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Download Lobotomy Corporation | Monster Management Simulation .zip



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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.

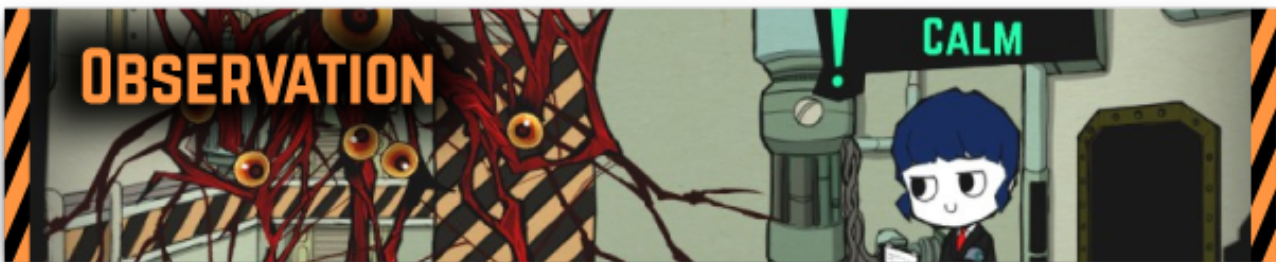


## **“Our new technology will bring salvation to the human race.”**

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.



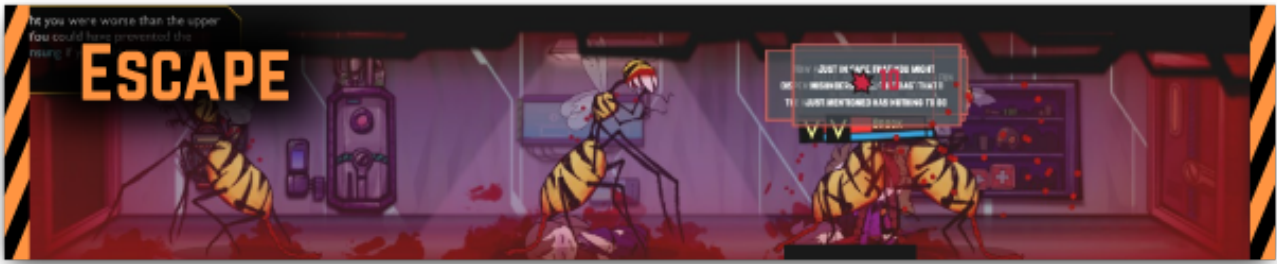
## **An existence you constantly have to examine and observe.**

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.

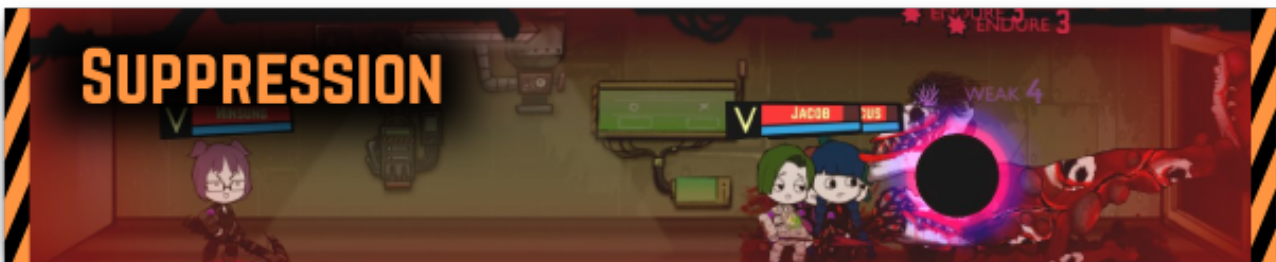
Abnormality’s energy generation level depends on their conditions



### **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?”**

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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.

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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







# ASIYAH

**MISSION: You Can Do This!**  
Complete 2 field jobs

**MISSION: Yesod the Viper**  
Complete 3 instinct jobs

### SECURITY TEAM

TEAM DESCRIPTION	CONFIRM RESEARCH
NICOLAS	LAYERNE
FINN	ELENA
HE	WAW
HE	UNKNOWN

### CONTROL TEAM

TEAM DESCRIPTION	CONFIRM RESEARCH
ZAYIN	TETH
TETH	UNKNOWN

### INFORMATION TEAM

TEAM DESCRIPTION	CONFIRM RESEARCH
TETH	TETH
HE	UNKNOWN

### TRAINING TEAM

TEAM DESCRIPTION	CONFIRM RESEARCH
UNKNOWN	WAW
HE	UNKNOWN

**MISSION: I Want To Be A Good Person**  
Suppress Abnormality 4 times

### VIKTOR

Own LOB 284 **CANCEL**

Cost **LOB 2** **HIRE**

- Fortitude | LOB 0
- Prudence | LOB 0
- Temperance | LOB 0
- Justice | LOB 0

NAME: VIKTOR

HAIR STYLE: 25 (R) 8 (G) 8 (B) 1 (P)

FACE: BARK EYES (23) FANG EYES (0) DEAR EYES (3)

BASE TEETH (0) CLAW TEETH (0) PAW TEETH (0)

BASE WHISKY (6) CLAW WHISKY (1)



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**Patch Note ver 0.1.2.0 / BIC.TGS 2017 Product:**

**1. New content . [bug fix] Patch note ver 0.3.0.7c:**

1. Fixed bug and changes. **About development roadmap and development situation until official launch:**

## Development Road Map / 개발 로드맵

2017 - November / 11월

- [ New Abnormality / 신규 환상체 ] -> 10
- [ Abnormality Ordeal / 시련 환상체 ] -> 5
- [ Abnormality Tool / 도구형 환상체 ] -> 5
- [ New Department / 신규부서 ] -> 2
- [ Main Story / 메인 스토리 ] -> Day 36~45
- [ Upper Layer Sephira Boss / 상층 세피라 보스 ] -> 4

2017 - December / 12월

- [ Abnormality / 기존 환상체 ] -> 6
  - Little Red Riding Hooded Mercenary / 붉은 두건의 용병
  - Big and Might be bad Wolf / 크고 나쁠 늑대
  - Big bird / 큰새
  - The little Prince / 어린왕자
  - Singing Machine / 노래하는 기계
  - The Child of Galaxy / 은하수의 아이
- [ Abnormality Ordeal / 시련 환상체 ] -> 4
- [ Abnormality Tool / 도구형 환상체 ] -> 4
- [ Middle Layer Sephira Boss / 중층 세피라 보스 ] -> 3
- [ Rabbit Team / 토끼팀 ]

2018 - January / 1월

- [ Abnormality / 기존 환상체 ] -> 2
  - Magical Girl / 마법소녀
  - White Night / 백야
- [ New Abnormality / 신규 환상체 ] -> 2
- [ Lower Layer Sephira Boss / 하층 세피라 보스 ] -> 2
- [ Main Story / 메인 스토리 ] -> Day 46~50

2018 - February / 2월

- [ Ending Scene / 엔딩 연출 ]
- [ E.G.O Add / E.G.O 보충 ]
- [ Game Optimize / 게임 최적화 ]
- [ Bug Fix / 버그 수정 ]
- [ Make Launching Trailer / 런칭 트레일러 제작 ]

### Development Goal 개발 목표

Category/종류	Amount / 갯수
Abnormality 환상체	58
Abnormality Ordeal 시련 환상체	16
Abnormality Tool 도구형 환상체	16
Sephira Boss 세피라 보스	10
Total 총량	100

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Today, we want to share some stories with the development roadmap.

Lobotomy Corporation is under development with a total of nine team members. It has been three years since we started our first development, and we have become a company that has been launched on Steam.

The fans who met at various events during one year and the ones who cheered us by e-mail became a great power for us.

In addition, through the various updates, we feel a lot of shortages and we can grow a lot on our own.

If possible, we want to complete Lobotomy Corporation safely and we would like to make next game to continue showing various stories of the world belonging to Lobotomy Corporation that cannot be solved by this game.

Currently, nine members of ProjectMoon are all paid the same monthly salary of 1500\$, and have spent one year maintaining office rent and translation costs. In addition, since we are translating through professional companies to improve the quality of the translation from two months ago, we have to pay a translation fee of nearly 2000\$ a month for every update, and inevitably we have to put less text into the game than before.

Unfortunately, stable operations are now difficult.

If we consider labor, rent, translation fee, etc. from the profits except for the steam commission and corporation tax, the minimum monthly operating expenses for the company are spent from 15,000\$ to 20,000\$. Now that all of our team members have reached a certain age, it is difficult to keep up with the project simply by dreaming and creative activity.

As we have done so far, we would like to develop each Abnormality and contents, but due to the reasons mentioned above, it will be difficult to plan and implement as much in terms of time and cost as before.

We will make sure that the roadmap is complete and official release before March. As long as there is no significant increase in sales volume, it is judged to be the last line that can operate financially until the month of March, 2018.

We are afraid that the content that is updated during this process may be poorer than the players' expectation.

Even if it is not perfect, we think that completing the Lobotomy Corporation from the sustainable line to the end is our top priority and the least reward for our fans.

We apologize for that we can't continually update our content for better quality.

It is a game that is still lacking a lot yet, but thanks to those who play it fun.

. **[Manual addition + Background distribution] Patch Notes ver 0.3.0.5b:**

1. Add game manual. **[Bug Fixes + Translation Update] Patch Notes ver 0.3.1.2 c:**

1. Bug fixes and Balance adjustment. **Patch Note ver 1.0.2.3:**

1. Bug fixes and changes. **Notice of Update schedule:**

The official release that was due today is postponed to next week.  
But the content until the ending will be added in today's update.

The reason is that,

- 
- Price was raised earlier than official release due to mistakes
  - In-game balance and bugs are not stable

Therefore, we are going to update the end contents today, receive weekly feedback, fix bugs, and improve the quality.

Today's updates include:

- DAY 46~50 Story
- New Department 'Architecture Team'
- New boss battle
- New Ordeal
  - ※ New Ordeals appeared after 46 days have been added.
- Endings
- Story replay viewer
- Tutorial

The official release is aimed for April 7th.

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