**Guide** Good… this is very encouraging. Very encouraging.

*The others are startled. KETU dashes and hides behind a box. A figure enters the space. They are something of a chameleon. s/he is able to change physical and vocal characteristics with remarkable speed. He is the GUIDE. Though at times s/he appears more as a jester or a clown. Unlike the others, he appears to belong in this place.*

I’m sorry I have left you alone all this time … there’s a bit of a backlog. Well, backlog’s the wrong word really… since time doesn’t exactly…

If I could have your attention for a moment… I have a short presentation.

*Responding to Alex’s interruption the GUIDE suddenly changes tone and physical character. He appears more sinister.*

You have something better to do? Eh? Somewhere more important to be?

Good… then I shall begin.

*A beat*

Welcome… to death.

*Silence*

Welcome you will shortly be embarking on your transit. This can be a disorientating experience but we shall do all we can to make your final journey a safe and pleasant one. Please listen carefully to the instructions and follow them… (*Darkly*) to the letter!

You are to select one memory from your life. You will then record your selection with the camera provided.

*He points towards the ‘magical’ camera, an invisible device.*

As the memory is captured the mechanism will flash.

*There is a sudden flash. The others blink and look away for a moment.*

At this time all other memory data will be deleted. If these criteria are met within the allotted time frame, you will be united with your selected memory for living and reliving throughout eternity. Thank you for your attention.

*They all look at him astonished. The GUIDE then remembers something.*

Oh and I encourage you to decide quickly… as the next group will be here very soon.

*Silence*

So. Are we clear?

Mmm… I thought I was clear. And rather good as a matter of fact… (*He preens.*) Combining an authoritive tone with an approachability that would put any listener at ease. Didn’t you think?