

UNTITLED KAKOS INDUSTRIES GAME

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Based on the Kakos Industries podcast

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INT. KAKOS INDUSTRIES - ORIENTATION ROOM

The story begins in a movie theater inside of Kakos Industries. There is a PROJECTION on the SCREEN of the Kakos Industries logo.

CORIN DEETH

Congratulations! You have all made the incredibly wise decision to become an employee of Kakos Industries. Here at Kakos Industries, we specialize in Doing Evil Better. Everyone does Evil already, we just help them to do it even better.

An ORIENTEE from the theater screams:

ORIENTEE

OH MY GOD!

They make terrible retching sounds and green pixel vomit projects onto the movie screen. A BIG WIPER BLADE casually wipes it away. And returns to its resting place at the top of the screen.

CORIN DEETH

It does not matter to us why you've joined us today, whether you have an innate love of doing Evil, or you just find yourself unemployed in these difficult financial times. Your motivations are your own. Welcome.

ORIENTEE 2

I have to get out of here!

ORIENTEE 2 (a black, pixel shadow in the dark theater) attempts to run away before getting ZAPPED by a large RAY GUN.

CORIN DEETH

Please fill out the personality test so we can place you more easily.

The camera pans down to the personality test. There are a number of questions that lump people into one of three categories: Coward (ranged), Monster (melee), or Lunatic (science).

INT. KAKOS INDUSTRIES - DIVISION OF HUMAN RESOURCES

The main character is posing for a photograph.

CORIN DEETH

Once you are finished with your personality test, we'll get your ID Badge printed while you wait for your results. Just pose for a picture.

The player is given many choices for the appearance of their character. They are never given a choice of gender, only physical traits that can mean whatever they want them to. Perhaps the physical traits can also translate into extra character traits, like a larger hit box, but more health, or the possibility of longer hair getting caught in mechanical parts. Things that make the story more interesting or unique to the play through.

When the player finishes customization:

CORIN DEETH (CONT'D)

You look fantastic! I mean, I'm not actually looking at you. This is pre-recorded. But the sentiment is the same!

IF THE CHARACTER HAS A MISSING LIMB:

CORIN DEETH (CONT'D)

You're missing a limb? Already? Before you started working here? Huh. We'll have to get you a robotic prosthesis. It will have to come out of your first paycheck, but it will be sick as shit.

There is room for more unique lines.

CORIN DEETH (CONT'D)

Now go see Gladys at window 237.

Now the player has control. If they wait too long to start moving:

CORIN DEETH (CONT'D)

Sometimes your first day at Kakos Industries can be kind of rough. Press the W key to force your way forward through the difficult and complex emotions that are threatening to overwhelm you.

(MORE)

CORIN DEETH (CONT'D)

Press the A and D keys to control your sideways wobbling if your legs are threatening to give way from beneath you. Press the S key to run backward from your problems. Just remember that, if Kakos Industries is your problem, then you will never escape us.

The numbers on the windows do not go in order, nor are they all actually numbers. The player walks to one side of the room without finding the window. Then they walk to the other side of the room without finding it. Then they return to the first side they went to and the window is suddenly there.

CORIN DEETH (CONT'D)

Words of wisdom: Sometimes the path to your destination in life is not a straight line. Sometimes it's not even a line that seems to exist in our three dimensions. But with enough determination, and a little bit of brute force, you can usually end up where you need to be.

The player character approaches Gladys at window 237.

GLADYS

Who are you?

The player can then choose between the identity they created or two others with no consequences other than being a different person for the rest of the game (at least on paper).

GLADYS (CONT'D)

Ah. We'll need you to answer a few more questions. What would you say your strengths are?

The player is given a choice of adjectives. Smart. Strong. Agile. Charismatic. Energetic. Etc. Gladys has a smart-ass comeback for all of these.

GLADYS (CONT'D)

Great. And your greatest weakness?

More adjectives. Lustful. Prone to anger. Totally insane, I guess. Perfectionist (if they pick this one they have to pick another).

All of these choices affect stats and in-game interactions.

GLADYS (CONT'D)  
 Fine. Here's your assignment.

Without fail, the player is now a Janitor. Or some variation on the term. Custodian. Janitorial engineer. Cleaner. Sweeper.

The player can then say:

PLAYER  
 Oh no!

Or:

PLAYER (CONT'D)  
 Janitor?

Or:

PLAYER (CONT'D)  
 Cool. Let's move on.

The last option skips dialogue. Otherwise, Gladys tells the character to just get over it already.

#### INT. JANITORIAL HEADQUARTERS

The main character then wanders into the main Janitorial Headquarters (or whatever name is appropriate from the list above.

The room is surprisingly high tech, with a lot of COMPUTER MONITORS blinking red warnings all over the place.

MANNY, an employee in a lab coat approaches the player.

MANNY  
 Ah, you must be the new employee.  
 My name is Manny. I'm the director  
 here at the Janitorial  
 headquarters. You look confused.  
 Don't worry. Everyone is confused  
 on their first day. And pretty much  
 all of the other days. Clarissa,  
 are you still confused?

CLARISSA is another employee in a lab coat.

CLARISSA  
 Confused, hysterical, you always  
 seem to need to put me in a box.

MANNY

I didn't mean...

CLARISSA

Sign the damn divorce papers.

MANNY

I...

CLARISSA

Oh, the new employee.

MANNY

Yeah.

CLARISSA

Hi. I'm Clarissa. I'm the director here at the Janitorial Headquarters. Welcome to the shit show. You're just in time for the shit storm of a lifetime.

MANNY

Clarissa, please don't scare the new hire.

CLARISSA

(To the player)

Look, you seem pretty smart. Who do you want to hear about this place from? The only sane person in this building, or Mr. Can't Keep It In His Pants Around Horrifying Monsters?

MANNY

I would hardly consider her horrifying.

CLARISSA

Where did you even put it, Manny? She's nothing but a bundle of tentacles.

MANNY

Now is not the time for this.

CLARISSA

Choose.

The player is then given the choice of selecting Manny or Clarissa. Or that they are thinking of taking up smoking so they can get away from this argument. The choice between Manny and Clarissa has a lasting effect on the narrative.

Choosing to smoke takes the character to another director of the Janitorial Headquarters.

For now, we'll assume they went with Manny.

MANNY

It's not as bad as it sounds, okay? Anyway, you made the right choice. You're probably wondering why this place looks so high tech. Well, it's because we don't actually "clean" in the traditional sense. At the Janitorial Headquarters, we clean up messes in the metaphorical sense. Other divisions of the company get into trouble, and its on us with our varied expertise and varied levels of dispensability to fix it. It's not the most gratified job, but it keeps you on your toes. Let's take a look at your personality test.

Many scans the page.

MANNY (CONT'D)

Wow. Totally insane, huh? Tight. Smart, huh? We'll see. Ah, I see you are very dispensable. That's what we look for. Come to the equipment rack.

The character moves to the equipment rack.

MANNY (CONT'D)

This is your sciencer. Not a silencer. It's a sciencer. It does science. You've probably heard these words of wisdom before: Don't point this end at anything unless you plan to do science to it. Here is your hammer. It's pretty useful when you just can't science something. And when in doubt, you can always look around for creative solutions to throw at your problems. I'm speaking literally on that one. You know what, let's just learn by doing. Step into the air lock here and we'll get you some hands on experience.

The player steps into the airlock. Then they step into what appears to be an arena.

A tutorial then takes place on using the sciencer to do science, the baton to do violence, and the numerous available projectiles to throw at a monster of some sort.

MANNY (CONT'D)

(Over an intercom)

I'm glad you killed that thing. We trapped it in there like a week ago and we weren't sure what to do with it. Come on back out.

The player exits the arena covered in blood.

MANNY (CONT'D)

You should probably take a shower. We've got one in the back. It is moderately refreshing, but has the added benefit of making you much easier to look at. Or you can stay bloody, I guess. Your call.

The player can either take the shower or stand still. After standing still long enough, Manny just rolls with it.

MANNY (CONT'D)

Okay, I guess you like the blood. That's fine. Weird as hell, but fine. Now that you know how to use all of the tools at your disposal, I suppose I can tell you what's going on. We've recently had to expand our operations dramatically because there has been an uncharacteristic spike in laboratory accidents that we have to clean up. Over the last year, there have been 97 incidents. The last week accounted for 90 of them. We don't know what the hell is going on. All we know is that we need to fix it. That's where you come in. You fix it. We'll give you the tasks. You have to solve them. If you do a good enough job, we'll get more funding and we'll get cooler stuff. Now here's your first task.