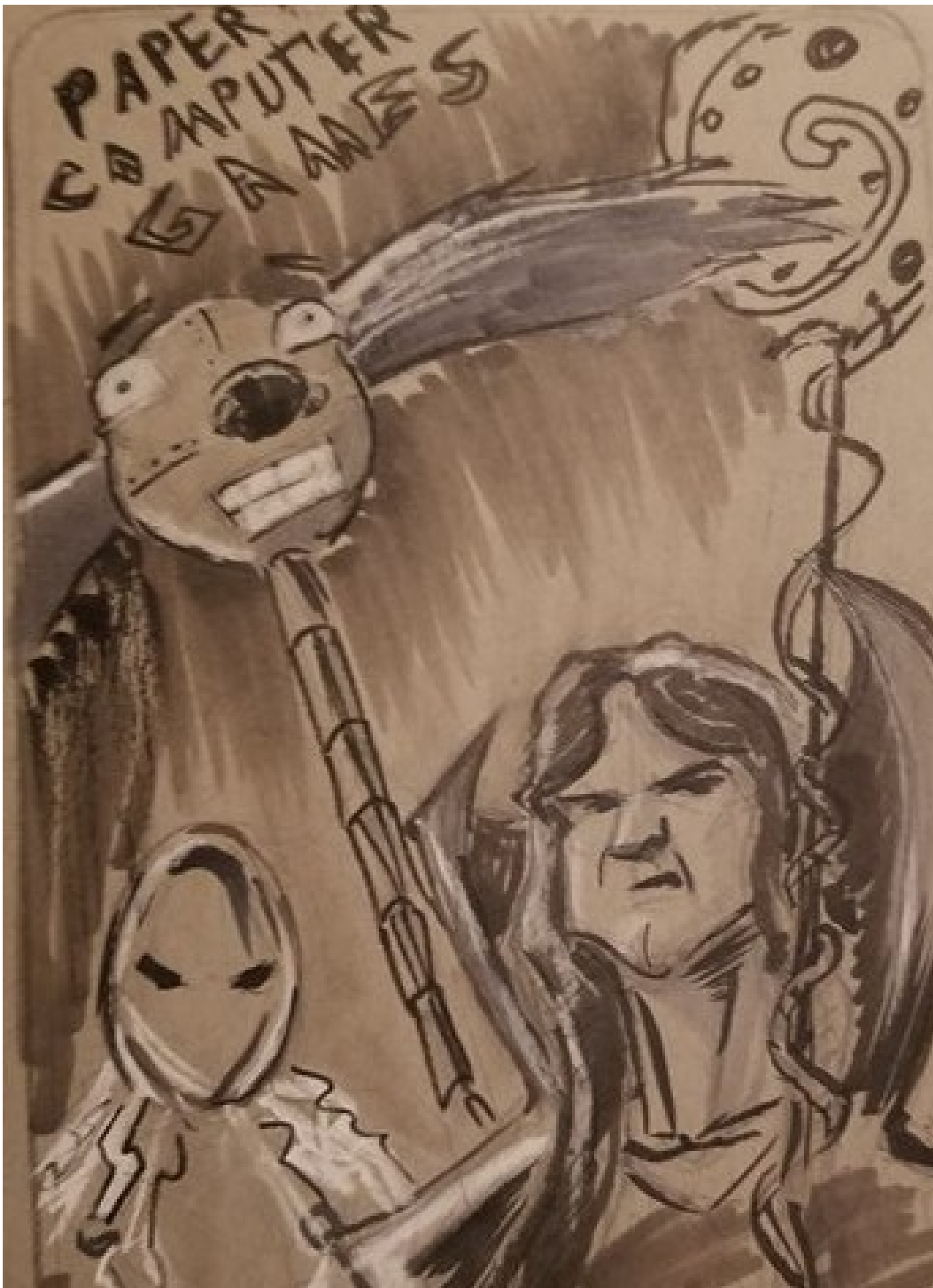




TIMELINE

(Note: The chronological order as depicted in this timeline may not indicate the order that the games were published in. Instead, this is the order of events as the characters experience them in-universe.)

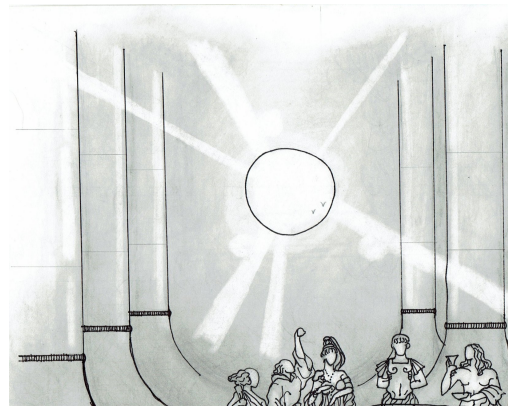
(2018 Note: This document is hopelessly out of date, and is missing a lot of crucial information from later games. I've corrected the most glaring errors, but haven't done a thorough search through the document.)

A really long time ago (time traveling/prequels)

BEGINNING OF TIME

"Genesis", Part 1 of Soul Symphony

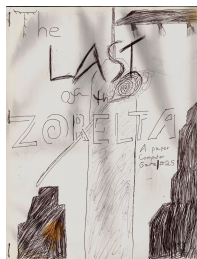
At the beginning of time, after God created the world, Man was cast down into the darkness while God rested. He finds himself in a strange palace, which appears to be deep underground. He explores the palace, finding strange statues and plaques giving strange riddles, and many symbolisms having to do with Christianity, Greek mythology, and the Zodiac.



"Exile", Part 2 of Soul Symphony

Escaping the tower seen in *Genesis*, Adam is now free to explore the city of Babel which was abandoned long ago. Or was it? Strange, shadowy beings – Umbrians – still remain, perhaps remnants of the city's inhabitants.

1004 AD



"The Last of the Zorelta", #2.5 in Xaq's series

A thousand years ago, the king of the Zorelta, is kidnapped, and then escapes, along with Zoovac, a time-traveling mechanical clown on a stick from the future.

The skinny guy becomes the fat guy, and ~~Zoovac's design is copied, which will be used~~

~~to make the future Zoovac.~~ *Note: This wasn't actually said in the game and is no longer canon. Newer stories about Zoovac's origin contradict it.* (Starring: Ginkus, with Zoovac)

*Zoovac remains with the Crodin for the next thousand years, becoming their greatest asset. He strengthens their regime & helps them form "The Alliance".

1400s AD

*Time traveling from the future, Xaq meets a farmer dude person and brings him back to the future.

"Till Time do us part", #1 of Chris' second series

Xaq is pulled back in time, and there's a huge random battle at a medieval castle, and Xaq is pulled onto an alien spaceship...

1800s AD

"Pride and Death-ju-jice", #15 of Xaq's series

A woman is asked by her good friend, Mr. Darcy, to find his wife, Lizzy, who has been kidnapped. She goes looking for Lizzy, and the trail leads down the town well.

*In a small Midwestern American town, a criminal named Ned Norwegian is detained by the local sheriff. After unsuccessfully attempting to talk his way out of the situation, Mr. Norwegian escapes, setting fire to the Sheriff's office.

Quasi-modern times

1991-95

Note: Many of the games set in this era are lost to history, so details are few and far between. We've reconstructed what we could.

"Paper computer game", #1 in Chris' first series

Xaq, a normal kid, escapes from his friend Chris' house when Chris' family turns against him. After stealing a boat from Chris' dad, he finds his way to a castle, saves Colette, and escapes into the Sewers! (Starring: Xaq)

"The Sewers", #2

Xaq's adventure continues in the sewers, where his friends help him get past all the traps and enemies there. Xaq also meets Laura, Chris' sister, who had also escaped and hidden there. She joins his party.

*Xaq fights against the 'rich kid'.

*Xaq takes a Karate class, which is grueling, but does teach him a lot of Karate which helps him on his adventures.

*Colette and Ari's house randomly turns into some sort of haunted house thing, and they explore it...

"Star Wars: A New Hope" #? In Chris' first series

Xaq somehow finds himself a long time ago, in a galaxy far, far away along with his friends who take the roles of various people from this world. Colette, as Princess Leia, complains through the whole adventure of how much she hates Star Wars. (Xaq, with

Chris, Colette and Ari)

*Chris wanders into a strange series of portals, and he must choose which is the proper One...

*Xaq discovers the Company, an evil organization who was responsible for many of the events seen in Xaq's previous adventures! Xaq frequently fights them.

*The Fat Guy meets and obstructs Xaq for the first of many, many times.

*Xaq rescues Zoovac, a robotic Clown on a Stick, from a laboratory of the Company, and after that Zoovac became an ally and was often the one who would brief Xaq on his missions.

*Xaq does a lot of things, in fact, traveling back in time, through space, etc. etc. etc.

His adventures continue as the years go on, becoming too innumerable to count.



Modern-ish times

2003

"Till Time do us Part", #1 in Chris' second series

Xaq travels back in time and gets involved in a conflict involving combatants from various temporal locales. The full description of this episode appears at the top of this timeline, as that is when the majority of the episode technically takes place.

This episode is to be continued, but a certain evil friggin Jesus/hedgehog incarnate combination thing is taking FOREVER to make it... *glare glare* lol (Xaq)

"The EVIL league of EVIL-ness!!!", #1 in Xaq's series

While Xaq's doing all this time-travel shit, Pierre is recruited by Zoovac to get this guy Rorric, who (although Pom doesn't know this) is a representative of the Company which Xaq's been fighting all along. She tries to kill him, but only manages to escape with Ari, Colette and Zoovac through the sewers. (Pierre)

"The ALIEN abduction", #2 in Xaq's series

Pom, after escaping the H.O.R., (House Of Rorric) is abducted by aliens. These aliens, although she doesn't know it, are working for the same Alliance that Rorric was (The Company is part of an interstellar Alliance which includes many aliens).

She kills the giant alien leader by tricking him into squishing himself with a giant sledgehammer. She then escapes from the alien ship, on a smaller ship, and crashlands on a nearby planet, the same planet as in "The last of the Zorelta". (Pierre)

"The Evil Echidnas of Elfland", a stand-alone adventure by Kurt Elfman.

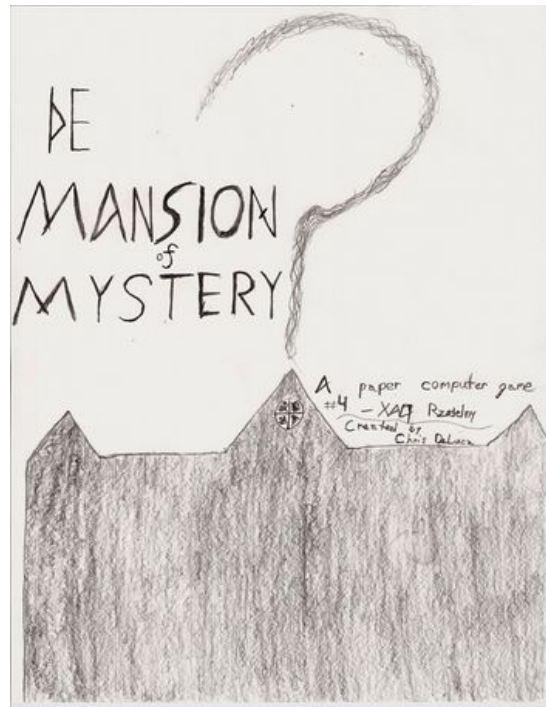
Some random dude or dudette, who is the star of this particular adventure, finds himself in an odd situation with a bunch of funky critters called Echidnas. He/she goes through

some weird area with a mirror, and knocks out an invisible echidna. (Unknown)

2004

"The Mansion of Mystery", #3 in Xaq's series

As Pom crash-lands on a faraway world, something else happens back on Earth. A detective named Charles is invited to his uncle's mansion, and after hassling with airline security, he arrives there only to find that his uncle has been murdered! Quickly, he investigates the crime, meeting several suspects- Alexander, a psychotic butler with an evil grin who's been planning to kill off Charles' uncle Jeffrey for ages. Fat Guy, an evil guy from the "Evil league of Evil-ness". Xandria, a vallygirl member of an organization called U.B.P.E, and Xanderia, her sister. After exploring the mansion, Charles solves the mystery, and the police arrest the guilty individual. (Charles, the wealthy, british-accented individual)



"When Evil Flows in Freeness", #4 in Xaq's series

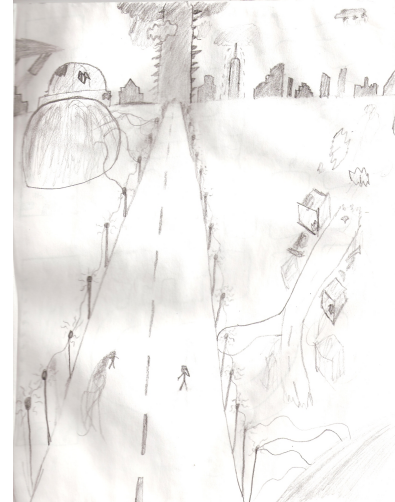
A girl who doesn't remember who she is wakes up in a strange house. Going through a strange set of trials and tribulations, she falls from room to room, meeting the fat guy as well as a squid. Finally, she falls to the bottom floor, where she encounters Kron Yahumto- a Japanese guy who hates Anime. She folds him up and stuffs him into a blender. (For the record, he was actually attacking her with a giant sword, she's not some sort of evil murderer... OR IS SHE?!?!?) She falls once more, landing in the laundry basket... TO BE CONTINUED!!! (Cassie)

"Relics of the Sea" #2 in Chris' second series

After escaping the alien spaceship, Xaq is returned to his own time. He then is told by Zoovac to get clues from a Nazi base on an alien relic. Xaq invades the base, kills a whole bunch of Nazis, and tries friggin hard to take over the base and succeeds in taking the main floor, after many trials and tribulations, but then goes into the basement and discovers a friggin army of Nazis hanging out, and Xaq tries to kill them all by stealing a truck, but it doesn't work, so Xaq ends up stowing away on a submarine which is on the truck. After killing all the nazis on the sub, he finds the whole thing attacked by a giant crab. Donning his scuba gear, Xaq fights the crab and gets the jewel. (Xaq)

"The Ancient Secret Under Shri", #4.5 in Xaq's series

Ari is the star of this adventure. He and Pierre have crash-landed on the ancient world of Shri. They begin to explore the world, and they travel along a huge main road leading to an ominous, spike-covered dark building. Ari explores the old, decrepit road, leading to a building in a similar condition. He falls through an ancient trap, which lands him in a maze deep underground. Here, he meets the girl from “When Evil Flows in Freeness”, as well as this guy who’s an imprisoned Shri freedom fighter. Together, the three of them find an ancient hologram chamber. When they activate it, it shows the story of Shri, which is the ancient secret under it. The Shri freedom fighter disappears through a door, leaving Ari and the girl to escape another way, which they do. (Rel, with Chanai and the Cassie-like girl)



“Squids in Forests”, #13 of Xaq’s series

Continuing the story of Ari and Cassie, which was last seen in ‘The Ancient Secret Under Shri’, we find our heroes in the middle of a strange forest. Exploring it, they find a restaurant in the trees, and an ancient stone structure. Before entering the stone building, they manage to scare an animal out of its hole and take its stash of jewels and alcohol. They then enter the building, and find a room mysteriously devoted to Ari—it has photos of him, files on his history, and a dead squid. He then goes through another door, and... To Be Continued!!! (Ari and Cassie)

“Further Sylvan Squidisms”, #14 of Xaq’s series

Ari and Cassie find that the door they went through at the end of ‘Squids in Forests’ leads to a shaft going up, but Ari must climb on the limbs of people trapped in the wall to get to the top. Then he begins exploring a world of little people on the top of the building and also inside a crashed airship. (Ari with Cassie)

‘Balzak Globotron’, # 16 in Xaq's series

The story of Balzak Globotron, a man made of metallic spheres, begins as he is found on a space station by a man named Alton. He has no memory of his life before that point, so he begins to try and figure out who and what he is.



“The Fabric of Reality” #2.5 in Chris’ second series

Xaq, escaping from the clutches of the evil crab thing which was trying to obstruct him from taking over the Neo-nazi base, (Grr) paddles along on his inflatable raft which he pulled from his handy-dandy bag o’ stuff. All of a sudden, black stuff begins eating reality! Xaq gets stuck in a strange maze screen, trying to reach a screaming

Colette before reality collapses behind him. Once he gets to her, he finds himself in a different reality... He's now in a plane, trying to save a parachuting Ari from the clutches of a giant, random Nazi. After he saves Ari, he's transported into a different reality again. Now he's a different person, someone named Ned Norwegian, a criminal locked in a cell in the sheriff's office, and he tries reasoning with the sheriff, but to no avail. Apparently, Zoovac exists in this time as an evil criminal, and the fat guy is there too, although Xaq doesn't encounter them. He escapes, to be pulled into an even newer reality...
TO BE CONTINUED!!! (Xaq)

"Into the Heart of the World" #4.6 in Xaq's series

While Rel and the girl find their way through Shri (Pom is currently unaccounted for), and while Xaq is consumed along with the Fabric of Reality, a new character embarks on a quest of his own. His name is Yppit, and no one is really sure what he looks like. He sits in his large chair, always facing away from anyone who might wish to see him. Ever since he was created in a laboratory, he's wanted to journey to the center of the earth. Now, his digging machine is finally close to completion. He steals the necessary jewel to complete it and then begins digging. He digs right through a monster and then finds himself in Mole City, at the center of the earth. He becomes mayor for a brief term, before destroying Mole City and escaping. He is then attacked by the Snow People, but he destroys them. (Yppit)

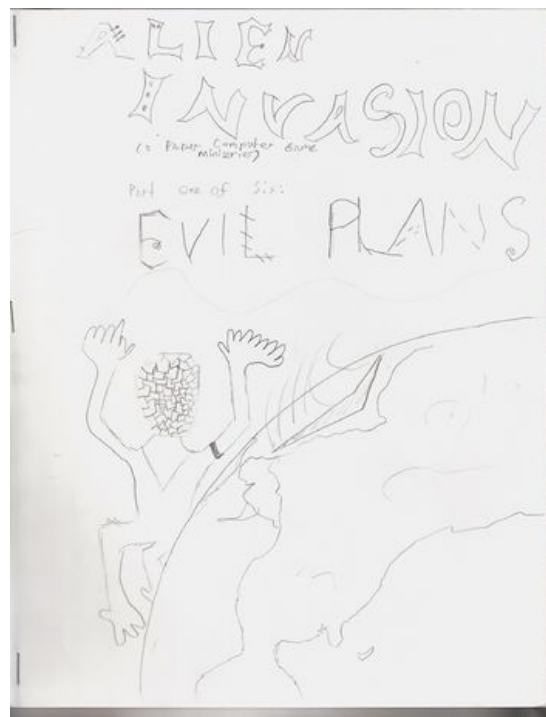
"Alien Invasion!!! (Part Zero- Prologue)" A stand-alone adventure by Xaq

The innocent world of Earth has become the target of a hostile enemy race! As the alien fleet gathers in preparation to invade, an advance scout is sent to ascertain the Humans' defensive capabilities, as well as to give them a chance to surrender. This is his story. He breaks into an earth building, containing humans. The humans are vaporized, (Even the mutated human) and he proceeds- only to find himself confronted by the Fat Guy, which is a very difficult Human to defeat. After getting past the Fat Guy and other humans, our hero takes over a human flight vessel and takes it to the White House, wherein he vaporizes the President of the United States. Where his story goes from there, only time can tell... (Alien Advance Scout)

"Alien Invasion!!! (Part One- Evil Plans)"

Part one of a miniseries by Xaq

The alien fleet's advance scout's story continues, as he is knocked unconscious after Vaporizing the president, and he's rescued by a human girl, who's a UFO fanatic. She Wears a miniature flying saucer on her head. He wakes up in her house, but the FBI knock on her door. Luckily, she has a secret tunnel built into her kitchen for just this occasion! She leads the Advance Scout through a tunnel, but upon emerging, the two are confronted by enemy tanks. The Advance Scout blows up one of the tanks and takes



over the other, driving it to an air force base, where he steals a secret stealth bomber and blows up New York City, as well as many towns in New Jersey, including Union City, Englewood, and Edison. With the cities of humanity burning below them, the Advance Scout and the UFO girl fly off into the sunset. (Alien Advance Scout, with Lyla, the sci-fi Girl)

“Alien Invasion!!! (Part Two- The World’s Reaction)” Part two of a miniseries by Xaq A man named John D. Whitmore is a bartender. He sees on TV the recent destruction of Much of NJ and NYC chalked up to a partnership between Osama Bin Laden and the Rich Kid. As John heads home for the night, a shadowy figure in an alley claims to know Who truly made the attacks, and beckons for John to follow. He does. Following the Character down a strange tunnel leads him to a control room, where he finds out that the guy is in fact, Zoovac! Zoovac hires Mr. Whitmore as one of his agents. On the instructions of Zoovac, Mr. Whitmore takes over the Xanderia missile base, (formerly run by Xanderia from the Mansion of Mystery) and fires all of its missiles into an alien ship in orbit, which then crashes. John is then overwhelmed by the missile base’s Security forces. To be continued, yet again. (John D. Whitmore)

“Revenge of the Mole Men”, another adventure by Xaq We return to the story of Yppit, the strange man in a chair from ‘Into the Heart of the World’. He has been arrested by his planet’s police forces, and finds himself being Questioned by a strange being known only as ‘the questioner’. She interrogates him, but He eventually escapes, and is attacked by a zombie Mole Man. A letter on the zombie says that there was an organization called ‘Surface Corporation’, created to protect the mole men, but when the mole city was destroyed, the Surface Corporation’s test subjects Were released, and the zombie mole was bitten by one, thus becoming a zombie. Yppit took the body with him, and escaped from the building. He was pursued by an army of mole men, but escaped, only to be attacked by a giant mole man. He convinced The giant mole that it was the zombie mole who had destroyed mole city, and thus he was allowed to leave and the giant ate the zombie mole as punishment. (Yppit)

2005

“Ginkus’ Gift”, a new computer entry into Chris’ second series Xaq finds himself in a strange world following the events in ‘the Fabric of Reality’. He is carrying a strange orb, and people in this world say that’s the ‘Mark of Ginkus’ and that Xaq is the hero, destined to save the land. Xaq meets up with the Farmer, who has a



farm

In this world. Finally, he finds Zoovac, who explains what's happening. Apparently, due To many previous time-traveling adventures, the universe had to repair itself by rebuilding itself from scratch. It is revealed that in each parallel universe, every person And entity exists in one way or another, but only time-travelers can maintain knowledge Of their equivalents in other worlds. All others will usually live vastly different lives, while maintaining some similar characteristic to their alternate selves. Zoovac and Xaq



Contact Ginkus, who has been captured by the evil alliance (or company), and informs them that the globe Xaq carries is the top of Ginkus' staff.

Xaq must go to the Dark

Pyramid to get the rest of the staff. He goes there, and explores it. He is attacked by

A number of Crypt Fiends, but he kills them. An ancient creature blocks his way

Who has never known any existence other than guarding the path. Xaq convinces him to get out of the way by showing him the outside world.

Xaq then encounters the Fat Guy

Once again, but this time he unleashes the Fat Guy's mother, thus scaring away the fat guy. Xaq

also brings with him Scooby, and Scooby's new friend, an orangutan-like thing Who worships Scooby as a god. Using the Ginkus sphere, Xaq casts spells, thus defeating More enemies. He deciphers a riddle in a library, and then gets to the top of the pyramid, Finding the staff. The staff gives him a surge of power, and he flies over the desert towards an army which is advancing towards the town. TO BE CONTINUED!!! (Xaq, with Scooby)

"Xaq to the Future", an adventure by Quiche and Kurt Elfman

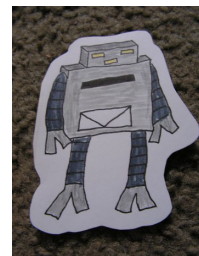
Xaq finds himself pulled through a strange portal, and then finds himself

In a Mario-esque costume. He rescues a strange fly named Razin from a dinosaur, who begins following him and helping him. Xaq is attacked by members of a strange primate species called 'Ape-balls'. He gets by them, only to be confronted with the Fat Guy, yet again, except this time, he's forced to enter the Fat Guy's horrible insides, where he messes with giant white blood cells, another Ape-Ball, and a strange control panel. (Xaq, with Razin)

"MaNiPuLaTioN", a new addition to Xaq's series

Kundabar the Elf and Doomsday the soldier (Training in Zoovac's Marine Corps), Get sucked into a strange portal. It turns out they were chosen by the strange giant, Floating head Elgador, to be his agents. They are tested, pitted against each other and Finally must cooperate to protect Elgador from enemies- However, when it turns out That Elgador is truly the evil one, these two warriors must cooperate to defeat him. (Kundabar and Doomsday)

"Malphoid the Mailbox Bot", a new game by Kurt Elfman



On a distant planet, the highway system is a tangled mess, and it's near to impossible for anyone to get their mail! To make matters worse, nearly everyone's mailbox is guarded by something, be it ape-balls, lasers, or evil gnomes—any normal mailman would give up and despair! But one being is built specifically to meet this task head-on, and he is Malphoid, the postal service's robotic mailman! Traveling to several zones, he heroically delivers mail to those who need it. Unfortunately, Malphoid must deliver mail to five zones within 20 hours, or he'll be fired by his boss, Newman from 'Seinfeld'. Malphoid finally rescues his fellow mailbox bot from a cage, and together they work desperately to deliver the last few letters, but unfortunately, they don't make it and both of them get fired. However, they carry out their mission to deliver their five letters anyway. (Malphoid and Lester)

Malphoid: Fired!, a new game by Kurt Elfman

Malphoid has been fired by Newman for failing to deliver the mail fast enough, and Malphoid's looking for another job. He finally is able to get one with U.P.S.- Doing much the same thing he did before. However, Lester did not follow Malphoid to his new job, and is now Malphoid's chief competitor- Still working for Newman. (Malphoid)

Welcome to Death Ward Hospital, #17 in Xaq's series

It has been some time since Charles was seemingly killed by Kundabar and Doomsday in 'MaNiPuLaTioN'. Fortunately, paramedics were able to get to the detective on time, and resuscitated him. He wakes up in the hospital, having no memory of his life, including the Mansion of Mystery case and the rest of his adventures. He befriends a Spanish speaking Pen, and meets (but doesn't remember) various acquaintances of his, including Alexander and Xandria. Working together, they escape the strange hospital and its resident Morlocks, Ape-balls, and mad scientists. The guilty party behind everything, Charles finds out, is Kundabar, who has returned in ghost form and hired

Characters

'Adam'

This man's true name is unknown. He appears only as a dark, obscured figure. He may also be the biblical 'first man'.

What is known is that after the world was created, Man (Adam) was cast down into 'darkness'. From there Adam found himself in a strange subterranean temple of sorts. Exploring, he discovered statues and symbols and plaques everywhere, many of which depicting religious figures such as Jesus,



Apollo, Ares, Ginkus, and Nezareth respectively.

As Adam explored and tried to figure out the various riddles present in the temple, he noticed that he was rapidly aging.

He found a strange labyrinth, and explored it thoroughly. Adam seems to be quite close to uncovering the mysteries of the temple, and what is really going on. It remains to be seen what he will uncover.

APPEARANCES: “*Genesis*”

Alexander

Alexander was the butler of Geoffrey, Charles’ uncle. He hated his master for some unknown reason and plotted to kill him repeatedly. He could often be found sitting in his chair with a maniacal grin on his face.

When Geoffrey was murdered, Charles investigated, and Alexander became one of the suspects, especially since his journal records having the perfect plan to murder his master in an entry recorded a day before Geoffrey’s death.

This all turned out to be coincidental, however. Alexander thinks he has the perfect murder plan *every* day, and they have all failed, including this one. Someone else murdered Geoffrey.

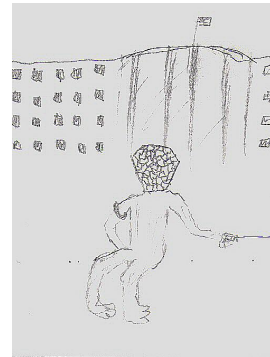
It is unknown what Alexander has been doing since his master’s death.

APPEARANCES: “*The Mansion of Mystery*”

Alien Advance Scout

A strange alien being who was sent to Earth to gain information and sabotage the Human society prior to a major alien invasion. He always wears the same mask that all members of his species wear, so his face is never visible. His legs are bent backwards.

When he was first dropped on Earth, he explored the Earth Building, in which humans lived. He killed all humans present, including a mutated human. There was one exception, however; a Fat Human blocked his path, and definitely survived after the incident. The alien then found an airplane, which he used to fly to Washington, D.C. where he shot and killed the president of the United States.



Upon shooting the president, something struck him and knocked him out. He awoke in the house of a blonde, female human sci-fi fan who had saved him because he’s an alien. She wore a flying saucer model on her head.

The F.B.I. looked for the Alien at her house, so the girl brought him into a secret passage she’d carved out for just such an occasion. They escaped, and together stole a secret Air

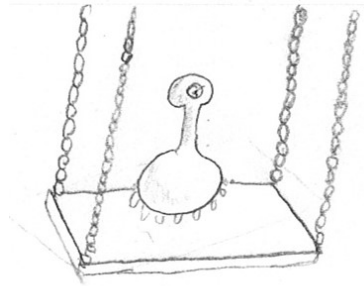
Force stealth bomber, which the Alien used to bomb multiple cities in New Jersey. They then flew off into the sunset together; their fate is thus far unknown.

Zoovac became aware of the Alien scout's activities and attempted to take action against him, and against the invasion in general. Despite this, the invasion seems to have been a success, at least for a period of time, due to the efforts of the Alien Advance Scout.

APPEARANCES: *"Alien Invasion!!! Part 0- Prologue"*, *"Alien Invasion, Part 1- Evil Plans"*

Bob

A strange, shape shifting, small alien creature who never talks but understands spoken language. His 'true' form appears as a small, green creature with a rounded base supported by many little bug-like legs with one stalk-eye emerging from the top. Another common form that he takes is a four-armed, four-legged stick figure.



Bob is a crewmember aboard the starship that Balzak Globotron came to command. He sits on a platform hung on chains on the bridge, and is able to control certain aspects of the ship. But what he actually controls is a mystery.

As he never talks, Bob has never communicated his origin and it hasn't appeared in our records. When the crew of the ship came into possession of it, Bob came with the ship. He was happy to work with the crew, although he wouldn't or couldn't communicate this to them.

APPEARANCES: *"Balzak Globotron"*

Chanai du Dux

Chanai is a remnant of the ancient Zorelta society- the people that Ginkus ruled over before the Crodin conquered them. That was 1,000 years ago. Today, all Zorelta are hunted down and tortured, killed, or forced into slave labor by their Crodin oppressors.

Chanai, it seems, was among the Zorelta oppressed this way. He hated the Crodin and wanted to restore the Zorelta to power. Furthermore, he wore a funny hat.

The events of Chanai's early life are unclear. He doesn't enter into our records until Ari encounters him on Shri, the native Zorelta homeworld, in an underground labyrinth. Ari found Chanai there, trapped in a cage. Ari rescued him, and the two proceeded through the labyrinth, eventually finding Cassie as well. Chanai liked the company of the two strange Earth people, but it wasn't long before they were separated. The trio came to a hologram-projecting chamber, where ancient tapes portrayed an abbreviated version of the history of the Zorelta people and Ginkus, and how the Crodin overthrew them. This motivated Chanai into action, and he could no longer stay and explore with Ari and Cassie- He had to do something about it. He left, exiting through a secret door which closed as soon as he entered it.

It is unknown what Chanai did during this time, or whether he succeeded in doing any damage to the Crodin.

Whatever the case, he next appears in our records as a member of the crew of a starship—the same one that Balzak Globotron would later come to command. He worked alongside Matak, Bob, Johnson, and Filby the Robot. He worked on the bridge, managing a control panel which may have been the navigation console.

Later, the ship picked up Balzak Globotron— a strange being made up of metallic spheres. He led them around the galaxy in search of his origin, and they willingly followed, wanting to know what he was. During this quest, Balzak led them back to Shri.

Here, Balzak, Matak, and Chanai landed near Ginkus' ancient capital building. They entered a Crodin lab nearby. Inside, the three saw more Zorelta people being horribly tortured by an unknown torturer. Chanai got intensely upset, and tried to break down the door to get to the torturer, but only succeeded in hurting himself.

Balzak managed to cleverly open the door's lock, revealing the torturer to be Zoovac. Chanai was ready to kill this strange clown on a stick on sight, but Matak held him back. They managed to disable Zoovac and save the life of a tortured Zorelta prisoner, who Chanai brought back to the ship.

Chanai continues to serve aboard the starship.

APPEARANCES: *"The Ancient Secret under Shri"*, *"Balzak Globotron"*

Charles- The Wealthy, British-accented Individual

Little is known about this wealthy, sophisticated, and British-accented detective. He is very critical and analytical of every situation, as any good detective should be. He always wears his trademarked hat and smokes on his pipe.

His earliest recorded adventure began when his uncle Geoffrey summoned Charles to his mansion—Unbeknownst to Charles, it was a MANSION OF MYSTERY!!!

Geoffrey was murdered soon after Charles arrived, and Charles proceeded to search the mansion for clues to his uncle's murderer. He encountered several suspects—Alexander, Geoffrey's psychotic butler; Xandria, a valley-girl who's thrilled to be part of a strange organization called the U.B.P.E, Xandria, Xandria's more intelligent sister, and the Fat Guy, whose name speaks for itself. Exploring the mansion, Charles gathered enough evidence to determine the true guilty party—Xandria, who the police then arrested.

The events in Charles' life after his mystery-adventure are, largely obscured. What we know for certain is that he found himself captured by Elgador, a crazy, evil, giant head. Kundabar, a disturbed elf, came and rescued him, but then turned evil and became determined to either kill him or steal his hat and pipe. Charles defended himself, but when Domsday came along with double pistols, Charles could do nothing and was killed.

It remains to be seen if he is truly dead.

APPEARANCES: *"The Mansion of Mystery"*, *"MaNiPuLaTioN"*

Doomsday

No, not the monster who killed Superman... but he did kill Charles, the Detective. Doomsday was the nickname of a marine in Zoovac's new army corps, a military founded by Zoovac's new government after the fall of all world governments under the Alien Invasion.

Doomsday was selected by a malevolent being known as Elgador to be one of his minions for some reason. Elgador summoned him by placing a portal in front of him. Doomsday was partnered with Kundabar, an elf even eviler than himself.

Elgador tested the two by putting them through challenges, which they both passed with flying colors. When Kundabar encountered and tried to kill Charles, the Detective, during one of the challenges, he tried to kill him but was unable to alone. Doomsday decided to join in the murder and the two seemingly killed him.

The two then attacked Elgador, but were overwhelmed, and Kundabar soon died. Doomsday, however, was able to kill Elgador just as he died himself.

APPEARANCES: *"MaNiPuLaTioN"*

Farmer

In medieval Europe, an innocent farmer became caught up in the affairs of 'The Company', which seems to have been in operation back then. Xaq encountered the Farmer while traveling through time. He brought the Farmer with him to the present time.



Since then, the Farmer has helped Xaq, as well as Zoovac, on some of their missions. Later, he was teleported to an alternate reality where he had his own farm. Xaq, having

Also been transported to that alternate world, met up with him once again. It remains to be seen whether the Farmer will return with Xaq to his normal world, or whether he'll stay in his newfound farm.

APPEARANCES: *(Series 1)*, *"Ginkus' Gift"*

Fat Guy, the

Few in the paper computer game universe have not encountered this supernaturally obese monstrosity. He's a gigantically fat man, as his name suggests. He rarely wears much clothing beyond a simple, stretched out pair of underwear. He can almost always be found sitting in passageways that his fatness can block.



To find his origins, we must go back 1,000 years in time to the planet Shri, where king Ginkus of the dying Zorelta nation was imprisoned

by his Crodin enemies. He escaped, and made it to a Crodin flying saucer. Once inside, he encountered the most supernaturally skinny being he'd ever seen. The 'Skinny Guy' blocked a passage in the ship much in the same way the Fat Guy does now, but with acrobatic talent instead of fatness. Ginkus managed to trick the Skinny Guy into eating some 'low fat' ice cream, which turned out to be quite fattening indeed. The Skinny Guy gained so much weight that he fell through the floor and out of Ginkus' way.

It is presumed that the Skinny Guy then became the Fat Guy, although it is unknown how he had such a long lifespan.

Regardless, the next time the Fat Guy appears in our records is in the 1800s. He obstructed a Victorian woman in a small English town who was on a quest to rescue Lizzie from Pride and Prejudice. Shortly after this encounter, the Fat Guy seems to have migrated to the United States, because in a midwestern town, a criminal named Ned Norwegian was told by the Sheriff of a 'Billy-Bob Fat Boy' who'd been halting production in a gold mine.

What the fat guy did between then and now is merely conjecture, but it's fairly safe to say that he did a lot of blocking passages and eating.

Xaq encounters him in one of his early adventures. By this time, the Fat Guy was working for the Company. They would strategically place him in corridors which they didn't want Xaq access to. Xaq's first response to seeing the fat guy was to attempt to reason with him. This was, of course, unsuccessful; the Fat Guy clearly knew only pain, for himself and his enemies, and wanted to make Xaq's life miserable.

Over the years he encountered Xaq repeatedly, attempting to bar his path on various occasions. He's even gone so far as to have the Company constantly beam food into his stomach to make him fatter, ensuring that Xaq could not pass. Xaq, of course, did nonetheless.

As Xaq moved into late teenager hood, the Fat Guy continued to block him as often as possible. The company, it seems, never got tired of using him to this end.

Pierre also encountered him twice, once in Rorric's mansion and once in an alien flying saucer.

The Fat Guy visited Geoffrey's mansion in Europe on behalf of the Company for a short time. It was his job to mess up the U.B.P.E, a competing evil group. He became one of the suspects when Geoffrey was murdered. During the mystery, he wore a suit. He attempted to block the path of Cassie in a strange house on Shri, until she dropped him through the floor and he fell into an ancient labyrinth underground. There, he managed to block Ari when he was exploring the underground labyrinth. Ari managed to get past him, though.

The Company assigned him to block a critical area in their laboratory on Szan'Xi. Balzak Globotron encountered him here for the first time, during his quest to learn of his origins. Balzak, of course, got past him.

The universe tore itself up and put itself back together again- bringing the Fat Guy temporarily into a medieval world. For the occasion, he wore a suit of armor and was kept inside a great Pyramid, blocking a path as always. It was here that he encountered Xaq, his most hated nemesis, once more. Xaq also encountered the spirit of the Fat Guy's mother, who he tricked into believing that the Fat Guy owned a dog—Apparently very taboo amongst incredibly obese people. She chased the Fat Guy away.

The Fat Guy somehow ended up on a strange world, possibly in the future or past, that was infested not only with Dinosaurs but also with Ape-balls. He appeared much fatter here than ever before, sitting on the ground but stretching up high enough to smash through a raised train track, thus preventing anyone from being able to finish their cart ride. Xaq encountered him here again, shocked at his enemy's increased mass. The Fat Guy couldn't even talk anymore; He only screamed in pain. Xaq found himself unable to stop the cart in time, and it actually burst into the Fat Guy's stomach, where Xaq found himself trapped.

The Fat Guy's insides were filled with acid; Two Ape-Balls had somehow gotten in there, and an acid zombie who may once have been a scientist who created a control panel inside the fat guy also resided there. Upon further examination, Xaq found that a strange pinkish liquid came out of the Fat Guy's flesh when it was punctured; this pink stuff was what made the Fat Guy fat. It may even be the low fat ice cream that Ginkus originally fed him, still coursing through his veins even after all these years. Xaq was able to use some of the stuff to cause an Ape-Ball to temporarily become an immensely fat Ape-Ball. Even the Fat Guy's blood cells were so fat as to be bigger than Xaq, and they emitted electricity.

It seems that after this adventure, the Fat Guy returned to earth and lost a good deal of weight once more, returning to his normal size.

The Alien Advance Scout encountered him in the Earth Building, in which humans resided. For once the Fat Guy did a good thing, attempting to block the Alien. The alien got past him as well.

The Fat Guy's unique history goes back a thousand years and will most likely continue for the next thousand in one form or another. Perhaps one of these days he will successfully prevent a main character from passing him. It remains to be seen.

APPEARANCES: (*Series 1*), "*The EVIL league of EVIL-ness*", "*The ALIEN Abduction*", "*Last of the Zorelta*", "*Mansion of Mystery*", "*The Fabric of Reality*", "*Ginkus' Gift*", "*Balzak Globotron*", "*Alien Invasion!!! Part 0-Prologue*", "*Xaq to the Future*"

Filby the Robot

Filby is an old-style robot; old fashioned, but he still packs a punch. He is able to shoot electrical arcs from his 'hands', and can interface with computer technology. He works on the bridge of the starship that Balzak Globotron would come to command, manipulating a lever while interfacing with the computer. It seems that he may be in charge of engine control. The only things in his quarters besides a regeneration chamber are posters of famous robots; Filby is a fan of his "race's" history.

APPEARANCES: "*Balzak Globotron*"

Ginkus

Little is known about the true nature and origins of this mysterious guy.

He's certainly an incredibly powerful being, although the true extent of his power has yet to be revealed. He has been everything from a sorcerer to a king to a giant

robot, and yet the 'true' him is just a man- A man with a large Power Staff. His staff is the source of much of his power, and it is capable of creating incredibly powerful blasts, among other powers it grants.

Ginkus' origin is unknown and not even hinted at; however, it may be relevant to note that a statue of him appeared in a temple during what appears to be the beginning of time. This may have been a prophecy of his existence (It also portrays Nezareth) or the depiction of an already-living creature, which raises even more questions as to his nature.

However, since we cannot answer such questions as of yet, we must go to Ginkus' first appearance in the records.

Many, many years ago, he was the king of the Zorelta people, and was a Good and wise leader. However, a small rebellion known as the Crodin appeared, Who had been armed by aliens, and quickly overtook much of the Zorelta's land, Becoming an empire. For many years, the capital city and surrounding area held Out against the Crodin onslaught, until one day when they finally invaded the Capital city. At this time, Zoovac had been sent back in time, and he met Ginkus. Thus, Ginkus and Zoovac escaped from the besieged capital building, only to be Captured anyway and thrown in jail. However, Ginkus escaped, taking an alien Ship back to the capital building. Inside, he fought Grodo, the Crodin leader and Won. He ascended to the roof, took his staff, and sealed off the building in a force/ Stasis field.



While he was kept in stasis, part of him left. He took many forms, often fitting in to various scenarios. He visited alien worlds, even different dimensions. Many times he was even unrecognizable, except for his trademark Power Staff, which is the source of much of his power. He was building up his energy, secretly, waiting to be awakened with enough power to take back his country from the Crodin. He waited in this manner for at least 1,000 years. During this period, a warrior named Nezareth became aware of Ginkus and for some reason became determined to hunt down and kill the former King of Zorelta.

Nezareth is amazingly powerful, or he never would have even been able to catch Ginkus. As it is, he hunted him down and engaged him in battle. The battle raged on and on, and at times it seemed that Ginkus might actually die. However, Nezareth mysteriously vanished. Ginkus kept up his guard, but Nezareth never returned.

Finally, Balzak Globotron, one of his creations, awakened Ginkus. Ginkus found himself where he left himself 1,000 years ago—Atop his capitol building. He looked down to see a changed and darker world. He recognized Balzak as his creation immediately but chose not to make this clear to Balzak. Nonetheless, he convinced Balzak to help him in what was to be the beginning of his war to retake his planet of Shri.

Nezareth finally reappeared, and attacked. With the help of Balzak, Ginkus was able to overcome Nezareth, who fell into a vat of toxic waste. Ginkus and Balzak left the capital building, and entered another building to find something important for Ginkus, but they were attacked by Pierre, one of Zoovac's former agents who had betrayed him for the Crodin, who had genetically modified him to be more powerful. Ari and Cassie helped defeat Pierre.

So it was that with the help of Balzak and his crew, as well as Ari and Cassie, Ginkus was able to begin anew his army, and start a war against the Crodin.

Some time later, the universe went through a series of taking itself apart and rebuilding itself, to repair the damage that had been made over time by various time travelers. During this time, he was pulled into an alternate world, and all the various versions of himself in various other realities were all pulled together. He was ambushed and kidnapped by agents of 'The Company', but he was able to contact Zoovac, who was also stuck in this world, and who sent his agent Xaq to save him. In this world, Ginkus was known as the legendary hero who had saved the world, and there were many Ginkus impersonators. According to legend, the one who bore the Orb of Ginkus would return and save the world again. Xaq had the orb, which was actually the removed top of Ginkus' staff. Working his way through a giant pyramid, Xaq eventually found the staff of Ginkus, and combined it with the orb. With this, he gained tremendous power...

APPEARANCES: *'The Last of the Zorelta'*, *'Alien Invasion!!! Part Zero- Prologue'*, *'Alien Invasion!!! Part Two- the World's Reaction'*, *'Balzak Globotron'*, *'Ginkus' Gift'*, *'Genesis'*

KNOWN RELATIVES: *Balzak Globotron*, *'son'*

SPECIAL POWERS: Amazingly powerful with powerstaff. Able to change form, fly,

Create stasis/force fields, zap people/things, and animate metallic Spheres of a certain type.

Grodo XVIII, Emperor of the Crodin

Little is known about this man. He was the leader of the Crodin rebellion on Shri, rebelling against Ginkus' forces. His armies were augmented by advanced alien technology, allowing victory over the peaceful and democratic Zorelta.

He proclaimed himself 'emperor' as he seized more and more land from the Zorelta, and the populace feared that not even Ginkus would be able to repel him.

He armed himself with a ball that produces bolts of energy; Perhaps this was a symbolic counter to Ginkus' staff, which was a powerful symbol to all of Ginkus' people. Nonetheless, Grodo's energy ball compared to Ginkus' staff poorly, to wildly under-exaggerate.

His final victory over Ginkus came when he overthrew the capital city and took over Ginkus' throne building, capturing Ginkus.

Ginkus escaped and returned shortly thereafter, fighting his way back into his building, where he fought Grodo in person and made short work of him. Leaving Grodo sprawled on the ground, Ginkus proceeded to freeze the building in time for 1,000 years.

1,000 years later, Balzak Globotron explored the frozen capital building, encountering Grodo still sprawled on the floor, frozen in time, in front of a window that overlooks the Crodin empire he created.

APPEARANCES: *"The Last of the Zorelta"*, *"Balzak Globotron"*

John D. Whitmore

John was a simple bartender, until his whole world changed. Many towns in New Jersey had been bombed, and the news suspected terrorists, but the patrons in John's bar suspected that neither Mr. Bin Laden nor the Rich Kid had anything to do with the recent attacks.

He was confronted by a strange individual in an alleyway who claimed to know the true nature of the attacks. The strange person led John down into his secret lair, where he revealed himself as Zoovac, and told John the truth- that it had been an Alien Scout who had bombed NJ.

With that, he hired John as the newest of his agents and sent him on his first mission- to hijack one of Xanderia's missile bases and use it to destroy part of the orbiting fleet. John agreed. When he arrived at the missile base, he threatened the Secretary there at gunpoint, who offered no resistance and was in fact the model of customer service. The base was successfully hijacked, and the missiles it launched succeeded in destroying one of the alien ships.

It remains to be seen what future tasks Zoovac will have for John in the future, and whether he'll have a continuing role in repelling the alien invasion.

APPEARANCES: *"Alien Invasion, part 2: The World's Reaction"*

Johnson

This poor eight-armed guy lost the use of all his arms due to a debilitating disease. Thankfully, he's able to be an efficient engineer thanks to skill in acrobatics and the ability to peck buttons with his nose at an incredible rate.

Johnson apparently came from the same planet that Alton is from, and the two were good friends. However, after Alton got trapped on a space station and remained there for at least a year, Johnson began to have a romantic relationship with Alton's wife.

It is unclear how far this relationship proceeded, but Alton's wife informed Alton of it via subspace communication. Either way, Johnson later left the planet to become the engineer aboard the starship that Balzak Globotron would later come to command. It is unclear whether his relationship with Alton's wife continued long-distance or not. It can be speculated that he left the planet specifically to avoid such a relationship out of loyalty to Alton.

Aboard the ship, he was a good engineer. He always had the engines running in top shape. When Zoovac 2.0 hijacked the crew, he managed to make it all the way from engineering to the bridge through ventilation shafts before collapsing under the nitrogen dioxide with which Zoovac was filling the ship.

Balzak later saved the day, and Johnson continues to serve aboard the ship.

APPEARANCES: *"Balzak Globotron"*

Kron Yahumto

Kron Yahumto is a gigantic Japanese guy with a sword. He intensely hates anime, manga, and everything related. Therefore, when Cassie found herself trapped in a room with him, she was forced to defend herself—By stuffing him in a blender and blending him.

Mr. Yahumto's remains remain in Cassie's blender, and are occasionally, if disgustingly, used to heal people.

APPEARANCES: *"When Evil Flows in Freeness", "Squids in Forests", "Further Sylvan Squidisms", "Balzak Globotron"*

Kundabar the Elf

Kundabar is an evil, demented, psychotic elf. Outside his Elvin village one day, he encountered a strange portal. Entering it, he found himself confronted by a giant, floating head who demanded that he go through trials to determine his worthiness.

The giant head then teleported Kundabar and a marine named Doomsday to their first test. Having no choice, Kundabar and Doomsday worked together to complete each challenge.

During one of the challenges, Kundabar encountered Charles, the Detective trapped in a bear trap. He rescued him from the trap, but then it seems Kundabar's evil side took over- He was consumed with the desire to kill the detective and steal his hat and pipe.

Charles, being aware of what was going on, was able to protect himself against Kundabar's assaults- Until Doomsday showed up, falling from the ceiling and shooting at him.

Doomsday and Kundabar were able to pass to the next room, and fought Elgador, the giant head, and just managed to kill him, before they were killed themselves.

APPEARANCES: *"MaNiPuLaTioN"*

Lester

Lester, like Malphoid, is a robot programmed to deliver the mail. He works for Newman from Seinfeld alongside Malphoid, and the two are partners in delivering the mail.

He was imprisoned in the Gnome Zone by evil gnomes for a long while. Malphoid found him, however, and broke him out of his cage. The two escaped from the Gnome Zone.

Lester helped Malphoid deliver the mail for the rest of the day, although they ran out of time and Malphoid was fired. Lester, however, was not, and continued working for Newman. Malphoid got a new job with the U.P.S., making him Lester's opponent.

APPEARANCES: *"Malphoid: the Mailbox Bot"*, *"Malphoid: Fired"*

Lyla

Lyla is a sci-fi and UFO fanatic. She firmly (and rightly) believes that extraterrestrials have been messing with terrestrial business for a long time, and wants a piece of the action. Lyla wears a UFO replica hat over her long golden locks; posters of various sci-fi shows cover her walls, and toys of aliens line her shelves. Lyla is quite the obsessee indeed.

Her greatest hopes were fulfilled when an alien invasion force prepared to invade the planet. Their advance scout shot the president of the United States, before being knocked out. Lyla happened to be in the crowd at the time, and somehow managed to get to the alien and escape with him before Secret Service could.

She brought the alien back to her home where she cared for him until he awoke. She explained to him who she was and that she wanted to help him.

The F.B.I. knocked on her door, looking for the alien, and she was forced to escape with the Alien Scout through a secret tunnel she'd built in her kitchen for just such an occasion.

Fully aware that she was betraying her own species, Lyla helped the Alien Scout get past military forces and into a stealth bomber. Together, they bombed various cities in New Jersey, and flew off into the sunset.

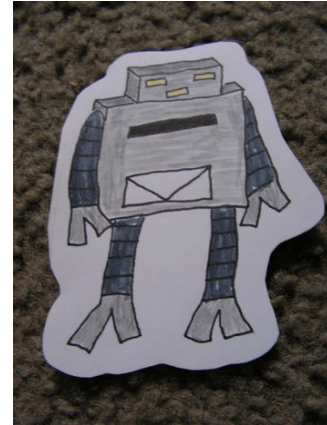
APPEARANCES: *“Alien Invasion, part 1: Evil Plans”*

Malphoid, the mailbox-bot

Malphoid is a robot designed to be a mailman, living on a planet occupied largely by robots. His job is a most unfortunate one, as many of the mail recipients are resistant to him; they try to kill him before receiving their mail.

Oftentimes, Malphoid will insert a letter in a mailbox only to have it blow up in his face.

To make matters worse, he must traverse a highway system which is easily the galaxy’s most confusing, hectic, and poorly-designed of all time. Malphoid is always narrowly avoiding death.



He works for Newman, a character from Seinfeld, who has moved up in the mail industry since the events depicted in that show. Newman is strict, and imposes a time limit on all of Malphoid’s exploits, and if Malphoid fails to deliver all his mail within a specified time, he becomes fired.

One of the earliest recorded adventures of Malphoid occurred when he attempted to deliver mail to Dr. Kridma, the last biological doctor on his planet. He was unable to carry out his mission, due to an exploding mailbox and a ban on robots entering Dr. Kridma’s building. It was then that he encountered Balzak Globotron, one of the few helpful individuals Malphoid has met. Balzak agreed to take the letter inside to the doctor.

One day, Malphoid simply became overrun with work- Delivering mail to the Cone Zone, City Zone, Gnome Zone, and more all in a short amount of time proved to be an unachievable task for Malphoid. However, he did get a significant portion of his mail delivered. It was during this adventure that he rescued Lester, a smaller, more agile mail robot who began to help him with his mailman duties.

Malphoid was fired by Newman for failure to deliver all his mail within the time limit. Lester, however, continued working for Newman.

A member of the U.P.S. approached Malphoid, and offered him a job with the company. Malphoid accepted, and has been working with them ever since. He’s been managing to keep up with his new workload, but unfortunately Lester is now competition.

APPEARANCES: *“Malphoid, the Mailbox-bot”, “Malphoid: Fired!”, “Balzak Globotron”*

Matak Rho'Shibej

Matak is a strange octopus-like alien from an aquatic planet. He's an incredible swimmer, as his body is built for underwater life; His society is based underwater. However, he can breathe in the air as well. His life story is unknown, but what is known is that he came to be a crewmember aboard the starship that Balzak Globotron would later command.

He is racist; He sees every other type of sentient life as inferior, and enjoys telling the rest of the crew of this. However, he truly likes and respects all the other crewmembers, despite their inferiority.

His quarters aboard the ship contain only a rock, a sculpture of one of his kind eating a human, and sprinklers that constantly wet him down.

During Balzak's mission, the ship visited Matak's homeworld. At first, Matak was happy about this, until they encountered his cousin—Rho'Shibej's brother, a giant among Matak's race—convincing scores of the 'octopi' that they should join the Company. Matak expressed his disapproval of this, but he and Balzak were arrested. They later escaped and returned to their ship. This gave Matak a new perspective on his racism.

APPEARANCES: *"Balzak Globotron"*

KNOWN RELATIVES: *Rho'Shivej, cousin*



Nezareth

Nezareth is a powerful warrior who wears roman-style armor and fights with a sword and a shield. He is the arch nemesis of Ginkus, and his only known motivation has always been to kill him.

During Ginkus' thousand-year period of recovering energy, Nezareth attacked Ginkus for no apparent reason. Since then, the two have been locked in a seemingly never-ending battle. However, at one point, Nezareth mysteriously disappeared.

Ginkus was unable to find him for a long time, but he finally spied on him returning to his home city, supposedly victoriously. A number of citizens greeted him happily. This city's location is unclear.

It is unknown what Ginkus did next, whether he attacked Nezareth or made his presence known. What is known is that the two did not fight again for the rest of Ginkus' period of restoring energy.

After Balzak Globotron awoke Ginkus from this 1,000-year period, Nezareth reappeared on Shri, in Ginkus' old capital building and attacked. Ginkus was surprised by the attack but defended himself. Balzak Globotron was able to turn the tide of the battle, knocking Nezareth into a vat of toxic waste.

Nezareth, however, is powerful enough to take on Ginkus, and it is doubtful that he could truly be finished so easily. He will almost certainly return.

APPEARANCES: *“Balzak Globotron”*

Po-Po guy

Little is known about this guy, but one thing is certain: He’s a police officer through and through, even if he’s a tad incompetent.

He was first seen acting as security on the bridge of Balzak Globotron’s starship, although he failed to protect the crew during the one actual invasion of the bridge by Zoovac 2.0.

How he ceased to work in space and made it to Yppit’s planet is unknown, but he did make it there. He got a job there as a museum guard, protecting mainly the Jewel of Takensis. Yppit managed to steal it from right under his nose. It is unknown if he still works there.

APPEARANCES: *“Into the Heart of the World”, “Balzak Globotron”*

Razin

Very little is known about the history of this little guy. He is a small fly who seems to have heart problems. He was first seen trapped in a cage that was hanging from the mouth of a T-Rex. Xaq, who had just appeared there, managed to rescue Razin. Razin has since accompanied Xaq, and has helped him through his adventure, although he has a heart attack whenever he tries to lift anything heavy.

APPEARANCES: *“Xaq to the Future”*

Rho-Shivej

A giant, Squid like alien, who is abnormally large among his species. Rho’Shivej is a member of the Company, and the boss of the Alien ship that abducted Pierre, Ari, Zoovac, and Colette.

Rho’Shivej, like all members of his aquatic species, is prejudiced against all other sentient species; He takes this racism to the next step, joining the Company in order to gain his species dominance over all others.

He often corresponded with Rorric, and other members of the Company.

When Pierre encountered him aboard his ship, he intended to kill her- Unfortunately for Rho’Shivej, Pierre tricked him into using his new security system, which killed him instead of Pierre.

His influence lives on, even after his death. His brother, a larger creature even than Rho-Shivej himself, was driven to action by Rho’Shivej’s death. He now moves to induce their race into the Company, much to the chagrin of Matak, Rho’Shivej’s cousin.

APPEARANCES: *“The ALIEN Abduction”*

Rich Kid

The Rich Kid is an enemy of Xaq and Zoovac. He's a kid of about the same age as Xaq, and he uses his incredible wealth to do evil things. For this reason, he often ends up fighting Xaq, who has become his frequent enemy. It is unclear whether the Rich Kid has any affiliation with the Company or not.

It has been years since Xaq's last tussle with the Rich Kid, and his current activities are unknown. He's a known terrorist as of 2004, and was suspected for attacks performed by alien invaders.

APPEARANCES: (*Series 1*)

Rorric

Rorric is a known member of the Company. He was a short man with a big gun who kept lots of 'Guys' around him. He was decidedly evil. He owns a large mansion in Germany, known as the H.O.R.: House Of Rorric.

Rorric's evil plans led him to kidnap an agent of Zoovac's, namely, Colette. Zoovac hired a new agent, Pierre, to rescue her, and sent Pierre to Rorric's mansion in Germany. Pierre was able to rescue Colette and Zoovac (who had also been kidnapped during the mission) and kill many of Rorric's Guys.

Rorric often corresponds with Rho'shibej, a giant octopus-like alien who is also an important member of the Company.

Rorric's current activities are unknown.

APPEARANCES: "*The EVIL league of EVIL-ness!*", "*The ALIEN Abduction*"

Secretary

This woman may be the best secretary/receptionist the world has ever seen. Her name and much of her personality are unknown, but whenever she has been seen, she's been as helpful as possible- Even at gunpoint.

She worked as the receptionist at Dr. Kridma's office on Malphoid's world. Dr. Kridma was something akin to a Venus flytrap, and the only biological doctor on the planet. However, when Balzak Globotron delivered a fateful letter to the doctor, he escaped, leaving the Secretary without a job.

It seems she got a job on earth, however, working for Xanderia at one of her missile bases. She encountered John D. Whitmore when he strolled into the base and pushed a gun in her face, demanding that she launch missiles at an alien ship. Always the model of customer service, she happily helped him as best she could, facilitating the destruction of an invading alien starship.

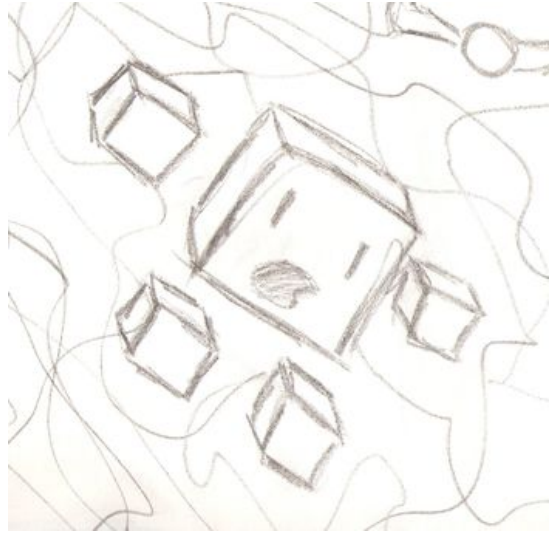
It remains to be seen whether this will cost her her job.

APPEARANCES: "*Alien Invasion, part 2: The World's Reaction*", "*Balzak Globotron*"

Tutorial Bot

This is a robot built specifically for the purpose of tutorials. He aids the main character by teaching him or her how to do things; unfortunately, most of it is common knowledge and is already known. Also, he has no existence outside of whatever screen he's currently in. If he strays off what is portrayed in the picture, he dies immediately. Furthermore, he cannot conceive of a world outside of the current screen.

APPEARANCES: '*(Unnamed sequel to Xaq to the future)*'



Xanderia

Xanderia was one of the suspects for the murder of Charles' uncle, Geoffrey. She was an intelligent woman who happened to be visiting the mansion at the time of the murder. She came with her sister, Xandria, who is a valley girl and new member of an evil organization called U.B.P.E.

Xanderia made it clear in her journal that she didn't think much of her sister. However, Xanderia was the true murderer- She also works for the U.B.P.E., although she conceals this fact, unlike her sister. Charles the Detective discovered her true nature and had her arrested.

Xanderia also owns a chain of missile bases, which defend her companies. The missile bases are prepared to annihilate the entire U.S. government, should they interfere with the operation of a Xanderia-based organization. The missile bases continue to function despite Xanderia herself being incarcerated.

APPEARANCES: "*The Mansion of Mystery*", "*Alien Invasion!!! Part 2: The World's Reaction*"

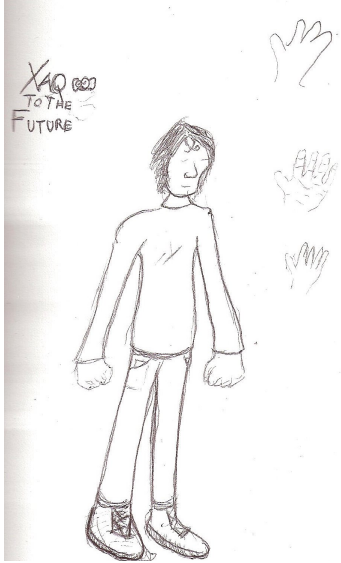
Xandria

Xandria is a valley-girl member of the U.B.P.E. She's a new recruit, and is thrilled at her membership in such an evil organization, despite the fact that she isn't necessarily an evil person.

Along with her sister Xanderia, who was also an agent of the U.B.P.E., she became a suspect in the murder of Charles' uncle, Geoffrey. Her sister was proven guilty and arrested.

APPEARANCES: "*The Mansion of Mystery*"

Xaq



There was a portion of Xaq's life that was the life of a normal kid. He was a homeschooler living in New Jersey. That was, however, a very small portion of his life. At a very young age, Xaq found himself tangled up in every type of conspiracy and bad situation imaginable. He's been fighting evil companies and invading aliens ever since, and it's open to debate whether this is the life he chooses for himself, or whether he has no choice—These situations just keep handing themselves to him.

Xaq's adventures began when, as a young child, he visited his friend Chris' house. There, he discovered that something was wrong, and his friend's family had been changed somehow and wanted to kill him. He escaped from the house and ran into the back, where he stole a boat from the garage. From there, he found an entrance to the sewer and sought refuge in there with his boat. Unfortunately, the sewer was teeming with more hostile people, who had kidnapped Xaq's friend, Colette. He managed to rescue her and escape.

His adventure, unfortunately, wasn't over; He still had to battle through more of the sewers, where he found Chris' baby sister, Laura, who had also escaped. Together, the kids were able to find the culprit behind all of this and put a stop to it. The villain was most likely associated with the Company; At this point, little is known.

Regardless, Xaq did become aware of the Company, or Evil Organization, as they are sometimes known. The Company is a mysterious group with mysterious intentions and many powerful members. The only certain thing about the Company is that it is evil. Xaq quarreled with the Company many times, often with the help of his friends Chris, Ari, and Colette (Although she got captured quite often as well). They were able to foil many of the company's plans.



Another villain Xaq encountered was the Rich Kid, an evil child whose inherited wealth allowed him to do innumerable cruel things. On multiple occasions, Xaq had to infiltrate the Rich Kid's mansion and put a stop to his evil.

The Company began to employ new tactics against Xaq. One of which was their usage of the Fat Guy, a supernaturally obese man who they began to use to block passageways. The Fat Guy took an immediate hatred of Xaq, and loved his role in blocking Xaq's passage—up until the moment Xaq would get past him. Another of the Company's new agents was a robotic device they'd manufactured, which was mysteriously made in the appearance of a clown—It was called Zoovac.

Xaq first encountered Zoovac on one of his missions into a factory run by the Company. Upon entering a computer control room, he encountered the strange creature, which was programmed to harm Xaq in any way in which it could, but was unable to, due to its lack of movable limbs. Upon talking to it, Xaq began to get the sense that it was sympathetic to him, and wanted to help him, but was unable to due to its programming. Xaq spent much time and effort, right there in the factory, reprogramming the machine. Finally, Zoovac was able to openly help Xaq and talk about how he hated the company. However, he couldn't be moved, and told Xaq to go try and destroy the company. Xaq refused to leave the strange machine behind, however; He fought relentlessly against the circumstances to bring Zoovac with him.

He finally succeeded, and destroyed the factory and escaping with Zoovac. He helped introduce Zoovac into the outside world, although he remained hidden from the public. Zoovac devoted his life to bringing down the Company and evil in general, and since he was (mostly) immobile, Xaq, with Chris, Colette, and Ari, were the agents for the job.

So it was that Xaq found himself repeatedly directed into missions by Zoovac, who he finally came to think of as a sort of mentor, although he was as much Zoovac's mentor as the other way around.

Mission after mission ended in success; years began to pass. There are many years of Xaq's life which are obscured in history. The next recorded major chapter in his life came when he was a late teenager.

He got a call from Zoovac one day, who directed him to another mission. Upon undertaking it, he was sucked into a time warp, where he was sent into the past (not for the first time) to see a giant battle between forces from various times and worlds battling each other at a castle. He barely survived being in the cross-fire, and managed to get aboard an alien ship which was one of the participants of the battle. Aboard the ship, he fought his way past several alien guards and got into the ventilation shaft. From there, he worked his way into another room, where he saw a large alien activating an ancient crystal, which created another time vortex...

And Xaq found himself at home immediately, getting another call from Zoovac, telling him to infiltrate a Neo-Nazi base to get information about an ancient relic. Xaq traveled there, and enjoyed the business of getting in. He somehow found that he liked the setup of the base. Breaking in, he defeated countless Nazis, finding clues about their plans. Xaq decided that he really wanted the Nazi base; He became determined to rid the base of Nazis and take it for his own. He successfully managed to kill or disable all the Nazis on the main floor, but, upon descending to the basement, he found thousands of Nazis in one area with a truck. He attempted to run them all over with the truck, but he failed to take it over fast enough, and the truck drove away with him on it. Xaq swore to

return and claim the base for his own. For the moment, he proceeded with the mission, stowing away on a Nazi submarine. He found himself outside the sub, fighting a giant crab creature for the relic. He defeated the creature, and managed to take the Relic back to the surface.

Unfortunately, his troubles were far from over. A wave of antimatter washed over the entire world, and Xaq found himself in a strange area seemingly made up of various times and worlds put together, all being eaten by antimatter. He then found himself pulled from world to world.

Finally, he landed in an alternate world, where he learned about the nature of the various realities; That those who had traveled through time were able to retain their personalities when traveling to alternate worlds, and that each world had a parallel equivalent of every entity in Xaq's world. Xaq met up with Zoovac, who had been sent to this world as well. Zoovac told him that this world's equivalent of the Company had kidnapped Ginkus. Xaq had never heard of Ginkus, but Zoovac explained his importance and how powerful he was. Xaq embarked on a quest to rescue Ginkus. He entered a strange pyramid, where he encountered a large golem guarding the path. He convinced the Golem to go see the outside world. He met up with his dog, Scooby, who accidentally spawned a whole eco-system from his urine; this produced a race of monkey like creatures who worshipped Scooby as a god. One of them came with Xaq and Scooby. Finally, Xaq reached the top of the pyramid, where he found Ginkus' staff—He joined it with a Sphere he had, completing the staff. It caused him to fly back towards town, seeing a dark army invading it.

He was, however, suddenly teleported to another world, possibly his own in the past. He found himself in a house in the middle of the desert, where he barely survived being bombed. He trudged across the desert to the nearest town, which he remembered seeing as one of the worlds he was sent through when the world tore itself apart. He explored the town, but was taken in by the U.S. Army, who claimed that Xaq was their agent and that he'd been killed in a mission. They demanded that he work for them further and threatened him. He convinced the Army, however, to stop threatening and controlling him, in exchange for him doing the mission. It remains to be seen how that adventure will turn out.

Sometime during this restructuring of time, Xaq found himself pulled into a portal. The portal led to a strange, almost prehistoric world. He saw a dinosaur guarding a little fly in a cage. Xaq managed to rescue the fly, whose name was Razin. Razin, grateful for the rescue, followed Xaq and began to help him. Exploring the world, Xaq and Razin encountered a vicious race of creatures called Ape-balls. The Ape-balls had lightning fast reflexes, powerful limbs and claws, and were almost always hungry. They were everywhere in this world, Xaq found. They soon proved to be a major, continuing problem; He encountered several more advanced types of them as well. Xaq did encounter one familiar face in this place- The Fat Guy. He obstructed Xaq's path once again, but this time, Xaq was propelled inside of him. Inside, he encountered the supernaturally big blood cells, several more ape-balls, and an acid zombie, who gave him all sorts of problems. It remains to be seen how Xaq gets out, but it is known that the Ape-ball society, which will become a technological society in the next couple of years, devotes itself to the hatred and destruction of Xaq.

APPEARANCES: (*Series 1*), "*Till Time Do Us Part*", "*Relic of the Sea*", "*The Fabric*

Of Reality”, “Ginkus’ Gift”, “Xaq to the Future”, “The Nazi Machine”, “Xaq- Part I”

Yppit

Yppit is a very strange individual with a very strange history. He never lets people see his face, or even his body. People see the back of the chair he travels around in.

He seems to have been created accidentally in a laboratory, although the details of his origin have not been revealed. What is known, however, is that since his creation, he became obsessed for some odd reason with entering the heart of his world.

He either built or gained control of a base, from which he could monitor various goings-on while beginning construction of a digging device. As time went by, his digging machine neared completion. But he needed one more important component- the famed Jewel of Takensis- to power his machine.

He stole the jewel from right under the nose of the watchful Po-Po guy at the museum where it was kept, and finally enacted his plan. He dug through the crust of the planet, until he arrived at a Mole City—A city built at the center of the planet, taking advantage of the unique gravitational situation there.

At first, upon discovering the existence of the moles, he was content to honk their noses. But upon seeing their magnificent city, he knew he had to make it his own. For a time, he attempted to be mayor, and it’s unclear whether he was successfully elected. But what is known is that he became frustrated with this and decided to destroy the city and escape.

He destroyed the city’s major power generators, which caused massive explosions that destroyed much of the city. Yppit successfully escaped, emerging through a hole in the north pole of the planet. He was attacked by snow people, but escaped their ravages.

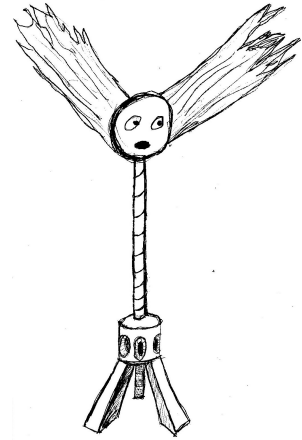
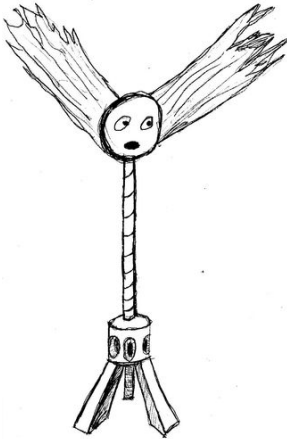
The law did finally catch up with him, however, and he was captured. A strange being known as the inquisitor questioned him about his role in the destruction of Mole City, until he escaped from Police headquarters, only to be accosted by a mob of angry mole men who blamed him (rightfully) for the destruction of the city.

He ran away and escaped, only to encounter a gigantic, mutated Mole person—The giant mole pursued him, and was incredibly fast. Yppit had to think fast, and he did. He turned around, and convinced the giant that he was not responsible for Mole City’s demise, and that the guilty party was a dead mole man.

The giant let Yppit get away that day. It is unknown what happened to him afterwards. Perhaps he retreated to his base, to lie low and wait for a better time to hatch new evil plans. Perhaps he was simply captured, and killed. The truth remains to be seen.
APPEARANCES: *“Into the Heart of the World”, “Revenge of the Mole Men”*

Zoovac

Zoovac is a mechanical clown on a stick. He was created by 'The Company' and for a time served as their agent; However,



Xaq found him and reprogrammed him, and Zoovac became helpful during that mission, giving Xaq information. Going against all odds, Xaq took Zoovac with him and escaped from the Company's base.

Ever since then, Zoovac has taken the initiative. He often briefed Xaq for missions, or, at times, became kidnapped, forcing Xaq to rescue him yet again. He later hired other people as his agents, including Rel, Pierre and others. He would often brief them as well.

Around the time he hired Pierre, he temporarily decided to change his look- he replaced his sleek tripod bottom with a box, and his hair became frizzy instead of straight.

During a mission with Pierre and Ari, Pierre inadvertently placed him in an Item Box, which is a strange box which warps to a random space in time when items are deposited (Actually, it warps to when/wherever the next game in the series takes place). The item box sent Zoovac back in time over 1,000 years to the world of Shri, where king Ginkus of The Zorelta opened it. By this time, Zoovac had returned to his normal appearance.

Zoovac helped Ginkus escape from a Crodin jail, and to get back to the Capital building. However, Zoovac was randomly kidnapped by the Crodin before Ginkus could save him.

The Crodin reprogrammed Zoovac, and set him to work torturing prisoners. Zoovac came to enjoy his new line of work, which he continued for 1,000 years.

During this time, the Crodin somehow found a way to break into an alternate world. The world they found was much harsher and darker than the one they knew, and many characters there seemed inherently evil in comparison with their counterparts in this world. And so certain agents of the Crodin found Zoovac's counterpart here, which they incapacitated and experimented on.

Eventually, the crodin were driven out of that dark world, and Zoovac's counterpart there escaped. However, the crodin had taken certain technologies from the Dark Zoovac, as well as certain design elements. They began secretly working some of these elements into Zoovac, but these did not immediately alter Zoovac's appearance or programming.

Instead, it was made into a hidden function, which would only activate if Zoovac's programming were threatened. When that function was activated, it would make Zoovac much more physically powerful/battle-capable, and would also make it near-impossible to reprogram him again. Zoovac, when the function activates, is called 'Zoovac 2.0'.

After a thousand years had passed since his imprisonment by the Crodin, he was found torturing Zorelta people in a lab on Shri by Balzak Globotron and his crew. Balzak took Zoovac back to his ship, where the crew unfortunately attempted to reprogram him, thus activating the Zoovac 2.0 feature. Zoovac overpowered the crew and took over the ship single-handedly. He stranded Balzak Globotron on the surface and left the planet, searching for people to destroy in horrible, violent ways. Fortunately, Balzak pursued him and retook the ship, incapacitating Zoovac. After much trial and tribulation, a specially modified nanoprobe was sent into Zoovac's head, which was able to deactivate the evil mechanism, but not destroy it, meaning that it might arise again in Zoovac at some point. Zoovac 2.0 looked different than his normal appearance; His hair was replaced by sharp horns, his tripod by two short legs and a muffler which could emit a foul red gas. A strange pattern covered his face.

Having finally been reprogrammed, Zoovac slowly began to recover from the 1,000 year nightmare he had lived through. He stayed aboard Balzak's ship for the duration of his adventure, then he returned to Earth.

Zoovac was caught up in a catastrophe when reality took itself apart and rebuilt itself again, and he found himself in an alternate reality. Quickly adapting himself to the situation, he disguised himself to fit in with the locals. His disguise was a beard and a wizard's hat. He also quickly made contact with Ginkus and Xaq, both similarly pulled into this world. Xaq rescued Ginkus and the three somehow escaped back into their own reality.

Soon after, Zoovac became aware of an alien fleet preparing to invade Earth. He quickly dealt with the situation to the best of his ability, hiring a new agent in John D. Whitmore. He sent John to infiltrate the Xanderia missile base and to send all of its missiles at one of the alien ships. The plan worked, and the ship was destroyed.

However, the alien invasion proceeded. The aliens were successful in taking over the planet and killing millions of humans, despite the best efforts of Zoovac and all of his agents. Zoovac continued to fight, however, and eventually retook the planet, becoming the new world leader. Most people regarded him as a savior, and he was a respected leader. The war had taken its toll on him, however; part of his face had been ripped off. However, he had gained the use of large, mechanical arms.

APPEARANCES: *(Random mission, and then in every one in Chris' 1st series), 'Till Time Do Us Part', 'Relics of the Sea', 'The Evil League of Evil-Ness', 'The ALIEN Abduction', 'The Last of the Zorelta', 'Alien Invasion!!! Part two- the World's Reaction', 'Ginkus' Gift', 'Balzak Globotron'*

KNOWN RELATIVES: His evil counterpart in that dark world.

SECIAL POWERS/ABILITIES: Well, he's good at giving information. Also, as Zoovac 2.0, he can emit a foul red gas, which is actually Nitrogen Dioxide.

Groups, races and organizations

Ape-Balls

The Ape-Balls are a vicious predatory species of primates. They aren't especially big, but are nonetheless amongst the deadliest species known to man. They're near to invincible in combat, and are always hostile.

They come in several types: The basic type, as described above; the Sunglass type, which wears sunglasses and is slightly smarter than its counterparts; The Frog type, which has enhanced ears and jumping ability as well as an elongated tongue; and finally the Space-Ball, which is the name for a high-tech ape-ball with advanced armor and weaponry.

Balzak Globotron encountered an Ape-Ball on Shri, being mind-controlled by a telepathic Crodin person. Balzak managed to get past it.

Xaq first encountered the Ape-balls when he was teleported to a strange world inhabited by the creatures. Initially, he found that he could stun them by shining his flashlight in their eyes, but he later found newer types of Ape-Balls, which were impervious to such attacks. Furthermore, he lost his flashlight, and was forced to use other means to survive the Ape-ball onslaught. They were everywhere, from the forests to the mountains to the inside of the Fat Guy.

Several years after Xaq's encounter with the creatures, they had built an advanced, space-bound society, partially motivated by the hatred of Xaq. An unnamed prisoner of the Space-balls became aware of their cruel methods first-hand. They trap their prisoners with deadly robots, which will activate and kill the prisoner upon the slightest touch.

The leader of the Ape-balls is a seemingly gigantic ape-ball who was briefly encountered by that unnamed prisoner of the Space-Balls.

APPEARANCES: *"Xaq to the Future"*, *"Balzak Globotron"*, *"Malphoid: the Mailbox-bot"*, *"Unnamed sequel to Xaq to the Future"*

The Company/United Alliance of Evil/EVIL league of EVIL-ness

Not even the true name of this evil company is known for certain. All of their dealings are secret, as is the identity of their organization. Their goals are, as yet unknown as well. What we do know about them is that they are evil. They exist in various parts of the world, and may even be an interstellar organization. They have a hand in many important happenings, from the creation of Balzak Globotron and Zoovac to the rise of the Crodin on Shri.

One thousand years ago, the Company discovered a new type of metallic sphere on an alien world. They discovered that they were able to use certain types of energy to connect the spheres to one another. As they researched the project, Ginkus joined them, and used

his staff's power to assist them- Resulting in the creation of a small race of creatures like Balzak Globotron. The company, meanwhile, traded some of this Sphere technology to Ginkus' enemies, the Crodin, resulting in the fall of the Zorelta.

Xaq first encountered the Company on one of his early adventures, in the mid '90s. They were responsible for kidnapping his friends, and he was forced to rescue them. Since then, Xaq has battled the company extensively over the years.

The Company employed the Fat Guy to bar Xaq's path on multiple occasions. Such attempts were never successful, but bought them time.

The Company is also one of the biggest employers of 'Guys', and uses them to guard almost every facility of theirs.

At one point, the Company developed an experimental robot known as Zoovac, which was a sentient being. Zoovac, despite being programmed to support the Company, was against it. When Xaq broke into the factory where Zoovac had been built and encountered the robot, he reprogrammed it and stole it.

Since then, Zoovac has become one of the company's main protagonists. He has worked with Xaq and others to foil the Company's many plans.

Two known members of the Company include Rorric and Rho'Shivaj, an alien. Rorric had a large mansion in Germany, where he may have been carrying out large-scale Company plans against the stability of the German government. Rho'Shivaj was the captain of an alien starship, and was most likely one of the Company's representatives to other worlds. Both tussled with Pierre, one of Zoovac's agents, and only one made it through the encounter alive- Rorric.

In an alternate world, there exists a copy of the Company that is much the same as the Company in our world. This company was able to kidnap Ginkus, and confiscate his staff.

APPEARANCES: (*Series 1*), "*The EVIL league of EVIL-ness*", "*The ALIEN Abduction*", "*Balzak Globotron*", "*Ginkus' Gift*"

IDEAS FOR FUTURE GAMES

- An adventure starring Bob and Razin.
- A parallel universe story in which everything is as it is in the real world, due to someone going into the past and changing history somehow. Xaq, Ari, and everyone are living normal lives. The Fat Guy is Barry's new boyfriend, and Zoovac is an experimental prototype for an advanced computer hacking device, while Ginkus is the prince of a third-world country. The timeline must be restored.

- A sequel to Mansion of Mystery, in which Charles must navigate a city to solve his mystery.
- A sequel to Ancient Secret under Shri, in which Ari and Cassie experience firsthand how evil and manipulative the Crodin can be. This is a tie-in with the current one being made.
- A game exploring the life of the Fat Guy, and how the Evil Organization mistreats him.
- A game starring the strange acidic guy from the inside of the Fat Guy's belly. This story would show this man as a scientist who became fascinated by the Fat Guy and began following him and learning about him. The story will culminate with him creating the control panel inside the Fat Guy and then dying by acid and ape-balls. *Note: This game was made and proved unpopular.*
- A game showing what happened to the Farmer since the time he was taken from the past and now.
- A game, or possibly a trilogy, showing part of what Zoovac's been up to all along, and how his base came to be. This game would show how Zoovac gets his information on the company- largely by hacking into its computer system- and would portray the Company's new attempt at creating a Zoovac-type robot. It would include an RPG-style battle system, but with computer command lines as attacks. *Note 2018: This game was finally made very recently. The "Let's Play" will be up on YouTube soon.*





