled the Zone to sell their land, where it was bought not by the other nobles, but a businessman, who renamed it. Now, depending on who you ask, it is either a place of Freedom and inclusion, or a place of debauchery. Certainly, there are less social restrictions than elsewhere, but then, there are plenty of shady dealings that go on behind closed doors. It even has its own security forces, as opposed to the Acorn's army.

Sand Blast City

On the western shore of the Kingdom of Acorn is Sand Blast City. If people have low opinions of Casino Night Zone, they positively detest Sand Blast City. Criminals, pirates, bounty hunters, all make their home here. The only reason the army hasn't done anything to remove the city is with all these people in one place, it's easier to keep tabs on them. Plus, it's said some nobles may benefit from the city's survival.

The Kingdom of Mercia

The oldest Kingdom, and it shows. There are still many medieval aspects to its culture, and even more so in regard to their fashions. Unlike the Kingdom of Arcon, there is no large central city, rather sparsely populated villages and towns. It's quiet and picturesque countryside, combined with its numerous orchards and vineyards, make it a popular holiday destination.

Dragon Kingdom

The Dragon Kingdom is located Yurashia, and follows a strict Clan structure. The Clans are the Four Houses, the rulers, the Shinobi, ninjas and spies, the Raiju, warriors, the Gossamer, priests, and the Yagyu, merchants, travellers and messengers. Those outside the Clans are the commoners, those who work the land or produce goods. However, the members of the Four Houses Clan have dwindled throughout the years, completely dying out when the last Emperor passed away and the rest of his family vanished. Now the other Clans are maneuvering against each other, but it hasn't sparked into conflict. Yet.

Dingo Nation

In the continent of Downunda is the Dingo Nation. This small power is nonetheless one of, if not the most, aggressive powers on Mobius. It is only due to their small size, and relative isolation, that prevents them from being a strong threat to the rest of the world.

The Nameless Zone

North of the Dragon Kingdom is the Nameless Zone. A barren wasteland of rocks and dust storms. Those who venture into it are said to never return.

Angel Island

Like Atlantis of Earth, Angel Island, or the Floating Island, is a myth few people truly believe in. But it does exist. Kept aloft by the Master Emerald, its surface dotted with ancient ruins speaking to a long forgotten civilization. Along it follows a path around the world, it is

surrounded by thick clouds, making it all but impossible to spot from the ground. And with the lack of air travel, few have ever seen it. Except...

The Battle Bird Armada

A militaristic force of birds who make their home in large zeppelin like airships. They jealously control the skies, perhaps enraged by their inability to fly without aid. Another reason why there is so little air travel from the land based nations. The only saving grace is they have little interest in what is below them. Given their aerial attitude, they are aware of Angel Island, but superstition keeps them away. It is rumoured, though certainly not proven, that they have artifacts of incredible power. Possibly magical in nature.

Chaos Emeralds, Powers, Rings and Magic

It's hardly a secret that there are those with powers and abilities on Mobius. Most people are aware of Chaos Energy, but few care about it. Those with powers aren't given any special treatment, though those whose abilities lead to physical changes can find themselves somewhat ostriched. There are also those who use Magic, essentially, reshaping Chaos Energy to their will.

The Chaos Emeralds however, seven gems of almost unlimited power, are an almost forgotten myth. They have not been seen in centuries, and historians now doubt they ever existed. What this does not explain are Power Rings. These are found in places strong in Chaos Energy, such as around the Chaos Emeralds, or areas like the Nameless Zone. They are essentially solidified Chaos Power, and Mobians are capable of using them to boost their abilities, though this does destroy the Ring in the process. It is also possible that they could be used as a power source, or have other uses.

Ancient Technology

Although most of the technology on Mobius is rather primitive by Earth standards, there are some items on Mobius of advanced design and/or incredible power. Most of these seem to be Ancient artifacts that have survived from some long forgotten age yet remarkably still function. But there are also a few advanced minds on Mobius, who have a grasp of technology many decades ahead of the rest of the planet. Though there are still no facilities to make such items commonplace.

Earth

Similar to modern day Earth, except that the planet is mostly controlled by three power blocs. The United Federation, controlling North and South America, the European Union, which obviously controls Europe, and finally the Asian Coalition, a group of countries lead by

Japan. There are some independent countries such as Russia, but these are few and far between. Though the three blocs maintain diplomatic relations and trade, there is a great deal of tension between them, especially over natural resources. Technology is the same as ours except with regards to the militaries, which are slightly more advanced in terms of robotics as well as other related fields. Various conspiracy theories exist as to what happened on the Space Colony ARK, but in actuality it was nothing more than a tragic accident, and any suggestions to the contrary are the ravings of madmen.

The Forces of Robotnik

In his invasion of Mobius, Robotnik has multiple forces at his command. Most numerous are the Swat Bots, bipedal robots with strong armour and equipped with stun blasters. Though their programming is limited and exploitable.

Also present in great numbers are the Badniks, which come in multiple types. Each has inside a small captured animal inside which acts as both CPU and powersource. They are not as durable as Swat Bots, and most have a limited function. However, in numbers they can be very dangerous.

Most insidious are the converted Mobians. They have been trapped inside a robotic suit similar to Badniks (the infamous Robotizier has not been developed yet). Implants connected to their head strip away free will, forcing them to obey Robotnik's commands. Unlike the Badniks, where the animals can be easily freed by breaking the robot, it requires surgery to remove these suits without causing horrendous, and possible fatal injuries. In terms of power, they are both more powerful than Swat Bots, and also superior in terms of programming, as it is being processed by an organic mind.

Finally, there is the E-100 series. These are Robotnik's most powerful machines, and a dangerous force to be reckoned with. Each has a different design, in order to function in a different role. Like Badniks, each has a small animal inside to function as processor and power.

In order to capture and convert Mobians and animals, Robotnik employs Prison Pods, large capsules that can be dropped from midair or even orbit. Inside each are a number of robot arms, and a number of robot parts. These arms can seize and pull a living creature inside the pod, then encase them inside a robot shell. While there are only a limited amount of parts available to convert inside each pod, they can still be used to contain Mobians and animals for later conversion. The only weakness of the Prison Pods is that the subject needs to be conscious during the process, in order for the connection between organic mind and robot programming to be facilitated. This is why Swat Bots will first order surrender instead of firing. Priority targets excluded.

Robotnik has six massive vessels, capable of traveling in air and space. The primary one is the Wing Fortress, which contains his command centre. The other five are the Flying Batteries. Not as large, but still just as well armed.

The Far Future

The current future of Mobius is a dark place, a dying world. In desperation, the few remaining inhabitants have turned to two projects to try and undo what has happened. First, the Sol Emeralds. A set of artificial gems with powers similar to the Chaos Emeralds. And second, an experimental time portal. The plan was to send through a group of skilled and powerful individuals along with the Sol Emeralds, and with their knowledge of the events of the past, change the future. However, things didn't go to plan. There was a surge as the team traveled back, scattering them, the Sol Emeralds, and much of their memories. Now they don't recall much in the ways of details, perhaps not even each other, but still know there is a future that needs changing.

(This means there is no Sol Zone in this particular game. If you wish to play a character from the dark future, we'll discuss how much they do or do not recall.)