

BREAKOUT DAY

a Game Theatre freeform for 36 players

It's Breakout Day for the call centre staff of Zonix Inc, an evening devoted to training and teambuilding. But there's an efficiency expert on site, and rumours of layoffs are pending. Secrets abound, mysteries flourish, and it might be true that the night teams are full of vampires. And what on earth is the product you sell when you make these calls?

Breakout Day is the featured live event at Kapcon 2001. It is designed for two to three hours of intense and over-the-top freeform live action gaming. This is not a serious game but it is designed to be played straight, with the humour coming deadpan over increasingly bizarre circumstances. The stakes are high even in a comedic horror.

BACKGROUND

Zonix Inc runs a telephone sales team in the city. Call centre personnel make cold calls to people whose details have been acquired by the Zonix system as potential customers. Computers place the calls (there is no discretion as to what number is dialled) and supply scripts to work from when interacting with customers. All products are referred to by a two-digit product ID, which is invariably recognised by the people at the other end of the line, and none of the employees have any idea what these products actually are. Despite this the centre has a high sales rate overall.

Zonix Inc has hired out a community hall to hold an evening of teambuilding and have a general "rap session". Attendance is compulsory.

MAIN PLOT LINES

The Call of C'Thulhu

The CEO is working towards his master plan, which is to make the Call of C'Thulhu. This training session is when he will introduce this new call. It is the culmination of his life's work. But four university student researchers are stumbling close to the truth, and may have the power to set the plans awry. Meanwhile, the consultant is firing all those unsuitable to make the call, starting with the geeks.

The Takeover

The HR manager intends to make the call centre a genuine supernatural service centre, meeting the needs of the underworld 24 hours a day. He needs to get support and try to takeover tonight.

The Halting

The black magician is undercover and determined to halt any supernatural activities in this place. He will go as high up as it takes, and kill those responsible. It will certainly bolster their souls against any other attempts to seize them.

The Hound

The immigrants plan on eating their team leader and serving any vampires they discover. But the demon Hound has possessed a call centre person and is coming for them, as well as that person's flatmates. The vampires hate Hound, and will go to war with it if they discover it. The werewolves can control Hound, and want to trap it, if they can discover it. The vampires and the werewolves have a species hatred as well.

GAME OVERVIEW

Breakout Day should ideally run as follows.

Beginning:

Everyone shows up. The meeting begins as a standard training and teambuilding session. There is an opening address from the CEO and then the facilitator introduces the first exercise. People break into small groups to work on the first exercise, then the groups come back in and report to the crowd. In the small groups people will get a sense of their immediate workmates and will get a baseline group of characters to interact with and fall back to. Then there is a short break and people are encouraged to mingle. Hopefully things should start in earnest at this point, with people having found their character's level, and interaction will be fiercely goal-directed.

Middle:

After the first ritual, when the community centre switches dimensions, there is a power surge. The light goes off and back on. This will give people a mystery to work at – “what just happened?” – as well as an opportunity to continue working towards their own goals. By well there should be a core of people aware that the call centre is decidedly unusual. If anyone goes outside they return crazy and animal-spirit possessed. Others can't seem to get outside.

End:

Nasty interdimensional critters create a siege situation. The supernatural nature of the call centre can no longer be denied. Power plays are made, and the battle for the fate of the call centre takes centre stage, with all attendant combatants involved or not as they see fit.

DEAD PEOPLE

Dead people can continue play as zombies, as vampires, or as ghosts. Zombies follow the instructions of the voodoo priest, although any innovative attempts to restore their awareness and self-control could be fruitful. Vampires have total self-determination, but they do come out changed, usually for the worst – leave these details up to the player. Ghosts can only interact with certain characters, and it is to be expected that all the ghosts will cluster around one person and pester them furiously.

PROPS EXPLANATION

- Prop0 - general intro sheet distributed before the game
- Prop1 - a copy of the serial killer's email, in the possession of Eustace Huxtable
- Prop2 - call-destination printout from database, in the possession of Donald Lewis
- Prop3 - Andrew Monkey's ritual, in his possession
- Prop4 - Eric Foxx's ritual, in his possession
- Prop5 - complete list of attendees to the evening, in the possession of Hadrian Stallman
- Prop6 - Bracklee's Plan details, held by the player of Bracklee
- Prop7 - Call script, held by the player of Bracklee
- Prop 8 - Joint handouts
- Prop9 - Zombie handouts
- Prop10 - Vampire handouts
- Prop11 - Bud handouts
- Prop12 - Ghost handouts

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GM NOTES

- Simon Peoples is infested by a malevolent spirit fungus. This is the source of his creepy thoughts. He will be growing weird buds on his body, under his shirt. He may wish to sell them as dope. He will become more and more ill as the night goes on. If anyone looks into his soul they can see there is a fungus there. He is not a well person... The dope will infect the new person with the fungus and they will start going loopy too.
- If C'Thulhu is contacted by ritual, what happens? One of the GMs will have to be C'Thulhu. The truth will be spoken - that C'Thulhu is about to be woken by this spell in conjunction with many others around the world. C'Thulhu will destroy all that is. The casters of this spell will all go insane, either for a short time (fifteen minutes) or possibly permanently. Do spirit tests and make up an outcome here.
- The black magician is trying to upset things. He will start throwing spanners into works before too long. Stay alert for this.
- The call centre logs are all to weird interdimensional co-ordinates, not geographical locations. Allow techy people to figure this out towards the middle of the evening - make them wait if they're too quick.
- The HR guy is being supported by demons, who are underwriting his takeover attempt. The GMs can easily step in as these demons.
- When the hall shifts dimensions, outside gather spirits. The animal spirits are geese and turtles and rabbits, all malign. They possess and threaten and want to eat the souls of the humans inside. God knows how this will pan out. Possessed people stay the same, but become more animalistic as the spirit eats their soul.

RUNNING THE GAME

THE BEGINNING

- A) People drift in and mingle for a while.
- B) Hadrian starts things off. Everyone who is mingling quietens down and takes their seats.
- C) There is a welcome from Mr Bracklee, who introduces Guyon
- D) Guyon talks to put everyone at ease and then sends everyone into their workteams. Guyon says that Zonix is a marketer's word, the kind of word that means nothing specific but something to everyone. "And customers want you to communicate that Zonix idea! Over your time working here, you'll have formed some idea of what a Zonix is. So in your groups I want you all to tell the group how long you've been working for Zonix. Then everyone has to brainstorm about what a Zonix actually is. Pictures are welcome!" This is to get everyone's brain moving.
- E) Everyone gets into teams and does the task. Guyon has the senior personnel split up, one to each of the workteams, to take part.
- F) After five or ten minutes, Guyon calls attention and says, now, that's what we want to get to today – being that idea of Zonix. "But there are barriers to our success. I want each of these groups we've got to talk about and come up with at least five barriers to productivity."
- G) Every group has to come up with at least five barriers to productivity.
- H) After about ten or fifteen minutes Guyon brings the groups back in to report their findings.
- I) Then it's break time!

THE MIDDLE

- J) People mingle and goals are pursued.
- K) Guyon calls everyone back and arranges for the groups to get shuffled up.
- L) Guyon tells every group to brainstorm ways to overcome those barriers.
- M) Bracklee finds three other people and runs his first ritual. This sets off THE EVENT.
- N) While the main discussion continues THE EVENT happens. The Community Centre shifts into another dimension.
- O) This state of affairs continues until someone stumbles upon the truth and the training session breaks down irrevocably, which may come from the top level or the bottom.
- P) People try and effect an escape, but it becomes apparent that escape is impossible.

THE END

- Q) Dark animal spirits begin to crowd outside the walls like moths to a flame. A siege situation ensues.
- R) The CEO's ritual has taken the call centre this far. If he can finish it, the community centre returns but C'Thulhu rises to destroy the world. If he can't, the group must find another way of returning to Earth.

CHARACTER OVERVIEW

Affiliation lists the characters by their team affiliation.

M or F indicates whether a character is for male or female players.

Spirit Traits indicates how many spirit traits the character has.

Shed indicates the order in which to shed characters from the game if there are too few players.

AFFILIATION	M or F	SPIRIT	SHED
Senior Personnel (5)			
The Voodoo Consultant	M	5	
The Power-Mad CEO	M	6	
The Bootlicking Flunky	M	3	
The Demonic Facilitator	M	4	
The Scheming Human Resources Manager	M	4	
Day Team Utah (5)			
The Christian (team leader)	F	6	
The Imposing Immigrant	M	5	
The Unclean Immigrant	Either	2	
The Criminal Immigrant	M	2	5
The Retarded Immigrant	Either	2	7
Day Team Illinois (7)			
The Criminal (team leader)	M	2	
The Crime Lord	M	3	
The Sex Fiend	M	2	
The Dropout	Either	3	
The Serial Killer Wannabe	M	2	4
The Entrepreneur	M	3	6
The Touched Oddball	M	5	2
Twilight Team Texas (5)			
The Rationalist Researcher (team leader)	M	2	
The Obsessive Researcher	M	3	
The Occultist Researcher	M	3	3
The Insane Researcher	M	4	
The Chosen One	M	3	
Twilight Team Alaska (5)			
The Stalker (team leader)	M	2	
The Black Magician	M	8	
The Skody Dealer	M	2	
The Conspiracy Geek	M	1	
The Director	Either	3	
Night Team Kentucky (9)			
The Arrogant Vampire (team leader)	M	5	
The Suicidal Haunted	F	7	
The Trivia Geek	M	1	
The Angry Werewolf	F	3	
The Born-Again Werewolf	F	3	
The Angst-Ridden Vampire	M	4	
The Guilt-Ridden Haunted	M	2	
The Manic Haunted	Either	2	
The Nearly-Postal Loser	Either	1	1

RULES

The rules used are Mike Sands' basic freeform rules, as follows.

Characters

Your character has a set of traits, usually between three and nine. These are descriptive words or phrases that sum up the character's talents, skills, natural gifts, attributes, and so forth. It is possible to have more than one level in a trait.

Traits are sharply divided between Physical traits and Spirit traits. This, obviously, relates to the two realms of conflict in this scenario, the physical and the spiritual.

Some characters have special abilities, rules for which are given in their character descriptions.

Contests

Whenever a situation comes up that is difficult or impossible to work through with roleplaying, a player may call for a contest. This is done by stating what your character intends to do. There are two types of contest, resisted and unresisted.

Unresisted

This is where the contest is against the environment (eg "I climb the wall to reach the switch"). In this case, the actual test is made against a game master. Usually any other person nearby can cover for the game masters.

Resisted

This is where the contest is against another character (eg "I will stab the Spanish cur!"). The other character may resist (eg "I parry the Frenchman's attack and trim his moustache").

Once the nature of the contest is determined, the two players test by playing rock-paper-scissors. Whoever wins, succeeds (eg the Spaniard wins and trims the Frenchman's moustache, or the storyteller wins and the wall remains unclimbed).

If there is a draw, things get more complicated. Sometimes both parties will succeed, if this is possible, and if not, both parties will fail. Also, traits can be used to win ties.

If you have an appropriate trait you can use it to win a tie by describing how it applies to the action. Your opponent may attempt to match or better you, naming their own traits. This continues until someone runs out of applicable traits. (eg The Frenchman bids Fencing to win the first pass: "My superior fencing skill carries the day". However, the Spaniard also has Fencing: "I learned that trick in my studies under Ferdinand." The contest remains a draw. The Spaniard then bids Quick to win, causing a wound: "With lightning speed I strike under your guard." The Frenchman has nothing else, and concedes.)

Note that, to save time, it is sometimes best to name several applicable traits if you have them (eg "I have five levels of Sharpshooter. Dodge that, sunshine!").

In combats, when an attack lands it typically causes one wound. At this stage the successful attacker may also opt to knock their opponent out. This is resolved as a standard contest, and if the attacker is successful again, the victim is knocked unconscious for ten minutes and can take no actions.

Injury and Death

Every character has a number of health levels, typically three or four. An injury typically causes one wound. When a character has taken the same number of wounds as they have health levels (in most cases, three or four) they are mortally wounded and the player must enact their death. They may take no more actions except dying confessions and so forth.

Maximilliam Beurevoir, The Voodoo Consultant (Senior Personnel)

Time with Zonix: contractor, one week

Secret: a powerful voodoo magician

Goal: to begin building an army of zombies for the end-times

Physical Traits: Nimble x2

Spirit Traits: Aware, Clever, Devious, Spiritual, Astute

Max Beurevoir is a consultant regularly employed by corporations of all sizes to assist them in rationalising their performance efficiency. In practise, this means layoffs. You find the chaff and sort them from the wheat. You are always careful to include in the chaff any people who irritate you during the sorting process.

You are also a voodoo practitioner, and were born in Haiti, although no-one would know it to look at you. It was this combination of skill bases that led to your being engaged by Leonard Bracklee of Zonix Inc. Bracklee is using a call centre as a ritual, and the call centre operatives are the unwitting instruments of the magic spell. The spell is to open the way for the elder gods from before time existed, and give them opening for dominion over the earth. This is quite exciting stuff, and you're keen to see it come about. You are confident, of course, that you will not be included in the dominion being created – an oungan of your power will be quite safe. The way is meant to open tonight, and so tonight is as good a time as any to start building your zombie army.

Your specific task tonight is to go among the people and find those whose spirits are not up to the coming ritual. You are to advise the HR manager to terminate the contracts of these people. You also intend terminating the contracts of people who piss you off. Sure, the world might end soon, but that's no reason to break with tradition. Plus, that might give you a chance to zombify them. Anyway, the spell might fail this time, and that would give them at least six months of unemployment before the world starts to end.

You're actually from R'yleh, the island where C'Thulhu is sleeping. You might tell people this to impress or scare them. You have no love for the Zonix cult. If you are moved to dislike these managers, you will try to stop them from achieving their objective. Your stand is entirely up to you.

By approaching someone and asking them probing questions that show how they think, you can gaze into their spirits. (You can make people reveal their Spirit traits to you. If you defeat them in a spirit test; you can try once every hour for a given person.) If they only have one spirit trait, they will be vulnerable points in the spell and must be fired. Identify these people to the HR man. If they have two spirit traits, they may be risky to include in the spell. It is up to you – if the specific traits they have indicate they are vulnerable to intense psychic stress, you may recommend to fire them.

By chanting over a corpse and sprinkling dust on its face, you can raise that corpse as a zombie who will do your bidding. The zombie usually retains very little memory of its original self. The ritual takes about five minutes to perform, and you mustn't be interrupted. You should have four 'you are now a zombie' slips to give to people so transformed.

You can see and interact with ghosts.

People you know:

Leonard Bracklee, the CEO of Zonix, and the person who hired you

Leonard Bracklee, The Power-Mad CEO (Senior Personnel)

Time with Zonix: nine years

Secret: seeks destruction of all reality

Goal: to make the Call of C'Thulhu

Physical Traits: Enduring x6, Strong x2

Spirit Traits: Will x4, Obsession, Delusion

You are the man in charge of Zonix Inc, and you are the only person who fully understands what it is. The whole call centre operation is performing a massive spell. It's a ritual, an incantation, and the final part of the equation will happen tonight. Then C'Thulhu will wake and the elder gods will break out from their prisons, and the world will be transformed. This will be good. You will rise up and assume your true form, which you are sure is really big and disgusting and tentacley and stuff.

Every outbound call is a part of the spell. Coded into the carefully-scripted words are hidden syllables that speak to the very fabric of reality. There are no voices at the other end of the lines, the calls go out to other dimensions and the voices that the callers hear are the best their mind can do to cope with the strange burble of alien sounds they are exposed to. It is all part of the spell. You are so near to completion now, so near, so near!

The last, tricky, part is imminent. This training session will prepare the way. At the end of the evening, you will open the way for C'Thulhu and its horrible brethren.

First, those who are unnecessary or detrimental will be excised. For this purpose you have hired Maximillian Beaurevoir, a voodooist consultant who will rightsize your employee base in consultation with Paul Spalding, your HR manager.

Second, the harmony of the employee base will be developed. The spell is more likely to proceed correctly if the employees are all in tune with one another. For this purpose, you have hired Guyon Princeport, a talented facilitator who will smooth over the difficulties and differences among your employees. Guyon also happens to be a demon, but that's fairly common in his line of work. Guyon's payment is the soul of your aide de camp Hadrian Stallman. Quite fair, if a shame; Stallman was handy and respectful.

Third, the employees are to be introduced to a new script and set of interactions. This is the responsibility of you and Hadrian Stallman.

This new script is the final part of the spell. After practising with these to become fluent with them, the extradimensional connection will be opened, and the first crack in reality will be torn tonight with the best seven operatives making the crucial calls together. Once the gap is opened, the call centre will continue to expand the crack as quickly as possible, but there will be no turning back. There is no way to close the gate once it opens! Tonight is the beginning of the end of the world!

(Note that only the voodoo consultant, the demonic facilitator, and you have knowledge of what the Zonix project really is. The other managers think it is genuinely a sales corporation. That's fine by you.)

You have sacrificed your wife and children for certain physical and mental abilities. You are effectively invulnerable. Nothing in the world can stop you now!

People you know:

Hadrian Stallman, your offsider

Paul Spalding, the Human Resources manager

Max Beaurevoir, the voodoo consultant

Guyon Princeport, the demonic facilitator

Hadrian Stallman, The Bootlicking Flunky (Senior Personnel)

Time with Zonix: three years

Secret: in league with the criminals

Goal: work out which way the dominoes will fall and get on the right side

Physical Traits: Quick

Spirit Traits: Devious, Deceitful, Crafty

You are a long way from stupid. Sure, you play the part of the inane, bootlicking flunky to Mr Bracklee your CEO. But you have no illusions about what you're doing. It's a rough world, and a rough game, and if brownnosing is what it takes to get ahead then so be it. Bracklee likes having his flunkies around to lord it over and appear more intelligent than. You're a lot smarter than he is, but no way is he going to work that out. At least, not until it's too late.

There are two criminals working out of the call centre, Pabeo Baldrick and his blissfully ignorant henchman Clem Schumacher. They arrange everything through the sophisticated call system, you've ensured they can do this without being detected. They cut you in, you cover them up, everybody wins. All part of the upward climb. The details, you don't want to know. Everything seems to be working just fine and dandy.

Fact is, you don't trust the HR manager, Paul Spalding. You don't trust him at all. He's got his eye on something, not the top job exactly, but something that isn't in the best interest of Zonix. You're going to have to make a call tonight – do you tell Mr Bracklee of your suspicions, or do you ally with Spalding? Either way you need to do some detective work. The criminals owe you, so you can get them to open up the spying. Information is what you need right now, and lots of it.

You are a petty, hateful person. You particularly hate everyone who works in the call centre. There can be no more demeaning and pathetic job than this. They are insects. When your superiors are not around you enjoy mocking their lowly position. They should have completed a commerce degree like you, and so they deserve what's coming to them.

People you know:

Leonard Bracklee, the CEO of Zonix

Paul Spalding, the Human Resources manager

Pam Calendar, Utah team leader and a stupid Christian

Clem Schumacher, Illinois team leader and a slimy greaser

Eric Foxx, University student, Texas team leader and a suspicious clot

Gurdy Pickens, Alaska team leader and an anal loser

Damon Salvatore, Kentucky team leader and a full-of-himself bubblehead

Guyon Princeport, The Demonic Facilitator (Senior Personnel)

Time with Zonix: contractor, just tonight

Secret: you gather souls

Goal: give people advice setting them at odds with their natures

Physical Traits: Strong x2, Enduring x4

Spirit Traits: Twisted, Unholy, Perceptive, Sadistic

You're actually a demon from the lowest depths of hell. Your true name is almost unpronounceable, which is handy, since it means few humans have ever earned power over you. You have been living on earth for the last ten years as a human, enjoying playing with peoples' lives and heads. You look forward to at least another decade of the same.

When you take peoples' souls, you like to have some fun. For example, you used to play backgammon at a local café with a girl named Mallory Keith. Then you challenged her to a game for her soul. She lost. Three days later she was impaled by your demonic blade while your mortal form was safely alibi'd in the Carribean. You don't need to go through this rigmarole, but you have no great desire to just do the mass-murder reave-and-take favoured by less sophisticated demons. You're only in it for a few laughs in the end.

When souls become torn in multiple directions, they open themselves up to you. This usually means they want two things that don't go together. You can then step in and either offer them a deal with their soul as payment, or a straight-out challenge for their soul. In most cases they can't refuse the challenge. *(They have to make a spirit test against you to refuse a challenge if their heart is in turmoil. If you don't know if their heart is in turmoil, ask a game master.)* After you have gained rights to a soul, as soon as that person dies, they become yours.

It is something of a concern to you that Beaurevoir, the consultant, is a voodoo practitioner. Voodoo zombies retain their souls, and when their undead body is destroyed the souls pass to the Loa spirits. You just have to watch out that he doesn't try to zombify anyone you don't like.

You have set Cassandra, a werewolf, against her flatmate, lover, and fellow werewolf, Persephone. Cassie you have convinced to not kill humans. She will try and convince Persephone of this also. But she is setting herself up for a fall – she is a werewolf, and she will kill again! The wolf inside her cannot be answered any other way. And when she kills, and hates herself for it, you will enjoy taking her aching soul.

You will be aware as soon as you meet her that a girl named Miranda is possessed by a demon named Hound. Hound is an ancient werewolf-demon that is locked in an eternal war with the vampire lineages. It will be interesting to find out what Hound is up to. You feel no loyalty to it, in fact you look down on it, but you certainly have some affection for the chaos it has been known to cause down through the ages.

You are also capable of compelling people to take simple actions that they have well-rehearsed – including making the phone calls discussed tonight. A spirit challenge will send people on this path. You don't overuse this ability though, because people know they've been controlled, and it tends to blow your cover

You can see and interact with ghosts..

People you know:

Leonard Bracklee, the CEO of Zonix

Max Beaurevoir, the voodoo consultant

Cassandra Webb, a call centre employee and werewolf

Paul Spalding, The Scheming Human Resources Manager (Senior Personnel)

Time with Zonix: thirty weeks

Secret: you seek to take over Zonix Inc

Goal: takeover from Bracklee, stop personal out-calls

Physical Traits: Strong, Enduring, Agile

Spirit Traits: Determined, Will x2, Visionary

You are the most important person here tonight, because you have a secret agenda. It is an agenda that has unfolded for a year now, and the crucial time has arrived. You know that Bracklee is up to something. His call centre is actually a magical entity and it is making an interdimensional matrix unfold. You suspect he is trying to summon one of the old ones, probably Nyarlathotep or C'Thulhu. But you don't want the world to end.

You have a dream. There are supernatural forces at work in the world. They are an untapped market. You want to sell to them. They have needs, and you want to meet them. The vampires, ghouls, demons, flying heads, Japanese monsters, wizards, extra-dimensional intelligences and counter-evolved subraces all have needs and that means you can make money. Just provide a good service to them, and suddenly you will become one of the richest, and most protected, people on the planet. The demons you've contacted were only too happy to underwrite you, and their support has been great.

The call centre is what you want. It has the infrastructure, the magical computers, the blessed and spirit-protected premises. It would be fairly simple to reprogram the magic to track supernaturals and direct market to them, offering what they need: Emergency blood deliveries! Moon phase information! Ley line tracking! Obscure herbs and newts eyes and things! Everything they want, you can arrange.

For this reason you've been stacking the deck in the call centre. You've hired a lot of supernatural people to work for you, as listed below. These people are more likely to believe you when you reveal that the call centre will destroy the earth, and have a vested interest in supporting your takeover. It will be a hostile takeover, because you want to destroy Bracklee entirely. You'll want to get rid of some of the old employees and ones that haven't quite worked out, like the Christian, and the dropout.

And at some time tonight you have to stop Bracklee, get everyone onside, and make it all happen.

You know there are people who have cracked the system and are making out calls, personal calls, from the main system. You intend to tell Hadrian Stallman about this to indicate that Bracklee is losing control, and get him onside. Also, you intend to end the personal calls – you are first and foremost a practitioner of sound business ethics. You can't be too obvious in your search though, that way you'll never catch who it was. It isn't a high priority for you, but if you get Hadrian on the case, and kick him to chase it up, that'll keep things going well.

Your most recent hiring was Miranda, Allan and Jupiter. You are keen to see how they are getting on. You sensed a real supernatural power about them, and you would love to know what its nature is.

Leonard Bracklee, the CEO of Zonix Inc, up to no good at all

Hadrian Stallman, Bracklee's offsider – how much does he know?

Ziev Sokovich, senior of weird immigrant family with mystic blood in veins no doubt, Utah

Pam Calendar, Utah team leader and happy Christian – you put her with the immigrants

Clem Schumacher, Illinois team leader – you have your eye on this one

Leapy Goodshins, a deformed homeless guy with some supernatural potential, Alaska

Yorick Tenebray, arrogant prick but with supernatural knowledge, Texas

Simon Peoples, possibly possessed, Illinois

Damon Salvatore, handsome and charismatic Kentucky team leader – and a vampire!

Persephone Dukakis, University student, Cassie's flatmate, Kentucky – and a werewolf!

Cassie Webb, University student, Persephone's flatmate, Kentucky – and a werewolf!

Stefan Salvatore, brooding lust object, Kentucky – and a vampire!

Miranda Edison, newbie University student, flats with Jupiter and Allan, Kentucky

Allan Hogg, newbie University student, flats with Jupiter and Miranda, Kentucky

Jupiter St Jones, newbie University student, flats with Miranda and Allan, Kentucky

Arcadia Julie, University dropout and workplace deadweight, Illinois

Pam Calendar, The Optimistic Christian (Day Team Utah team leader)

Time with Zonix: forty-two weeks

Secret: has a special relationship with Jesus

Goal: involve the immigrants in the social life of the call centre

Physical Traits: (None)

Spirit Traits: Pure, Loving, Hopeful, Forgiving, Considerate, Kind

Thank God for Church! If you couldn't go along every Sunday to your "Rock With Christ" service you'd have difficulty making it through the week. Thankfully you do have the supportive community at Church, and you have developed and grown through Jesus with them. Church has regular guest speakers from all over about the power of Satan and how his agents are all around us, and temptation is always present. You are determined not to be tempted into anything of Satan!

You even have an example, which you talk about at the youth group you run. You were made a team leader at your work, and immediately put in charge of a very difficult assignment. Some members of your workteam are immigrants from one of those strange Eastern countries that used to be part of the Soviet Union. They have very poor English and are afraid and uncomfortable in this new land. Luckily you've been able to make very good headway. They all laugh at your jokes now, although they may not know when you are joking. They are quite dirty and primitive, but you plan on helping them with their social skills at this gathering, and you've told them to wear their best clothes to make the best impression.

You have a secret. While you happily admit to anyone that you are a Christian, you do not reveal that you have been learning to be a Channel For Jesus. This means you open yourself to Jesus' love, and His power will fill you. This will enable you to fight the demons that exist everywhere in the world. It's very taxing, and you need to pray out loud to Jesus to ask for his strength and his armour, but you have experienced twice in prayer sessions with your church leader the rushing blessing of Jesus. It's intoxicating, but you know this gift is not something you should brag about, so you don't. It makes you feel very special, though, and very safe and confident.

You can use Jesus' power to drive things of Satan away! This involves a simple Spirit test.

You can see and interact with ghosts. You tend to want to dispel them to their final rest in God by invoking Jesus, though.

Paul Spalding, the Human Resources manager

Ziev Sokovich, immigrant family senior, Utah

Lakva Sokovich, immigrant family, Utah

Memek Sokovich, immigrant family, Utah

Myshkin Sokovich, immigrant, Utah

Clem Schumacher, Illinois team leader, started at the same time you did

Pabeo Baldrick, Clem's friend, Illinois, started at the same time you did

Ziev Sokovich, The Imposing Immigrant (Day Team Utah)

Time with Zonix: four weeks

Secret: you serve a powerful vampire

Goal: eat your team leader, take over the world.

Physical Traits: Strong x2, Enduring x2

Spirit Traits: Will x2, Leader, Dominant, Focussed

You are the leader of your family. You have come here from a distant land and you are well rid of it. The bombs were falling, there was an idiot dictator causing strife with the west, and it was no longer a good place to be. You took your family all the way to the other side of the earth to find safety.

With the help of you and your family, your dark master will soon rule this land as well. His children have come here before you, they are children also of the night, called vampires and sons of Dracul. They consume the weak, and exalt the strong with the gift of eternal life. All vampires are your masters and must be served.

The earning cousins of your family were given employment at Zonix by the Human Resources man Mr Spalding. He has done you a favour. You must ensure he isn't killed, out of respect for what he has done. You work phones. Your English is not bad, but your family has very poor English. Luckily the phones have words on screens that you can read aloud. It is difficult, and none of you really understand what you are saying, but you can do the job.

The family was set up as a separate team at this work. You are currently being ministered to and led by a fool who appears to serve Him Who Dwells In Light. He whose son died on the cross! He is no great obstacle to your master, but his believers have power through him. Even this fool has some power, although she may not know it. You plan on having the family eat her, tonight. You are hungry for the meat due a servant of the dragon.

Your nephew Memek is a criminal, your nephew Lakva is a good boy but has let his personal hygiene standards plummet in the last week, and your nephew Myshkin is simple in the head.

Paul Spalding, the Human Resources manager, a kind man who employed you

Pam Calendar, Utah team leader and happy Christian

Lakva Sokovich, a junior cousin, Utah

Memek Sokovich, another junior cousin, Utah

Myshkin Sokovich, a retarded and very junior cousin, Utah

Lakva Sokovich, The Unclean Immigrant (Day Team Utah)

Time with Zonix: four weeks

Secret: You betrayed the family to a fiendish spirit hound

Goal: End the threat of the hound so you can be clean

Physical Traits: Quick, Strong x2

Spirit Traits: Desperate, Headstrong

You are a member of the Sokovich family. You have come here from a distant land and you are well rid of it. The bombs were falling, there was an idiot dictator causing strife with the west, and it was no longer a good place to be. You and your family were led by the patriarch Uncle Ziev all the way to the other side of the earth to find safety.

Ziev arranged work for you with the Zonix corporation. You work the phones. Your English is very poor, but the phones have words on screens that you can read aloud. It is difficult, and none of you really understand what you are saying, but you can do the job.

In the first days of your arrival here, you managed to accompany another expatriate on a trip into some weird after-dark clubs. There you managed to offend a powerful racketeer, an ancestral enemy of your clan. You were full of some strange alcohol, however, and challenged the man. The challenge soon invoked the ancient demon Hound, destroyer of the Sokovich lineage and foe of your family's dark vampiric masters, and gambled the lives of the entire family.

You lost the bet.

Now you must stay filthy. Hound is searching for you, and it will find you from your true scent. If you clean yourself then your true scent will be revealed and the Hound will come for you and your family. That cannot ever be allowed to happen! But nor can you tell your family why you must stay filthy. If they discover you were trafficking in spirit-deals, and gambling with your families lives, and that you lost, they would kill you themselves!

You would dearly love to be clean. You crave cleanliness more than anything else in the world. Your family have noticed you are beginning to stink of filth. It is unpleasant for you, and it must be triply so for them.

Your cousin Memek is a criminal, and your cousin Myshkin is simple in the head.

Pam Calendar, Utah team leader and happy Christian

Ziev Sokovich, your senior cousin, Utah

Memek Sokovich, a junior cousin, Utah

Myshkin Sokovich, a retarded and very junior cousin, Utah

Memek Sokovich, The Criminal Immigrant (Day Team Utah)

Time with Zonix: four weeks

Secret: a habitual liar

Goal: become involved in criminal activity

Physical Traits: Strong x2

Spirit Traits: Wicked, Happy

You are a member of the Sokovich family. You have come here from a distant land and you are well rid of it. The bombs were falling, there was an idiot dictator causing strife with the west, and it was no longer a good place to be. You and your family were led by the patriach Ziev all the way to the other side of the earth to find safety.

Ziev arranged work for you with the Zonix corporation. You work the phones. Your English is very poor, but the phones have words on screens that you can read aloud. It is difficult, and none of you really understand what you are saying, but you can do the job.

Your exposure to the West has been solely through the medium of 'Happy Days' dubbed into your language. You know how to say "ayyyyy" and swagger like fonzie, and think the cool place to hang out is in a toilet. You are, to be sure, not particularly clever, and you follow the guidance of Ziev in all things. Unfortunately, you are an habitual liar, and most of what you say is blatantly untrue. This is especially the case in English.

You are always on the lookout for opportunities to make some money and gain some control over people. You have always worked outside the law and are keen to resume this habit here. You will greet any organised criminals as brothers, and attempt to befriend them and find a place in their operation. Short of that you will start planning one yourself, probably one revolving around a protection racket. When you were in the toilet one day you overheard murmurings in the next cubicle that you are sure was a criminal deal. People in the other Day Team must be involved, then.

Your cousin Lakva met a seedy countryman a week ago, but he has not said anything about this person to you. It might be worth pursuing this as soon as possible. His personal hygiene seems to have deteriorated since, which is a nuisance.

Your cousin Myshkin is simple in the head.

Pam Calendar, Utah team leader and happy Christian

Ziev Sokovich, the most senior cousin, Utah

Lakva Sokovich, a senior cousin, Utah

Myshkin Sokovich, your retarded junior cousin, Utah

Myshkin Sokovich, The Retarded Immigrant (Day Team Utah)

Time with Zonix: four weeks

Secret: knows there are vampires and werewolves here

Goal: prove to your family that you are clever

Physical Traits: Strong x2

Spirit Traits: Simple, Hopeful

You are a member of the Sokovich family. You have come here from a distant land and you are well rid of it. The bombs were falling, there was an idiot dictator causing strife with the west, and it was no longer a good place to be. You and your family were led by the patriarch Ziev all the way to the other side of the earth to find safety.

Ziev arranged work for you with the Zonix corporation. You work the phones. Your English is very poor, but the phones have words on screens that you can read aloud. It is difficult, and none of you really understand what you are saying, but you can do the job.

You are quite simple. Many times your father has told you that in the old days you would have been taken outside at birth and had your head smashed against a rock. Luckily for you, the old ways are going out of favour. It's a new place now, and time for you to show how clever you really are. You just need to solve a problem for Uncle Ziev, and then everything will be all right.

But you know something the others don't – the Salvatores are brothers, and vampires. Ziev would like to know this, but you want a treat if you will tell him. Also, you know there are werewolves here. Two girls are werewolves. You're not sure which ones, but rather than reveal that you're not sure, you'll just guess. For sweets and cake.

Your cousin Lakva has started to smell bad, and your cousin Memek is very clever.

Pam Calendar, Utah team leader and happy Christian

Ziev Sokovich, your most senior cousin, Utah

Lakva Sokovich, your second most senior cousin, Utah

Memek Sokovich, your third most senior cousin, Utah

Damon Salvatore, handsome and charismatic vampire, Kentucky team leader

Stefan Salvatore, brooding lust object vampire, Kentucky

Clem Schumacher, The Unreliable Criminal (Day Team Illinois team leader)

Time with Zonix: forty-two weeks

Secret: stole money from your boss

Goal: frame someone for the theft

Physical Traits: Strong, Agile, Quick, Sturdy

Spirit Traits: Nasty, Intimidating

You're the team leader in Illinois. This means you do the talking. You do the talking with your mouth, and you do the talking with your fists when you need to. Which isn't often at work. Okay, never at work. You have to be a good team leader to stay under cover. You stay under cover because one of your team members is actually a vicious, genius criminal; and he's also your real boss.

Basically you're a henchman. Pabeo is your boss and he's involved in all kinds of dodgy deals, and when an enforcer is needed you love to step up and enforce. Pabeo is your boss, you're his man, it's that simple.

Except you lost a lot of money recently, and your boss will not be pleased when you tell him. It is your intention that he ends up not pleased at someone other than you. The money came from Leapy Goodshins, a weirdo homeless guy who works here, and you got it all right. Then you left it alone for about ten seconds. You didn't even have a good reason. Idiot! But you did, and suddenly it was gone. Christ! You're in such a bad situation! This is tricky because you've stolen before, but never this much, and never leaving it looking so clumsy. If your boss is suspicious from before, now is really going to be the testing time.

So, someone has to go down tonight, and it isn't going to be you. Some unlucky chump from one of the other teams is going to be the fall guy. Pick whoever pisses you off first, or most, and plant the evidence on them. Then dob them in to the crime lord. Be blatant about it. Noone will mess with you, you are a dangerous sonofabitch. If anyone does mess with you, punish them for it.

You could even say Leapy never paid. But there's something about that guy that unnerves you...

That said, it would be better for your case if you find someone with a motive to steal it. Or even the person who did steal it.

Eustace Huxtable borrowed \$2000 from your organisation a month ago. Now he's owing \$5000 and Pabeo keeps ratcheting up the interest. Fool. Your job to put the pressure on there.

Dwight Kombi is a dope dealer and he pays off you and Pabeo to ensure your co-operation.

Hadrian Stallman, the CEO's offsider, stay on his good side so he doesn't suspect

Paul Spalding, the Human Resources manager, likewise for him

Pabeo Baldrick, your real boss, Illinois

Frederick Mackie, loves his job, Illinois

Arcadia Julie, University dropout, Illinois

Devon de Witt, loves his job, Illinois

Eustace Huxtable, victim of a loan shark scam, Illinois

Leapy Goodshins, deformed homeless guy, Alaska

Dwight Kombi, dealer in good product, Alaska

Simon Peoples, outright weirdo, Illinois

Pam Calendar, Utah team leader and happy Christian, started at the same time you did

Pabeo Baldrick, The Scheming Crime Lord (Day Team Illinois)

Time with Zonix: forty-two weeks

Secret: you are the head of a large criminal organisation

Goal: end any threats to your smooth operation

Physical Traits: Strong, Agile

Spirit Traits: Vicious, Amoral, Alert

You wanted to be in the army, actually. They wouldn't take you. They never said why, but you have slowly come to suspect you failed one of the tests. Maybe you're too intelligent. That's quite likely.

You have begun to suspect your second of skimming the take. You have no proof and he's a very good asset to your ends, but still, disloyalty cannot be tolerated. Tonight he's delivering a big shipment of money, and if the shipment is short, then you'll have to ask questions.

You are suspicious of what is happening above you. You want to ensure that the teams stay the way they do, so you can keep the computer you have carefully set up, and the shift assignment that keeps you with your offsider. You will attempt to throw your weight around with whoever is appropriate at the top level to keep these things intact.

Your best avenue for information is the CEO's flunky, Hadrian Stallman, who's a lot smarter than he seems. He set you up in this operation, he covers for you, you cut him in. He's a man you can do business with and a man who'll go far. That's good. You wouldn't trust him further than you can throw him, but at the moment your interests coincide, so you can at least rely on him. The trick is being the first person to point the finger, not the second.

Eustace Huxtable borrowed \$2000 from you a month ago. You now have him owing \$5000 and keep ratcheting up the interest. Fool. Let Clem put the pressure on there.

Dwight Kombi is a dope dealer and he pays off you and Clem to ensure your co-operation.

You recently arranged for some accidents as per the instructions of weirdo homeless guy Leapy Goodshins, who works here too. He does good business. His payment is due, through Clem, and ensuring those dollars come through from the homeless guy is priority one. If he hurts you, that's the end of him. But again, let Clem do that.

Leonard Bracklee, the CEO of Zonix Inc

Hadrian Stallman, Bracklee's offsider

Paul Spalding, the Human Resources manager

Clem Schumacher, Illinois team leader

Frederick Mackie, loves his job, Illinois

Arcadia Julie, University dropout, Illinois

Devon de Witt, loves his job, Illinois

Eustace Huxtable, a good worker, but he owes you money, Illinois

Leapy Goodshins, deformed homeless guy and customer, Alaska

Dwight Kombi, fellow businessman with whom you have an arrangement, Alaska

Simon Peoples, outright weirdo, Illinois

Pam Calendar, Utah team leader and happy Christian, started at the same time you did

Frederick Mackie, The Sex Fiend (Day Team Illinois)

Time with Zonix: twenty-four weeks

Secret: makes illicit sex calls from the company

Goal: get help with your problem

Physical Traits: Agile

Spirit Traits: Convincing, Warped

You are an extremely successful call centre operative. You have great success rates, your customer report card always come in with high scores, and you're hopeful of further success. You love the call centre, you love racking up the points, you love selling the product. Your enthusiasm is scary sometimes. Your rival is Devon de Wit, who is always sharing the top two spots with you. You don't mind sharing – winning personally isn't your thing, you want the whole team to do well.

But you have a problem.

You also use the phones for some bizarre and not-exactly-cricket purposes... you make weird sex calls. You get off on weird sex. You got the geeks to sell you the secret of making out calls a while ago, but you've been having trouble keeping personal calls at low volume. You love it when they squeal at you down the line... oooh... The last time you called your favourite number the woman at the end said she was sending a private eye after you. You're worried about that – very worried – but you can't seem to stop your abuse of the facilities. You can't help yourself!

You need to get help. You have to tell someone. You need advice, or treatment, or something! Your whole job could fall over! That girl Calendar might be a good person to talk to, or even the facilitator tonight. Just talk about hypotheticals, and friends, and such, and they can't pin anything on you. But if you don't sort this out... well, your job will be over soon, if nothing else.

You owe Dwight Kombi money. He's a dope dealer, and you owe him big. As if you didn't have enough problems! You'd love to score some tonight but you're still skint. Life sucks sometimes! But maybe, if you give him a real sob story, he'll give you something to tide you over...

Pam Calendar, Utah team leader and happy Christian

Clem Schumacher, Illinois team leader

Pabeo Baldrick, Clem's friend, Illinois

Arcadia Julie, University dropout, Illinois

Devon de Witt, job rival, Illinois

Eustace Huxtable, a good worker, Illinois

Simon Peoples, outright weirdo, Illinois

Arcadia Julie, The Dropout (Day Team Illinois)

Time with Zonix: three weeks

Secret: really a private investigator

Goal: discover the sex fiend

Physical Traits: Strong, Quick

Spirit Traits: Perceptive, Confident, Cunning

“i was so wasted, i was wasted i was so wasted, i was wasted i was a hippie i was a burnout i was a dropout you know i was out of my head i was a surfer i had a skateboard i was so heavy man i lived on the strand i was so wasted i was wasted i was so fucked up i was so screwed up i was so jacked up i couldn't get any higher than that i was so pilled up i was so nebbed out i was so jacked up i was out of my head i was so wasted i was wasted”

Actually, you are a private investigator undercover. You are hunting a sex fiend operating out of this call centre, making obscene calls to a local number. The recipient, a wealthy socialite, wants to know how this fiend discovered her private number and to have him brought to justice.

No, you don't have a gun. Sorry.

You've heard rumbles about a dealer in the house. You should really try and make contact and do a deal. Maybe you'll have to take some of the “stuff” and get “high” when they're there to ensure your cover is held. But that'd be the person in touch with the seedy underworld. You can guarantee he'll know who's the sex fiend.

And there's an old case that one of the names here sparked memories of – an unsolved murder from a year ago of a girl named Mallory Keith. The name that has sparked your memory is that of the facilitator, Guyon Princeport. Apparently he used to play backgammon with the girl in a café. You never spoke to him, but his name was spoken by the girl as she died. Princeport was out of the country at the time, so he was never a suspect, but the girl's family had you on the case for six months and you turned up nothing. You want to know the truth. Maybe he has it now.

Guyon Princeport, the facilitator for the evening, involved in an old case

Clem Schumacher, Illinois team leader

Pabeo Baldrick, Clem's friend, Illinois

Frederick Mackie, loves his job, Illinois

Arcadia Julie, University dropout, Illinois

Devon de Witt, loves his job, Illinois

Eustace Huxtable, a good worker, Illinois

Simon Peoples, outright weirdo, Illinois

Devon de Witt, The Serial Killer Wannabe (Day Team Illinois)

Time with Zonix: seventeen weeks

Secret: plan on killing someone tonight

Goal: become a proper serial killer

Physical Traits: Precise

Spirit Traits: Psychotic, Calm

You do well in the Call Centre performance rankings, consistently sharing the top two spots with Frederick Mackie, also in Illinois. He is your arch rival, and while you have a grudging respect for him, you can't afford to be his friend. He doesn't get that it isn't a team thing. It's winner take all in this cruel world, buddy.

You think serial killers are cool. That's about the size of it, really; serial killers rock. They have the courage to buck society, to show up the world for what it is, a bunch of pathetic animals frantically rutting and squawking and never realising that none of it matters. You are a nihilist. You are ruthlessly intelligent, and you have absorbed the lessons of Bundy and Dahmer. You want to be a serial killer.

You have decided that your targets should all be drawn from the database of the computers in the call centre – this will mean the police will be able to track you down eventually, ensuring there are books written about you, the same kind of books you read about the others. In this way you will be part of legacy, like the American presidential legacy, only you don't kill civilians in foreign countries with bombs, you kill civilians in your own country with...

Well, you haven't worked out what with. You want to come up with some appropriate modus operandi. It has to be cool, so it's striking and exciting. You're not sure what that would mean though. You're still looking for that idea. Chris, in your shift, is a wannabe filmmaker, so he might have some ideas. But you can't let him in yet – you need to give him enough information that he one day. That weirdo Eustace, also in your shift, has loads of bizarre ideas. He's also a great target but you don't know if you should aim so close. Hmm.

Anyway, you also need to get access to the computer database. You will want to go through the geeks for this – Innis and Donald, in the twilight and night teams. They've been with the company for years, and if they can't hook you in, no-one can. You'll have to come up with a justification, though.

Ultimately you have to remember the serial killer's maxim – be perfectly normal, so afterwards on TV the neighbours and workmates can say they never suspected a thing. One problem might be that you've misplaced an email printout that you had on your desk for a while. The email was someone dissing you for respecting Ted Bundy, thinking you didn't have it. You were just working out a reply and it went walkies. If someone picked it up, and it's around somewhere...

Leonard Bracklee, the CEO of Zonix Inc

Hadrian Stallman, Bracklee's offsider

Paul Spalding, the Human Resources manager

Clem Schumacher, Illinois team leader

Pabeo Baldrick, Clem's friend, Illinois

Frederick Mackie, archrival, Illinois

Arcadia Julie, University dropout, Illinois

Devon de Witt, loves his job, Illinois

Eustace Huxtable, a good worker, Illinois

Chris Daniels, a good worker, Alaska

Innis Pokeray, old-timer geek, Alaska

Donald Lewis, old-timer and geek, Kentucky

Eustace Huxtable, The Entrepreneur (Day Team Illinois)

Time with Zonix: six weeks

Secret: you know there are maneaters out there

Goal: Get an investor and the power to make personal calls

Physical Traits: Stamina

Spirit Traits: Dedicated, Inspired, Optimistic

You're going to make your fortune. You're always on the lookout for an opportunity, and this time you think you've cracked it. MEAT BABY™ is your invention. Sausage meat packed into a baby-shaped seal! It's just like a baby except it doesn't scream and you can eat it! On a spit over an open fire, as the centerpiece of a roast meal, or just fried up bit by bit for lunches, everyone will love MEAT BABY™! It's the ultimate family-friendly meal! And just think how it'll go down with clucky single women, they'll love to give that baby all their love and attention!

You just need to convince people to invest in this. You'll set up a website and then go around hawking it at supermarkets, and once you get that first burst of publicity you'll be away! You need about \$50,000 in venture capital, though. You're not sure where you're going to get that but you're confident of your abilities as a smooth talker. And there'll be some head honchos at this thing tonight, maybe they'll be keen to invest. Hell, you never know until you try! You've sold shampoo door to door, and you can sell a sure thing like MEAT BABY™ in your sleep!

You'd better be able to, because your initial \$2000 loan came from Pabeo Baldrick, who doesn't seem as friendly now as he did then. You now owe him \$5000 and the interest keeps getting bigger. This is a problem. Urgency is needed!

You want to be able to make personal out-calls so you can market MEAT BABY. You've heard the geeks might know how. You'll have to grease up to them.

You know there are horrid things in the world. You have seen vampires and werewolves and things you can't even understand. You have total faith in these entities. If you can find a way to turn that to your advantage, so much the better. Somehow MEAT BABY seems like a sure thing in a world with critters like that in it.

You picked up an email printout from someone's desk the other day – you think it was Devon's desk. He'd left it behind. You've read it, and it is a bit weird. You aren't sure whether you should do something about it or not...

Clem Schumacher, Illinois team leader and Pabeo's muscle enforcer

Pabeo Baldrick, Clem's friend and crime boss, Illinois

Frederick Mackie, loves his job, Illinois

Arcadia Julie, University dropout, Illinois

Devon de Witt, loves his job, Illinois

Simon Peoples, outright weirdo, Illinois

Innis Pokeray, old-timer geek, Alaska

Donald Lewis, old-timer and geek, Kentucky

Chris Daniels, The Dreamer Director (Twilight Team Alaska)

Time with Zonix: thirty-five weeks

Secret: you know Arcadia Julie is really a Private Investigator

Goal: find a great film story, actors, and money

Physical Traits: (None)

Spirit Traits: Visionary, Charismatic, Creative

You always carry around a thick exercise book filled to the brim with innumerable notes in your indecipherable scrawl. These are your ideas for films, and fragments of scripts, and character development arcs, and storyboards of action sequences, and casting notes. You are filled with ideas. You have more ideas than you can use. And they are all brilliant! You have never had an idea that was worse than pretty damn good, and a lot of them get up to the extremities of ultra-niftiness.

You are always recruiting. You love people who have odd looks or talents, because you could make a movie with them in it and they'd be a great feature, like the dwarf in a David Lynch film. You're going to be like David Lynch, only better. And you're going to direct big action films as well. A big sci-fi action film but David Lynch-style, only not anything like Dune, which David Lynch directed and which is just crap really. Most movies are crap. They all seem that way when you compare them to the reels spinning through your head constantly...

At the moment you have two projects on the go. You're trying to find some funding for them, and interesting props, and some performers. One of them is a western, only it will all be set in a multi-level carpark, and everyone will ride push-scooters not horses. The other came to you in a dream, and you're not sure you understand it, but it scared the bejesus out of you so you figure it'd be a good basis for a creepy horror.

Private Eye Arcadia Julie has just started working here! And you were questioned by Arcadia about the death of your friend Malory last year! Is Arcadia undercover? You want to find out! You'll have to remind Julie who you are, but man, you so want to sort this stuff out! An unsolved murder's pretty cool – maybe that'd be a good subject for a film? Maybe there's a way you can get Malory and Arcadia and you into one cool documentary! That'd be AWESOME!

Leonard Bracklee, the CEO of Zonix Inc and maybe a source of funding

Arcadia Julie, “university dropout” but really Private Eye, Illinois

Leapy Goodshins, deformed homeless guy, Alaska

Dwight Kombi, skody-looking guy, Alaska

Gurdy Pickens, obsessive Alaska team leader

Innis Pokeray, old-timer geek, Alaska

Leapy Goodshins, The Black Magician (Twilight Team Alaska)

Time with Zonix: nineteen weeks

Secret: actually a powerful black magician

Goal: stop any weirdness from enveloping the city

Physical Traits: Quick x2

Spirit Traits: Twisted, Deceitful, Awakened, Powerful, Confident, Perceptive, Selfish, Assured

Leapy has a siamese twin attached to his back, which he conceals in a specially-made backpack. He always wears the same clothes and he never takes off his backpack. He smells funny. People think he is a homeless person. They are quite, quite wrong.

Leapy is a powerful magician. He can do pretty much anything, as long as it's subtle. He's a black magician, meaning he deals with demons and demonkind for power, but he's not a bad person really. He looks after himself mostly. His goals have been met, his revenge has been taken, and now he's just enjoying life as a black magician.

Until a weird concentration of energy started manifesting at Zonix's call centre. You're not sure what the supernatural force is, but you intend to find out, and if it's going to disrupt your happy community, then you are determined to stop it.

You recently had Pabeo Baldrick do some beating-up-of-people for you. You paid Clem, his henchman, the other day. He does good work.

You know that the four university students in Texas team are stumbling upon the kind of secrets which Man Was Not Meant To Know.

There is a dope dealer named Kombi. You have "spiked" his product. If anyone partakes they will become very suggestible to you if you use the phrase "listen to the magic".

You have dealt with demons before. If you suspect anyone of being a demon, you can cast a spell to determine if you are correct by temporarily expending a Spirit trait (trait is gone for ten minutes). If you discover a demon, you can gain power over it by discovering its true name – this is a more complex process involving communicating with other spirits, i.e. the game masters.

You can see and interact with ghosts.

Leonard Bracklee, the CEO of Zonix Inc and a suspicious character

Hadrian Stallman, Bracklee's offsider, safe to discount him

Paul Spalding, the Human Resources manager and a wild card

Chris Daniels, a good worker, Alaska

Dwight Kombi, skody-looking dealer, Alaska

Gurdy Pickens, obsessive Alaska team leader

Innis Pokeray, old-timer geek, Alaska

Stuart McKinnon, University student, Texas

Michael Jetley, University student, Texas

Eric Foxx, University student, Texas team leader

Andrew Monkey, University student, Texas

Stuart McKinnon, The Obsessive Researcher (Twilight Team Texas)

Time with Zonix: thirty-six weeks

Secret: have begun receiving dreams about a hound.

Goal: find the missing book from the library

Physical Traits: Stamina x2

Spirit Traits: Obsessive x3

You are part of a four-strong research group at the local University. All four of you studied comparative religion, and now you're doing some in-depth work for your fourth year of study. This work has taken you deep into the hidden occult history of this country and indeed the entire world. It's sobering stuff, and the more the four of you discover, the more true it all seems. You've stopped talking to each other about it, but this can't last – you work together at the same call centre in the evenings, and you share a journey of bizarre and terrible discovery during the day, and that means that tonight you have to resolve your anxieties and work out whether or not to continue.

You are so close to the truth... there IS something out there, something lurking just beyond the walls of what we humans know, something huge and cold and alien... You can't sit back now. You have to persevere. Any moment spent sleeping or eating or showering or working is a moment away from research. How much more time can you throw away before it all falls apart! But you can't go it alone, you need the others, alone you'd cave and crumble before the cold will of the infinite alien entities...

And your mind is open. You have begun to have terrible, vivid dreams about a Hound. The Hound is a demon, but it is in pitched battle with vampires and werewolves and other things you can't explain. You have started to sympathise with the Hound.

You have begun to suspect that someone has stolen one of the books from the University Collection. Maybe the others will be able to provide some suggestions about where it is. You can't be held back! You are so close!

You are also obsessive about Pokemon cards. You have an enormous collection and sometimes challenge seven-year-olds to duels, confiscating their best cards if you win. Which you do. In this regard, at least, you are a complete asshole. Apart from this, you're okay, just obsessive.

Michael Jetley, your research partner, Texas

Eric Foxx, your research partner, Texas team leader

Andrew Monkey, your research partner, Texas

Yorick Tenebray, arrogant prick, Texas

Michael Jetley, The Occultist Researcher (Twilight Team Texas)

Time with Zonix: thirty-six weeks

Secret: the goal of your research is power, not a post-modern understanding of comparative religion

Goal: domination over occult forces

Physical Traits: Quick

Spirit Traits: Insightful, Enlightened, Enthusiastic

You are part of a four-strong research group at the local University. All four of you studied comparative religion, and now you're doing some in-depth work for your fourth year of study. This work has taken you deep into the hidden occult history of this country and indeed the entire world. It's sobering stuff, and the more the four of you discover, the more true it all seems. You've stopped talking to each other about it, but this can't last – you work together at the same call centre in the evenings, and you share a journey of bizarre and terrible discovery during the day, and that means that tonight you have to resolve your anxieties and work out whether or not to continue.

You are smug about what you've been discovering. You've been reading about the occult since you turned 13, and what you are exploring now is a wonderful vindication of those early beliefs. Sure, the specifics are entirely different, but the overall idea of a secret occult world with power over the real one is holding true. This is excellent!

Now you need to find out how to turn knowledge of this secret world into power over it. You refuse to be one of the unknowing sheep. You must be a part of the true world, whatever the cost, and you must be in control of your own destiny.

It's really important that you stay in the research group, anyway, because Andrew Monkey is a genius, and his insights are carrying the other three (you included) along. He's too valuable to you to lose him. Your research will continue with the group for the time being, at least.

You want to score some pot tonight. You think someone in the other Twilight Team might have some.

Stuart McKinnon, your research partner, Texas

Eric Foxx, your research partner, Texas team leader

Andrew Monkey, your research partner, Texas

Yorick Tenebray, arrogant prick, Texas

Eric Foxx, The Rationalist Researcher (Twilight Team Texas team leader)

Time with Zonix: thirty-six weeks

Secret: have a powerful mystic tome in your bag

Goal: bring the research team back on task

Physical Traits: Strong

Spirit Traits: Firm, Rational

You're a team leader and you don't much care for the role. You do the bare minimum to get by, and it's usually enough. Hadrian Stallman, the CEO's second, doesn't like you. You think he's suspicious of intellectuals. Maybe he has something to prove, whatever. You get on much better with the new HR guy, Paul Spalding.

You are part of a four-strong research group at the local University. All four of you studied comparative religion, and now you're doing some in-depth work for your fourth year of study. This work has taken you deep into the hidden occult history of this country and indeed the entire world. It's sobering stuff, and the more the four of you discover, the more true it all seems. You've stopped talking to each other about it, but this can't last – you work together at the same call centre in the evenings, and you share a journey of bizarre and terrible discovery during the day, and that means that tonight you have to resolve your anxieties and work out whether or not to continue.

You don't know what's creepier – the weird beliefs of the occult “scientists” you've been dealing with, or the seriousness with which your fellows are beginning to take this stuff. It seems more and more likely that they've lost their objectivity and they're getting caught up in the romantic illusions of mystical powers and other mumbo-jumbo.

The source of the trouble is likely to be Michael. He's into this all a bit too much. Get him out of the group or utterly in line and everything will be fine, and you'll pick up first-class honours for sure.

You've stolen a book from the library. It's a particularly strange book, full of weird illustrations and bizarre hand-written marginal notes. Sometimes when you're tired you almost imagine it's talking to you. Of course, that's nonsensical. But there's one thing in there that has caught your attention – a banishment spell. It takes three people to cast, and it sends weirdness away. It could be just the ticket to convince the other, more credulous members of the team that things are safe and they can proceed as normal.

You have to score some pot tonight or you'll go crazy. You know someone has some, somewhere. They *must*.

Hadrian Stallman, the CEO's offsider

Paul Spalding, the Human Resources manager

Stuart McKinnon, your research partner, Texas

Michael Jetley, your research partner, Texas

Andrew Monkey, your research partner, Texas

Yorick Tenebray, arrogant prick, Texas

Andrew Monkey, The Insane Researcher (Twilight Team Texas)

Time with Zonix: thirty-six weeks

Secret: has a powerful mystic tome under coat

Goal: convince the other three to help perform a ritual

Physical Traits: (None)

Spirit Traits: Enlightened, Determined, Curious, Demanding

You are part of a four-strong research group at the local University. All four of you studied comparative religion, and now you're doing some in-depth work for your fourth year of study. This work has taken you deep into the hidden occult history of this country and indeed the entire world. It's sobering stuff, and the more the four of you discover, the more true it all seems. You've stopped talking to each other about it, but this can't last – you work together at the same call centre in the evenings, and you share a journey of bizarre and terrible discovery during the day, and that means that tonight you have to resolve your anxieties and work out whether or not to continue.

You've tipped over into a new realm. The other week your chicken madras recited the Koran at you. It was a Koran verse that seemed to be a weather forecast, but the forecast was for showers of volcanic ash all over the country. You've searched the Koran for it three times since then but without luck. Now you think it wasn't the Koran at all, it was the code hidden *within* the Koran. Your wallpaper is now covered with digits and letters in a frantic attempt to begin the decoding.

You witnessed C'Thulhu, you think. You read a passage in one of the books one night, and it spoke to you, it was reading you not the other way around. You hid the book and smuggled it out, and it is still on your person, but you daren't reveal it or the others will know you have it. There's a ritual there, a ritual to contact C'Thulhu, to understand what it wants and access its dark wisdom. You want to conduct the ritual. It needs four people, and you just need to convince the other three to go along with you...

Eric Foxx, your research partner, Texas team leader

Stuart McKinnon, your research partner, Texas

Michael Jetley, your research partner, Texas

Gurdy Pickens, obsessive Alaska team leader

Yorick Tenebray, arrogant prick, Texas

Dwight Kombi, The Skody Dealer (Twilight Team Alaska)

Time with Zonix: two weeks

Secret: this crop is less than perfect.

Goal: sell all your weed, don't get bagged for the weirdness of it

Physical Traits: Resilient

Spirit Traits: Mellow, Sly

You suspect someone has sprayed your weed with something, man. Weird. Ah well. No-one needs to know this. Just don't doff any yourself tonight.

That hyper weirdo Frederick Mackie from the day shift owes you money. He'll pay up, you think, but he's a damn nuisance. Maybe if you get the right leverage on him... you know he once misused the phones to make a sex harassment call, maybe to an old girlfriend or something. If you threatened to do him in he might smarten up his act.

You're in training for your future as a rich and successful game show competitor. You're gonna get on Who Wants To Be A Millionaire or something. And you'll kick butt! That'll take preparation though, and commitment. So you always carry around books of trivia questions, or Trivial Pursuit cards, or books on obscure subjects. You don't get bored, you just keep reading. And you like being put on the spot. You know all the competitors freeze in the spotlight, but you won't! Leap on any opportunity to be in the centre of things, not because you're an ego-guy-loser, but because you need to be totally comfortable there. Be a leader if that's what it takes, but just be yourself. Don't kiss ass for the man! Screw the man! When you win big you can *buy* his sorry rear! Then who'll be kissing who?

You have bought the secret of making outcalls from work from the geeks, Donald and Innis. You haven't even used it yet. But it's nice to know you can.

You have an arrangement with local criminal heavyweight Pabeo Baldrick, who for some reason also works the call centre: you cut him in, he doesn't get Pabeo to beat the snot out of you.

You have a half-dozen joints to sell tonight. You should have six slips saying 'joint' to give to people who purchase from you.

Clem Schumacher, Illinois team leader and Pabeo's enforcer

Pabeo Baldrick, criminal guy, Illinois

Frederick Mackie, loves his job and owes you money, Illinois

Chris Daniels, a good worker, Alaska

Leapy Goodshins, deformed homeless guy, Alaska

Gurdy Pickens, obsessive Alaska team leader

Innis Pokeray, old-timer geek and customer, Alaska

Simon Peoples, outright weirdo and customer, Illinois

Donald Lewis, old-timer and geek, Kentucky

Gurdy Pickens, The Stalker (Twilight Team Alaska team leader)

Time with Zonix: eleven weeks

Secret: you stole a lot of money from someone's bag

Goal: convince Pam Calendar, your dream woman to eat your heart and brain

Physical Traits: (None)

Spirit Traits: Eager, Devoted

You're the team leader of Alaska twilight team and you relish the role. You are focussed and determined. You have good management skills and the bosses know how good an asset you are. You are keen to make your group even more efficient, whatever it takes.

But maybe all that can be forgotten about now, because you've found her. You're sure of it. She's the one for you. You've never felt this way before, your heart goes aflutter when you see her, and you spend long hours alone in your one-room flat dreaming of her and how it will be. Oh, it arouses you just to think of it! Her name is Pam Calendar, and she's charming and lovely and friendly and it is glorious! Tonight you're going to befriend her, you two are soulmates and it'll go swimmingly! You'll be the best friend she could have. Anything she needs, you will do! You will just click together, the two of you, because you're soulmates – you can see it!

And once you have befriended her you just need to explain about the ritual. And then she will open your body and eat your heart and brain, and you will pass over into the true world of ultimate joy, and wait for her to seek out a new initiate and do the same to them! It might take a tiny while to build her trust for this, but the girl who, a few years ago, convinced you to eat *her* heart and brain worked hard. And how right she was proved when you ate her up, and the ecstasy rushed through you, every cell performing a shuddering hula of rapture! You think, maybe, tonight is the night to tell her... just let it out there, tell her how wonderful it will be! You're impatient for it now, and whatever it takes, *you want to get eaten TONIGHT!*

And some marijuana would be good. Luckily, to facilitate this, you found a stupendously large amount of money in a bag at work one day at shift changeover from the day teams. You took it. After all, you'll be eaten soon, who cares if someone finds out it was you?

Leonard Bracklee, the CEO of Zonix Inc

Hadrian Stallman, Bracklee's offsider

Paul Spalding, the Human Resources manager

Pam Calendar, Utah team leader and object of your mad desire

Chris Daniels, a good worker, Alaska

Leapy Goodshins, deformed homeless guy, Alaska

Dwight Kombi, skody-looking guy, Alaska

Gurdy Pickens, obsessive Alaska team leader

Innis Pokeray, old-timer geek, Alaska

Yorick Tenebray, The Chosen One (Twilight Team Texas)

Time with Zonix: eleven weeks

Secret: heir to an ancient supernatural legacy

Goal: set up a date with the video store girl

Physical Traits: Quick

Spirit Traits: Arrogant, Willful, Confident

You are an arrogant prick. You know people think this of you, and it doesn't bother you in the slightest. After all, you are the future of an ancient and immensely important legacy. The family Tenebray has long existed to serve an unseen, hungry force dwelling in the shadows of this reality. It goes by the name C'Thulhu. You have come to the city to learn of civilisation, part of the three-year conclusion to your training. You must become a part of society so you can walk among it unnoticed as a servant of the dark powers. Your family are watching you but they cannot support you during this trying time. You are on your own.

You know other kinds of supernatural beings exist. Vampires and werewolves in particular exist, and they are beneath your contempt. You know the secret means of controlling such creatures, should they reveal themselves to you.

You have fallen to hook up with them. in love with a girl at the video store you frequent. Because you're the chosen one of an ancient supernatural legacy, you never spent much time with girls, and quite frankly you're piss-scared of messing it up. You know she'll like you, but girls are weird, and in all the videos there're certain rituals you have to go through

You have seen Allan Hogg and Jupiter St Jones, both from the night team, talking with her chummily. They must know her! Maybe they want her too! You need to get the truth. Get them on side to help your cause, whatever the cost, promise them places as your lieutenants in the new world that will come! Or kill them if they might be your rivals!

You have also heard about the mind-altering properties of a certain kind of herb, and are keen to "score some" tonight. You have no idea that this might be illegal, or even that it should be kept secret.

You want to advance to team leader, having got sick of taking orders from morons. Your current team leader, Eric, is clearly not pulling his weight. You want to bring him down, but he is definitely friends with his team. Maybe you could advise the HR people to rearrange the teams and break up their slacker dynamic?

Leonard Bracklee, the CEO of Zonix Inc

Hadrian Stallman, Bracklee's offsider

Paul Spalding, the Human Resources manager

Stuart McKinnon, University student, Texas

Michael Jetley, University student, Texas

Eric Foxx, University student, Texas team leader

Andrew Monkey, University student, Texas

Allan Hogg, newbie University student, Kentucky

Jupiter St Jones, newbie University student, Kentucky

Innis Pokeray, The Conspiracy Geek (Twilight Team Alaska)

Time with Zonix: eighty-seven weeks

Secret: you're faking all your results

Goal: convince the Trivia Geek you've discovered the secret to antigravity

Physical Traits: Sturdy

Spirit Traits: Intelligent

You're going to be a millionaire! A billionaire! You have stumbled upon the secret of antigrav, as used in the flying saucers that the greys have been using to visit earth for so many centuries.

Unfortunately, your trial didn't work. But that's just a hitch – the theory is sound. And you can't wait to rub in Donald's face that the trial was successful! Even if it wasn't. Hell, you can lie about that. The theory is sound! So the trial must have been unsuccessful through a fluke! Anyway, you can't tell Donald you failed, he'd never let you forget it. So you have to gloat about your success!

You and Donald have both been here a long time, but you can't let him forget you're senior by a few weeks. The two of you are often bitter rivals but you only have each other to turn to a lot of the time. Donald's okay, but he needs to be kept in his place.

This just proves what you've long suspected, that there's a master conspiracy throughout the world to keep the aliens secret, and to keep humankind reliant on its outdated technologies so the illuminatus can control us all! But you can see the control, and you aren't victim to it. You're in charge of things. You're in charge of you! You know, at least, you can trust Donald – he's not part of the conspiracy. But anyone else might be, especially the more senior they are in the world. If they have control, they have the power the conspiracy uses, so they are part of the conspiracy whether they know it or not... and more of them know it than anyone could possibly imagine.

You and Donald have compromised the call centre's codes. You can place personal calls when you want, but you can't do it often or the sysadmins might work it out. The two of you've sold this information to a couple of people, including Fred Mackie and Pabeo Baldrick.

Yeah, and you want some cannabis tonight. Dwight Kombi, twilight team, is a supplier, and another person you've enabled to make outgoing calls.

You live alone, and inherited a fair amount of money from your now-deceased parents. It's keeping you in computer components and DVDs, but you crave more...

Hadrian Stallman, the CEO's offsider and a potential nemesis

Paul Spalding, the Human Resources manager

Pabeo Baldrick, a customer, Illinois

Frederick Mackie, loves his job, and a customer, Illinois

Chris Daniels, a good worker, Alaska

Leapy Goodshins, deformed homeless guy, Alaska

Dwight Kombi, skody-looking dealer, Alaska

Donald Lewis, old-timer geek and your archrival, Kentucky

Simon Peoples, The Touched Oddball (Day Team Illinois)

Time with Zonix: twenty weeks

Secret: actually quite genuinely insane

Goal: find a way home

Physical Traits: Strong

Spirit Traits: Creepy Thoughts x4, Warped

You have a recurring daydream of big heavy flowery vines crawling all over your bed and your home and you. At any time you could suffer a recurrence. On these occasions you often cry out things like “Ah! The vines! The flowers, the sickly purple flowers!” while waving your arms madly.

Your calculator contains a friendly ghost called “Jim”. Jim communicates to you by putting mental arithmetical equations in your mind or environment, and when you type them into the calculator, the number that results can be turned upside down to read Jim’s message. Sometime’s it’s easy to know what Jim is saying – “HELLO” and “SELL”, for example – but other times some creativity is needed. But you’re pretty good now at working out what Jim wants.

You are entirely unashamed of Jim and talk to him in public. Sometimes you get into an argument with him, and threaten to take out his batteries. Usually he simmers down after that. Jim can be quite bolshy sometimes, but mostly he’s good. He looks after you.

You and Jim are of course alien intelligences. You seek control of antigravity so you can build a flying saucer and return to your home in space. You know the geeks have been talking about antigrav lately. Jim may advise you to beg, borrow or steal this. Alternatively you could find some mystics and trick them into revealing the hidden soul in your head with one of their mystical unveiling rituals, which would give you the knowledge. Or you could contact one of the hidden masters, who are aliens disguised as humans usually in places of prominence, and blackmail them into helping you escape by threatening to reveal their secret true nature.

Also, the idea of scoring some pot tonight is quite appealing. Dwight Kombi of the twilight team can supply. Although those weird buds growing out of your chest look like weed, it would be silly to smoke them. You might be able to sell them to someone though. Just to see what will happen.

(Simon is quite mad. His goals will probably change constantly and he will pursue each one with desperate determination. Self-preservation is always top of his list though. Note that this may be a hard role to play, but just do whatever you want with it. If you ever start running out of inspiration, go talk to a GM – you’re a great way of introducing new plots.)

You can see and interact with ghosts, although you tend to try and ignore them.

If anyone manages to “look at your spirit” or find out your nature, send them to the GM immediately.

You should have four ‘Bud’ information slips to give to people if they buy the buds from your chest

Clem Schumacher, Illinois team leader

Pabeo Baldrick, Clem’s friend, Illinois

Frederick Mackie, loves his job, Illinois

Arcadia Julie, University dropout, Illinois

Devon de Witt, loves his job, Illinois

Eustace Huxtable, a good worker, Illinois

Dwight Kombi, skody-looking dealer, Alaska

Damon Salvatore, The Arrogant Vampire (Night Team Kentucky team leader)

Time with Zonix: nine weeks

Secret: you're a vampire

Goal: convince Persephone to become a vampire

Physical Traits: Strong x3, Fast

Spirit Traits: Magnetic, Wild, Ancient, Dominant, Uncontrollable

You are a blood-drinker, hundreds of years old. You were born in Florence, Italy, during the Renaissance in the 15th century. You are gleefully arrogant, wild, and deceptively insensitive. Your dark good looks --- black hair and eyes --- go along with your personality. You are the older Salvatore brother, and a stronger vampire than the weak-willed Stefan who doesn't kill humans. You appear to not care about your little brother, or anyone, for that matter --- but this may not be how you really feel.

You live in the shadows of the city, preying on the destitute and the delinquent, sometimes killing them and sometimes not. You live in a secret haven with your brother, who is riding on your coattails as he has all your life and unlife. It might be time to cut him loose to stand on his own two feet. If he disturbs you again, he is to be cast out of your shared nest, and if he bothers you more, cast him out of his job here. Report him as a thief or somesuch. That is the only way he will become worthy of his nature as a predator.

You are admiring of the fire of Persephone Dukakis, one of your team members. You want to make her your Queen of Darkness, a vampire like you. You need to talk her into this, however. New vampires must choose to drink the vampiric blood from your veins, otherwise they will simply die.

You can dominate people by gazing into their eyes. This is how you acquired the position of team leader, ahead of some longer-serving people, particularly Persephone. You are sure she respects the show of strength.

You can make any one person a vampire by draining their blood, which takes a few minutes, and giving them the temptation of drinking your blood. If they agree, they instantly awaken as a blood-drinking vampire. You should have one information slip to give to your new vampiric child.

Hadrian Stallman, the CEO's offsider

Paul Spalding, the Human Resources manager

Miranda Edison, newbie University student, flats with Jupiter and Allan, Kentucky

Donald Lewis, old-timer and geek, Kentucky

Persephone Dukakis, University student, Cassie's flatmate, sexy lady, Kentucky

Cassie Webb, University student, Persephone's flatmate, Kentucky

Stefan Salvatore, your brooding pathetic brother, Kentucky

Allan Hogg, newbie University student, flats with Jupiter and Miranda, Kentucky

Jupiter St Jones, newbie University student, flats with Miranda and Allan, Kentucky

Alex Young, quiet worker, Kentucky

Miranda Edison, The Suicidal Haunted (Night Team Kentucky)

Time with Zonix: one week

Secret: under the control of a demon

Goal: bring your flatmates to the demon, particularly the guiltiest one.

Physical Traits: Can't Feel Pain, (revealed as Hound) Strength x5, Quick x3

Spirit Traits: Determined, Deceitful, Demonic x5

There's a demon in your head.

It all started a week ago. You and two of your flatmates, Jupiter and Allan, were out together one evening when you stumbled on an old drunk in an alley. One thing led to another, you were all drunk, and next thing you know Allan and you had set the drunk on fire.

Except the drunk turned out to be the demon called Hound that now came through your dreams and ate your soul for revenge.

The others are running from it, but it's already claimed you. They don't know. Your mission is to draw them into it as well. You were the innocent one, you were just a passenger, on the scene of a terrible accident. You didn't do anything wrong. But you were haunted nonetheless, and now your soul has turned. You're not yourself now. A part of you is a pitch-black emptiness that seeks destruction. You are particularly keen to find the one that lit the match. Either Allan or Jupiter is particularly responsible, and you are determined to find out which it is.

You are working in a call centre with Allan and Jupiter (Jupiter's idea) – the night work will keep you all awake. This isn't really relevant because you no longer need to sleep.

You are dogged by suicidal thoughts. You don't know if that is the demon's work, or the part that's still you trying to free itself the only way it can.

There is a fourth flatmate. Her name is Carrie, she's lovely and not involved in any of this. She works in a video store. She confided in you that she and Allan are scoring, but Jupiter doesn't know it yet. This information may prove useful in bringing your flatmates to the darkness. You could probably claim Carrie too if you wanted. The further complication is that Carrie is dating Stefan, who also works in the call centre – Jupiter used him to get you jobs here. Stefan is weird, and Carrie wants to break it off with him but hasn't worked up the nerve. You might solve this problem for her too. Or, if you feel like it, you could make it worse.

Note that Hound is hunting also for a group of other souls, the family of one hapless individual who invoked you. (It was on this hunt that the accident happened.) The individual and his family are ancient enemies of yours and servants of the vampires. You will know the individual by his scent, and if you identify him or her you may wish to claim the entire family's souls as yours. Of course, that will mean announcing your true identity and killing them.

Damon Salvatore, handsome and charismatic Kentucky team leader

Donald Lewis, old-timer and geek, Kentucky

Persephone Dukakis, University student, Cassie's flatmate, Kentucky

Cassie Webb, University student, Persephone's flatmate, Kentucky

Stefan Salvatore, brooding lust object, Kentucky

Allan Hogg, newbie University student, flats with Jupiter and you, Kentucky

Jupiter St Jones, newbie University student, flats with you and Allan, Kentucky

Alex Young, quiet worker, Kentucky

Donald Lewis, The Trivia Geek (Night Team Kentucky)

Time with Zonix: eighty-three weeks

Secret: you spoiled the conspiracy geek's experiment

Goal: discover the serial killer

Physical Traits: Sturdy

Spirit Traits: Intelligent

You know heaps of stuff about every kind of thing under the sun. Your speciality is 1970s Saturday morning cartoons, but you have a comprehensive knowledge of everything else, from Olympic performances through the century to the superstring theory now discarded by most physicists. Of course, your practical knowledge is low. You live with your parents and find it difficult to make friends, despite your best efforts. This makes your Innis Pokeray, another employee of the call centre, a valuable acquaintance. You have both been here a long time, although Innis never lets you forget he's senior by a few weeks. The two of you are often bitter rivals but you only have each other to turn to a lot of the time.

You and Innis have compromised the call centre's codes. You can place personal calls when you want, but you can't do it often or the sysadmins might work it out. The two of you have sold this information to a couple of people, including Fred Mackie, dope-dealer Dwight Kombi, and Pabeo Baldrick.

Innis recently started ranting about how he'd solved the antigravity puzzle. You insisted that he was mistaken, and he said the results would be in today. So you swung around his place last night and let yourself into his basement, and you saw his apparatus, and damn if he wasn't right. It was working!

So you scotched it. You ruined the experiment. He'll work it out eventually, but it'll take months. Maybe then you'll be able to get involved, and help him solve the problems. You could share the glory. Because ultimately Innis will succeed, and he'll make millions.

You have to talk to Innis about another matter though, which might help you distract him from his no-doubt despair. You were poking around in the call centre mainframe and you produced the master-database of where the calls are being placed to, and it doesn't make sense... the area codes are nonexistent, and the targets are not families. They don't even seem to be people. The information is loopy. Maybe, despite everything, Innis will have an explanation for this. But if you're sitting on top of a big conspiracy story, that would be so cool! You'd get such good girl action from cracking a conspiracy.

You also want to discover the serial killer at work in the city. The papers haven't put it together yet, but you have. The mysterious deaths, patternless, it seems – but you know more... This one you might be willing to cut Innis in on, but you demand full recognition. You're going to be the coolest guy in the city when you crack that case!

Hadrian Stallman, the CEO's offsider and a potential nemesis

Paul Spalding, the Human Resources manager

Pabeo Baldrick, secret customer, Illinois

Frederick Mackie, loves his job, secret customer, Illinois

Dwight Kombi, skody-looking guy and secret customer, Alaska

Innis Pokeray, old-timer geek and archrival, Alaska

Damon Salvatore, handsome and charismatic Kentucky team leader

Miranda Edison, newbie University student, flats with Jupiter and Allan, Kentucky

Persephone Dukakis, University student, Cassie's flatmate, Kentucky

Cassie Webb, University student, Persephone's flatmate, Kentucky

Stefan Salvatore, brooding lust object, Kentucky

Allan Hogg, newbie University student, flats with Jupiter and Miranda, Kentucky

Jupiter St Jones, newbie University student, flats with Miranda and Allan, Kentucky

Alex Young, quiet worker, Kentucky

Persephone Dukakis, The Angry Werewolf (Night Team Kentucky)

Time with Zonix: fourteen weeks

Secret: a werewolf

Goal: find and trap Hound

Physical Traits: (when in touch with your inner wolf) Strong x3, Quick

Spirit Traits: Confident, Assured, Amoral

You are a striking, self-confident young woman who is convinced that the male-dominated society needs to be overturned in a big way, and you have cast yourself on the front line of this revolution. You are also a werewolf who kills and eats sheep, dogs, cats and humans every full moon.

You live with your flatmate Cassie, also a werewolf, in an isolated cottage on the edge of the bush and a long way from anywhere. You and Cassie are old friends who were afflicted with the wolf curse the same night while travelling overseas together. You have recently returned home at last and you are both comfortable with your new lives as werewolves, preying on the weak and strengthening the herd.

Every month, on the three nights of the full moon, you and Cassie take the nights off complaining of period pains. You are never refused this time off any more, after you went spare at your team leader (who has since resigned and left) over his enforcing a dominant patriarchal stereotype. He backed down when he saw the rage in your eyes. You like how intimidating you can be.

You are actually furious that your new team leader leapfrogged you to the position. You were senior and more qualified, but he is so damn charming... in fact, you have recently admitted to yourself that you are very attracted to him. You'd thought you were gay all this time! So it seems you must be bisexual. The bastard! You'll make him pay for being so damn sexy!

Hound, a werewolf demon from centuries ago, is somewhere near. You can sense it. If you and Cassie can trap it in a ritual, Hound will serve you. At the least, it won't be able to kill you, which it may well be planning to do. Hound is traditionally a demon that hunts vampires, your ancient mortal enemies, but the enemy-of-my-enemy thing might not work this time. In any case, you want to control the damnable thing at all costs.

You can choose turn into a wolf-form (not a half-human, half-wolf) if there is any moon shining (tonight is a half moon) and you become emotionally aroused. As a wolf your human self is subjugated and you live for the hunt.

Paul Spalding, the Human Resources manager who employed you

Damon Salvatore, handsome and charismatic Kentucky team leader whom you hate

Miranda Edison, newbie University student, flats with Jupiter and Allan, Kentucky

Donald Lewis, old-timer and geek, Kentucky

Cassie Webb, University student, your friend and flatmate, Kentucky

Stefan Salvatore, brooding lust object, Kentucky

Allan Hogg, newbie University student, flats with Jupiter and Miranda, Kentucky

Jupiter St Jones, newbie University student, flats with Miranda and Allan, Kentucky

Alex Young, quiet worker, Kentucky

Cassie Webb, The Born-Again Werewolf (Night Team Kentucky)

Time with Zonix: twenty-four weeks

Secret: a reformed werewolf

Goal: stop Persephone from killing again

Physical Traits: (when in touch with your inner wolf) Strong x3, Quick

Spirit Traits: Spiritual, Whole, Intimidating

You are a werewolf. You have killed sheep, dogs, and people. This must stop! You've recently been talking to the facilitator tonight, Guyon Princeport, who you met in a pub. He's very wise, and down to earth, and you confided in him that you had a lycanthropy problem. He took this very seriously, and he's convinced you that killing people is wrong. You must never do that again. You believe him. Humans are sacrosanct, as they are intelligent and capable of love and remorse.

The trouble is, your flatmate might not agree.

You live with your flatmate Persephone, also a werewolf, in an isolated cottage on the edge of the bush and a long way from anywhere. You and Persephone are old friends who were afflicted with the wolf curse the same night while travelling overseas together. You have recently returned home at last and Persephone seems very comfortable with your new lives as werewolves, preying on the weak and strengthening the herd. You must convince her of the error of her ways, somehow. There must be a way. Your love for her will show the way, surely.

Every month, on the three nights of the full moon, you and Cassie take the nights off complaining of period pains. You are never refused this time off any more, after you went spare at your team leader (who has since resigned and left) over his enforcing a dominant patriarchal stereotype. He backed down when he saw the rage in your eyes. You like how intimidating you can be.

You can choose turn into a wolf-form (not a half-human, half-wolf) if there is any moon shining (tonight is a half moon) and you become emotionally aroused. As a wolf your human self is subjugated and you live for the hunt.

Guyon Princeport, the facilitator for the evening

Damon Salvatore, handsome and charismatic Kentucky team leader

Miranda Edison, newbie University student, flats with Jupiter and Allan, Kentucky

Donald Lewis, old-timer and geek, Kentucky

Persephone Dukakis, University student, your friend and flatmate, Kentucky

Stefan Salvatore, brooding lust object, Kentucky

Allan Hogg, newbie University student, flats with Jupiter and Miranda, Kentucky

Jupiter St Jones, newbie University student, flats with Miranda and Allan, Kentucky

Alex Young, quiet worker, Kentucky

Stefan Salvatore, The Angst-Ridden Vampire (Night Team Kentucky)

Time with Zonix: nine weeks

Secret: you're a vampire

Goal: stop the hound

Physical Traits: Strong x3, Quick

Spirit Traits: Magnetic, Ancient, Compassionate, Brooding

You are hundreds of years old, a compassionate, heartbroken, gallant vampire, and the younger brother of Damon Salvatore. You were born in Florence, Italy, during the Renaissance in the 15th century. You are not as strong as his brother because he hates being a vampire, and he never kills humans, which Damon is convinced is a sign of weakness. You know it is a sign of inner strength.

With your striking good looks, you were an immediate lust object when you hit the clubs for the first time. You have fallen in love with a human named Carrie. She works at a video shop. She's lovely and simple, but you can't reveal your true nature to her. O, the woe! The tragedy of your cursed existence!

Carrie's flatmates, Jupiter, Allan and Miranda, all needed work and Jupiter asked you to set them up here a few weeks ago. This you did, putting them in contact with Paul Spalding the HR manager. They owe you a favour for this.

You live in the shadows of the city, preying on animals, and occasionally feeding from (but never killing) the destitute and the delinquent. You live in a secret haven with your brother, who has established a comfortable environment for you both. He needs you around, however, as a moral compass for him. You fear that without your presence he would descend into the beast within him, and kill everyone he hunts, and kill for pleasure as well as hunger. That would be disastrous for both of you.

You must overcome your differences with your brother and club together with him, because you have sensed a demonic enemy of the Salvatores in the place. The demon known as Hound is here, and if it discovers you it will try to kill you. You must stop it first by slaying its host. You also want to convince Damon not to kill any more humans, but that might not work if you have to kill the Hound's host.

Should you so choose, you can make any one person a vampire by draining their blood, which takes a few minutes, and giving them the temptation of drinking your blood. If they agree, they instantly awaken as a blood-drinking vampire. You should have one information slip to give to your new vampiric child.

Paul Spalding, the Human Resources manager

Damon Salvatore, handsome and charismatic Kentucky team leader and your brother

Miranda Edison, newbie University student, flats with Jupiter and Allan, Kentucky

Donald Lewis, old-timer and geek, Kentucky

Persephone Dukakis, University student, Cassie's flatmate, Kentucky

Cassie Webb, University student, Persephone's flatmate, Kentucky

Allan Hogg, newbie University student, flats with Jupiter and Miranda, Kentucky

Jupiter St Jones, newbie University student, flats with Miranda and Allan, Kentucky

Alex Young, quiet worker, Kentucky

Allan Hogg, The Guilt-Ridden Haunted (Night Team Kentucky)

Time with Zonix: one week

Secret: you were responsible for the accident that set a demon after you all

Goal: find a way out of the demon's clutches

Physical Traits: (None, exhausted)

Spirit Traits: Guilt, Lust

You were responsible.

It all started a week ago. You and two of your flatmates, Miranda and Jupiter, were out together one evening when you stumbled on an old drunk in an alley. One thing led to another, you were all drunk, and next thing you know you had set the drunk on fire. You'd wanted to for a long time, set fire to someone. You made it look like an accident. You don't think the others know. But you meant for it to happen, it wasn't the alcohol, it was you. You were responsible.

You feel particularly bad about this because the drunk turned out to be a demon called Hound that now exists in all three of your dreams and waits to eat your souls for revenge. It's only you he should come after. And you'd admit it too, except your scared through already, and you really need the support of your friends right now.

So you haven't been sleeping. Jupiter jacked up jobs with a call centre to keep you occupied at nights and has supplied lots of stay-awake pills.

To make matters worse, you're already breaking Jupiter's precious rules by scoring your flatmate. Jupiter can't find out, he'll turf you out of the place. Her name's Carrie and she works at the video store. She's cute and fun and full of energy, and she makes you feel great. She has a boyfriend, Stefan, who actually works here – Jupiter used him to get you jobs in the call centre. But she isn't happy in the relationship. Stefan's just plain weird. So you and she hooked up. Stefan, needless to say, shouldn't find out, but if he does no big deal. Carrie's gonna break it off with him sometime for sure.

Carrie wasn't involved in the accident, of course. It's hard to deal with her. These days have been unpleasant. You slipped into sleep yesterday and in your dream the darkness was approaching you when Carrie woke you up by accident. When you roared at her for letting you sleep she said you needed rest. You can't rely on her! There has to be a way out of this, but you don't know what it is...

Damon Salvatore, handsome and charismatic Kentucky team leader

Miranda Edison, newbie University student, flats with Jupiter and you, Kentucky

Donald Lewis, old-timer and geek, Kentucky

Persephone Dukakis, University student, Cassie's flatmate, Kentucky

Cassie Webb, University student, Persephone's flatmate, Kentucky

Stefan Salvatore, brooding lust object, Kentucky

Jupiter St Jones, newbie University student, flats with Miranda and you, Kentucky

Alex Young, quiet worker, Kentucky

Jupiter St Jones, The Manic Haunted (Night Team Kentucky)

Time with Zonix: one week

Secret: on the brink of insanity

Goal: find a way out of the demon's clutches

Physical Traits: Hyper

Spirit Traits: Manic, Paranoid

You're deep, deep into sleep-deprivation, hopped up on pills and caffeine and all kinds of other substances.

It all started a week ago. You and two of your flatmates, Miranda and Allan, were out together one evening when you stumbled on an old drunk in an alley. One thing led to another, you were all drunk, and next thing you know Allan and you had set the drunk on fire.

Except the drunk turned out to be a demon called Hound that now exists in your dreams and waits to eat your soul for revenge.

There's another girl in the flat who's not a part of the chaos. Her name is Carrie and she works at a video store. It'd be best to push her out of the whole business. She'd only complicate things. Flat life is complicated enough as it is, and you rely on certain rules to make things work. Rule one, pull your weight. Rule two, don't screw the crew. Rule three, ask no questions. Rule four, stick together. As long as everyone follows these rules, it'll all be fine... just focus on your rules. Maybe they'll work in real life too. They're good to focus on. By god, if you focus on them you won't fall asleep!

You had a great idea. The three of you mustn't sleep. Every moment asleep is a moment when it might come for you. So you grabbed your Allan and Miranda and got all three of you jobs on a night shift in a call centre, the same call centre that Carrie's boyfriend Stefan works at. Stefan put you in contact with the HR manager, Paul Spalding, who let you start that night. It's been excellent. You have stuff to do every night. You have to keep thinking! You can't ever stop!

Your hands shake sometimes. Several times you've had conversations with people who have turned out not to be there. You might be going crazy. You're not sure, but something's definitely up in your head. Not to worry though. You're confident your ability to make good decisions is still there. You have total confidence in yourself. The world might be falling to pieces around you, but you know exactly who and what you are.

You think Miranda has been sleeping. She seems fine, though. If she can sleep, then you can too. This seems more and more logical every moment you think of it. Stick together! Must stick together!

Paul Spalding, the Human Resources manager

Damon Salvatore, handsome and charismatic Kentucky team leader

Miranda Edison, newbie University student, flats with you and Allan, Kentucky

Donald Lewis, old-timer and geek, Kentucky

Persephone Dukakis, University student, Cassie's flatmate, Kentucky

Cassie Webb, University student, Persephone's flatmate, Kentucky

Stefan Salvatore, brooding lust object, Kentucky

Allan Hogg, newbie University student, flats with you and Miranda, Kentucky

Alex Young, quiet worker, Kentucky

Alex Young, The Nearly-Postal Loser (Night Team Kentucky)

Time with Zonix: twelve weeks

Secret: you're planning on killing everyone and then yourself

Goal: find some reason that life is worth living before you flip out and go on a killing spree.

Physical Traits: Adrenaline (up to x3, you can feel free to decide what stage you're at at any given moment but you can't sustain x3 for more than a few minutes), Big Ol' Gun

Spirit Traits: Crazy

So it has come to this. Your life has reached a point lower even than the dung beetle, more devoid of worth than the earwig. You deserve better than this! All your life you have been persecuted, and you always consoled yourself with the knowledge that one day you would get better, you would outgrow your persecutors and one day amass the kind of power that could rule the world!

But now you see what kind of lie that is. You lie in bed all day listening to the television through the wall of the neighbouring flat, the shouts and screams of rednecks fighting on talkshows. You hear the incessant buzz on the road outside your grimy window of cars rushing past to glamorous places and exciting times. No-one ever calls you; in fact, you don't think you have any friends left, so that is no surprise, but it is also just as well. You hate the phone now, you never want to touch it, you never want to use it! The phone is work to you, the disembodied voice is hateful, and the resources these people bring to bear as customers – these are the people who mocked you! These are the people who made your life a living hell! And now they're still abusing you and using you, and you talk through your smile while your brain screams bloody murder... You can't take it much longer... You're just about to POP, you know it could happen any moment, and if that happens, if you go over that line, you know you won't be coming back except with your head on a stake and **BY GOD THOSE BASTARDS WILL HAVE TO RESPECT YOU WHEN YOU'RE GONNA BLOW THEIR BRAINS RIGHT OUT OF THEIR EGGHEADS!!**

Paul Spalding, the Human Resources manager

Damon Salvatore, handsome and charismatic Kentucky team leader

Miranda Edison, newbie University student, flats with Jupiter and Allan, Kentucky

Donald Lewis, old-timer and geek, Kentucky

Persephone Dukakis, University student, Cassie's flatmate, Kentucky

Cassie Webb, University student, Persephone's flatmate, Kentucky

Stefan Salvatore, brooding lust object, Kentucky

Allan Hogg, newbie University student, flats with Jupiter and Miranda, Kentucky

Jupiter St Jones, newbie University student, flats with Miranda and Allan, Kentucky