

Solly Boomhausen, Nosy Building Manager

Time with Zonix: Not an employee

Secret: Owns a global conference centre empire and is a multi millionaire

Goal: To get everyone out, keep the place clean and make oodles of cash

Physical Traits: Big, Handy

Spirit Traits: Fastidious, Suspicious, Opportunistic

You own the building. Its your castle. All these people may be paying you but you don't know any of these people. You don't really care. See how they ignore your nicely polished floors. How their reflections are strangers to them. You bet they have never known the satisfaction of owning a house, property or a humble abode. They are users and abusers. They pay you and against all your desire you let them in.

This lousy gig is only a one off. The best thing that could happen tonight is if they all left right now. However you will settle for getting them out by midnight, as long as they don't break anything. You watch for them to make a mess and are not afraid to make complaints concerning their behaviour. If they don't like it they can get out. It is not beneath you to complain (or threaten to complain) to people's superiors to get their own people in line. Hopefully the superiors will leave as well.

Anyway, you've heard these chumps are all making masses of money. It makes you sick. You could easily do what they do. You want to own your own business and you keep an eye out for any opportunities that arise. You never hesitate to capitalise on a money making opportunity. Who knows these guys may have some good ideas. Whilst you have to tolerate them you must watch, learn, steal and pervert their ideas to your own ends. Even if you must develop a "partnership" with them. You know what your doing. Youv'e already made millions and have your own conference centre empire spread across the land and funded by chumps everywhere. You still run each personally. A hands on approach is the only way to run a business. All that is left is to expand, diversify and...well...make oodles and oodles of money.

Hadrian Stallman, your one point of contact with Zonix Inc (and one too many as far as your concerned)

Jonny Doe (pron. Do-ay), Greasy Supplier (Twilight Team Alaska)

Time with Zonix: 67 weeks

Secret: Supplies a dealer with marijuana

Goal: Get your cut from the dealer

Physical Traits: Slippery

Spirit Traits: Slippery

You supply Dwight Kombi, in your team, with marijuana, and it's time for him to pay you your cut of his sales as per your agreement. He told you yesterday he was going to sort it out tonight.

You introduced Kombi to all the right people and he wouldn't be anything without you. Little perp has been getting uppity recently, like he doesn't need you any more. Well, you'll find a way to show him.

You plan on keeping an eye on who's dealing with Kombi, so if Dwight stiffes you or denies you your cut you can get to his customers and ruin his life... it'll give you a powerful bargaining chip...

There's a catch though. You can't get too nasty to Dwight, because you have a bad bad craving, and your suppliers have let you down recently. You know Dwight still has some of the last shipment, and you need to sweettalk him into letting you have some. You might be talked into reducing your cut for a good amount.

Dwight Kombi, your protégé who may be turning on you

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

Elias Phoenix, Desperate Scum (Day Team Illinois)

Time with Zonix: 50

Secret: Fearful of the criminal

Goal: Make things all right with Pabeo

Physical Traits: Lithe, Quick

Spirit Traits: Cunning, Creative

You are in trouble. You have managed to offend a very dangerous man and you know you will be called to account for it. The man is local crime lord Pabeo Baldrick.

You grassed to the police. They grabbed you for suspected arson, of which you were innocent, and somehow you ended up saying you knew someone who did do arson, and that was Pabeo. And then you started reeling off all the other crimes Pabeo and his henchman have done. They put the pressure on you and you made all kinds of stuff up, and the boys in blue just ate it up. They must have busted him last night. He's got to know it was you. You and he used to be tight. Oh, man, he's a killer!

You want to try and make things easier for you. So you want to go to Pabeo and admit your error and throw yourself upon his mercy. You would never testify, say, and they tortured you, and you didn't tell them anything they didn't know... just go and confess, because otherwise you're a dead man before the night is out.

You better have an olive branch, though. You know that someone here is scheming against Pabeo. There's a movie director, and you know he's planning on making a movie about Pabeo's criminal activities! If you bring him down then things might end up okay...

Clem Schumacher, Illinois team leader and Pabeo's enforcer

Pabeo Baldrick, criminal guy who probably wants your head, Illinois

Frederick Mackie, loves his job, Illinois

Arcadia Julie, University dropout, Illinois

Devon de Witt, loves his job, Illinois

Simon Peoples, outright weirdo, Illinois

Gabriel Hope, Angel of Mercy (Night Team Kentucky)

Time with Zonix: 36 weeks

Secret: Deepset saviour complex

Goal: Save Alex's soul

Physical Traits: Touchy-Feely

Spirit Traits: Hopeful, Determined, Compassionate

You are the guardian angel for a tragic soul named Alex Young. Not in a supernatural sense, of course. You just feel compelled to help him and you understand all his problems and secrets. His life has reached a low point, lower even than the dung beetle, more devoid of worth than the earwig. He deserves better than this! All his life he's been persecuted, and you want to console him with the knowledge that one day he would outgrow his persecutors!

But he's lost hope. He lies in bed all day listening to the television through the wall of the neighbouring flat, the shouts and screams of rednecks fighting on talkshows. He hears the incessant buzz on the road outside his grimy window of cars rushing past to glamorous places and exciting times. No-one ever calls him, not even you because you have no phone; he must think he has no friends left. The phone is just work for him now, helping the wealthy who once victimised him. He talks through his smile while his brain screams bloody murder... You don't know how much longer he can take it.

You know all this because he's told you during breaks at work. He sits with his coffee and tells you everything. You look forward to your sessions with him. Sometimes he hugs you and cries and you think you've made a breakthrough, but he's just back in denial the next day. It's so hard, but you have so much love for him, love for him as a perfect example of flawed humanity. You must save him from himself. Try to communicate, maybe tonight will be the breakthrough.

Alex Young, deeply wounded soul you are trying to save

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

Jimmy Tres, Insecure Support Person (Support Team)

Time with Zonix: 9 weeks

Secret: You are a clone

Goal: To maintain a happy family both at Zonix and with your brothers

Physical Traits: Flawless x3

Spirit Traits: Caring, Empathetic

You are a clone. Your brothers are Jim Drei and James Saun. Your father was very loving to all three of you and taught you that you can trust no one like you can trust family.

All three of you applied at Zonix Inc on the same day and were accepted as members of the support team. As a support team member you are the lifeblood of the call centre. Sure you don't make decisions or actually sell anything but everyone relies on you to do your job. You are the oil that makes the machine run smoothly. In recognition of your importance you have all the resources of Zonix at your disposal.

The call centre staff never seem to appreciate you. They sometimes seem to think that you are unnecessary. However a quick reminder of the perks you can provide quickly makes them realise the errors of their ways. You must be vigilant though otherwise they may forget. You must constantly ensure that you are involved with the call centre staff at all times. They have a need, you will provide. Your efficiency is their happiness.

Unfortunately the poor misguided call centre staff are not your only worries. Jim seems to be forgetting what family is all about. He considers himself the leader and seems to be overriding you and your other brothers decisions. As father said you are all equal. You secretly know he is the eldest but don't won't tell him as it will only make his superior attitude worse. Keep an eye on him. Perhaps you need to enlist the aid of your other brother to ensure that you retain your equal status as true brothers.

Jim and James, clone brothers

Paul Spalding, the Human Resources manager

Pam Calendar, Utah team leader

Clem Schumacher, Illinois team leader

Eric Foxx, University student, Texas team leader

Gurdy Pickens, Alaska team leader

Damon Salvatore, Kentucky team leader

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