



# FRODO BILBO PUNK

## THE ◆ BOARD GAME ◆

**11bit**  
STUDIOS

SCENARIO BOOK

  
**GLASS CANNON**  
UNPLUGGED

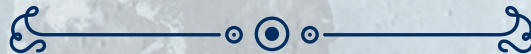


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## Introduction



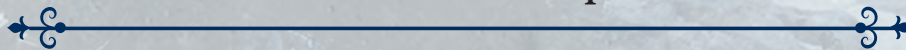
*This Scenario Book contains descriptions of the various scenarios you can choose when playing Frostpunk: The Board Game. Each scenario lists the additional components required, how to set up the game, and any additional rules.*

*For your first game we suggest playing the 'A New Home: Crater' scenario. This is the scenario described in the Rulebook and is not repeated here, although you can still play this scenario at any time, even beyond your first game.*

*Three of the scenarios in this book: 'The Arks', 'The Fall of Winterhome', and 'The Ruins of Tesla City', are advanced scenarios and should be attempted only when you have played the game several times.*

*Each section of the Setup is numbered to match the Setup as described in the Rulebook.*

## Alternative Generator placement



If you prefer, you can play the game with the Generator placed outside the map.

In this case, use the other side of the Generator tile **1**. The middle of this tile is for the Supply. Also use the other side of the Supply board **2**; the space that was the Supply is used for Spent Citizens.





## A New Home: Frozen Grove

*The Frozen Grove was supposed to be among the most habitable generator sites. Those who placed the generator along a ravine wall expected that it would be protected against the powerful, freezing winds. Unfortunately, they underestimated the great frost. Once the winter apocalypse was upon us, it turned out the generator wasn't efficient enough to provide the heat for the entire area. We had to take things into our own hands, and once again, technology proved that we are completely dependent on it. Our engineers produced a solution – a network of steam-powered hubs that will act as small generators providing heat in areas too remote to rely on the actual generator. This solution will also help us gather the resources hidden beneath the snow without endangering our workforce to frostbite. Steam hubs produce heat, but they also consume additional coal, so we need to place them wisely and ensure our most important buildings are concentrated within the generator's vicinity.*

### Additional components



3 Steam Hub  
Building pieces



'Steam Hub'  
Technology card



'1/09' Storm  
Scenario card

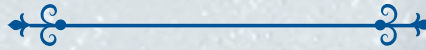


# Setup



Follow the setup shown in the Rulebook for the 'A New Home: Crater' scenario, except for the **Map setup** and **Technology display** sections. For those sections, follow the setup shown here. Then follow the **Additional setup** instructions.

## 1 Map setup



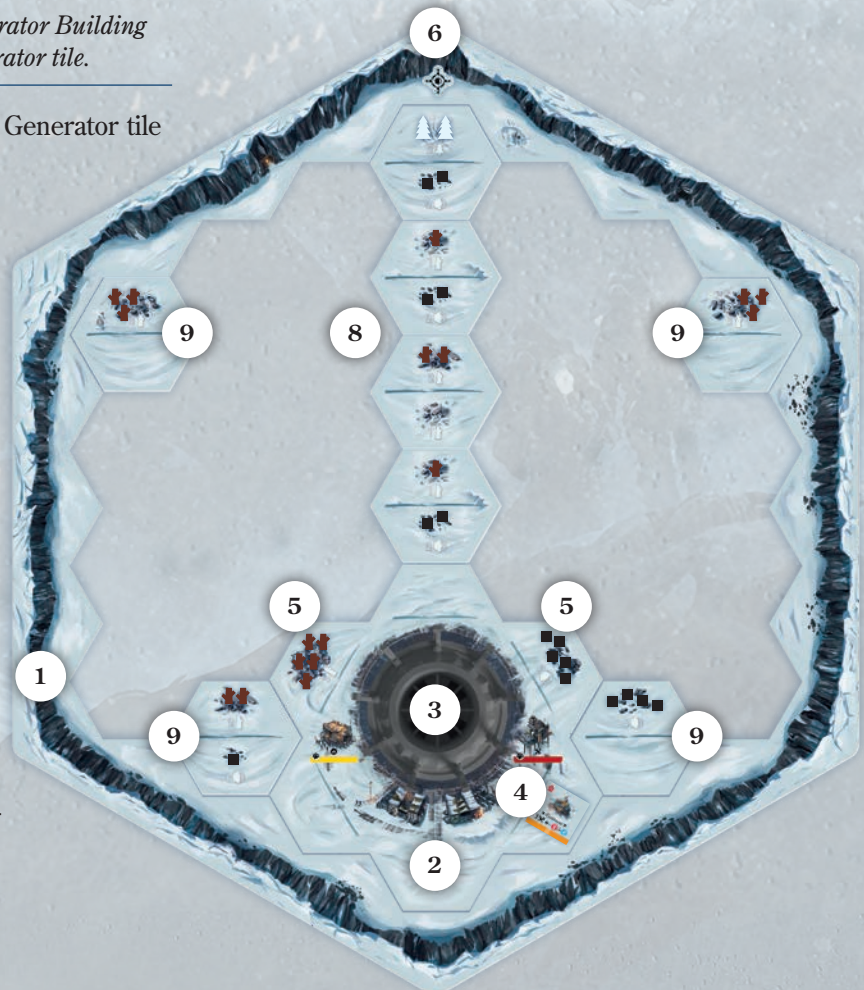
- 1 Create the Rim board by connecting together the 6 Rim board pieces to form a hexagon as shown in the image. Use the side depicting a cliff face.
- 2 Place the Generator tile so it is connected to the bottom corner of the Rim board, oriented as shown.
- 3 Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
- 4 Place the Cookhouse Building on the Generator tile as shown.

*Note: The Platform and the Generator Building are pre-printed on the Generator tile.*

- 5 Place 5 Wood and 5 Coal on the Generator tile as shown.
- 6 Take 2 Starting Wall tiles (1 showing a Wood Deposit and 1 showing a Coal Deposit) and shuffle them face down. Draw one of these Starting Wall tiles at random, placing it face up on the top corner of the Rim board. Return all other Starting Wall tiles to the box.
7. Separate the Map tiles into 2 stacks based on their backs, shuffle each stack separately, and place them face down nearby.
- 8 Connect the Starting Wall tile with the Generator tile by placing Near tiles face down between them.

- 9 Place 1 Near tile face down in the left top corner and 1 Near tile face down in the right top corner. Place 2 Near tiles face down so they are adjacent to the Generator tile and the Rim board.
10. Flip all Near tiles placed in steps 8 & 9 face up. Place Resources and Trees from the bank onto the spaces on the tiles as depicted on those spaces.

*Note: If any of the revealed tiles depicts Food, it will be added to the Population board later in setup.*





### 3 Technology display

- 1 Place the 'Steam Hub' Technology card face up in the Technology display.
- 2 Shuffle the remaining Technology cards and select 3 at random, placing them face up in the Technology display.
- 3 Place a Development token on each card, inactive side up.



### 15 Additional setup

1. Place the Steam Hub Building pieces below the Buildings board.
2. Replace the '1/08' Storm Scenario card with the '1/09' Storm Scenario card.

### Additional rules

#### ACTION PHASE

You may only perform an Action on a Map tile (Remove Snow, Gather Resources, Construct, or Use a Building) if that Map tile is either adjacent to the Generator tile, or is connected to the Generator tile by other Map tiles. However, Map tiles and Buildings on Map tiles may still be heated even if the tiles are not adjacent to the Generator tile or connected to the Generator tile by other Map tiles.

#### STEAM HUBS

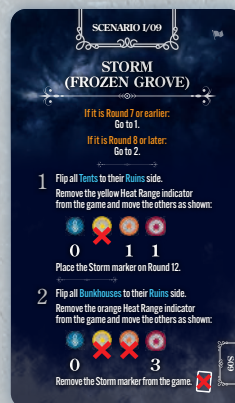
Once the Steam Hub technology has been developed, you may build Steam Hub Buildings at a cost of 1 Wood each.



#### [W] Steam Hub (S)

**Passive:** At any time during the round, if the Heat marker level is higher than the Red Insulation level you may place 1 Coal from the supply into the Steam Hub. While there is a Coal in the Steam Hub, the tile it is on and all adjacent tiles are heated. Return the Coal to the bank at the end of the Generator Phase.

Cannot be upgraded.



#### STORM CARD

The Scenario card '1/09' is used as the Storm card for this scenario.



## A New Home: Crags

*When humanity learned that it would soon face its greatest challenge – the permafrost – we did our best to prepare. We failed in so many places, almost succeeded in others, and achieved victory in a few... our fate now remains to be seen.*

*The main part of the great exodus plan was to distribute the generators across the land to provide sufficient shelters for the survivors. Generator 049 was no different, yet its story is a sad one.*

*Expedition 049 set out to navigate the transportation of the generator through dangerous, rocky terrain. The idea was that once they reached a valley, where the settlement would be protected from the howling, frosty winds, the generator would be set up and marked as a safe location.*

*Only Expedition 049 never reached its destination. Their convoy was strangled among razor-sharp crags that were not marked on the map. The bodies of members of the convoy are still visible beneath the snow and the ice. Their blackened faces speak of a terrible struggle.*

*Generator 049 was set up just next to the crags, the only place available, as the convoy members tried to save their lives when their march was impeded by the rock formations. They didn't last long; lack of buildings provides a grim testimony. The generator stands surrounded by the rugged, rocky fingers trying to break free from the ice.*

*How do I know this? I'm standing right in front of the generator, with a group of people who trusted me to lead them to where the safe site 049 would be, only to learn of the convoy's demise. There is no room for doubt, there is little room for construction, and even less room for mistakes.*

### Additional components



4 Crags Map tiles with 0 spaces



1 Crags Map tile with 1 space containing 4 Trees

### Setup

Follow the setup shown in the Rulebook for the 'A New Home: Crater' scenario except for the **Map setup** section, which is described below. For this scenario, remove the 'Steam Hub' Technology card.



## 1 Map setup

- 1 Place the Generator tile in the middle of the play area, oriented as shown.
- 2 Create the Rim board by connecting together the 6 Rim board pieces to form a hexagon as shown in the image. Use the side depicting a cliff face.
- 3 Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
- 4 Place the Cookhouse Building on the Generator tile as shown.

*Note: The Platform and the Generator Building are pre-printed on the Generator tile.*

- 5 Place 5 Wood and 5 Coal on the Generator tile as shown.
- 6 Take 2 Starting Wall tiles (1 showing a Wood Deposit and 1 showing a Coal Deposit) and shuffle them face down. Draw one of these tiles at random, placing it face up on the lower left corner of the Rim board. Place the other tile, face up, on the lower right corner of the Rim board.
7. Separate the Map tiles into 2 stacks based on their backs, shuffle each stack separately, and place them face down nearby.
- 8 Place 1 Near tile face up in the topmost corner of the map.
9. Return 4 Near tiles from the stack at random to the box. Add the 5 Crag tiles to the Near tiles stack and shuffle them together. Be careful not to look at the backs of the tiles when doing this as the backs of the Crag tiles are different from the Near tiles.

- 10 Place the first tile from the Near tile stack face up between the Near tile placed in step 8 and the Generator tile. Going clockwise, repeat this process until the Generator tile is surrounded by tiles.
11. Place Resources and Trees from the bank onto the spaces on the tiles placed in steps 8 & 10 as depicted on those spaces.

*Note: If any of the revealed tiles depicts Food, it will be added to the Population board later in setup.*



## Additional rules

### CRAGS MAP TILES

4 of the Crag Map tiles have no spaces on them; you may not Build or perform any Actions on them.

1 of the Crag Map tiles has one space on it containing 4 Trees; you may build Small Buildings or perform Actions on that space as usual.



# A New Home: Flats

*The endless white makes it difficult to discern where the actual horizon line is, even for a keen-eyed person. The generator placed here was one of the first ones, back when no one could have predicted how severe this age of ice and snow would be. This place must have been beautiful before; hell, it is gorgeous even now, with plenty of natural resources in the area. In normal conditions, the distances between the generator and the resources would not have been an issue at all - a pleasant stroll, if you will. But now? If the weather is especially nasty, one can freeze to death before they reach halfway or drop exhausted, which translates to a similar fate. We should establish posts to provide some shelter for those who will gather resources. This place is terrific for expansion; if there is anything we have plenty of, it is free space. If only we had another generator or two...*

## Setup

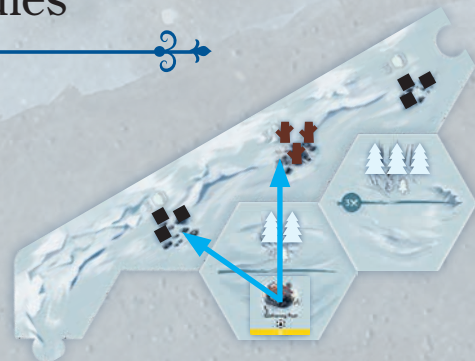
Follow the setup shown in the Rulebook for the 'A New Home: Crater' scenario except for the **Map setup** and **Population board** sections. For those sections, follow the setup shown here. Then follow the **Additional setup** instructions. For this scenario, remove the 'Steam Hub' Technology card.

## Additional rules

### SPACES ON THE RIM BOARD

A space on the Rim board works like a space on a Map tile except that you may not Build Buildings on it and it cannot be heated.

- You may perform the Gather Resources Action on a Rim board space.
- A Rim board space is adjacent to all spaces on Map tiles that share a straight edge with the Rim board space (up to 2 Map tiles).



*For example: A Gathering Post may take 1 Resource from each adjacent Rim board space when you perform the Use a Building Action with that Gathering Post.*



## 1 Map setup

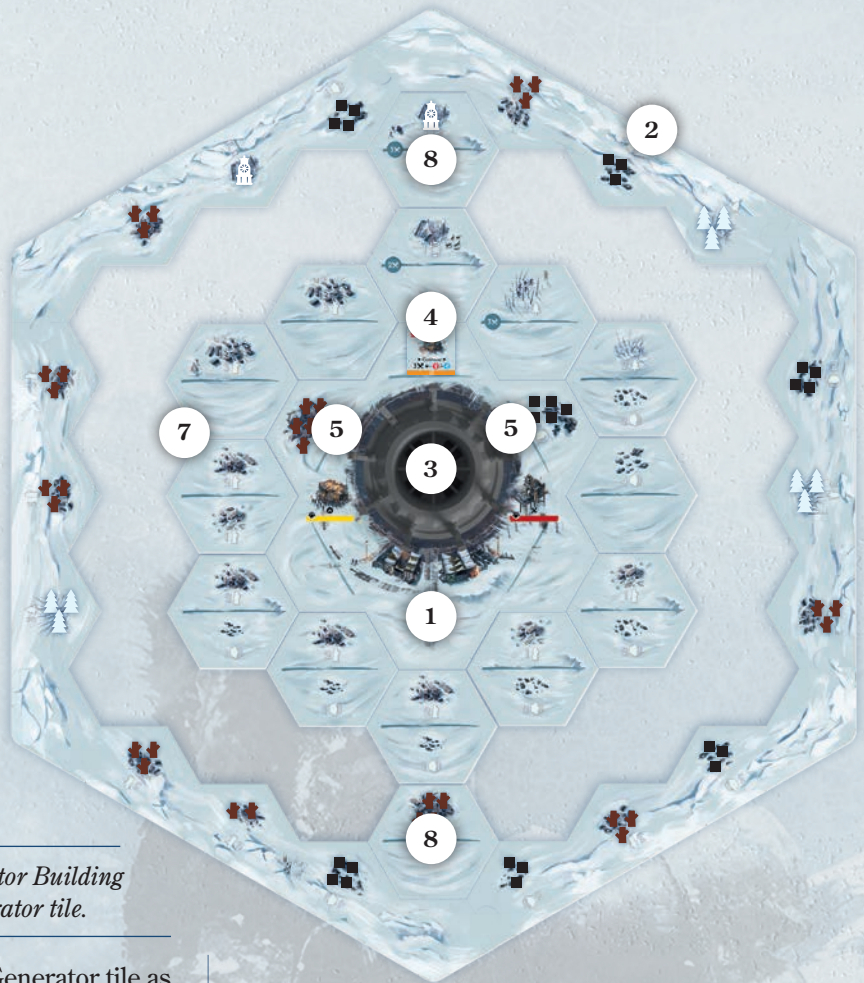
- 1 Place the Generator tile in the middle of the play area, oriented as shown.
- 2 Create the Rim board by connecting together the 6 Rim board pieces in a random order to form a hexagon as shown in the image. Use the side showing spaces with Resources and Trees on them.
- 3 Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
- 4 Place the Cookhouse Building on the Generator tile as shown.

*Note: The Platform and the Generator Building are pre-printed on the Generator tile.*

- 5 Place 5 Wood and 5 Coal on the Generator tile as shown.
6. Separate the Map tiles into 2 stacks based on their backs. Shuffle each stack separately, and place them face down nearby.
- 7 Place 12 Near tiles face up surrounding the Generator tile. **Important:** Do **not** place any Resources or Trees on them. Any Food depicted on Near tiles placed during setup is **not** added to the Population board later in setup as it is in other scenarios.
- 8 Place 1 Far tile face down in the top corner of the map, and 1 Far tile face down in the bottom corner of the map.
9. Flip the Far tiles placed in step 8 face up and place Resources and Trees from the bank onto the spaces as depicted on those spaces.

*Note: If any of the revealed Far tiles depicts Food, it will be added to the Population board later in setup.*

10. Place Resources and Trees from the bank onto spaces on the Rim board as depicted on those spaces.



## 5 Population board

Remember to increase your starting Food for any Far tile bonuses but **not** for any Near tile bonuses in this scenario.

## 15 Additional setup

1. Place 1 Automaton from the bank into the supply.
2. Remove the Coal Mine and Wall Drill Buildings from the game.



## A New Home: Dreadnought

*It is hard not to feel sad when looking at the Dreadnought that brought us here. This immense machine, powered by steam core technology, was created to deliver refugees safely from the uninhabitable cities in the south. With this steel behemoth's help, we've reached the shelter in the far north where the generators were built. As our convoy traversed the endless white landscape, we consumed the resources that kept us going – fuel for the machine and food for us. The Dreadnought served its purpose. It brought us here, and now it is a gigantic heap of steel and other resources. We must disassemble it to recover whatever we can. It feels like putting down a trusty horse or a mule that grew old and can no longer pull its weight. But by using the industrially manufactured materials from the vehicle, we'll be able to build structures with better insulation and provide better output. This incredible piece of engineering serves us even in its last moments, and we should make the most out of it.*

### Additional components



4 Dreadnought tiles  
(The other side of 4 Crags tiles)



8 Steel  
(wooden component)

### Setup

Follow the setup shown in the Rulebook for the 'A New Home: Crater' scenario except for the **Map setup** section. Instead, follow the setup shown here.  
For this scenario, remove the 'Steam Hub' Technology card.



## 1 Map setup

- 1 Place the Generator tile in the middle of the play area, oriented as shown.
- 2 Create the Rim board by connecting together the 6 Rim board pieces to form a hexagon as shown in the image. Use the side depicting a cliff face.
- 3 Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
- 4 Place the Cookhouse Building on the Generator tile as shown.
- 9 Place 3 Near tiles face down, each adjacent to the Generator tile and 2 Dreadnought tiles.
- 10 Place 2 Far tiles face down, each adjacent to the Rim board and 1 Dreadnought tile.
11. Flip the Map tiles placed in steps 9 & 10 face up. Place Resources and Trees from the bank onto the spaces as depicted on those spaces.

*Note: If any of the revealed tiles depicts Food, it will be added to the Population board later in setup.*

*Note: The Platform and the Generator Building are pre-printed on the Generator tile.*

- 5 Place 5 Wood and 5 Coal on the Generator tile as shown.
- 6 Place the 4 Dreadnought tiles next to the top left Rim board piece as shown.
- 7 Take 2 Starting Wall tiles (1 showing a Wood Deposit and 1 showing a Coal Deposit) and shuffle them face down. Place them face down on the two corners of the Rim board opposite the Dreadnought tiles, then flip them face up.
8. Separate the Map tiles into 2 stacks based on their backs, shuffle each stack separately, and place them face down nearby.



## Additional rules

### DREADNOUGHT

You may place a Meeple on a Dreadnought tile as a 'Use a Building' action to gain 1 Steel. Treat the Dreadnought tile as a Small Building with a Blue Insulation level (it is only heated if it is in a heated zone).

### STEEL

Place the Steel in the bank at the start of the game. Unlike other Resources, the number of Steel you may have is limited by the components (8).

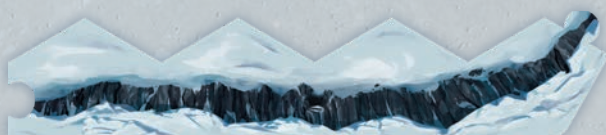
Steel can be used as a substitute for Wood when performing a Build sub-action. Buildings may be built using a mix of Wood and Steel. If a Building is built by paying its full Wood cost in Steel, it is immediately upgraded for free.



# A New Home: Canyon

*Our paradox is that the location of our generator is both the reason we're still alive and our biggest headache. Generator 358 is placed inside a canyon, and it is sheltered from the icy, howling winds from all sides. Those same rocky walls that keep us safe are the reason why we are so restricted in constructing new buildings and gathering resources. Also, the generator is not efficient enough to provide heating for the rims farthest away from it. We now know that it is doubtful we will be able to find all the resources necessary for survival within these walls... this makes the decision a bit easier. We need to begin venturing outside of our golden cage to find the required resources; and if the opportunity arises, we can even establish outposts. If not for the bravery and dedication of our scouts, we would already have been doomed.*

## Additional components



2 long Rim board pieces  
(mirrors of the regular 6)



2 small  
Rim board pieces



2 short  
Rim board pieces



4 Outpost Depot Building tiles  
(with other Buildings on the opposite side)



4 Outpost Expedition  
cards



1 Outpost card



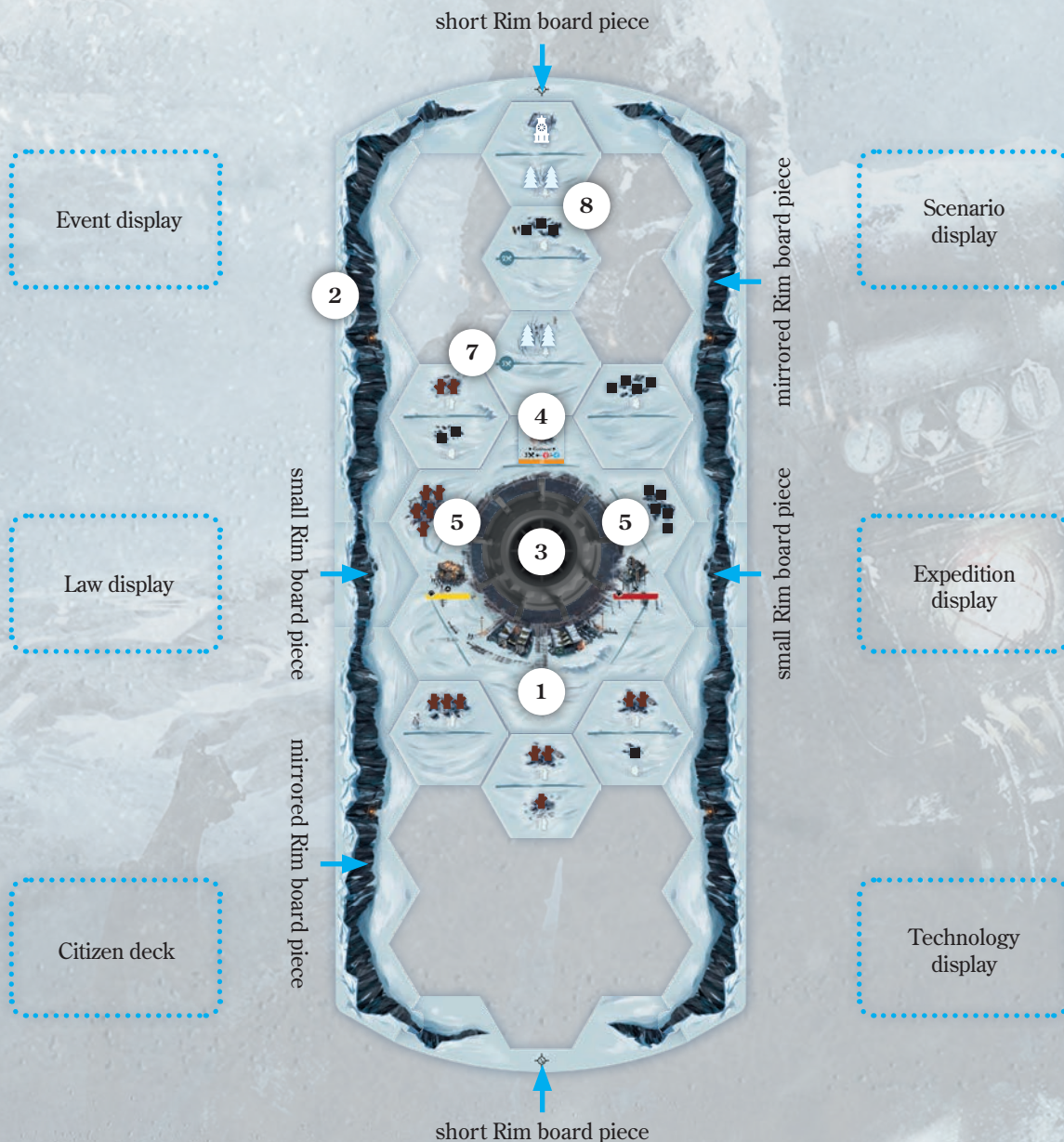
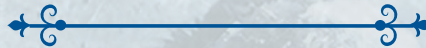
# Setup



Since the map is a very different shape in this scenario, it is recommended to arrange the playing area in a different way. The image shows where to place the Event display, Law display, Citizen deck, Scenario display, Expedition display, and Technology display.

Follow the setup shown in the Rulebook for the 'A New Home: Crater' scenario except for the **Map setup** and **Expedition display** sections. For those sections, follow the setup shown here. Then follow the **Additional setup** instructions. For this scenario, remove the following Technology cards: 'Steam Hub' and 'Lighter Scout Sleds'.

## 1 Map setup





- 1 Place the Generator tile in the middle of the play area, oriented as shown.
- 2 Create the top Rim board by connecting 2 long Rim board pieces (1 regular and 1 mirrored), 1 short Rim board piece and 1 small Rim board piece to the Generator tile as shown in the image. Use the side depicting a cliff face. Create the bottom Rim board in a similar way.
- 3 Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
- 4 Place the Cookhouse Building on the Generator tile as shown.

*Note: The Platform and the Generator Building are pre-printed on the Generator tile.*

- 5 Place 5 Wood and 5 Coal on the Generator tile as shown.
- 6 Separate the Map tiles into 2 stacks based on their backs, shuffle each stack separately, and place them face down nearby.
- 7 Place 6 Near tiles face down surrounding the Generator tile along its top and bottom edges. Return all other Near tiles to the box.
- 8 Connect the top short Rim board piece with the middle Near tile by placing 2 Far tiles, face down.
- 9 Flip the Map tiles placed in step 7 & 8 face up. Place Resources and Trees from the bank onto the spaces on the tiles as depicted on those spaces.

*Note: If any of the revealed tiles depicts Food, it will be added to the Population board later in setup.*

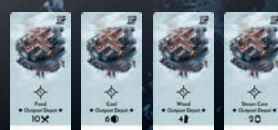
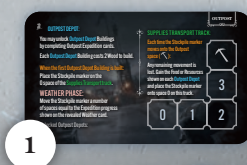
## 2 Expedition display

- 1 Shuffle the Outpost Expedition cards to make a deck and place it white side up in the Expedition display.
- 2 Separate the Expedition cards by type (A, B, C). Shuffle the A, B, and C cards separately to make 3 decks and place them white side up nearby.
- 3 Take the top 2 cards from the A deck and place them face up next to the Outpost Expedition deck.



## 15 Additional setup

- 1 Place the Outpost card so it is easily visible to all players.
- 2 Place the Wood Stockpile marker face down next to the Outpost card.
- 3 Place the Outpost Depot Building tiles below the Buildings board.





## Additional rules

### EXPEDITION DISPLAY

The topmost card of the Outpost Expedition deck may be used as an Expedition. However, you may not choose to skip the location when you reach the last space on this card, you must explore; choose one of the Return options and resolve its effect. This will reveal the next Outpost Expedition card in the deck, making it available to be used as a new Expedition.

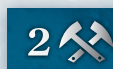
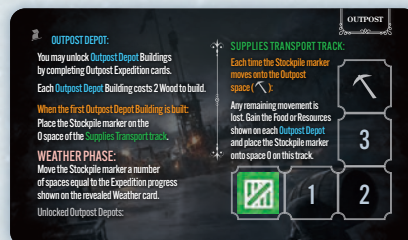
The other two Expedition stacks in the Expedition display may be used as normal.

### OUTPOST DEPOT BUILDINGS

You may only Build an Outpost Depot Building once you have completed the corresponding Outpost Expedition, and only if you chose the 'Prepare the site' option. You may only Build an Outpost Depot Building on a Map tile adjacent to the outpost icon (⚡) in the middle of each of the short Rim pieces. Consequently, you cannot have more than 2 Outpost Depot Buildings built at any one time. Outpost Depot Buildings cannot be upgraded.

### OUTPOST CARD

Once you have built your first Outpost Depot Building, place the Stockpile marker on the '0' space of the Supplies Transport track on the Outpost card.



Once the Stockpile marker has been placed on the Supplies Transport track, in the Weather Phase, move it up the track a number of spaces equal to the Expedition progress shown on the revealed Weather card.

When the Stockpile marker reaches the Outpost space (the space showing a pickaxe), for each Outpost Depot Building you have built, gain the Food or Resources shown at the bottom of the Outpost Depot Building tile. Place the Stockpile marker back on the '0' space of the Supplies Transport track (any unused Expedition progress movement is lost).



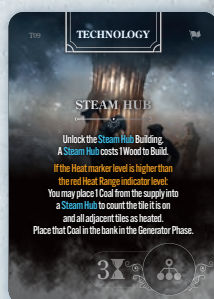
# The Arks

*The world as we know it is dead. As the brightest minds of Oxford and Cambridge, we have been sent to save priceless seed and plant specimens from the eternal winter. Humanity's last treasure is kept in specially designed, protective Seeding Arks. The location of Generator 614 was chosen as our base because it is well sheltered, which unfortunately turns out to be less of a blessing for whoever will take up the mantle of the city planner... Our main goal is to save the three Seedling Arks from freezing. Our workforce is extremely limited, and so is food, so to keep the city running, we must look to technology for the answers. Survival is our instinct and a goal within itself, but we are also solely responsible for the future of the entire civilization and the world that was almost taken from us by this apocalyptic winter. At times, the burden seems intolerable, especially when people's moods are lower. Should humankind endure this white, frozen hell, we will need the seeds to recultivate the land and repopulate the world. Since we all will perish eventually, our ultimate goal is to build an autonomous city, where automatons will do most of the labour, and humans will oversee the process.*

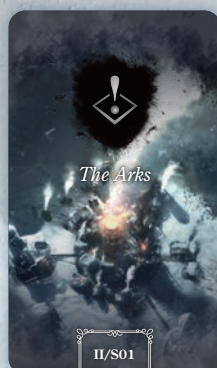
## Additional components



3 Steam Hub Building pieces



'Steam Hub' Technology card



14 Scenario cards: 'II/01' to 'II/12' **Note:** There are 3 'II/07' Scenario cards.



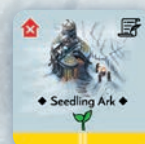
1 Seedlings Condition marker



5 Knowledge / Discovery tokens:  
1 Knowledge side up as a Knowledge token and 4 Discovery side up as Discovery tokens



1 Guard Post Building tile



3 Seeding Ark Building tiles (on the opposite side to the Electrostatic Precipitator Buildings)



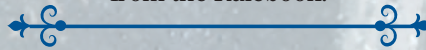
# Setup



Follow the setup shown in the Rulebook for the 'A New Home: Crater' scenario with the following exceptions to the numbered setup sections.

## 1 Map setup

This completely replaces all of section 1 from the Rulebook.



- 1 Create the Rim board by connecting together the 6 Rim board pieces to form a hexagon as shown in the image. Use the side depicting a cliff face.
- 2 Place the Generator tile so it is connected to the bottom corner of the Rim board, oriented as shown.
- 3 Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
- 4 Place the Cookhouse Building on the Generator tile as shown.

*Note: The Platform and the Generator Building are pre-printed on the Generator tile.*

- 5 Place 5 Wood and 5 Coal on the Generator tile as shown.
- 6 Take 2 Starting Wall tiles (1 showing a Wood Deposit and 1 showing a Coal Deposit) and shuffle them face down. Draw one of these Starting Wall tiles at random, placing it face up on the top corner of the Rim board. Return all other Starting Wall tiles to the box.
7. Separate the Map tiles into 2 stacks based on their backs, shuffle each stack separately, and place them face down nearby.
- 8 Connect the Starting Wall tile with the Generator tile by placing Near tiles between them face down.
- 9 Place 1 Near tile in the left top corner and 1 Near tile in the right top corner. Place 2 Near tiles face down so they are adjacent to the Generator tile and the Rim board.




10. Flip all Map tiles placed in steps 8 & 9 face up. Place Resources and Trees from the bank onto the spaces on the tiles as depicted on those spaces.

*Note: If any of the revealed tiles depicts Food, it will be added to the Population board later in setup.*

- 11 Place a Seedling Ark Building on the bottom space of each of the tiles in the upper left and upper right corners (removing resources if there are any) and on the top space of the Generator tile.



## 2 Expedition display

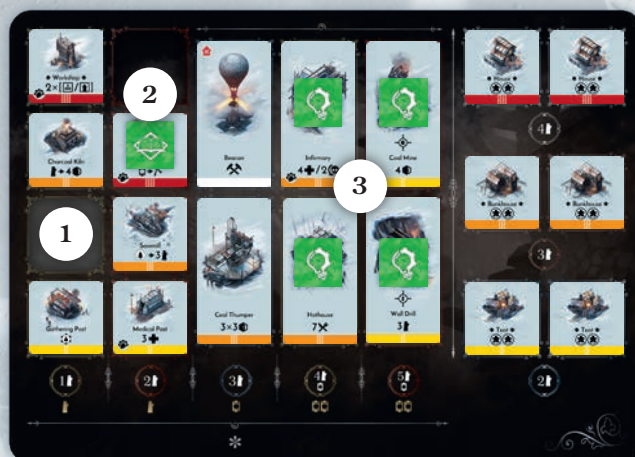
For this scenario, remove all Expedition cards with the Citizens  expected rewards icon on them.

## 3 Technology display

1. Place the 'Steam Hub' Technology card face up in the Technology display.
2. Remove the 'Hunting Tactics' Technology card from the game.
3. If you are using the Frostlander expansion, also remove the 'Tracking Techniques' and 'Advanced Automatons' Technology cards from the game.
4. Shuffle the remaining Technology cards and select 3 at random, placing them face up in the Technology display.
5. Place a Development token on each of the 4 Technology cards, inactive side up.

## 7 Buildings board

- 1 Remove the Hunter's Hut Buildings from the game.
- 2 Place the Knowledge token on the Factory Building.
- 3 Place a Discovery token on the Infirmary, Hot-house, Coal Mine, and Wall Drill Buildings.
- 4 Place the Steam Hub Building pieces and the Guard Post Building below the Buildings board.



## 9 Round & Morning board

For this scenario, place the Storm marker on space 6 of the Round track.

## 10 Future Law display

Before setting up the Future Law display, remove the 'New Order' (L07) and 'New Faith' (L08) Law cards from the game.

If you are using the Frostlander expansion, also remove the 'Shared Knowledge' Law card from the game.

## 12 Generator board

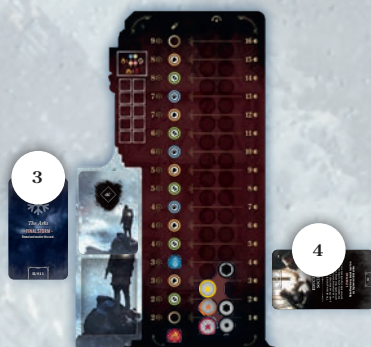
For this scenario, remove Weather cards W02, W03, W04, W11, W12, and W13.



## 14 Other setup

For this scenario, use the Scenario cards 'II/01' to 'II/12':

- 1 Place Scenario cards 'II/01' and 'II/02' face up in the Scenario display.
- 2 Place Scenario card 'II/03' white side up in the Expedition display as a fourth Expedition.
- 3 Place, from top to bottom, Scenario cards 'II/09', 'II/10', and 'II/11' face down to create a Storm deck. This deck is used instead of a single Storm card for this scenario. Place this Storm deck to the left of the Weather deck.



- 4 Place Scenario card 'II/12' face up in the Law display.
- 5 Place the remaining Scenario cards ('II/04' to 'II/08') in a face-down deck in the Scenario display.
- 6 Place the Seedlings Condition marker on the rightmost space of the Seedlings Condition track on the 'II/01' Scenario card (the space with a dot below the number).
- 7 Place the Stockpile markers near the Scenario display.



## Additional rules

### WEATHER PHASE

When resolving section B of the revealed Weather card, gain additional Food as shown below the position of the Seedlings Condition marker on Scenario card 'II/01'.

When a Storm hits your settlement, reveal the top-most card of the Storm deck, and resolve its effects.

The first storm will cause Scenario card 'II/09' to be resolved, the second 'II/10', and the final one 'II/11'.

### ACTION PHASE

You may only perform an Action on a Map tile (Remove Snow, Gather Resources, Construct, or Use a Building) if that Map tile is either adjacent to the Generator tile, or is connected to the Generator tile by other Map tiles. However, Map tiles and Buildings on Map tiles may still be heated even if the tiles are not adjacent to the Generator tile or connected to the Generator tile by other Map tiles.

### STEAM HUBS

Once the Steam Hub technology has been developed, you may build Steam Hub Buildings at a cost of 1 Wood each.



[W] **Steam Hub** (S)

**Passive:** At any time during the round, if the Heat marker level is higher than

the Red Insulation level you may place 1 Coal from the supply into the Steam Hub. While there is a Coal in the Steam Hub, the tile it is on, and all adjacent tiles are heated. Return the Coal to the bank at the end of the Generator Phase.

Cannot be upgraded.

### KNOWLEDGE TOKEN

You may not Build the Factory while the Knowledge token is on it. Once the Knowledge token has been removed (via one of the Scenario cards), the Factory is available to be built.

### DISCOVERY TOKENS

You may not Build a type of Building with a Discovery token on it (Infirmary, Hothouse, Coal Mine, and Wall Drill). Each time you develop a technology, remove a Discovery token from one type of Building from the game. That type of Building is now available to be built.

### LAW DISPLAY

Scenario card 'II/12' (Educated Society), which is placed in the Law display during setup, counts towards the limit of four Laws.



# *The Fall of Winterhome*

*How did it all begin? It's difficult to say. It might have been when we had a shortage of food... But it could have also been when that poor kid got killed in a work accident. The hardships we've endured, and the bad decisions made by our leader could comprise a whole chronicle.*

*Winterhome does sound proud, and maybe we were too proud in thinking that we could master this hellish weather. First, we whispered among our families and friends, and a few days later, we were on the streets. Fighting, shouting, someone tossed a torch on a wooden shack.*

*Rage took many of us into its grasp. We were mad at our leader, demanding his blood for that of our loved ones. By that time, people were dying all around us. The lucky ones froze in their sleep when the generator failed during the night. Others had to watch their malnourished children fade away. They say that people are like steel. They bend until they just break. That's what happened in Winterhome.*

*Rioters satisfied their thirst for blood. Looters stole what they could. The rest? We watched.*

*Then the snowstorm hit us. We ran in panic with one thought – find shelter. No one thought that in such weather we'd have to worry about fires. To our terrified surprise, the angry flames kept spreading, jumping from one rooftop to another. The break of the day had us rushing to help those still trapped in smouldering ruins, with roofs collapsed due to fire and heavy snowfall.*

*The moment of realisation came when someone climbed atop the generator platform and pushed the frozen body of our leader over a railing. She shouted: "People! Our homes are burning! Our children are dying!" This was when most of us understood we were standing on the edge of a very narrow cliff. One wrong step, and it would be the doom of us all.*

*New management was chosen surprisingly fast. Bravery and selflessness erupted where before we had nothing. Those now in charge face a dire situation. Even if they manage to oversee the rescue operation, we are still facing two critical problems. First, the generator had a major malfunction, and no one knows if it is still operational. Second, Winterhome now consists mainly of ruins that occupy the space around the generator, where the life-giving heat is, so new buildings cannot be built until the debris is cleared.*

*Can we even hope to survive? Our fate is in the hands of those ready to make some tough decisions. Winterhome is beaten, but it is still breathing.*



## Additional components



4 Crag Map tiles with 0 spaces



1 Crag Map tile with 1 space containing 4 Trees



3 Survivor tiles



15 Destroyed Building tiles



1 Repair Station Building tile (on the opposite side to the Ventilation Plant Building)



1 Evacuation Centre Building tile



1 Evacuation marker



1 Knowledge token



1 Dreadnought marker



4 Generator Damage tokens



10 Scenario cards: 'III/01' to 'III/10'

## Setup

Follow the setup shown in the Rulebook for the 'A New Home: Crater' scenario with the following exceptions to the numbered setup sections.

### 1 Map setup

This completely replaces all of section 1 from the Rulebook.

- 1 Place the Generator tile in the middle of the play area, oriented as shown.
- 2 Create the Rim board by connecting together the 6 Rim board pieces to form a hexagon as shown in the image. Use the side depicting a cliff face.
- 3 Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
- 4 Place the Cookhouse Building on the Generator tile as shown.

*Note: The Platform and the Generator Building are pre-printed on the Generator tile.*

- 5 Take 2 Starting Wall tiles (1 showing a Wood Deposit and 1 showing a Coal Deposit) and

shuffle them face down. Draw one of these tiles at random, placing it face up on the lower left corner of the Rim board. Place the second, face up, on the lower right corner of the Rim board.

6. Separate the Map tiles into 2 stacks based on their backs, shuffle each stack separately, and place them face down nearby.
- 7 Place 1 Near tile face up in the topmost corner of the map. Do not place any Resources or Trees on it; instead, place the Beacon Building on it.
8. Return 4 Near tiles from the stack at random to the box. Add the 5 Crag tiles to the Near tiles stack and shuffle them together. Be careful not to look at the backs of the tiles when doing this as the backs of the Crag tiles are different from the Near tiles.



9 Place the first tile from the Near tile stack face up between the Near tile placed in step 7 and the Generator tile. Going clockwise, repeat this process until the Generator tile is surrounded by tiles.


10 Do **not** place any Resources on the tiles placed in step 9. Do **not** place any Trees on them except for the Crag tile with Trees on it. **Important:** Any Food depicted on Map tiles placed during setup is **not** added to the Population board later in setup as it is in other scenarios.

11 Shuffle the Destroyed Building and Survivor tiles together face down. Place one tile on each empty space on the Generator tile and the Near tiles.

12. Flip the tiles placed in step 11, face up.



## 2 Expedition display

For this scenario, remove all Expedition cards with the Citizens  expected rewards icon on them.

## 3 Technology display

For this scenario, remove the 'Steam Hub' and 'Generator Safety System' Technology cards.

## 5 Population board

Remember **not** to increase your starting Food for any Map tile bonuses on Map tiles placed during setup in this scenario.

## 9 Round & Morning board

For this scenario, place the Storm marker on space 15 of the Round track.



## 14 Other setup

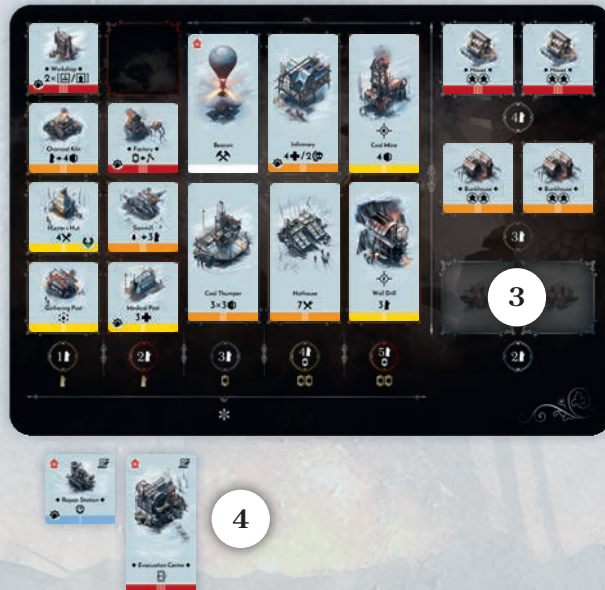
For this scenario, use the Scenario cards 'III/01' to 'III/10':

- 1 Place Scenario cards 'III/01' and 'III/02' face up in the Scenario display.
- 2 Use Scenario card 'III/10' as the Storm card for this scenario.
- 3 Place the remaining Scenario cards in a face-down deck in the Scenario display.



## 15 Additional setup

- 1 Place the Generator Damage tokens to the left of the Stress track.
- 2 Place the Knowledge token, Evacuation marker, Dreadnought marker, and one Stockpile marker near the Scenario display.
- 3 Remove all Tents from the game.
- 4 Place the Repair Station and Evacuation Centre Buildings below the Buildings board.





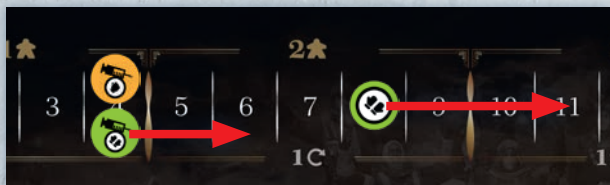
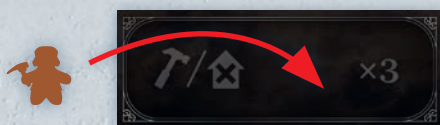
## Additional rules

You may not Build or perform Actions on a space with a Survivor tile or Destroyed Building tile on it.

### SURVIVOR TILES

You may use an entire Construct Action to rescue the survivors on a Survivor tile. Place a Meeple on the Construction space of the Supply board as normal, resolve the effect of 1 Survivor tile, and remove that Survivor tile from the game. Once a Survivor tile has been removed from a space, you may Build or perform Actions on that space as usual.

On each Survivor tile there are two numbers separated by a slash, followed by a type of Citizen and sometimes additional effects. The first number indicates how many Citizens of the corresponding type you gain after rescuing them. The second number indicates how many sick Citizens of the corresponding type you gain after rescuing them.



*For example: You use an entire Construct Action to rescue some Child survivors. You resolve the effect of the Survivor tile: you gain 3 Children, 2 sick Children and increase Hope by 1. Then you remove this tile from the game.*

### DESTROYED BUILDING TILES

You may use a Construct sub-action to either Repair or Dismantle the Building on a Destroyed Building tile.

To Repair a Destroyed Building, spend the Resources shown next to the Build icon (🔨) and replace the Destroyed Building tile with the corresponding Building from the Buildings board.

It is not possible to Repair a Building if there is no corresponding Building on the Buildings board.

To Dismantle a Destroyed Building, gain the Resources shown next to the Dismantle icon (⚡) and remove the Destroyed Building tile from the game. Once a Destroyed Building tile has been removed from a space, you may Build or perform Actions on that space as usual.

### GENERATOR DAMAGE TOKENS

Each Generator Damage token placed on the Stress track reduces the number of Stress cubes necessary for a Generator breakdown by 2.

When placing a Generator Damage token on the Stress track, place it so it covers the topmost 2 small spaces that aren't already covered by a Generator Damage token. Each Generator Damage token contains 2 small spaces for placing cubes. When placing a cube on the Stress track, place it on the bottommost small space not already containing a Stress cube.

If a cube is placed on a Generator Damage token, or a Generator Damage token is placed where there are already one or more Stress cubes, perform Generator Breakdown in the Generator Phase that Round.

### DREADNOUGHT MARKER

Once the Dreadnought marker is placed on an Expedition (via one of the Scenario cards), advance it along the Expedition during the Weather Phase just as you would for a Scout (although it does not count as one). The Expedition with the Dreadnought marker on does not count towards your active Expedition limit.

You may not choose to skip the location when you reach the last space on the Expedition card with the Dreadnought marker on, you must explore; choose one of the options and resolve its effect.



## *The Ruins of Tesla City*

*You are personally responsible for this whole ordeal. It was your conviction and words that drove those people out of the makeshift safety of their encampment. You know you did it because they would not have survived a single snowstorm in that camp.*

*The news that Nikola Tesla was going to establish an autonomous city reached only a few ears, but it did reach yours. It seemed like an obvious choice. The reputation of the famous Serbian scientist was known even to uneducated men, not to mention his involvement in the process of constructing the technology that served as humanity's last hope for survival.*

*You nearly lost your way in the snow, and when everything is so damned white, it is nearly impossible to navigate without some kind of beacon. When all seemed lost, you saw lightning in the distance. First, it caused concern and panic. A thunderstorm was the last thing you needed at that moment. Yet, the storm did not move. Lightning struck with rhythmic precision. You knew salvation was close. With renewed purpose, the group moved forward.*

*Now the snow crunches loudly under your feet. You find yourselves within walking distance from your destination – a supposedly functional generator. Your group has paid dearly for this journey: many perished, and some may soon join the dead.*

*The sight before you is almost unearthly. A gigantic steel structure covered in coils and metal rods stands ahead. Energies crackle, jumping from one point to another. You all stand still in awe and fear. You take a bold step forward, entering a sphere-like field that surrounds a large area around the generator because, after the initial shock, you realise that the structure in front is a heavily modified generator.*

*The air is filled with ozone, the peculiar smell that foreshadows the coming of a thunderstorm. The machinery that surrounds the edges of the settlement, combined with the power generated from the generator, seems to form a dome of energy above this place. You realise that not a single flake of snow has fallen on you since you entered the dome. The snow is old and crusty. Could it be that this incredible technology will protect us from snowstorms?!*

*As you approach the enormous contraption, becoming encompassed by the eerie, bluish energies, you realise two startling facts. First, there isn't a single soul in this settlement. Second, the coils around the generator seem damaged and produce electrical discharges, as well as hard to explain anomalies in seemingly random places.*

*There is no turning back; there is no other place to go for you or the people for whom you took responsibility. Your only hope is to use every scrap of knowledge you can find and uncover the mysteries of Tesla City.*



## Additional components



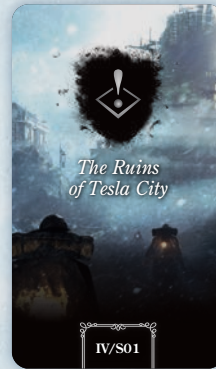
1 Steel Factory Building tile (on the opposite side to the Wood Outpost Depot Building)



1 Steam Core Factory Building tile (on the opposite side to the Steam Core Outpost Depot Building)



1 Library Building tile



11 Scenario cards: 'TV/01' to 'TV/09'  
Note: There are 3 'TV/04' Scenario cards



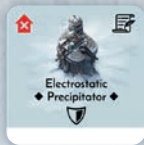
1 Discovery token



1 Study marker



1 Generator Condition marker



3 Electrostatic Precipitator Building tiles (on the opposite side to the Seedling Ark Buildings)



1 Repair Station Building tile (on the opposite side to the Ventilation Plant Building)



8 Steel (wooden component)



4 Electrostatic Discharge Point tokens

## Setup

Follow the setup shown in the Rulebook for the 'A New Home: Crater' scenario with the following exceptions to the numbered setup sections.

### 1 Map setup

This completely replaces all of section 1 from the Rulebook.

- 1 Place the Generator tile in the middle of the play area, oriented as shown.
- 2 Create the Rim board by connecting together the 6 Rim board pieces in a random order to form a hexagon as shown in the image. Use the side showing spaces with Resources and Trees on them.
- 3 Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
- 4 Place the Cookhouse Building on the Generator tile as shown.
- 5 Place 5 Wood and 5 Coal on the Generator tile as shown.
- 6 Separate the Map tiles into 2 stacks based on their backs. Shuffle each stack separately, and place them face down nearby.
- 7 Place 12 Near tiles **face up** surrounding the Generator tile. **Important:** Do **not** place any Resources or Trees on them. Any Food depicted on Near tiles placed during setup is **not** added to the Population board later in setup as it is in other scenarios.
- 8 Place 1 Far tile face down in the top corner of the map, and 1 Far tile face down in the bottom corner of the map.

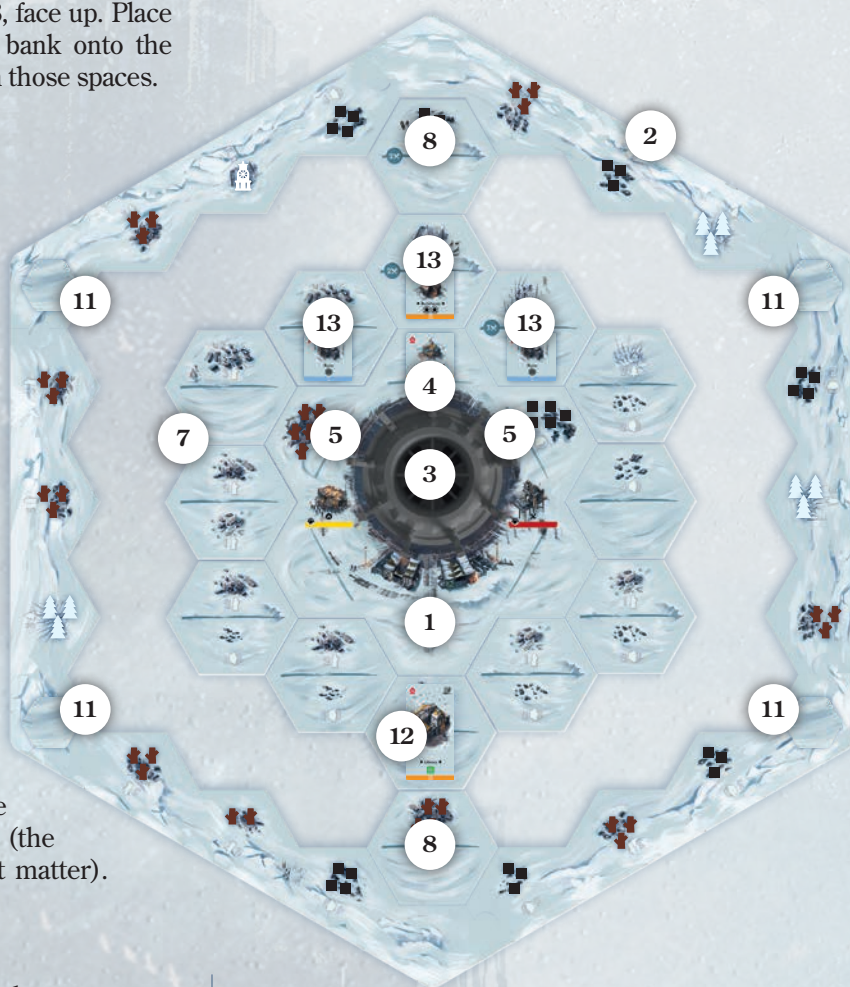
*Note: The Platform and the Generator Building are pre-printed on the Generator tile.*



9. Flip the Far tiles placed in step 8, face up. Place Resources and Trees from the bank onto the spaces on the tiles as depicted on those spaces.

*Note: If any of the revealed Far tiles depicts Food, it will be added to the Population board later in setup.*

10. Place Resources and Trees from the bank onto spaces on the Rim board as depicted on those spaces.
11. Place an Electrostatic Discharge Point token face down on each corner of the Rim board, except the topmost and bottom corner, as shown.
12. Place the Library Building on the Near tile directly below the Generator tile.
13. Place 1 Bunkhouse and 2 Tents so there is one Building on each Near tile adjacent to the top space of the Generator tile (the order of the Buildings does not matter). Flip the Tents to the Ruins side.



## 2 Expedition display

Remove all Expedition cards from the game; there are no Expeditions in this scenario.

## 3 Technology display

For this scenario, remove the 'Steam Hub' and 'Lighter Scout Sleds' Technology cards.

If you are using the Frostlander expansion, also remove the 'Advanced Automatons' Technology card from the game.

## 5 Population board

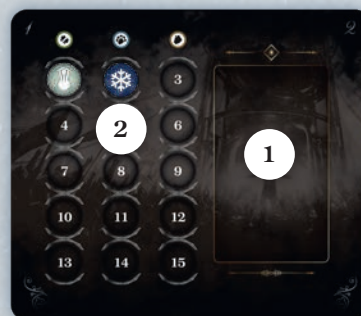
Remember to increase your starting Food for any Far tile bonuses but **not** for any Near tile bonuses in this scenario.

## 7 Buildings board

Remove the following Buildings from the game: Beacon, Wall Drill, and Coal Mine.

## 9 Round & Morning board

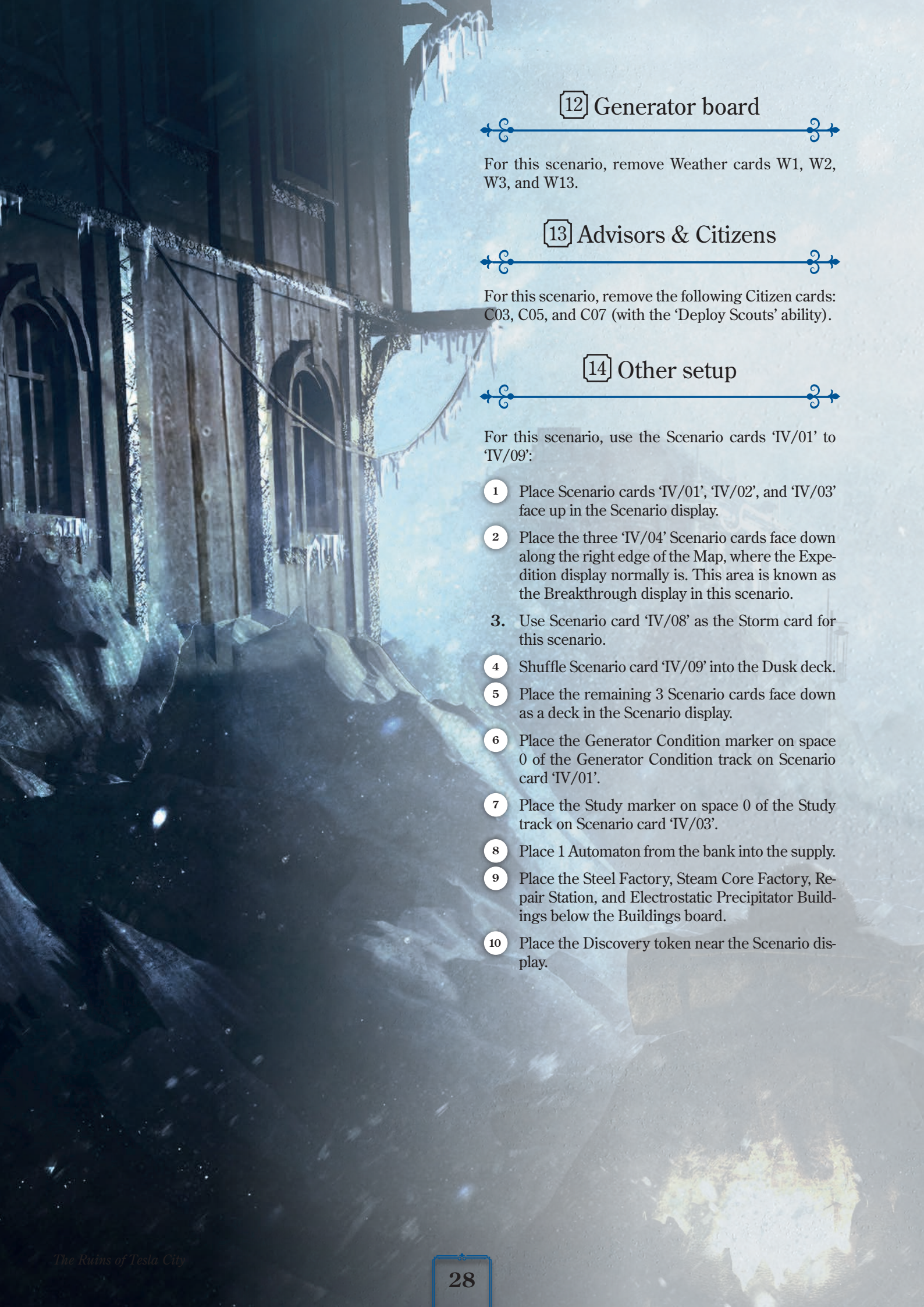
1. Remove all Morning cards from the game; the Morning Phase is skipped in this scenario.
2. Place the Storm marker on space 2 of the Round track.



## 10 Future Law display

Before setting up the Future Law display, remove the 'New Order' (L07) and 'New Faith' (L08) Law cards from the game.





## 12 Generator board

For this scenario, remove Weather cards W1, W2, W3, and W13.

## 13 Advisors & Citizens

For this scenario, remove the following Citizen cards: C03, C05, and C07 (with the 'Deploy Scouts' ability).

## 14 Other setup

For this scenario, use the Scenario cards 'TV/01' to 'TV/09':

- 1 Place Scenario cards 'TV/01', 'TV/02', and 'TV/03' face up in the Scenario display.
- 2 Place the three 'TV/04' Scenario cards face down along the right edge of the Map, where the Expedition display normally is. This area is known as the Breakthrough display in this scenario.
- 3 Use Scenario card 'TV/08' as the Storm card for this scenario.
- 4 Shuffle Scenario card 'TV/09' into the Dusk deck.
- 5 Place the remaining 3 Scenario cards face down as a deck in the Scenario display.
- 6 Place the Generator Condition marker on space 0 of the Generator Condition track on Scenario card 'TV/01'.
- 7 Place the Study marker on space 0 of the Study track on Scenario card 'TV/03'.
- 8 Place 1 Automaton from the bank into the supply.
- 9 Place the Steel Factory, Steam Core Factory, Repair Station, and Electrostatic Precipitator Buildings below the Buildings board.
- 10 Place the Discovery token near the Scenario display.





## Additional rules

### STEEL

Place the Steel in the bank at the start of the game. Unlike other Resources, the number of Steel you may have is limited by the components (8).

Steel can be used as a substitute for Wood when performing a Build sub-action. Buildings may be built using a mix of Wood and Steel. If a Building is built by paying its full Wood cost in Steel, it is immediately upgraded for free.

### SPACES ON THE RIM BOARD

A space on the Rim board works like a space on a Map tile, except that you may not Build Buildings on it and it cannot be heated.

- You may perform the Gather Resources Action on a Rim board space.
- A Rim board space is adjacent to all spaces on Map tiles that share a straight edge with the Rim board space (up to 2 Map tiles).



*For example: A Gathering Post may take 1 Resource from each adjacent Rim board space when you perform the Use a Building Action with that Gathering Post.*

### ELECTROSTATIC PRECIPITATOR BUILDINGS

You may only Build an Electrostatic Precipitator Building on a Map tile adjacent to a face-up Electrostatic Discharge Point token, and no more than one on each Map tile.

### REPAIR STATION BUILDING

You may only Build the Repair Station Building on the Generator tile.



# Glossary



*Note: Page numbers contained in this glossary reference the Rulebook.*

## ACTIONS

### Construct (p26)

Always heated. Perform up to three Build or Dismantle sub-actions.

**Build:** Place a Building on a space that does not contain a Meeple or another Building and pay its build cost.

**Dismantle:** Destroy a Building, returning it to the Buildings board or the area below the Buildings board.

May be performed multiple times each Round.

### Deploy Scouts (p26)

Always heated. Place a Meeple on an Expedition stack as a Scout.

May only be performed if the Beacon has been built. You may have two active Expeditions only if the Beacon has been upgraded.

May be performed multiple times each Round.

### Gather Resources (p25)

May be heated or cold. Take up to 2 Resources from the space on the Map that the Meeple is placed on.

May be performed multiple times each Round, but not on the same space.

### Remove Snow (p25)

Always cold. Place 2 Near tiles or 1 Far tile.

May be performed multiple times each Round.

### Special Actions (p27)

Heated unless noted otherwise. Special Actions appear on some Scenario cards and Event cards.

### Use a Building (p26, 39-44)

May be heated or cold. Perform the action of the Building.

Small Buildings may be used once each Round.

Large Buildings may be used twice each Round.

## ASSETS

### Automaton Meeples (p39)

Coal-powered robots that can be used in a similar way to Worker Meeples.

### Buildings (p26, 39-44)

Once built, provide new actions for your Meeples as well as other effects.

### Children (p16)

A type of Citizen.

### Citizen Meeples (p22, 29, 39)

Used to perform actions. Each Citizen Meeple represents a group of Citizens of the appropriate type (Orange = Workers, Blue = Engineers, Green = Children).

**Child Worker:** Counts as a Child for all game effects but may perform actions as if they were a Worker.

**Child Engineer:** Counts as a Child for all game effects but may perform actions as if they were an Engineer.

### Citizens (p16)

People who live in your city. There are 3 types: Workers, Engineers, and Children.

### Coal (p16)

A Resource. Used to power the Generator and Automaton.

### Engineers (p16)

A type of Citizen.

### Food (p11, 16, 28)

Used to feed your Citizens and marked on the Food Track. Food is not a Resource.

### Resources (p16)

Wood, Coal, Steam Cores, and Steel.

### Steam Cores (p16)

A Resource. Used to build and upgrade some Buildings, upgrade the Generator, or build Automaton.

### Steel (p16)

A Resource. Limited by the number of components. Only used in certain scenarios and setups. A Building built by paying its full Wood cost in Steel is immediately upgraded.

### Trees

Trees are placed on the map. Can be turned into Wood using a Sawmill. Trees are not a Resource.

### Wood (p16)

A Resource. Used to build and upgrade some Buildings.

### Workers (p16)

A type of Citizen.

## BOARDS & TRACKS

### Buildings board (p12, 26)

Contains the basic Buildings and shows the cost to build and upgrade them. Scenario and Law specific Buildings are placed below the Buildings board.



**Corpse track (p11, 30)**

Located on the Supply board. Shows the number of Corpses you have.

**Discontent track (p12, 17-18)**

Located on the Hope & Discontent board. Contains the active and exhausted Discontent tokens you currently have.

**Dusk board (p14, 27)**

Contains the Dusk discard pile, Dusk deck, and Social Dispute cards.

**Round & Morning board (p13, 19)**

Contains the Round track and the Morning deck.

**Food track (p11, 28)**

Located on the Population board. Shows the amount of Food and Hunger you have.

**Generator board (p14, 20)**

Contains the Stress track, Heat track, Generator track, Weather deck, and Weather card discard pile.

**Generator track (p14, 20)**

Located on the Generator board. Contains the 3 Heat Range indicators. If the Heat marker on the Heat track is higher than a section of an indicator, all Buildings / Map tiles represented by that section are heated.

**Heat track (p14, 20, 23-24)**

Located on the Generator board. Contains the Cold and Heat markers. If the Heat marker is more than one space below the Cold marker in the Generator Phase, Citizens will get sick.

**Hope & Discontent board (p12, 17-18)**

Contains the Hope track and the Discontent track.

**Hope track (p12, 17-18)**

Located on the Hope & Discontent board. Contains the active and exhausted Hope tokens you currently have.

**Population board (p11)**

Contains the Population track and the Food track.

**Population track (p11, 22)**

Located on the Population board. The bar above the track shows the number of Citizen Meeples you get, according to the position of each Citizen marker. The bar below the track shows the number of times you flip the Sickness marker and the number of Spent Citizen tokens you get, according to the position of each Sickness marker.

**Round track (p13, 15, 19)**

Located on the Round & Morning board. Shows the current Round as well as when the next Storm, Scenario Trigger, and Development tokens will be resolved.

**Stress track (p20)**

Located on the Generator board. An area with 10 small spaces and 1 large overflow space where Stress cubes are placed. If there are more than 10 Stress cubes on this track, the Generator breaks down.

**Supply board (p11-12, 25, 26)**

Contains the Corpse track, the supply of Resources, Meeples & Spent Citizen tokens, and the Remove Snow & Construction spaces.

**CARDS & DECKS****Advisor cards (p14, 22, 31-32)**

Each player has one Advisor card, each with a unique ability. At most, one may be used during each Preparation Phase.

**Citizen cards (p14-15, 32-33)**

You may use a Citizen card for either its main ability (once per player, per Round) or for its death effect.

**Dusk cards (p27, 34-35)**

A type of Event card. There are four types of Dusk cards: Starting ('The Inevitable'), Normal, Social Dispute, and Law Consequences.

**Dusk deck (p14, 27)**

Located on the Dusk board. Reveal one card from the deck in each Dusk Phase.

**Event cards (p34-35)**

Morning and Dusk cards.

**Expedition cards (p10, 26, 35-36)**

There are three types: 'A', 'B', and 'C'. One or more Expedition cards form an Expedition stack.

**Law cards (p13, 37)**

Represent Laws that you may introduce using the Platform Building.

**Law Consequence cards (p13, 37)**

A type of Dusk card. Shuffle one into the Dusk deck each time a new Law is introduced.

**Morning cards (p19, 34-35)**

A type of Event card.

**Morning deck (p13, 19)**

Located on the Round & Morning board. Reveal one card from the deck in each Morning Phase.

**Scenario cards (p15, 19, 27, 33)**

Arranged in the Scenario display. Scenario cards affect the game in very significant ways.

**Social Dispute cards (p14, 27)**

A type of Dusk card. Located on the Dusk board. There is always exactly one Social Dispute card in the Dusk deck.



**Society cards (p10)**

One Society card is chosen during setup. It indicates the starting number of Citizens, Resources, etc.

**Storm card (p15, 21)**

Each scenario uses 1 or more Storm cards which detail what happens when a Storm hits your settlement.

**Technology cards (p10, 19, 38)**

Located in the Technology display. There are always four Technology cards in each game. You may use any Technology card with an active Development token on it.

**Weather cards (p21)**

Show movement of the Heat Range indicators, Hunter's Traps, Expedition Progress, and movement of the Storm marker.

**Weather deck (p14, 21)**

Located on the Generator board. Reveal one card from the deck in each Weather Phase.

## DISPLAYS

**Event display (p19, 27)**

An area to the top-left of the map where some Event cards are placed. Some of these cards will have a Special Action space and/or an effect in certain Phases, each Round.

**Expedition display (p10)**

An area to the right of the map where Expedition stacks are placed.

**Future Law display (p13, 37)**

An area where Laws that may be introduced in the future are placed.

**Law display (p37)**

An area to the left of the map where Laws are placed, once introduced. You can only have a maximum of four Laws.

**Scenario display (p15, 27, 33)**

An area to the top-right of the map where Scenario cards are arranged.

**Technology display (p10)**

An area to the bottom-right of the map where four Technology cards are placed.

## GAME TERMS

**Activate (p17)**

Flip an exhausted Hope / Discontent token to its active side.

**Bank (p10)**

An area where game components are kept that are currently unavailable to be used.

**Cure (p30-31)**

Move any Sickness marker one space backward on the Population track.

**Deposit (p40)**

Shown on some Starting Wall tiles. Either Coal or Wood. You can gain Coal from a Coal Mine placed adjacent to a Coal Deposit, and Wood from a Wall Drill placed adjacent to a Wood Deposit.

**Exhaust (p17)**

Flip an active Hope / Discontent token to its exhausted side.

**Expedition stack (p10, 35-36)**

Located in the Expedition display. Each Expedition stack is made up of one or more overlapping Expedition cards.

**Gravely ill (p30-31)**

A Sickness marker on its Skull side represents a gravely ill Citizen. If the Sickness marker is flipped to its Syringe side, the gravely ill Citizen will die.

**Heated (p23-24, 29, 39)**

A Heated Building or Map tile will not cause a Citizen Meeple performing an action on it to become sick.

**Map**

The Rim board and the area within it.

**Occupied / Unoccupied**

A Building or a space on a Map tile with a Meeple on, is occupied.

A Building or a space on a Map tile without a Meeple on, is unoccupied.

**Population**

The total number of Citizens you have (Workers, Engineers, and Children).

**Shelter (p29, 43)**

Tents, Bunkhouses, and Houses are all types of Shelter. When heated, they are places where your Citizens may sleep in the Night Phase without becoming sick.

**Sick (p16, 22, 30)**

When a Citizen becomes sick, move the corresponding Sickness marker one space forward on the Population track.

**Supply (p12)**

An area of the Supply board where currently available Resources, Meeples, and Spent Citizen tokens are stored.

**Treat (p31)**

Flip a Sickness marker on its Skull side (gravely ill) to its Syringe side without causing death.



### **Upgrade (p41)**

Flip a Building to its upgraded side by paying its Upgrade cost, normally by using a Workshop. Buildings with a diamond ♦ on both sides of the name of their Building tile cannot be upgraded.

## **MAP**

### **Far tiles (p9-10)**

A type of Map tile. Cannot be placed adjacent to the Generator tile.

### **Generator tile (p9)**

The tile that contains the Generator, the Platform, and 5 spaces, one of which contains the Cookhouse.

### **Map tiles (p9-10)**

There are 3 types of Map tiles in the game: the Generator tile, Near tiles, and Far tiles.

### **Near tiles (p9-10)**

A type of Map tile. Must be placed adjacent to the Generator tile.

### **Rim board pieces (p9)**

The outer edge of the map.

### **Space (on a Map tile) (p9, 26, 40-41, 44)**

A space on a Map tile that may contain Resources or Trees and where you can construct a Building or perform an Action. Near and Far tiles each have 2 spaces.

### **Starting Wall tiles (p9)**

Used to determine where Deposits are.

## **MARKERS & TOKENS**

### **Citizen markers (p11, 16, 22)**

Placed on the Population track. They show the number of Citizens of each type (Workers, Engineers, and Children).

### **Cold marker (p14, 20)**

Placed on the Heat track. The further up the track it is, the colder it is.

### **Corpse marker (p11, 30)**

Placed on the Corpse track. Used to count dead Citizens.

### **Development tokens (p10)**

Placed on the Technology cards.

### **Discontent tokens (p12, 17-18)**

Tokens that represent the Discontent of the citizens. There are 3 types: Anger, Greed, and Apathy. One side of the token is active (white icon), the other is exhausted (dark icon).

### **Food marker (p11)**

Placed on the Food track. Used to count Food.

### **Heat marker (p14, 20, 23-24)**

Placed on the Heat track. Moves one space up the track each time a Coal is spent to fuel the generator.

### **Heat Range indicators (p14, 20, 23-24)**

Placed on the Generator track. If the Heat marker on the Heat track is higher than a section of an indicator, all Buildings / Map tiles represented by that section are heated.

### **Hope tokens (p12, 17-18)**

Tokens that represent the Hope of the people. There are 3 types: Justice, Care, and Motivation. One side of the token is active (white icon), the other is exhausted (dark icon).

### **Hunger marker (p11)**

Placed on the Food track. Used to count Hunger.

### **Leadership marker (p15, 19)**

The player with the Leadership marker performs the first action in the Action Phase and makes the final decision when players cannot agree.

### **Phase marker (p15, 18)**

Placed on the Phase Tracker card. Tracks which Phase you are currently in.

### **Round marker (p13, 19)**

Placed on the Round track. Tracks which Round you are currently in.

### **Scenario Trigger tokens (p15, 19)**

Placed on the Round track. Reminds you of the Round in which a Scenario card effect will trigger (during the Dawn Phase).

### **Sickness markers (p11, 16, 22, 30)**

Placed on the Population track. Shows the number of sick Citizens of each type (Workers, Engineers, and Children). If Skull-side up, a Citizen is gravely ill.

### **Spent Citizen tokens (p11, 22, 29)**

Placed in the supply. Each will prevent you from using a Meeple for a Round.

### **Storm marker (p13, 19, 21)**

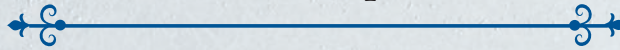
Placed on the Round track. Reminds you of the Round in which a Storm will occur. Moves backwards each Round according to the Weather card.

### **Stress cubes (p20)**

Coal cubes that fall out of Generator and are placed on the Stress track.



## Author's note from Adam Kwapiński



*Creating this game has been an incredible adventure. It gave me tons of fun and satisfaction. As usual, it is best to gather a party before venturing forth... This time was no different. I am very grateful to the 11 bit studios team for the cooperation, and most of all for creating an inspiring and unique game that provided me with over 200 hours of great times. Thanks to the whole Glass Cannon Unplugged team and especially to Kuba Wiśniewski, Michał Ozon, and Rafał Pieczyński for all those months of fruitful collaboration that resulted in the game you are holding.*

*Finally, I would like to dedicate this game to two Michals, whom I met during my career and to both of whom I owe a lot of valuable lessons. They both made a direct impact on the birth of this project. The first of the two is the previously mentioned Michał Ozon, whose input into this project cannot be valued enough. Of course, Michał Ozon is a co-owner of GCU, so his involvement was only natural. What few people know is that he was one of the very first people who gave me advice when I was just beginning my work in the board game industry over 10 years ago. A decade had to pass for us to be able to work together on Frostpunk: The Board Game. This cooperation only solidified my opinion about Michał Ozon; he is one of the most professional and kind people I have had the opportunity of meeting while being a part of the board gaming community and industry. Working with you has been a pure pleasure.*

*The second Michał to whom I dedicate this game is among the finest game authors in the world – Michał Oracz. Even though Frostpunk: The Board Game is not a project we collaborated on, it was Michał, among others, who caused me to jump on board with this project. Also, Michał is the person who, together with Jakub Wiśniewski, has pioneered the way with the board game adaptation of This War of Mine, showing that an adaptation can be both faithful to the original and creative. I remain hopeful that Frostpunk: The Board Game achieves the same effect.*

## Publisher's note from Jakub Wiśniewski



(The note below is written from my perspective, but the gratitude is expressed by the entire team of Glass Cannon Unplugged)

To thank everyone who had some impact or just a kind gesture towards this project or myself I would need a couple of hundred pages... so bear with me for these few paragraphs as I'll try thanking those without whom this beautiful mess would not have happened.

### **Family:**

First and foremost, I would like to thank my lovely wife, Agnieszka, who supported me from the very beginning. If not for her faith in me and what I aspired to I would not have made it.

To my sunshine – Julia, whose unconditional love saw me through the darkest of times. You are my little Witcher who slays all fears and doubts.

My mom, Anna, whose love and attitude made me the man I am today.

### **The amazing people of Glass Cannon Unplugged:**

Paweł Obara – We walked a rocky road together. We have built this company on trust and friendship. You motivated me to achieve things I did not know I was capable of. I hate it when you are right, but you were right with this one ;)

Michał Ozon – How do I thank you with such limited space for writing?! You came to me as a knight on a white horse, slayed the worst dragons we faced and offered what I value most – your friendship. Whatever lies ahead, I only want to face it with you by my side.

Rafał Pieczyński – If I were a Witcher, you'd be training in Kaer Morhen right now as you were the surprise I didn't expect. When we met, thanks to Matt Dembek, I did not suspect you would so quickly become a crucial element of this company. With your talent, hard work,



and dedication you have played a major role in this spectacle. Thank you!

Dawid Tadel – You tricked me with how happy you looked in your profile picture and I only wanted to work with you because you made cool nerdy things out of wood... All jokes aside, Dawid, you are one of the architects of our success. Your brilliance, dedication, and passion motivated me and drove those ROAS results through the roof!

Grzegorz, Oliwia, Bartek, Maciek & Łukasz – I couldn't make it without you.

Krzysztof "Klema" Klemiński – For your unending patience, wisdom and an absolute grandmastery of all things Graphic Design! You've been an amazing professional to work with and the success of this game, besides other factors, is due to your dedication. Also for being a Cylon! I mean who wins Dune playing it for the first time as the Bene Gesserit?! We love you and cherish your friendship and our cooperation!

#### **Author:**

They say working with people who are smarter than you is the best road to success... well guess what? They are right!

Adam, thank you for the trust you have shown when you agreed to work on this project. Thank you for your mad presentation skills over a double espresso and pizza! Thank you for shouting at me! Thank you for inspiring me and thank you for making me want to become a better person. I hope that you will never have to go on vacation in your life, and that your brain will be put in a jar with some state-of-the-art tech to keep up with your thoughts! (Trust me, reader, Adam will enjoy these wishes even if they seem weird to you ;)

#### **11 bit studios:**

Paweł Feldman – You have given me trust and friendship. Your work ethic proves that you can be a good person and still make good business.

Patryk Grzeszczuk – What can I say, you are just an amazing human being who has been possessed by an alien cat daemon of uncanny intelligence!

Rufus Kubica – Rufi, how can so much greatness fit into such a petite frame?! Don't know, don't care! You have been a great friend, a helper in all sorts of ASAPs, and a great listener! Love you to bits!

Piotr Bajraszewski – You are a great dancer!

Paweł & Grzegorz Miechowscy – Paweł, thank you for all the great ideas, media coverage, and support that you have provided. Grzegorz, thank you for showing us trust and making this project happen. When I grow up I want to be as cool as you! ;)

Przemek Marszał – Last, but not least! Not many of you know it but Przemek (current CEO of 11 bit studios) is probably the biggest fan of board games in 11 bit studios and probably in Poland! Thank you for trusting me and my team, together with Grzesiek, and I hope you will make some more groundbreaking games that we can adapt!

Karol Zajączkowski – for being a solid, reliable guy who provides quick and on the point feedback and listens to what the other side has to say.

Jacek Kuna – for tirelessly pulling all those amazing assets from the deepest dungeons of his archives and his adamant will to help whenever asked for.

The whole 11 bit studios team – You are beautiful! Keep making those wonderful games and stay true to your indie spirit!

#### **Michał Oracz, my mentor:**

(If the following words seem familiar do not worry, I keep saying them whenever someone asks and sometimes even if they don't)

You have pulled me out from the depths of despair. You believed in me when no one else did, not even myself. You taught me and tolerated – for some time ;) – my flaws. I will always hold you in my heart as a mentor and a friend. Thank you.

#### **Kickstarter:**

Michael Liebe, you reached out to me when I needed it the most. You provided support, wise words, a good joke, and a cold beer. Thank you for being a true person and an honest friend.

#### **Two amazing artists:**

Ścibor Teleszyński – For your art, your dedication and mad talent... Thank you!

Jakub Różalski, Kuba, Mr. Werewolf, The Stallion That Mounts The Instagram ;) – Thank you so much for breaking that golden rule for me and for this project ;) Thank you for creating that amazing art for all fans of Frostpunk. I value your friendship and your art, keep being the best!

#### **The backers, the fans, the citizens of the last city on Earth:**

To all of you together and to each one of you separately – THANK YOU!

Your trust gave us wings.

Your engagement gave us momentum.

Your hard-earned money gave us the opportunity.

Your ongoing support gives us life-giving optimism. We cherish each comment with words of kindness or constructive criticism, and we will do whatever is in our power to repay the favour with a game that will hopefully provide you and your friends and families with icebergs of fun as you sit together by the table.

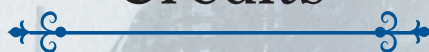
It is an honour to be crowdfunded by such an amazing community!

For the thousandth time (most probably not the last!), thank you!

Jakub & the GCU team



# Credits



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