Frostpunk

Game by 11 Bit Studios
Jump by 9anon

In the year 1886, a culmination of numerous events resulted in the Earth rapidly entering an ice age. Though as quickly as the Earth turned into a snowball, there were those with enough foreknowledge and influence to prepare for the impending apocalypse. So while most of humanity now lies frozen beneath what is now known as the ‘Frostlands’, many managed to make it to the hulking Generators built in sheltered locations around the Arctic Circle. Around these coal-powered behemoths, refugees are now building up cities against the ever-present cold, carving out new ways of life in the ice and snow while holding memories of the warm times that now lie in the past.

You will be spending a year here before you get the chance to move on. Good luck, and don’t let the frost bite.

Mode

Pick one.

Standard [+1000cp]: Here’s a standard stipend to aid your survival in this harsh world, with the expectation that a death here ends your chain and sends you home.

Survivor: Or you may opt-out of the standard stipend, also restricting access to anything but your Body Mod and whatever you acquire here. In exchange, death just means an end to your time in this jump, costing you only whatever you acquired here and allowing you to continue your chain.

Origin

You may choose if you have a local history or if you drop-in.
You may choose your age and sex within reason.

Citizen [+400cp]: Regardless of your old life or how you found your way to one of the Generators, you are now a commoner. A nobody doing the necessary drudgery to keep the city and its people from falling to the merciless cold.

Captain: Elected representative, appointed official, or simply the one who stepped up, you find yourself in command of a Generator city and its citizens. You are bound to lead these people to a brighter future, at threat of exile to the Frostlands or worse.

Drawbacks

You may take as many drawbacks as you're willing to risk.

Builders [+100cp, Incompatible with **Nomad** and **Refuge**]: In this case, you and your people did manage to make it to a Generator site. Unfortunately, work on the Generator hadn't even begun beyond a shipment of starting materials and the central shaft being dug. Oh, and there's instructions for everything needed to build the Generator. You'd better get to work before things get too cold, and mind those toxic gases.

Carbon Neutral [+100cp]: Coal is a highly efficient fuel source for the tech and age of Frostpunk, able to provide the power to keep a whole city warm in arctic conditions. Unfortunately, the site that your settlement is founded on completely lacks any major coal deposits. You might still find the odd bit out in the Frostlands, but you'll need to source the bulk of it yourself. It's a good thing that charcoal is perfectly acceptable fuel as well, so I hope you have plenty of wood on hand.

Child [+100cp]: Taking this drawback, you find yourself as a pre-pubescent child in a Victorian steampunk world. No respect, but still expected to work much the same as the adults - in a lot of cases at least. Your small stature also leaves you at risk of being tasked with squeezing into the bowels of a machine to fix or retrieve something, even as it is running. Hopefully the settlement you end up in doesn't put children to work.

Laidback [+100cp]: You have an attitude that's not a great fit for this world. Lackadaisical, lazy even. This doesn't mean you can't get things done, but you lack the urgency and foresight to proactively approach problems and get them dealt with before they become problems. As a result of your more reactive than proactive nature, you tend to experience shortfalls as deadlines approach.

Last Autumn [+100cp]: The Great Frost hit rather quickly, taking mere months to turn a vibrant green world into a frosty snowball that sometimes hits temperatures usually found at the poles of other worlds in the solar system. Obviously, this was a tumultuous time to live through, probably harder than the day-to-day of a city in the Frostland for the simple fact of panic.

Rather than appearing in this world after it's already frozen, you appear several months before the Great Freezing occurs. Enjoy the warmth while it lasts, and hope you avoid being swamped with refugees…or your settlement may simply become a mass grave hidden beneath the ice.

Long Haul [+100cp]: Usually, you'll spend a decade in a world, but the harsh nature of this one makes it easier to leave with ending your whole chain. If you want a few extra points, you can extend your stay to the *traditional* decade. Who knows what kind of crazy events will play out in the coming years.

For an extra **+100cp**, you may extend your time here to 30 years, allowing for a smooth transition to the era of Frostpunk 2.

Noble [+100cp]: There was some extreme class stratification in the old world, to the point of work and food riots while the upper classes enjoyed all the fine things in life. You find yourself stuck with the attitude of these upper classes - you are an absolute elitist and you have an extremely low tolerance for any sort of hard work. The normal 10 hour shifts that all citizens are expected to work are well beyond your ability to handle with grace. You can work past this with time. And probably some beatings.

Outsider [+100cp]: The pressures of surviving the Great Frost led to many settlements taking extreme measures in order to keep the peace. Some places became police states, others formed strongly dogmatic religions. Some even eat their dead.

Whatever the case, the settlement you find yourself living in will be one of these settlements that implements extreme policies and embraces extreme social values. Unfortunately, taking this drawback also means that you'll be on the wrong side of history, so to speak. This doesn't guarantee execution by steam burst, but you'll need to constantly be on your toes and will often deal with harassment from the local authorities.

Poor Economy [+100cp]: It's hard to say if it's just motivation, or just bad luck, but resources are much harder to come by during your time here. Supply caches in the Frostlands are pitiful, the amount of resources you can extract is anemic, and actually processing those resources takes longer. You'll need to plot and plan carefully to get around this.

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Amputee [+200cp]: There are many things in this world that can claim your limbs - from the heavy machinery that's constantly working to keep your settlement running, to gangrene rotting your limbs, to the cold freezing your extremities. Something like this has happened to you, as you are missing one or more limbs. And for whatever reason, you never wind up getting fit with a prosthetic, even in the most advanced and prosperous of settlements.

Class Divide [+200cp]: The social rifts of the old world weren't eliminated as people retreated to the Generators. They faded in some cases as people came together in their efforts to survive the cold, but they never quite went away, and this is most obvious in whatever settlement you find yourself in.

There is some fundamental divide among the people who are attempting to eke out a life here. It could be old scars between the rich and the poor, the elitist engineers butting heads with the rough workers, or something else that will cause significant social friction during your time in this jump. Expect frequent factional fighting and opposed interests, often at the worst of times.

Engineer, Not a Doctor [+200cp]: Sickness is a constant reality of surviving in the Frostlands. The cold suppresses immune systems and makes sanitation difficult, also forcing people into much closer quarters for much longer periods of time, making it very easy for illnesses to spread amongst populations. And that's not mentioning the ever present threat of frostbite.

Unfortunately, it seems that no doctors managed to survive the Great Frost, and any medical supplies or instruction materials are similarly missing. You can still find plenty of

engineers, but none of them will have the slightest idea about medical practice. Let's hope that little Timmy doesn't need an amputation.

Long Shifts [+200cp]: Hard work is a constant requirement and reality in this frozen world. After all, there's a constant need for resources to keep up with growth and maintenance demands, and to keep the cold at bay.

You tend to find that you get saddled with the worst shifts. Where 10 hour shifts are the norm, you are guaranteed to be working 14 hour shifts, and you'll suffer a 24 hour shift each week. This will never get to the point that you'll die of overwork, but you certainly won't be having a pleasant time.

Refuge [+200cp, Incompatible with **Builders** and **Nomad**]: Lucky are those that managed to make their way to one of the Generator sites. You aren't one of them, instead taking refuge with other survivors in a naturally sheltered location that's just barely enough to survive the cold. Resources are short, though you may have plenty of a particular sort - like coal, if you find yourself living in an abandoned mine. Maybe you can make contact with a Generator site nearby and trade for the things you don't have much of?

Tyranny [+200cp]: As people evacuate from regions that were once habitable and desperately congregate into tighter living conditions, there's left a lot of room for a leader to take advantage of these conditions to cement an iron grip. This has happened in whatever settlement you find yourself in - the leadership is not simply bull-headed, but has no concern for actually running things well. It's only a matter of time before one is exiled to the Frostlands, another is installed, and the cycle repeats again.

In other words, you're doomed to have shit leaders for the duration of your stay here. And even if you take up such a position, things will quickly get too chaotic for you to properly manage things.

If you're a Captain, then you'll start your time here as the successor to a recently deposed leader who's made a real mess of things. Your settlement is in absolute shambles and you have to turn things around quickly and carefully, towing the line between getting things done and keeping your constituents happy. Or you find yourself under the yolk of another settlement, dependent on them for key resources and having them make policy decisions for you.

Vegan [+200cp, Incompatible with **Soylent White**]: As one would expect of a rapid onset ice age, there isn't much life left out there. Anything that's still alive seems to be walking on two legs, or is stuck beneath hundreds of feet of snow and ice.

But the soil is fine. It could even be described as great. Which is a good thing, since that will be your only food source that doesn't require stepping over some very hard moral lines. Hope you enjoy vegetable stew.

Xenophobia [+200cp]: It seems like you and anyone with you at the start of your time here are the only people to have survived the Great Frost. Sure, you may find signs of life here or there, but you'll never find another soul outside of your settlement. Maybe it's bad luck, or maybe your people really **are** the last living souls on this snowball Earth.

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Arks [+300cp]: Your settlement was founded, at least partially, for the purpose of sheltering seeds and seedlings from the old world through the coming winter. However long the winter ends up being, you must keep the great Arks that were built on the site at a decent temperature or risk the vulnerable plants from being ruined. Failure to preserve at least 1 Ark will result in the end of this jump - in Standard Mode this means chain failure, in Survivor Mode you simply move on without getting anything from this jump.

Great Storm [+300cp]: After escaping to their Generator site, the survivors of London found much to be concerned about - the burnt out ruins of Winterhome, dozens of survivors from the city in extremely poor condition, and eventually a huge wall of turbulent clouds making its way towards them. Whether or not New London survived that great storm is unknown, but you have such a storm on your horizon.

About 2 to 6 weeks after the start of your time here, your settlement will be hit by a heavy storm that will last for a week and drag temperatures down as long as -120c at its crescendo. Weather after the fact will be relatively stable, but leading up to the storm you'll have to deal with panic and preparation.

Nomad [+300cp, Incompatible with **Builders** and **Refuge**]: No shelter. No steady sources of key resources. You and yours are stuck wandering the frozen desert that is the Frostland. This doesn't mean you're doomed to die, you can still find temporary shelter here and there, but you'll want to keep on the move or you'll risk running out of the resources you can scavenge from points of interest scattered around the Frostland.

Prisoner [+300cp]: Not all settlements are willing to put their troublemakers in shackles, but yours is and you've made enough trouble to find yourself in permanent incarceration. At least, people think you've committed crimes worth this punishment. When you aren't being worked harder than the already hard-working citizens of your settlement, you'll be held in a prison cell that's nowhere as well-heated as it ought to be.

Soylent White [+300cp, Incompatible with **Vegan**]: The soil is poor. The Frostlands are as barren of life as one would expect for a frozen wasteland, perhaps even more somehow. This leaves only rather morally questionable sources of food, if you know what I mean.

In other words, the only available edible matter that you and your people will be able to find during your time here will be other people. Perhaps even your own people. This drawback doesn't preclude you from randomly finding refugees in the Frostlands, and it shortcuts the process of getting people to accept their grisly lot. I hear longpork is great this time of year.

Technophobia [+300cp]: The Steam Core is the pinnacle of the local steamtech, a key component in any building that's even slightly advanced. Wall drills, coal mines, infirmaries, all of this key infrastructure requires the investment of Steam Cores.

Taking this drawback, your settlement is doomed to not having **any** Steam Cores available. You won't start with any, you won't find any. Even if you find an abandoned Steam Core warehouse or manufactory in pristine condition, there won't be any Steam Cores to be found. Good luck.

Winterhell [+300cp]: The Fall of Winterhome is a tragic tale of mishap, mismanagement, and woe. A few missing parts in the Generator led to a massive explosion after it was heated up, the administrator didn't deal well with the resulting catastrophe, and the surviving population of Winterhome eventually needed to rebuild one of their Dreadnoughts and strike out into the Frostlands in hope of finding…something.

You and your people will suffer a similar fate. The exact details will depend on the exact circumstances that you enter the jump in, but you will be forced to contend with an extremely disruptive event, eventually culminating in the need for a hasty evacuation with no clear destination.

Perks

Citizens receive **2 free 100cp perks**, and **discounts** on **1 200cp perk**, **1 400cp perk**, and **1 600cp perk**.

Cold Adaptation [Free]: The people of the Frostland are highly resistant to the cold, such that 0c feels comfortable. It's not clear why this is, but you find yourself also resistant to cold temperatures. It takes much longer exposure to much colder temperatures for frostbite and hypothermia to kick in, allowing you to work in the freezing cold for hours at a time while being only uncomfortable. And non-freezing cold is positively balmy, practically skinny-dipping weather.

Frozen Grit [Free/Exclusive to **Citizen**]: The conditions under which the average Frostpunk worker or engineer works are, frankly speaking, unreasonable. Dangerous machinery, absurd temperatures, extreme hours. It's a wonder more of them don't wind up dying in accidents or pull union shenanigans.

You share in their borderline inhuman work ethic, allowing you to keep going even in the worst circumstances. This doesn't make things pleasant, it just ensures that you have the grit to keep marching on.

Administration [-200cp, Exclusive to **Captain**]: Recordkeeping is key for the administration of any community, but the odds of it being accurate are often low. But for you, it all happens automatically - you have an accurate awareness of your key resources, the status of key facilities, the population under your authority, and you can even keep track of and direct local laws and research of your holdings, though only to the extent of your actual authority. Your awareness of key resources includes income, consumption, and current stockpiles. Your awareness of the population can range from general numbers down to snooping through a particular citizen's personal details.

Captain's View [-200cp, Exclusive to **Captain**]: It helps to see things from a different perspective, and you can do just that. As long as your body is at rest and you are within the bounds of a settlement under your authority, you may see the city from a bird's eye view, flying around and zooming in and out and all that. In this mode, you can also instantly and accurately communicate orders to your citizens, though only to the extent of your actual authority.

Cookhouse Chef [-100cp]: Food is in short supply following the Great Frost. Most places can't support life, and what few places can aren't able to support a whole lot of it. There's still buried caches and what have you, but you aren't going to get a steady supply of the same stuff unless someone had the foresight to set up a Hothouse in your settlement. And don't forget that all those spices and luxuries like tea were left behind, now buried under snow and ice far to the south.

But regardless of what ingredients you have access to, you are an excellent cook, able to turn even the worst mix of stuff into hearty and satisfying meals. Even if the administration has ordered that meals be *supplemented* with sawdust or that only soup be made, the folks eating at your Cookhouse will lose far less morale and be far less likely to get sick.

Frostitute [-100cp]: Morale is an important aspect of running a successful Generator city, especially in the early days as you struggle for resources and have to push people harder to get the base infrastructure down. One of the policies many of these cities adopted was the Public House, and some even turned them into Houses of Pleasure

You are made for such an establishment, whether you're serving drinks or serving Johns. You are an excellent bartender, keeping up with even the busiest of bars, and in bed you know your way around whoever you may be sharing that bed with. Morale isn't a concern if you're assigned in the right place.

Hard Worker [-100cp]: A worker in a Frostpunk settlement will likely play many roles over the course of even a single week, getting moved between work places quite often while being expected to be competent wherever they may be assigned.

As they do, you find that you're able to very quickly adapt to new roles as you encounter them. It doesn't take you long to become competent at any sort of manual or unskilled labor you may find yourself tasked with - whether you're gathering piles of coal, cutting down frozen trees, processing the wood into usable lumber, or otherwise.

Pit Fighter [-100cp]: In many Generator cities, fighting pits were founded to help people work out their aggression and frustration from their busy lives. Every night, two fighters would enter, and one of them would leave more bruised and broken than the other. In other cities, dueling laws were passed, allowing people to fight to the death to resolve their differences.

You are a skilled fighter, able to hold your own regardless of what makeshift weapons you wield, if you decide to wield any at all. Beyond your skill, you are also quite the terrifying fighter. You cannot be bested in the arena, and few will dare to challenge your honor after your first casualty.

Vein Miner [-100cp]: One of the primary criteria for selecting Generator sites before the Great Frost hit was deep veins of coal and iron - coal to feed the Generator, and iron to provide sufficient building materials to build up settlements around these behemoth metal towers.

You are just the man to dig into these veins and extract what's needed to fuel the growth and survival of your settlement. Efficiently and safely digging through the firmament, collecting as much usable material as possible, and getting all that material up to the surface. Once there, you are also absurdly skilled at processing these materials into useful forms, like smelting the ore into good quality steel, or getting usable lumber out of forests long buried in ice.

Hothouse Grower [-200cp]: Hothouses are where the bulk of renewable food is grown after the Great Frost. Powered by the Generator with a Steam Core or two at its center, these buildings are able to provide a steady supply of calories and nutrients to those working so hard to survive in the cold.

You are an expert farmer, able to make the most of even the more basic varieties of Hothouses to produce incredibly large harvests of incredibly nourishing food on a regular basis. This covers maintenance of the soils you use, the building itself, making sure to gather as many seeds, spores, and cuttings as needed to get the next harvest going. With you there, food isn't

as much of a concern, and this of course helps in less dire circumstances where you can actually benefit from the open sky.

Frostland Hunter [-200cp]: In spite of everything freezing, life still manages to cling on in the Frostland. Shoals of fish in ponds kept thawed by warm hot springs, herds of reindeer that feed off the little lichen and plant life that survives, fungus and moss surviving in sheltered caves, and so on. All these sources can provide for a hungry city.

You are an expert trapper, hunter, and forager. You can find your way to prey from miles away, know when to go for the kill or set up a trap, and you always seem to find plenty of forageable food without needing to completely kill a patch. Indeed, you can always find sources of food in even the most inhospitable of environments.

Medical Doctorate [-200cp]: The Great Frost hasn't been the greatest event for public health. People just seem to get sick at the drop of a hat, and frostbite is a constant threat. Add on the tight living conditions and the cold making sanitation a nightmare, and there's constantly people in need of care.

Thankfully, you are actually a trained doctor who is able to deal with most ailments, even with the limited tools at your disposal in this frosty wasteland. You can diagnose whatever is ailing whoever walks into your medical post, treat it efficiently, and get them back to work and their medical bed clear in record time.

Frostland Scout [-400cp]: Scouts are key to the survival of most Frostland settlements - finding refugees, caches of resources, potential locations for expansion, and even other settlements. These brave men and women spend weeks, even months, at a time trekking through frozen desert seeking out what is to be seen while eking out their own living on the move.

You have the skills and grit to not simply serve this role, but to thrive in it. Moving through the snow on foot while dragging heavy sleds, avoiding hidden crevices in the ice, avoiding what few predators prowl, finding enough supplies to keep yourself and your team going, and much more. You have no issues living in and traversing even the most inhospitable environments without outside support.

Steam Engineer [-400cp]: The steamtech of Frostpunk is capable of some amazing things. Many amazing things. And all of it is possible thanks to the diligent engineers who run the workshops that advance each cities' collective knowledge and the factories that build the massive automatons and fix those who've lost limbs.

You are one of these engineers, a multidisciplinary journeyman in the many applications of the local steamtech. You can not only maintain and fabricate such technology, but you can turn anything and everything with a technological base into steamtech - making them compatible with your Generator and integrating Steam Cores into their designs. However, there's only so much that a Generator can power at a time.

Wood and Steel [-400cp]: The materials available in the Frostlands are not of the highest quality. Most wood you'll find is broken and warped, and most metal will be rusted scrap. But still, needs must, and you can do your best with even incredibly poor quality materials.

In more naked terms, the quality of the materials you use for your building and crafting doesn't matter, the end result will be as though you'd used the best. Also, you get much more out of the materials you do use, allowing you to build a sturdy and well-insulated house out of a pile of broken crates and rusty scrap steel. Finally, you can fudge materials a bit and you don't need to worry about the lesser materials involved in whatever you're making as long as you supply the primary materials - so that house will have glass windows, even if you didn't have any glass on hand.

This also provides you a general skill for architecture and making your creations stylish, fitting an aesthetic that you desire.

Research and Development [-600cp]: While Generators and Steam Cores are peak advancements of steamtech and core to the infrastructure of steamtech, they most certainly are not the bleeding edge. For example, a city founded and owned by the (in)famous Nikola Tesla was protected from the snow and ice by an electromagnetic shield - unfortunately, this same shield was responsible for the death of the city's inhabitants.

You are beyond a mere engineer, able to push the limits of the local steamtech incredibly far. Given sufficient time and experimentation, who knows what nonsense you could get up to. In addition to that, you can translate all of this highly technical information into idiot-proof blueprints and instructions, so you don't have to oversee every step of the construction of your teleforce ray in order to avoid the workers frying themselves.

Miracles Happen [-600cp]: In the Frostlands, chance is often the only thing between you and survival. Even with all the desperate measures and foresight in the world, sometimes you just need the right few resources or people at the right time to make all the difference.

You are incredibly lucky in general. This is usually barely noticeable beyond your life just being smoother than it used to be, but it really comes in when situations get desperate. If your daughter happened to wander off into the Frostlands right before a huge storm rolls in, you're basically guaranteed to get the supplies necessary for a solo expedition to save her, and that expedition is all but guaranteed to be successful. Although, while both of you would survive, you wouldn't be completely untouched.

Items

You may combine any similar-enough items that you bring into this jump with items that you acquire in this jump at the start of the jump.

If you take **Survivor Mode**, you get a chance to combine items on your way out of this jump.

Unless mentioned otherwise, items you acquire here resupply, repair, and respawn each week.

Citizens receive **one free 100cp item**, and **one discount on an item of each higher price tier**.

Lamp [Free]: The quintessential item for any survivor in the Frostland. While the power source isn't clear, lamps are able to provide their owner with light, heat, and they can even operate as an emergency distress signal. A lamp can be worn in a variety of ways, or held in the hand. And if a person has prosthetics, it will be used as a power source for them. Any lamps purchased through this option don't ever need to be refueled or recharged, acting as a constant source of power, though with a low output.

Warm Clothing [Free]: Even the mildest weather after the Great Frost is well below freezing, so it makes sense that anyone left alive is almost always wrapped in numerous layers of clothing. You receive your own set of heavy, insulative clothing. It's not the prettiest or most flattering, but it will keep you warm where most clothing would have you losing bits to frostbite.

Worker Toolkit [-100cp]: A worker can be expected to do any number of different jobs throughout his days. Mining, forestry, woodworking, metalworking, construction, or even just gathering or hauling materials. This is a complete kit of tools for such labor, and it all comes in a convenient backpack.

Rations [-100cp]: Everyone needs to eat. And to that end, you have this crate of prepared rations. Definitely not the haute cuisine of the now-frozen Paris, but it's nourishing and filling enough to carry you through long shifts in hellish conditions. The crate seems to be in a constant state of being slightly empty, such that anyone who grabs a portion of rations from it won't find any more until the next day.

Scout Gear [-100cp]: Everything needed for those intrepid explorers to explore the Frostlands in the long term. Even warmer and more covering clothing, sleds and straps, all kinds of tools to collect materials and food, crates and other storage for whatever they find out in the wastes, and more. With this, someone could haul many tons of material across terrain that wouldn't normally allow for such things. These sleds are lightweight and equipped with engine boosters, allowing for quick travel across the Frostlands.

House [-200cp]: The pinnacle of personal living spaces, a tall home built of wood and steel with the capacity to house up to 10 people. The one you purchase here also has a little something extra - a heater that somehow doesn't need fuel. Between that and the house's great insulation, you could wait out all but the worst weather without risk of frostbite.

Hunting Zeppelin [-200cp]: The pinnacle of Frostland hunting equipment, the zeppelins allow for hunters to cross vast distances in search of prey and bring back large amounts of food when morning comes. You get a zeppelin that can hold a couple of people and a heavy load, plus a hangar for it to dock at. Of course, this also comes with a large amount of hunting supplies.

Tea and Spices [-200cp]: The luxuries that were left behind during the evacuation, considered too weighty and not worth the effort to bring North. It wasn't simply the fancy and hard to find sorts of spices that were left behind, but even basic things like salt. This is a crate full of spices, teas, and coffees. It refills daily, but there's only so much, so try to use it sparingly unless you really want people getting hooked and demanding more than you have.

City Schematics [-400cp]: The process of research that occurs at workshops of a city is, in fact, translating the standardized architecture plans into instructions for the unskilled working class to build up the great Generator cities. This is a pile of such plans, providing you with all the knowledge needed to build every standard structure from the game.

Medicine [-400cp]: Health is always something to worry about in this world. Every day someone will fall ill and need treatment, meaning that you need a steady supply of medicine and the tools to deal with all those sick. This is a crate loaded with medicine, medical tools, and other medical supplies - the only concern is that it's all Victorian-era supplies, though with a steampunk twist.

Prosthetics [-400cp]: With how often people tend to lose limbs after the Great Frost - whether due to frostbite, sickness, or industrial accident - it figures that replacements would be needed. This is a crate of prosthetics made from wood and steel. They are easily adapted to the particulars of an amputee, and they are surprisingly easy to get the hang of. After a couple of days, these seemingly primitive prosthetics are more or less as good as having the actual limb back.

Automaton [-600cp]: A towering construct of steel and wood with a Steam Core at its center. Built for navigating the deep snow and working autonomously, a single automaton can do the work of a whole crew of men. Not as quickly, but with no concern for sleep or stamina, only taking an hour to refuel each day. The automaton you receive from this option doesn't need refueling, allowing it to keep working around the clock, even without a Generator to refuel its core.

Land Dreadnought [-600cp]: A gigantic steam traction engine that can move through the harsh conditions of the Frostlands, crossing frozen oceans and ice sheets without only a "small" risk of becoming trapped by shifting terrain or mechanical failures. This great machine has been retrofitted to house a few hundred people, protect them from the cold, and it has storage space for all the supplies needed to keep them alive. It also doesn't need fuel for some reason.

Lost Schematics [-600cp]: The secrets behind the manufacture of Steam Cores were thought to be lost with Great Frost, alongside their creator. And yet, here they are - blueprints for Steam Cores, all the components you need to build them, and the facilities needed to build those components. The process is rather involved and resource hungry, so you'd need a developed city to take advantage of this opportunity.

Also included are schematics for an experimental Steam Core power aeroplane, which again requires quite a bit of investment.

Generator City

Only **Captains** may access this section.

Captains receive **+1000cp** to spend in this section.

- Points gained from this section may be spent anywhere in the document.
- Point-granting options are drawbacks, even if not in that section, meaning they wear off when you finish this jump.
- You may insert your city into a location of your choice at the start of each jump, altering the land to largely match your chosen Topology.
- Between jumps, you may choose whether your city's population persists, you get a new set of locals, or if it appears empty. This may also be done partially, in case you want to give people a choice to be left behind.
- Between jumps, you may freely import, combine, and integrate other properties into and with your city, as well as import, combine or integrate it with any property that's large enough to hold it. You can also separate them and/or recombine properties.
- Your city retains changes between jumps.
- You are considered the rightful owner of your city, and the population is largely loyal to you.

Topography

Canyon: A Generator built in a large crevasse sheltering it from bitter winds, though limiting the available area for construction. You can only really expand on two directions here, and you'll need to invest in steam hubs to heat the extant areas.

Crags: A Generator built in an alternate location after rugged terrain and worsening weather made reaching the primary site impossible. This area is full of jagged rocks that make city planning much more difficult.

Crater: A Generator built into a large crater, leaving plenty of open space for construction and sources of building materials relatively nearby while also protecting the whole space from the wind.

Flats: A Generator built into a much larger crater, allowing for an incredible amount of expansion at the cost of steady sources of materials being much farther away, and not having as much protection from the wind.

Frozen Grove: This Generator was built into a sheltered location that provides much protection from the wind, but loses out on expansion space and is hindered by a large standing forest of frozen trees.

Hanging Rock: A hanging rock protects this Generator from the prevailing wind, while a gently sloping entrance grants easy access to the outside world. This site has a moderate building area and decent access to resources.

Rifts: A Generator built on a rocky shelf near the former seashore. It has a small initial building area and limited access to resources, requiring the construction of bridges to reach key sources and expand the building area.

Snowdrifts: A Generator that went unused for too long, causing snow and ice to partially fill the area around it - leaving little space for expansion.

Weather

Calm [-100cp, Incompatible with **Harsh**]: Your time here will start relatively warm at a balmy -20c and the temperature will drop slowly and gradually, giving you time to get everything in place by the time you start getting regular blizzards that only last a day each. After this jump, the weather around your settlement remains quite mild, at least relative to the region and setting.

Call Frost [-200cp]: As more of a weird personal power than a function of your city, you can call upon the Great Frost to affect the region around your settlement at will. It takes time to come into effect, but soon enough the local area might as well be above the arctic circle. Great for denying territory to foes that aren't prepared for such cold. You can also cancel the effect at any time, but it will take time for things to revert to normal.

Harsh [+100cp, Incompatible with **Calm**]: Your time here will start a little colder at -30c, and the temperature will drop much faster and more suddenly. You'll have to strap in and get things in, because you'll have to deal with 2 to 3 day blizzards every week before long.

Hazards [+200cp]: Whatever your choice of weather, you'll be dealing with regular blizzards every week or two. With this, your settlement will suffer random weird effects for a week following each blizzard. Maybe crops just don't grow as good, maybe your coal thumpers aren't pulling as much up, maybe everything made with a Steam Core just isn't working as fast as it should. It'll be random each time, so some weeks may be better than others depending on what industries you focus on.

People

Starting Population [Free]: You start with 80 people under your command.

Healthy [-100cp]: Your people are much less likely to fall ill, lose limbs in general, and they can function normally on much less food.

Sensible [-100cp]: Your people get with the program much easier, not falling to subversive rhetoric at the speed or numbers they might normally.

Steadfast [-100cp]: Your people are much hardier, emotionally. They don't start panicking out of nowhere, and things need to get really bad for them to start losing hope.

Stoic [-100cp]: Your people are able to put up with far more annoyance and inconvenience than normal, not complaining until you basically start working them to death.

Demographics [-200cp]: You have a choice of the demographics of your starting population, including both what 'class' they are and other personal factors.

Hopeless [+100cp]: Your people are weak-willed and pessimistic. Some panic at the slightest bit of danger, others see portents of doom around every corner, and together they tend to work themselves up over nothing.

Poor Health [+100cp]: Your people are sickly, far more easily injured, and they require a noticeably larger amount of sustenance than they ought to.

Rabble Rousers [+100cp]: Your population is full of folks who don't quite realize the gravity of the situation, demanding far more accommodations than can be reasonably provided and starting trouble when they don't get their way.

Whiners [+100cp]: It seems like no matter what you do, your people always find something or some way to complain. You could do everything right, save the city flawlessly, and they'd still grumble.

Minecraft [+200cp]: The bulk of your population is children, and what few adults are around are largely old or infirm. Obviously, this is something of a nightmare when there's so much work to be done.

Features

Generator [Free]: The very heart of your city, to which everything is connected and provided with heat and power. It requires a constant supply of coal to keep working, lest it stop and slowly grow cold, stopping the whole city with it.

The Generator itself towers several stories high, but also goes deep into the ground to access geothermal power. It's essentially a coal-powered heat pump that pulls heat from geothermal sources and brings it to the surface.

An enormous steam-powered furnace and engine, the Heat Generator Tower is able to not only keep a whole city running, but also generates a large area of heat to keep nearby buildings sheltered from the cold. The size of this heat zone, and how much heat it provides, can be progressively upgraded, but this also increases the needed coal supply. It can be toggled between various levels of heat and sizes of heat zone, allowing for strict control of coal consumption in times when there isn't as much demand.

In addition to the heat zone, the Generator also has an overdrive mode, allowing it to output more heat at the cost of accumulating stress. If too much stress builds up, the Generator will explode quite dramatically, destroying your city and killing most of your population in the process while dooming the remainder to freeze to death.

But, all these features aren't unlocked at first, requiring an investment of resources to be accessed - unless you spend **-200cp**, which allows you to get all the upgrades for your Generator to start off with. This includes both the above mentioned functions, but also makes the Generator generally more efficient and the overdrive function much safer to use thanks to stress building up slower and falling faster.

For **+200cp**, your generator was a rush job - it still works, but it's a temperamental thing. Faults keep coming up and things keep breaking even if you aren't using the overdrive. You'll need to dedicate quite a few resources and a lot of Engineers to keep the Generator running, find out what's causing all these problems, and finally fix it before you get hit with any serious cold waves.

Post-jump, your Generator gains a toggleable low power mode, vastly reducing fuel consumption. In this mode, the Generator still powers your city without producing heat zones that would cook your population alive outside of arctic climates.

Beacon [-100cp]: A hot air balloon tethered to an anchor on the ground, equipped with a light beacon and lookout post attached underneath. It acts as both a sort of lighthouse and survey platform, signalling your city's presence and allowing your people to keep an eye on the surroundings. Purchasing this gives you a pre-built beacon on the edge of your city, which comes with enough fully upgraded scout equipment for 3 teams of 5 people to scour the Frostland for resources.

Charcoal Kiln [-100cp]: A facility that uses intense heat to turn wood into coal - a good way to get rid of excess wood and bolster your coal reserves. Purchasing this provides you with a pre-constructed kiln that comes fully upgraded, allowing it to produce more coal from less wood with faster processing times.

Coal Thumper [-100cp]: By pumping high-pressure steam into underground coal deposits, thumpers are able to force the precious resource to the surface to form large piles of it for easy gathering. Purchasing this provides you with a pre-constructed thumper, which can always produce more coal piles, as well as enough gathering posts to keep up with the thumper's production as long as you have the people to man every facility.

Cookhouse [-100cp]: A key part of any settlement's infrastructure, the cookhouse is where the meagre raw food that you are able to collect and grow is made into proper rations to feed your people. By purchasing this, your city starts with a cookhouse already built.

This cookhouse is efficient enough to feed a population of hundreds given enough ingredients, helped by a subtle doubling that occurs during food preparation that results in twice as much food being produced from the same amount of ingredients.

Hunter's Hangar [-100cp]: A hangar that's equipped to hold, maintain, and refuel a small zeppelin that allows for hunters to travel farther and faster, as well as to better spot prey. Purchasing this provides you with a pre-constructed hangar, including the zeppelin, with upgraded equipment to allow for easier hunts and instruction on tactics that reduce this facility's staffing needs. This hangar also comes with a guarantee of good prey, ensuring a steady supply of animal protein for your city.

Prepared Housing [-100cp]: Around your generator sits a ring of pre-built tents, enough to shelter your starting population from the cold and save you needing to invest a bunch of wood to keep people alive in the early days. For an extra **-100cp**, these are actual houses rather than flimsy tents, future proofing your population for when the cold's grip tightens.

Resource Depots [-100cp]: A set of 5 storage buildings within your city's bounds, each stocked full with one of the common resources you'll need going forward: Coal, Wood, Steel, Raw Food, and Rations. All of this will be a major jumpstart to building your city, though they don't restock and are only useful for storage space down the line.

Seed Ark [-100cp, Free with **Arks** Drawback]: A building designed to safely house all manner of seeds and seedlings, preserving them for future generations as long as it is kept relatively warm. The one you get from this item comes with a whole stock of potentially useful plants, which updates each jump to include fairly common examples found in the local setting.

Workshop [-100cp]: A laboratory equipped with everything needed for an engineer needs to develop designs of various buildings, devices, and improvements to such - always at a cost of materials, though the investment is often worth it. Purchasing this provides you with a pre-constructed workshop for your engineers to figure out new infrastructure for your city and think up improvements upon that infrastructure. This workshop is also fantastic for any kind of research you may have in mind, even beyond the auspices of the local steamtech.

Coal Deposit [-200cp]: Within the bounds of your city is an enormous deposit of coal. Purchasing this ensures that the deposit never runs dry, and starts you with a pre-constructed

coal mine that's ready to provide you with a steady and endless supply of coal to feed your generator. It's enough coal to keep the city warm through milder weather, but you'll need to supplement the supply when things start to get really cold.

Factory [-200cp]: A manufacturing plant for automatons and other advanced steamtech devices. Purchasing this provides you with a pre-constructed and fully upgraded Factory that can efficiently and quickly produce prosthetics and automatons if you have the materials on hand. This includes the upgrades to automatons, ensuring that they work much more efficiently than normal and are able to work at all facilities you might build in your city. Also, there's nothing keeping you from retrofitting the facility to build other things.

Frozen Forest [-200cp]: Long buried in the ice that forms one of the walls around your city is an ancient, frozen forest - enough wood to supply your city for decades or centuries if you could just get to it. Thankfully, purchasing this provides you with a pre-constructed wall drill that's already in place, ready to provide you with an infinite amount of wood by working through the ice to allow workers access to the trees trapped within.

When you insert your city into non-frozen climes, you may convert this into a timber grove and sawmill that still provides you with a steady, endless supply of wood.

Hothouse [-200cp]: Purchasing this option provides you with an industrial hothouse, which has a hermetically sealed interior and thick glass windows that allow light to enter while keeping the warmth in. A pair of Steam Cores are kept running around the clock, keeping the interior atmosphere warm and humid enough for the delicate crops inside to thrive. This facility is able to produce a variety of fruits, vegetables, and grain to provide for the nutritional needs of your city. The house you get with your purchase never has issues with soil infertility or blights, ensuring a steady supply of nourishing ingredients for the cookhouse.

Infirmary [-200cp]: A steam-heated infirmary with space for up to 10 patients. The sick recover faster here than the flimsy medical posts, and the severely ill can be treated safely and reliably rather than just being kept stable. Purchasing this provides you with a pre-constructed infirmary that comes fully upgraded with reduced staff requirements and optimized procedures to ensure the quickest recovery possible for the sick. The infirmary also never runs out of medicine or equipment.

Iron Vein [-200cp]: A large vein of iron ore, enough to supply your city for a functional eternity if you just mine and process it. Purchasing this ensures that the vein is not only endless, but sets you up with an advanced steelworks that converts all the ore mined into quality steel, ensuring a steady and endless supply of it in the future.

Tesla Shield [-200cp]: A powerful energy barrier that can keep the ice and snow at bay, ensuring that your city will remain clean and unburied even in the most dire of weather. Unfortunately, it doesn't do much for the cold, but this barrier won't fry your citizens like the one in Tesla City did…unless you falter on maintenance or it suffers sabotage.

Army Warehouse [-300cp]: A huge storage facility loaded to the gills with steel and Steam Cores. The steel is easy to retrieve in decent quantities, but the Steam Cores take even dedicated crews a lot of time to extract. The facility also isn't well-insulated, nor is it designed for industrial levels of extraction, but these can be improved with an investment of time and resources.

Outpost [-300cp]: A developed location out in the Frostland, which provides you with regular shipments of a particular material featured in the game. Options include Raw Food, Wood, Steel, Coal, and Steam Cores. You get a decent amount of whatever you choose, though you only get 1 Steam Core per day. You may purchase up to two Outposts, and each provides a pre-built Outpost Depot

Post-jump, this simply becomes a regular shipment of whatever material you chose that shows up in the appropriate Outpost Depot.

Companions

Create/Import [-100cp]: With each purchase, you may create or import up to 8 companions. Each companion receives the **Citizen** origin, including the stipend, freebies, and discounts, plus 600cp to spend on Perks and Items.

You may also create or import 1 companion for free, gaining all the listed benefits.

Export [Free]: If you can convince anyone to come along with you and they are alive by the end of your time here, you may bring them along with you as followers or companions.

Citizen Import [Free, Exclusive to **Captain**]: If you bring followers and/or companions in with you, you may import them into your starting population. Each follower or companion receives **Cold Adaptation**, **Lamp**, and **Warm Clothing**.

Junior Engineer [Free]: Somehow, you find in your company one Euphemia ‘Effie’ MacLachlan, an assistant engineer who was present for the construction of Sites 107 and 113. A graduate from the University of Cambridge who joined the Imperial Exploration Company as an Engineer, only to wind up overseeing the construction of Generators prior to the Great Freeze. She wasn’t taken seriously when she warned of a dangerous fault in the Generator at her original site, which ended up killing most of the IEC employees before she was taken in by Site 113.

The End

Return Home / **Stay Here** / **Continue Chain**

If you completed your time here in **Survivor Mode**, you get an extra reward depending on your origin.
Citizens get an infinite supply of wonderfully tasty and warming hot cocoa.
Captains get something much more lucrative - their Generator no longer needs to burn fuel.

Notes

Generator City Maximum Population: Assume that any particular Generator City can hold up to 800 people with proper housing before things start getting really crowded.

Last Autumn + Great Storm: The timer on the Great Storm will start when the Great Frost hits.

Changelog

2025-06-11;

- 0300: Initial release.
- 0905: Added +1000cp stipend for the Generator City Section.
- 0935: Fixed typo in Great Storm(Generator City), Added note regarding Great Storm(Generator City) and Last Autumn.
- 1047: Added a second tier to Long Haul

2025-11-29;

- Adjusted formatting.
- Added free create/import.
- Consolidated drawback sections, folded Rush Job drawbacks into the Generator option as an optional drawback.

Links

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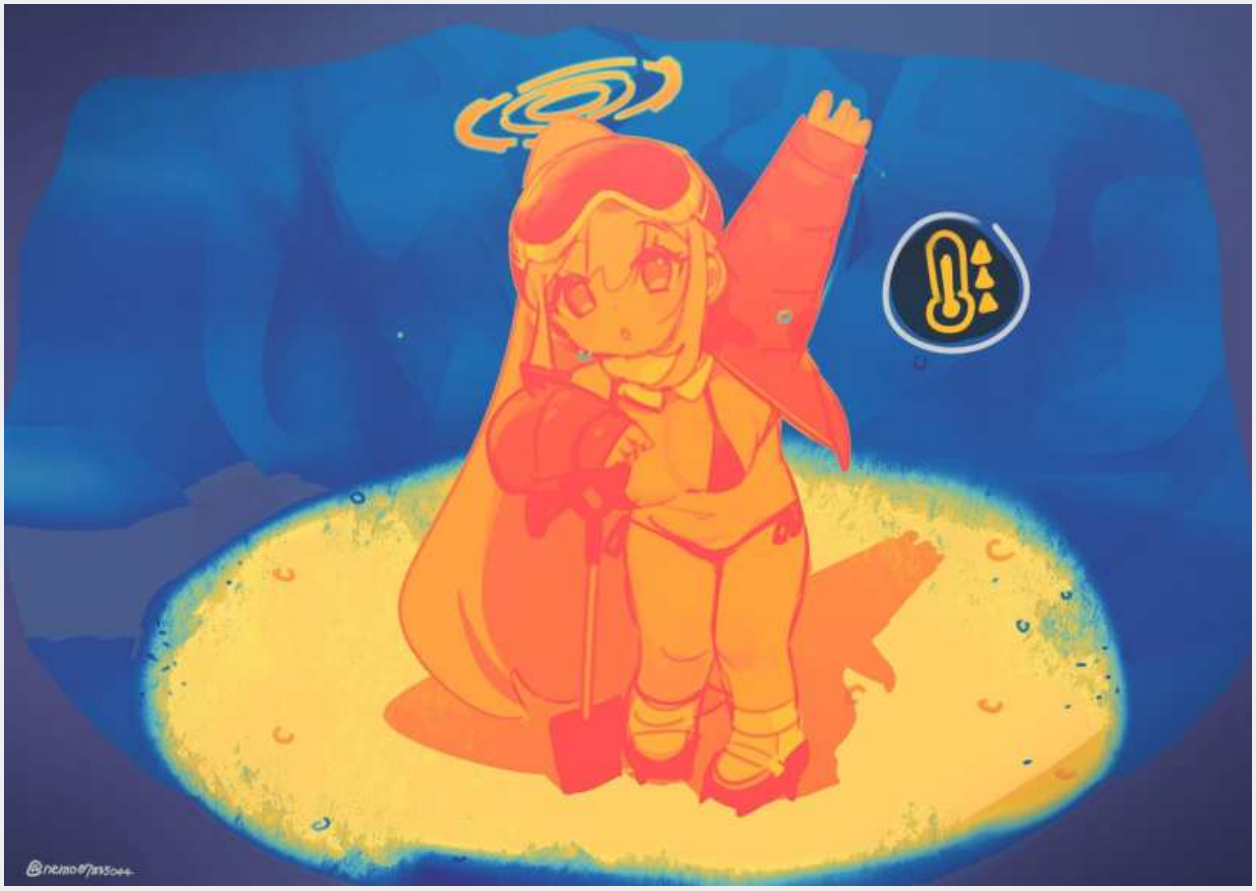
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