LOBOTOMY CORPORATION

FACE THE FEAR, BUILD THE FUTURE

Welcome to Lobotomy Corporation, Manager!

You've been hired to manage one of L-Corp's many branch sites in this wonderful City that we live in. Your duties will involve the managing of personnel and Abnormalities, assignment of EGO equipment, and ensuring the facility meets its daily Enkephalin quota.

You gain 0 P

Nothing comes for free in the City

By Unagi, 1.1.0 Version

You may also forsake the Gauntlet stipulations and receive your usual 1000 LP budget.
Additional challenges will be made available in this mode.

==Table of Contents==

==Drawbacks==

==Branch Facility Construction==

>Control

>Information

>Safety

>Central

>Disciplinary

>Welfare

>Extraction

>Records

==Items and Companions==

==End==

==Drawbacks==

You will need to gain additional points if you want your facilities to be up to your no-doubt high standards, Manager! For that reason, you will receive a series of choices on how to make your job more difficult in exchange for those benefits.

Facility Basics:

Abnormality Shipment Rate [+0/200/400]- This level dictates how often you receive new Abnormalities to incorporate into your facility. At base level, you receive Abnormalities as your facility expands, letting you get comfortable with what you have before adding more… that is, as long as you're still meeting quotas. At the second level, you'll receive new Abnormalities regularly, forcing you to continually expand to accommodate their containment rooms and additional personnel needed to handle them. For the maximum points, you will receive new Abnormalities as often as the Main Branch does-Once a day, with one day a week being 'free' of new arrivals.

Of course, if you have no room for the new Abnormalities, you will -as per Lobotomy Corporation policy- be made to ship out the weaker and more well-understood ones to other Branch Facilities.

Average Qliphoth Deterrence [+0/200/400]- This level dictates how strong the suppression of Abnormalities is within your facility during the workday. At base, you maintain a strong and consistent level of Suppression, making Qliphoth Meltdowns not occur and weakening the Abnormalities so breaches are easier to handle with fewer losses. At the second level, your Qliphoth Deterrence grows weaker- causing regular Qliphoth Meltdowns and allowing the Abnormalities to fight with more of their strength and risk breaches more often. For the maximum points, your Qliphoth Deterrence System must be seriously damaged- Even ZAYIN Abnormalities will require defined strategies to take on easily, and ALEPH-tier Abnormalities will require facility-wide effort to properly suppress.

The Main Branch's Qliphoth Deterrence is at the second level. How strange.

P-E Box Quota [+0/200]- How much energy your facility is expected to produce. At its basic level, you will merely be expected to produce an amount of P-E Boxes appropriate to the amount and level of Abnormalities within your facility, steadily increasing as your capability for output does- with the occasional raise in requirements to meet Wing needs forcing your employees to work harder. The second level raises these requirements regardless of how much you should be able to produce normally, forcing you to keep expanding your facility to keep up with production demands, or find more efficient ways to handle Abnormalities for production.

You could also force your employees to do longer shifts, Manager- It's just a fact of life as a Feather of a great Wing.

Complications:

Morning Commute [+100]- Your home is annoyingly far from your workplace- the facility under your care probably being somewhere rather inconvenient. Luckily, an agreement with W Corp means your budget covers First-Class Warp Train tickets, so you'll at least never be late for work. If, for some reason, that doesn't work for you… Perhaps you could simply sleep in your office, Manager?

Clumsy Clerks [+100]- Who keeps hiring these imbeciles? For whatever reason, the screening process for employees seems to have caught a terrible case of crippling incompetence, Manager: The Clerks who are supposed to do most basic functions in the facility keep making mistakes, ruining paperwork with coffee stains, walking into hallways during active Breaches… It's a mess.

Unusual Tool Abnormalities [+100]- It seems the Main Branch keeps sending you these things. Tool Abnormalities are normally somewhat useful supernatural items, being unable to breach or produce Enkephalin but having beneficial events such as helping restore sanity in employees or altering their physical attributes. Your facility, however, seems to receive deeply abnormal ones, requiring careful handling or sometimes being purely detrimental. Of course, you'll still need to test them to figure out which are useful and which are not, so it may prove an exercise in patience.

Reading Comprehension [+200]- You've got something of a terrible habit, Manager. Skimming over Abnormality files is likely to get someone killed, you know? You also seem to

struggle to pay as much attention to people talking to you as you should, zoning out more easily. Could you repeat that?

Zero to Hero [+200]- Rather than using an external hiring process to bring in already-competent Agents, it seems L-Corp has denied you those services. Perhaps your predecessor lost too many high-level Agents? Regardless, you'll be expected to train your employees in-house, so it'll be even harder to replenish lost, *actually competent* people.

Abnormality Gachapon [+200]- A Branch Facility usually receives Abnormalities shipped out from the Main Branch, without much say on which they receive but with the benefit of having at least some information on their behaviors handed out thanks to the hard work of the Information Department. However, for some reason, you will receive a set of 3 options whenever it's time to incorporate a new Abnormality into your facility, with all-but-inscrutable descriptions and no previous knowledge of their behaviors. Some of them will even be Aberrations of other Abnormalities, rendering any previous information you might have had unreliable or even detrimentally misleading.

Limited Qliphoth Deterrence [+200]- For some reason, there's a limit to how high this facility's Qliphoth Deterrence System can go. Usually, you'd raise it to maximum during non-work hours, avoiding trouble while you're not on shift- but it seems that is no longer a possibility. Working night shifts, keeping people constantly rotating, liberal use of caffeine and other stimulants… You'll have to be ready for things to go wrong at any time of day.

E.G.O. Corrosion Phenomenon [+300]- The EGO equipment your facility produces is particularly unsafe. Wearing it for long periods of time leads to higher and higher risks of Corrosion- the process by which the mental profile crystallized into the equipment begins to override the person wearing it. Employees will experience mental contamination, making their behavior increasingly unreliable and erratic, and particularly stressful events or poor compatibility with the EGO may lead to a complete erosion of the mind, causing them to become hostile like a breaching Abnormality.
Perhaps you could institute psych evals, Manager? That might cut into the profits, though…

DO YOU LOVE THE CITY YOU LIVE IN [+300]- Though usually your work would be relatively unimpeded by the Wing your Branch Facility is located within, it seems corporate politics has become a problem. Pressure may be applied if quotas don't meet rising expectations, difficult boardroom meetings may become inevitable, and you might even

have to deal with corporate espionage trying to steal the secrets of our beloved Lobotomy Corporation. Suffice to say, as a Manager, this is the kind of threat Qliphoth Suppression and sturdy doors won't hold at bay.

Wing Taboos [+300]- The Nest your facility is located in has some sort of Taboo prohibiting you from working normally- such as N Corp's ban on recording equipment prohibiting the use of cameras, making it impossible for you to get a video feed in your very safe office, for example. This will make your work far more difficult and require workarounds to continue normal production and functioning of your workplace.

Ordeals [+400]- Though Branch Facilities would normally be spared the consequences of extracting Abnormalities from the Well, it seems that the dross created by the extraction process nonetheless has manifested in yours. At irregular intervals, strange creatures and phenomena will manifest within your facility, becoming a threat to regular operations and the safety of your employees. Though the actual manifestations are unpredictable- anything from clowns to strange eldritch writings in slabs or stone, or stranger things still- they seem to begin your tenure relatively manageable, increasing in intensity the more and stronger Abnormalities are housed within your Branch.

Abnormality Combination Event [+400/+600]- Some Abnormalities are linked together, causing divergences in behavior when they are in the same facility. Your Branch seems to receive an unusual amount of these, from

ZAYIN-tier Abnormalities that combine into actually dangerous monsters to those who simply will always breach together, increasing the amount of work you need to do to keep track of them. For an additional 200 points, you will be certain to receive at least one group of interlinked high-risk Abnormalities such as the Magical Girls or the Birds, which if allowed to combine will create a threat far above even the most dangerous

ALEPH-class you would normally be asked to contain.

ENDING DRAWBACKS

If you took the +1000LP budget and rejected Gauntlet stipulations, you must take at least one of these for no points.

FAILED SEED [+600]- The Main Branch has gone silent, cutting support from every Branch Facility. You will receive no new Abnormalities even as quotas rise, money will begin to get tighter, and the lack of management will give other Wings an opportunity to meddle and try to bring Lobotomy Corporation down and acquire its assets and Singularity. Your objective will be to merely survive and keep your Branch running as best as you can, even should the Wing collapse.

NEW EDEN [+600]- The CEO has gone insane, Manager. All around the City, Abnormalities have been released, and a twisted Seed of Light has bloomed forth, warping those caught by it into Abnormalities. The City is in widespread chaos- not yet enough that the Head has deigned to step in, but enough that the Nests are beginning to crumble and the backstreets are strewn with corpses and monsters. Your objective is to survive, once again- and, being one of the people 'responsible' for this, it is likely many will try to hold you and yours to account. Perhaps you could try to re-contain the monsters and establish some semblance of order? If you manage to control the situation and climb back out of the disaster that has befallen the City, you will find some secrets pertaining to Lobotomy Corp's singularity and this twisted Light- And may take it with you elsewhere, in case you for some reason wish to make more Abnormalities.

LIBRARY OF BABEL [+600]- The Seed of Light Project was completed, but something went awry at the very end. White Nights and Dark Days has shaken the City, the Distortion phenomenon terrorizes and mystifies people, and the world is irreversibly changed. Where the Main Branch once stood is now a new mystery, but… Well, you're not there. You're still in your Branch Office, likely damaged by the release of the Light and no longer receiving any support from the Main Branch, having lived through those nights of nightmares. Merely **surviving** might be enough for you, but an opportunity presents itself- By the time the Library is evicted from Nest L, if you've played your cards right, it's possible you and the other Branches may be able to band together and restore Lobotomy Corporation to its former glory. It'll require immense work to keep up energy production demands and gain the favors you will need- or will owe- from the other Wings, recapturing escaped Abnormalities, convincing everyone you're in control. If you succeed, however, you may take the Nest of Lobotomy Corporation with you. Of course, you may simply content yourself with keeping you and yours safe.

==Branch Facility Construction==

Here you will decide on the makeup of your facility! Departments regulate the functions they've been assigned, as well as maintaining their sections of the facility and the employees under their command. Delegating to your subordinates is an important part of being a good Manager! Trying to manage everything yourself is a surefire way to end up taking on too much stress and worsening your performance.

You gain a discount on the purchases of 3 Departments' upgrades.
You also obtain 800 LP to spend in this section only

CONTROL TEAM [FREE]- This is your starting Department. The Control Team's responsibility is to monitor the CCTV feeds and assign immediate orders to employees, as well as planning the overall course of action. They also help coordinate the work of other Departments.

Joint Command [FREE]- Improves the management of the Control Team and your facility's internal communications, allowing them to more easily coordinate with other departments to mobilize units when needed.

Cognition Filter [100/200]- An additional function to the CCTV cameras and your personal feed. Allows for the automatic filtering of sanity-damaging visuals and audio, rendering observation a much more pleasant job. For an additional cost, it may be upgraded to provide a personally-selected artstyle and even stronger filtering, allowing the Manager to avoid taking any direct mental damage through the feeds.

Timetrack 2 Protocol [200]- Upgrades your facility with T-Corp technology, allowing you to speed up or slow down time by 50% within your office- allowing you to react and command faster during threats, or speed through a boring workday.

Meltdown Prevention Protocol [200]- Upgrades your facility's Qliphoth Deterrence system, allowing it to give early warning of incoming Meltdowns, thus allowing you to prepare and order their suppression in advance. This protocol also lowers the risk of severe employee misconduct causing Qliphoth levels to lower.

Logistics Research [400]- The Control Department's duty is fast response and organization across the facility. This upgrade allows it to perform such functions all the better, improving the ease of mobility across the facility with more accessible side-paths, elevators and developing fast-deployment plans that will make it easier for your Agents to respond to threats much more quickly and efficiently. They also seem to move somewhat faster, thanks to widespread low-level augmentation being now included in the budget.

Will [600]-Control is the eyes of the facility. Without it coordinating everyone else, it would be supremely difficult for the manager to keep control of the facility. Likewise, this means that Control must maintain the trust of everyone else- being on top of everyone's needs and desires, the developments within the Facility and the feelings of the employees. Thanks to the new policies implemented with your cooperation, the Control Team's coordination and teamwork has improved considerably, both inter department and especially within the team itself- it seems like your employees now form strong connections more easily, and overall trust in Management has improved.

INFORMATION TEAM [100]-The Information Team's job is to analyze and profile Abnormalities, devising solutions to their unique problems and challenges and archiving observation data. They will help you find out the proper handling methods to reduce employee deaths when interacting with Abnormalities, as well as improving the success rate of their work.

Improved Paperwork [FREE]- Poor handling of data is unacceptable. This update to workplace standards will ensure information collected on Abnormalities is more accurate, delivered to the Manager more quickly, and is spread more amongst the employees, avoiding dumb mistakes from things like 'poor reading comprehension', overly-complex wording or incorrect handling procedures.

G. O. Visualization [100/200]- The Information Team will upgrade the displays of your CCTV cameras, allowing the Manager and Control team to view the health and sanity of employees and Abnormalities, as well as the Risk Level of entities. Further upgrading will also classify the damage types they can perform and their resistance to it, allowing the Manager to assign the best equipment for the job.

Clarity [200]- Improvements to the CCTV equipment allow for better counteracting of Abnormality-related issues. Illusions become fainter with the inclusion of higher-technology lenses, visual obstructions are compensated for with 3-D simulations that allow one to still understand the situation, and audio filtering allows communications to be clearer in battle.

Workplace Countermeasures Manual [400]- Fighting horrors dredged up with Lobotomy Corporation's trademarked Singularity can often place extreme stress on the minds of employees, leading to mistakes, death, and profit loss. This is unacceptable- which is why the Information Team has compiled this set of instructions and guidelines for dealing with the mental interference caused by Abnormalities, improving the worker's resistance to mind-altering effects and sanity loss.

Rationality [600]- Lobotomy Corporation is an energy-production company. All this dealing with monsters may make the less savvy managers forget, but even Abnormalities are ruled by the sciences of the City, and maintaining discretion and composure is vital to performing one's job appropriately. Thanks to your new policies, in conjunction with the team, your facility has developed technology to better handle Abnormalities' Enkephalin production and create countermeasures to their escapes- creating a safer, more efficient workplace. It seems like our employees have begun to carry themselves with that professional pride, willing to innovate and approach situations in new ways.

TRAINING TEAM [100]- The Training team is in charge of composing and regulating company policies and various management procedures. They also run general-purpose training programs to help employees adapt well to their new departments. Their job is to make sure everyone *can* do their job properly, and that you get the best new hires.

Improved Job Education [FREE]- Clerks are often rather useless at anything but menial tasks- and a useless Feather can hardly keep their job in a prestigious Wing like L-Corp. They should at least try not to be a hindrance. This training program improves their skills, allowing them to better avoid combat situations and not die immediately.

Training Video Creation Software [100/200]- It's important to have a clear way to convey information, and so this set of software for the Manager is an excellent start! Accompanied by a large quantity of proprietary Lobotomy Corporation art, this will allow you to create instructional videos and spice up work meetings. Perhaps more relevantly, this software will allow the Training Team to run over footage more efficiently and create better training courses from collected data. Usage in streaming may incur some glitches. For an additional cost, you get access to an internal network and database of videos created by other Managers, which may allow you to find interesting strategies…or marvel at the twisted sense of humor of some Wing's employees.

Supply Education Manuals [200]- The improvements Agents need to undergo in order to better handle Abnormalities can't simply be handled with instructional slide presentations and the occasional training- thus, the Training Team has created these handy manuals that allow your employees- and yourself- to train up their more esoteric mental qualities, making it easier to train things such as one's Temperance or Justice alongside their physical abilities.

Practical Training [400]- Fighting horrors beyond the average City Dweller's comprehension is a complicated affair! It'd be terrible if nobody learned from it. Your employee's training regimes have been updated to include information on the best ways to fight a variety of monsters- not just an Abnormality's specific weaknesses, but general methods as well. Your team excels at rapidly finding out workable, standardized ways to address flaws in training.

Hope [600]- Humans are truly amazing creatures. Their capacity to grow or break when under extreme duress, to rise to meet the circumstances or twist into something that can survive them, is nothing short of incredible. Perhaps because of all the trust put into them or simply all the effort that the Training Team has poured into making them able to face those challenges, but your employees rise to the occasion- growing stronger and learning far more quickly when faced with insurmountable odds. Even the odd clerk may, inexplicably, reveal some real talent worth promoting into an Agent.

SAFETY TEAM[100]- The Safety Team gives safety training to new employees and develops action plans for all kinds of potential emergencies that can occur in the company. They establish strategies for situations such as escaping Abnormalities, panicking employees and security breaches, as well as setting up safety guidelines for others to follow.

Asset Distinguisher Modifier [FREE]- It would be a drag if your technology released healing particles or something like that and it wound up healing breaching Abnormalities, or Shi assassins… Manager, with this technology, you can ID-Key all our employees' so our technology will never commit mistakes like that.

Life Support Equipment [100/200]- The Manager is the brain of the facility, so it'd be a problem if you up and died, right…? This is a set of upgrades to your office that allow it to lock down and deploy technology to shield it in case of dangerous situations like a Third Trumpet or natural disaster, keeping you nice and safe inside. For an additional cost, it may also be equipped with life support technology that could let you live for a long, long time, waiting for rescue.

Regenerator MK2 / Mental Corruption Neutralizing Gas [200/400]- This upgrade helps improve the survivability of our Agents by releasing agents that speed up the recovery of injuries or help cure mental corrosion… It must be installed in specific places within the Facility, though, so make sure they're easy to reach. You can purchase one or both.

Total Efficiency [400]- Keeping people is difficult. In a constantly-evolving situation… or a chaotic mess, it is important for coordination and rapid responses to have been practiced ahead of time. This training will improve our Agent's ability to rescue, extract and treat emergency medical problems, deploy quarantines and generally contain and minimize the damage from problems while other Teams step in to handle them. Not only that, but…maybe you've spiked the drinks with stimulants or they've gotten used to long hours, but our Agents seem to be able to work for longer without exhaustion.

Fearlessness[600]- Saving the lives of others isn't usually a concern people have in the City. Even saving one's own life can feel like a waste of effort sometimes… Surviving in a place like this, being able to hope things will get better one day, takes courage. Maybe because of the Manager's efforts to keep everyone alive, it seems like our employees have begun to grow in such a way. With a renewed will to keep on living, they cling on even through what should be crippling or lethal injuries, surviving longer than they should- And likewise, they've become more resistant to mental attacks, stubbornly holding on even when their mind would break…

CENTRAL COMMAND TEAM [200]- If Control is the team that manages inter-department coordination and surveillance, Central Command is the department that handles day-to-day control of the facility itself. They develop new management strategies and improve the efficiency of Agents, handling moment-to-moment affairs of our Facility that the Manager delegates.

Physical Intervention Shield [FREE]- Central Command oversees the daily operations of Agents, and is thus in a prime position to deploy fast countermeasures to potentially dangerous situations before *Safety* has to get involved. This technology allows for the rapid deployment of Physical-damage absorbing shields, effectively providing protection when employees need it most.

Management Software [100/200]- Keeping track of everything on a growing facility can be difficult. This software allows you to have a broad overview of the entire workplace at once- receiving constant updates on ongoing work or quickly opening specific camera views to take a closer look. For an additional cost, it comes integrated with a basic non-Human AI that will automatically detect potential upcoming problems through analyzing the data.

Shield Technology Development [200/400]- Though Lobotomy Corporation already provides a set of Intervention shields for different damage types through their connections, a special allowance has been made for you, Manager. For the original cost, you may obtain the other 'official' Shield Bullets employed by our Wing, protecting against Mental, Erosion and Soul damage, as well as the means to make more. For an additional cost, however, you may obtain a small team of employees capable of iterating on this technology, in case our facility *somehow* discovers new types of damage…

Qlippoth Overdrive [400]- The Qlippoth system suppresses the power of the Abnormalities and their hostile behaviors, making it possible for them to be safely contained and useful for the production of energy. However, it's possible that even this will not be enough to spare the facility in case of…manager incompetence unexpected conditions. This technology allows the Manager to spend a large amount of energy in order to overclock the Qlippoth system, drastically weakening Abnormalities for a brief period to regain control of a crisis situation. It may also be worth studying if you want to figure out how to contain *other* things, for some reason.

Meaning [600]- It's not worth it to overthink things, but even so, people need a 'Reason' to keep on living. It's one thing for our employees to come here and face the horrors for the promise of a paycheck, but it seems skilled management has made them start believing in the Manager themselves. Whatever your goals, it seems people you lead skillfully begin to develop a strong trust in your ideals. Not only that, but their own ideals seem to grow stronger when they'd otherwise have been given up for comfort or safety.

DISCIPLINARY TEAM [200]- Disciplinary is the way you can enforce the rules of the facility, swiftly enforcing order- whether it is by punishing infractions from Agents or shoving those monsters back into their cages.

Execution Protocols [FREE/200]- It's something people may feel queasy about, but Lobotomy Corporation deals with the kind of monsters that can hollow out your brain and replace it with their own desires, drive you crazy or worse. So, this is a pretty much foolproof method of quickly and efficiently putting an end to those problems- whether its bomb collars in the uniforms or slipped in with mandatory augmentations, it'll allow you to swiftly terminate Agent and Clerk derived problems. For an additional cost, it can include proprietary Qlippoth technology that ensures a no-fuss death, containing infectious effects and obscuring it from things that detect 'death'. This additional technology will also let you use Intervention Bullets, which drastically slow down what they're fired at, in case you want to reach them in time to avoid using the bombs.

Personal Training [100/200]- Manager. Sometimes, security measures won't be enough. You won't be at work forever, either. This is the Disciplinary Team's personal training course and complimentary augmentation, which will take you- personally- from probably being a civilian to being capable of at least comparing to a Grade 6 Fixer. For an additional cost, this will also cover specialized training in the use of L-Corp's EGO weaponry.

Rabbit Relations [200/400]- Employing external contractors may be expensive, but sometimes you need expertise from other fields. This purchase gives you access to the network of other companies L-Corp is associated with, allowing you to place requests within reason, as well as putting you through an accelerated course in inter-company relations, office politics and diplomacy. For an additional cost, a special 'gift' has been given to our Facility- an always-ready R-Corp Rabbit team that may be rapidly deployed at the cost of a generous 'donation' of our power supply. Their death in combat doesn't seem to bother them at all, seemingly coming back the next time. Trying to figure out how this works would be a breach of contract.

Our Work [400]- It's simple. The work of our Department is to impose order and defeat the Abnormalities. This is a brand new, continuous training regime that will make our Agents stronger, faster, and better able to beat those undying monsters into a pulp.

Courage [600]- To protect others in a place like this, you need power. Not only that, but you need the courage to stand up for yourself and others- to truly believe you can use that strength for their sake. That courage now allows your employees to push past their limits- the firmness of their own beliefs allowing them to extract more power from the EGO equipment they wield without being consumed and overwritten by it. Perhaps someone truly exceptional could sharpen that conviction into something new, one day.

WELFARE TEAM [200]- If Safety's job is emergency medical services, the Welfare Team's specialty is preventative medicine. Not only that, it provides a number of essential services that improve the quality of our employees' quality of life within the facility…

Coffee Machines [FREE]- Not the only thing this option provides, but the most important. With this, your Facility will have improved break rooms and other facilities, boosting employee morale. Optionally, you may also add a small dosage of Enkephalin with the food and drink to ensure Employees' mental state remains stable.

Creature Comforts [100/200]- Not all of life is work, so why let work be just work…? This expense will improve your office with AC systems, a personal fridge and pantry with L-Corp provided food, and very, *very* comfortable seating. For an extra, you can upgrade these luxuries to something you'd only see in very, very rich Nest dweller's homes. May make you not want to leave, though.

Rapid-Response Medical Bullets [200/400]- Protection is one thing, but sometimes you need to take care of things after people have already been grievously maimed. This technology allows your Facility to produce the standard L-Corp HP and SP restoring Bullets. Additionally, you may spend more to gain access to ***Not-K-Corp***-Copyrighted technology that will allow you to develop new countermeasures, rather than relying on our inter-Wing agreements.

Medical Team [400]- Having specialty Agents focused on providing medical care could be seen as a waste when K-Corp's Ampoules or other healing technology are available... However, with the variety of exotic problems one can encounter here. With this, some of our staff will be given additional training to handle emergencies and contain 'infectious' threats. They will also be able to continue researching new medical technology and health-improvement courses for our Agents.

Trustworthiness[600]- It's not just enough to follow company policy. To truly keep those under your wing safe…Manager, are you willing to go above and beyond to merit their trust? It would be dangerous to go against your superiors- people who have the power to punish you or even kill you with ease. However, if you truly have faith, and keep pushing forward, there is a chance.

Even in immensely dangerous situations, you can manage to work around the dangers to push for the safety and well-being of those you care about. Tricking your way around company policy, applying pressure, devising new strategies -- It may not be 100% guaranteed that you'll succeed, Manager. But for you, it seems there's always a chance.

EXTRACTION TEAM [200]- Lobotomy Corporation requires the Abnormalities for its function. The Extraction Team provides services regarding turning those beings into useful tools, as well as experimentation on EGO.

Re-Extraction / Gift Division [FREE/200]- Wasting time repeating the same tasks over and over again is unpleasant. With this upgrade, our EGO-Extraction technology has a higher rate of success, lowering the cost somewhat - as well as increasing the chance our employees will gain EGO gifts. For an additional cost, we may use Enkephalin to slightly reinforce EGO gifts in order to make them more useful, as well as replicable.

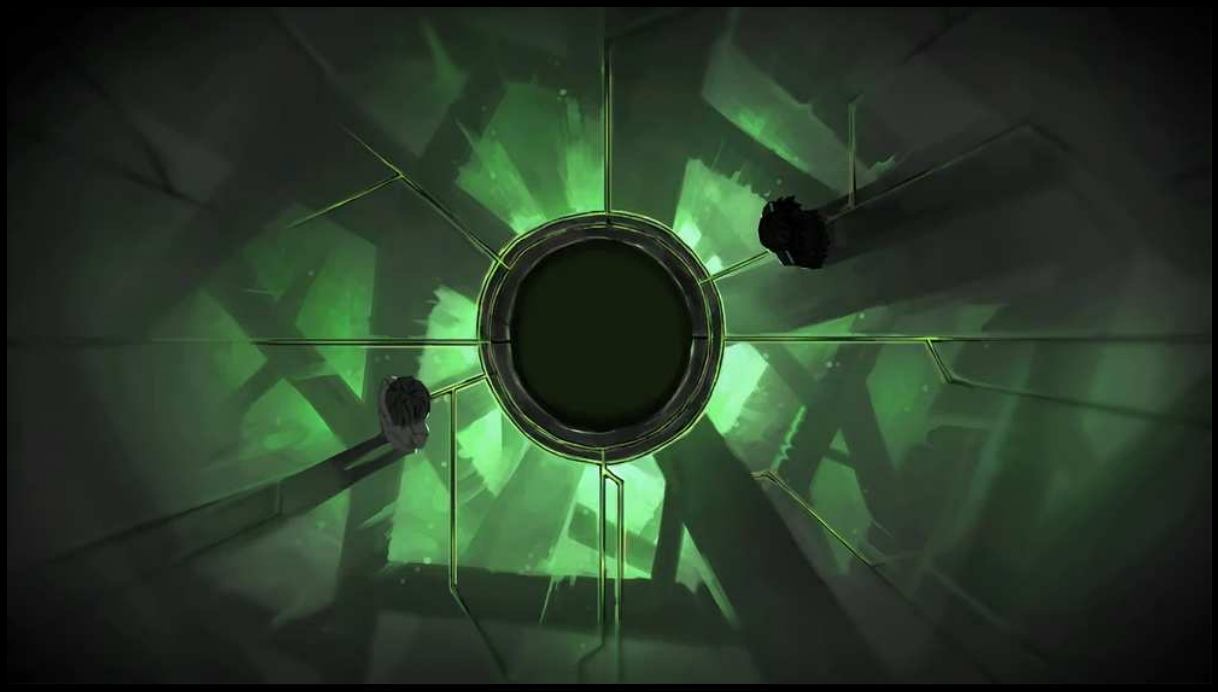
ID Reinforcement Procedure [100/200]- Though the use of Cognitive Filters and assorted buffers may reduce the risk to the Manager from their duties, there is a limit to the minds of humans. Through this procedure, you will be made…more resistant, to that which would subsume or damage your mind. For an additional cost, M-Corp technology may be incorporated to allow you to amplify the effect by fixating on a singular thought.

E.G.O. Restoration [200/400]- There is a risk inherent to wearing the 'self' of another as armor or wielding it as a weapon. Through reinforcement of the barrier between one's self and that of the Abnormality, Corrosion risks are decreased and recovery of equipment from dead Agents becomes possible, and usage of EGO at reduced performance outside Qlippoth deterrence fields becomes more viable. At an additional cost, the protections against Corrosion become thorough enough to allow for temporary, intentional oversynchronization with the Abnormality's will without much in the way of long-term effects.

The Ego's Shells [400]- The extraction of EGO equipment is a delicate process that had to be refined through trial, error and sacrifice by Lobotomy Corporation in its early days. However, nothing says that we have already reached the limits of this technology. With this upgrade, the facility's ability to extract EGO equipment develops further, allowing for 'shaping' the external surface of equipment in different ways that don't contradict the 'idea' of the original, as well as increasing the number of EGO that may be extracted from an abnormality. Not only that, but with this knowledge, it may be possible to develop ways of extracting similar kinds of equipment from other entities- if you're willing to accept the sacrifices necessary in such dangerous research.

Facing the Fear // Breaking the Cycle [600/800]- You probably shouldn't have this, but you're curious, aren't you? This is the true Singularity of Lobotomy Corporation- your Facility now has its own Well- a collection of entombed, dreaming humans kept in a coma, creating a "gap" through which the Collective Unconscious may leak. Combined with the "Bucket" you now also own- a section of nervous tissue of unknown origin within a vat that constantly produces Cogito- you may create Abnormalities of your own through injecting the comatose humans, completely eroding who they used to be and creating an Abnormality. You also gain the technology used to make someone *completely* unable to go insane no matter what they experience, in order to have suitable overseers for the process- a failed extraction can easily result in Ordeals and other complications.

Oh? If you're not content with merely replicating the suffering of the City, then there is an additional option. For a surcharge, you may instead have technology similar to something that doesn't yet exist. Using the Well as a means, you may open a way into the River, creating a temporary stabilized entrance into an alien space within which naturally-formed Abnormalities dwell, akin to the Black Forest. Should you have the strength, you may capture and extract the Abnormalities within, rather than the more efficient and safe method of human sacrifice- though, without Qlippoth suppression, the creatures within that space will be much more dangerous than they would be within the facility.



RECORDS TEAM [200]- The department within which all is documented and stored. Employee files, Abnormality files, and confidential information. Everything is recorded without missing a detail.

Pause Button [FREE]- To maintain rational decision-making, it is possible the Manager will need to take time to assess every factor. In order to make this possible, the Records Department has provided the technology to 'freeze' time outside of the Manager's office through an application of T-Corp technology to hyper-accelerate a small space, giving you all the time you may need to commit to the path ahead.

Memory Editing Technology [100/200]- Sometimes, for one to progress, one must go back to nothing… or perhaps it's simply easier if people can forget their trauma or any unsavory secrets they may have learned. This purchase affords you the use of technology to edit the memories of yourself or your employees, removing any potentially dangerous knowledge or erasing memories that would impact their performance. For an additional cost, you may 'record' memories with this same technology, storing them in an archive at your disposal- allowing you to restore them if so needed.

Governance/Protection/Creation/Soul [200/400]- The virtues of humans are carefully measured and analyzed in the Records Department. Lobotomy Corporation has used this research to develop new ways of reinforcing those virtues- converting extracted Enkephalin into an improvement to one's statistics, allowing them to reach the limits of human potential. In this way, one may improve their Insight, Fortitude, Temperance and Justice, thus making them better able to wield EGO and face the challenges ahead.

For an additional cost, however, these 'limits' on the self may be pushed past- though this first upgrade only allows for roughly 20% additional improvement, it is fertile grounds for further development into the science of augmenting these human virtues. More research may allow you to push these limits even further.

Sephirah Procedures [400/600]- Sometimes it is necessary to make use of the dead to continue carrying forwards. This is a set of procedures that allows you to transplant the brain of a deceased person into a substitute mechanical body of your own design- allowing you to directly integrate and connect them to the processes and functions of your facility or other technology you may possess. Of course, repeated death and reconstruction may result in lingering damage, but the process is capable of creating usable 'Sephirah' from even heavily damaged brains. For an additional price, however, you may obtain one of the Main Facility's dirtiest secrets- the means to create a 'true' AI from the records of a human's brain, capable of processing time at 1000 times the speed of a human and *perfect, indelible memory*, possessing the full emotional capability of a real person and the ability to grow and develop… Which, of course, violates the Head's laws. Can you hide this crime?

Embracing the Past // Building the Future[600/800]- A highly-prized application of T-Corp technology, the Timetrack Rewind Protocol will allow you- for the humble and small cost of two day's worth of energy production- to rewind the events of the current workday to the start within your facility (excluding your office and external sections of the building). Given the prohibitive cost, it's likely you'll need to stockpile energy in advance ahead of your quota to be able to simply undo your failures.

Is such powerful technology not enough for you? Then, should you pay for the upgrade- without discounts- and provide the requisite energy- far more than your facility could normally produce on its own- , you may lock your facility into a time loop (excluding your office, naturally), constantly rewinding the events at the cost of power until you achieve your desired result, no matter how many times you have to relive the events until the pre-set condition for "victory" is met. Time outside this space will continue as normal, however- the world may easily leave you behind, if you cannot overcome your failings.

==Items and Companions==

Though you've already built the Facility in broad strokes, Manager, this section is for more small-scale purchases- from personal items for your own use to minor features of the Facility not associated with any particular Department. Oh! You may also purchase Human Resources here, if you wish.

You gain 500 LP for this section only.

-Items-

Lifetime Supply of Lobotomy Corporation Merchandise [Free]- As part of the benefits package for Managers of Lobotomy Corporation Branch Offices, you receive a truly staggering amount of branded L-Corp merchandise, from coffee mugs with the logo to promotional posters, sponsored District 12 Nest movies, Enkephalin-powered lighters… If you took the 'Morning Commute' drawback, you also receive W-Corp branded merchandise, such as a model WARP-train kit and caps.

Personal EGO Gift Acquisition [50]- EGO Gifts are small pieces of an Abnormality's 'self' granted to Agents during work- as a result, they carry almost no risk of mental or physical corrosion, but likewise have minimal effects on the wearer's abilities. You may purchase an EGO gift from any Abnormality to personally acquire, in case you like the look. Be wary that individual effects may be small, but possessing too many Gifts from a single or related Abnormalities may carry compounding effects, Lobotomy Corporation is not liable for damages incurred by.

Abnormal Plushies [50]- The work of a deranged mind in some Branch Facility. Hopefully not yours. These small, marketable plushies of things that are extremely confidential and should not be known outside the facility are an adorable reminder of the immensely dangerous horrors you are meant to keep from escaping. Who would make this? Why?

EGO-Derived Fashion Wardrobe [100]- This makes quite the statement. This wardrobe- commissioned from NDA-enforced tailors- replicates the aesthetics of EGO Equipment extracted in our facility without the underlying 'self' contained in the original, allowing you to wear them as just fashionable clothes without the risk for mental pollution.

Personal Enkephalin Supply [100]-Enkephalin, much as it may be extracted from Abnormalities and be excellent flammable fuel, also has psychotherapeutic effects when properly processed. This small box contains 7 liquid ampoules that may be mixed in with your morning drink, having a slow-release mind-stabilizing effect that helps prevent the formation of long-term trauma and dulls panic responses. May be somewhat addictive. Refills when empty.

Management Survival Manual [100]- Though Lobotomy Corporation provides a crash course and robust training in management to prospective Manages, some with less wits about them may need additional guidance. This is a robust, exhaustive, step-by-step guide to every management procedure that is expected of you, occasionally interspersed with dry wit or side-gags that seem to have been added to spice up the otherwise dry experience of reading it.

-Companions-

Those who are Faithful and Trustworthy…? [Free]- Of course, you can't continue to staff your facility without employees. Anyone who survives until the end of your stay may be taken along with you as a group deal, Manager- though, for any further… 'immigration procedures', you must import them individually.

Nepotism Hires [100/400]- Though we cannot grant your previous acquaintances managerial positions, it is nonetheless not an issue for Lobotomy Corporation to accommodate you with some of your most trusted allies. This will allow you to import a previous Companion into a role within your facility- as captain or administration of a Department, perhaps? For the full price, you may import up to 12 companions.

Sub-ZAYIN class Aberration [50]-This…probably should not exist, but nonetheless, as long as it doesn't violate corporate policy (or in this case, has yet to have corporate policy written to prohibit it), you may go unpunished. This is an Aberration- a variant of an existing Abnormality- that is too weak to truly be used to produce Enkephalin, and lacks the power to be dangerous even to inexperienced Agents. It seems to have gotten attached to you enough to not try to maul you, and is easily put to sleep even by low-strength Qlippoth interference, but is this really okay?

The Strongest Clerk to Ever Live [100]- This young individual lacks the ability to effectively wield EGO equipment - however, they were not content to let that hold them back as an employee, and honed their considerable skills to the pinnacle of administration and paperwork. Any department they're assigned to seems to work better, assignments completed quickly, intra-office politics dispelled, problems located and resolved… Of course, they're also as fragile as a normal human being, and no good in a fight, but they are extremely good at their actual job. Enjoys coffee and long naps after work.

Bright-Eyed Intern [100]- He's got big dreams. The biggest dreams. Unfortunately for him- and you- the reason he's got this lovely position under you is that he's related to somebody higher up the corporate chain of Lobotomy Corporation, so those dreams don't necessarily come with skill to match. That's not to say this young man doesn't have redeeming qualities, though- he's got a great heart, with a kindness to others that will endure even after his sheltered upbringing's preconceptions are broken. Not only that, but he's been raised practically knowing the right corporate by-words to cut through some of the bullshit and politicking double-talk someone not born into it may struggle with.

Old Friend [100]-A more experienced friend with a few grey hairs of a gender of your choosing- (no, really, they'll change)- this attentive senior seems to have taken a shine to you, willing to mentor you in the difficulties of Nest politics and survival in the treacherous higher ranks of the City. Their loyalty seems entirely genuine, if maybe a bit…intense, though they never seem to pursue anything more. Still, they're an invaluable and dependable ally to have.

Suspicious Goth [100]-This black-haired woman showed up one day with the appropriate documentation and began working for you. She seems to have a wide array of skills and absolutely no records of her past, though she has a clear predilection for using five words when merely one would suffice. She is especially apt at secretary work such as tax-filing, and can relay your orders to subordinates with a glare that would make even high-Grade fixers shiver, but doesn't seem particularly powerful otherwise.

Evil Vizier [100]- Huh? You're not sure who hired this person of unclear gender but clear villainous intentions, but they seem to have appointed themselves as the opposite of your conscience. As a lifelong corporate climber, this employee knows all the arts of backstabbing, betrayal, contract dickery and general City-appropriate behavior you might need to succeed in your goals…And seems entirely happy to use them to help you pursue your ambitions, as long as they get to benefit from being in your inner circle. They've also got a fondness for making plushies and other cute things, as a hobby.

Backstreets Hero [100]-Or that's what they would've liked to be, at least. This washed-up Fixer had a promising career, but seems to have had a foul run-in between their ideals and the realities of the City. Joining your facility as a way to try to make a living, they've got an amazing potential with EGO weaponry, but their own convictions are still wavering after all that happened. Did they perhaps leave their allies behind to save themselves, or were they reaching for a dream they weren't strong enough to realize?

Familiar Face [100]-You've definitely seen this person before. Perhaps in another part of the City, perhaps in whatever place you come from, Manager, but this person looks like the splitting image of someone you used to care about in the past. Despite that and any similarities in personality, they're not the same person at all, and seem a bit hurt if you mistake them for someone else- they've got a good heart, though, and want to help protect others from the horrors of this Facility. They're excellent at figuring out how to work security mechanisms and can follow even exhaustively in-depth instructions to the letter.

Bruised Fingers [100]- This woman… Those tattoos all over her body speak very plainly of her former affiliations to the Middle, and yet here she is, bringing the enforcement experience of a member of organized crime to you, her new Boss. Any inclinations to call you her older sibling will probably wash out with practice, and she's clearly got trauma she doesn't want to speak about… But if you need someone who's entirely willing to put someone's head through a wall for crossing you and will go for beers with you after work, she's an excellent pick. Just watch out. Her old friends hold grudges.

Those Idiots [400]- Twelve Lobotomy Corporation Agents assigned to your facility, as a package deal. These issue-ridden, problem-causing, absolutely incompetent individuals seem almost as if bound by fate to get in each other's (and your) way, yet keep surviving most of the problems they cause. Despite their…behavior, they all have a lot of potential, if you can put up with their eccentricities and perhaps offer some help with their problems.

[ ] - [Free with Facing the Fear, Breaking the Cycle] - Do you remember that bundle of nerves, endlessly dripping Cogito to feed the expansion of our Wing? Don't you think those may have come from someone?

Exposed to the River and the gathering Light, whoever it was might still be conscious in there- their consciousness drifting within the Well. If so, who's to say if you'll be able to save them? It's possible they don't even want to be saved, and have developed a new view of the world. Either way, whoever they were, it's possible the Abnormalities you extract may be tinted by the lingering colors of their own inner world.

You may import a preexisting companion into this role.

==Ending==

Whatever the case, you've survived… If nothing else, that is an extraordinary accomplishment one should be happy for, in this world.

As a reward for your hard work in service of our company, you have several options:

KEEP YOUR FACILITY AS IS: As the Manager, and with Lobotomy Corporation in whatever state it's currently in, it's only fair. You may take the entire building of your Branch Facility with you into future jumps as a property-either attached to your Warehouse or appearing in the world in a spot that would be suitable. Places associated with thin veils between worlds or a connection to the Collective Unconscious are especially preferred.

LOBOTOMY CORP EXPEDITIONARY BRANCH: Of course, carrying a whole facility capable of hosting hundreds of employees around might be inconvenient. Thanks to the advent of new technology and collaboration with P-Corp, we may offer you a large truck equipped with spatial warping and shielding technology, which contains within it a smaller version of the Facility you've built- along with any staff you wish to transfer. It'll maintain its functionality, though the compactness and proprietary tech will make expansion more difficult.

I DO NOT LOVE THE CITY THAT I LIVE IN: Of course, you may also wish to leave it behind… In which case, should you ever travel back to the City again, you will find it as you left it- in the care of those you've entrusted with it as you traveled onwards.

NOTES:

1.1- We're very sorry for the issues, have 300

Changelog:

Pricing of Departments/Discounts rework

Fixed Welfare formatting.

Additional Companions

Made by Unagi. Much love to my girlfriends, who got me into this series in the first place. Thanks to Winters for helping me with the structure of this jump, and also reminding me that I needed to finish it at some point

Project Moon when I fucking get you-