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About This Game

Administrator and monsters, you cannot possibly imagine.

Lobotomy Corp is a Monster Management Rogue-Lite Simulation game.

Our game was inspired by the monsters from game and movies such as SCP series, Cabin in the woods and Warehouse 13.

Furthermore, it was developed from the thought of "What if those monsters were real and your job is to manage them".

You will be playing as an administrator of the company which is in the management of such creatures. These monsters generate a new energy source, and your job is to collect them through giving out to your subordinates. Through this process, you can open new departments that facility allows and encounter various monsters. In the game, the player will have to go through the company's fear and tension filled the atmosphere.

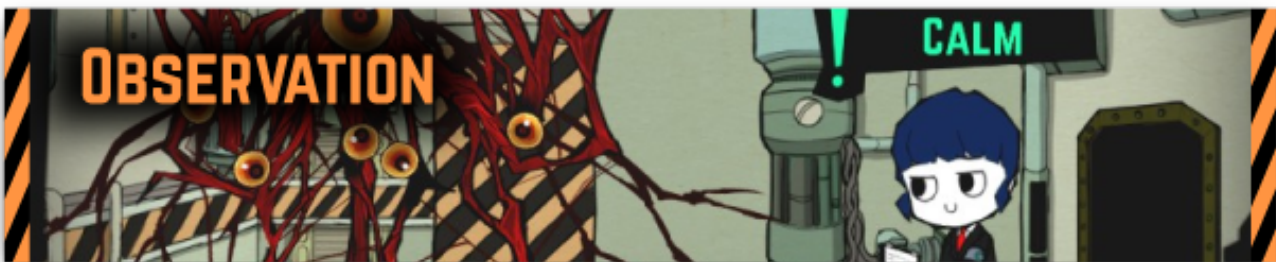


“Our new technology will bring salvation to the human race.”

Lobotomy corporation is a newly established energy company that extracts an infinite amount of entropy through the isolation of abnormality with our self-developed technology. This is only an impression that the public has regarding our company. You will see its reality after you have joined us.

Our facility is formed of many departments just like any other companies. You will have access to various departments as you gather more energy. The more you have access to various departments, the much easier the management of abnormality will become.

Furthermore, an AI ‘Angela’ and ‘Sephira’ will be by your side to support your needs for the smooth process of work.



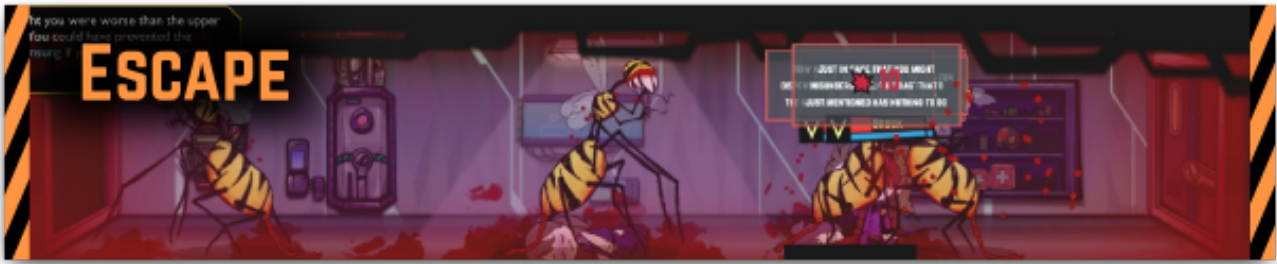
An existence you constantly have to examine and observe.

We have decided to call the monsters in Lobotomy as ‘Abnormality’.

You will have to try your best to keep your employees out of danger while keeping the energy extraction level at its maximum.

At first, you won’t have any information on Abnormality. You will only have your eyes and the manual to guide you. Speculate which process will be most suitable for each Abnormality. After that, just pick and place your employee who is best suited for the job and wait for results. Also, you will have to gather information through giving out orders to your employees to ‘examine’ the creature. You get the power to obtain information in the process of managing Abnormality.

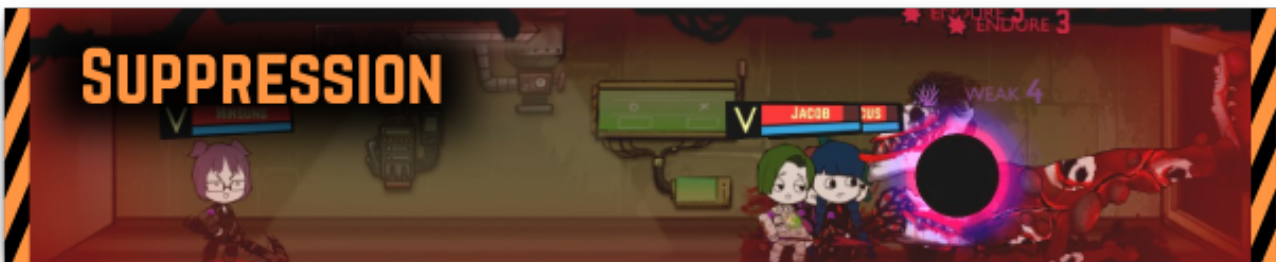
Abnormality’s energy generation level depends on their conditions



This game is NOT a tycoon.

As mentioned before, Abnormality is a creature that should be handled with an extreme alert. Some of them might don't like the idea of humans keeping them locked up in chambers. They will try to escape when they have a chance and when they do, they will destroy everything. Be it our employees or the facility.

Furthermore, certain Abnormality can brainwash and corrupt our employees into their pawn. These 'pawns' can have a bad effect on other employees and might randomly attack the people around them. Also, they also bring down the other employees' mentality level which might result in disobedience. You could get rid them of course, but you should consider the fact that all the information and data regarding that employee will be deleted as well.



One disaster will cause another, and it will lead everything into chaos.

If you do not stop them instantly, the situation will get out of hand and fall into chaos. When this situation does occur, you will have to decide whether you will gather employees to recapture the Abnormality, or destroy some part of the facility with explosives to secure the company's safety.



“Do you have any wishes, administrator?”

Lobotomy corporation is divided into work procedure and the story mode. In work procedure, you will be doing your job as the company's administrator managing the Abnormality and the energy generation level. A game's story will follow right afterward.

In Story mode, there is a dialogue with Sephira, including AI Angela, which will also appear in the work part. Through the mission they give, you will come closer to the truth hidden in the company. Furthermore, the player will be placed in a situation where they must answer or ask questions. You can also discover secrets surrounding the company and the player.

Title: Lobotomy Corporation | Monster Management Simulation

Genre: Indie, Simulation

Developer:

Project Moon

Publisher:

Project Moon

Release Date: 9 Apr, 2018

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English,Korean,Japanese,Simplified Chinese,Traditional Chinese,Russian,Bulgarian





0 / 100

00:35 A B C LEE 5 00

1/17 DAILY

MISSIONS

CONTROL TEAM MISSION COMPLETION 0/7

???

+7

?

1/2

8

0-03-03

Test Cognitive Development

GEORGIA

Check Formative Estimation

Check Cell Functions

BLUNT_NEWLEMSL_OVEE

► Employee Georgia starts tonight work on abnormality 0-03-03.

As Georgia is proceeding the work, 0-03-03 is not giving even slightest response.

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Patch Note ver 0.1.2.0 / BIC.TGS 2017 Product:

1. New content . Patch Notes ver 0.1.2.2:

Fixed bugs and new changes. **[Bug Fix] Patch Note ver 0.3.0.8 a:**

1. Bug fixes and changes. **Translation Update:**

- New translations of employee dialogues of Japanese have been added.
- Some translation of Simplified Chinese has been fixed.
- The translation of the changed management method of the Traditional Chinese has been added. Some translations have also been fixed.
- New translations in Russian have been added. Some translations have also been fixed.

. [Bug Fixes + Translation Update] Patch Notes ver 0.3.1.2 b:

1. Bugs and Changes. **Secondary creation and Employee appearance change MOD guide:**

1. Secondary creation guide. **[Add new system] Patch Notes ver 0.3.0.9:**

<Additional bug fixes>. **Patch Note ver.0.2.0.3 + Chinese Language Patch Link:**

1. 2 Ordeal. **Patch Note ver 0.3.0.8.b:**

1. Balance adjustment

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