



What society is capable of when pushed to the limits?
Are we able to survive? Who do we become in the process?

JUST BEFORE THE END...

...it was as Dickens wrote in "Tale of Two Cities" (1859): "It was the best of times, it was the worst of times". **Discovery, industrial advancement and technological wonder** contrasted with political tension and **extreme social stratification**.
When you think about it, it isn't that far from **what's happening today...**

What came after was **ice and cold**. What's left of humanity, abandoned inefficient electricity in favour of **steam-powered technology** - a natural counter to **overwhelming frost**.

THE CITY MUST SURVIVE

Frostpunk is a **city-survival game** where **heat means life** and **every decision comes with a cost**.

MAINTAIN THE HOPE

Survival is about **hope** and **will to live**. Your ability to spark and maintain these two in your people will be a **determinant factor for success**.

MAKE THE LAW

Society is a group of people **abiding the same rules** and **sharing similar beliefs**. Establishing laws and customs will be an crucial factor **shaping your society**.

WEIGHT YOUR CHOICES

Will you **allow child-labour**? How will you treat the **sick and wounded**? Frostpunk challenges a **player's tactical skills**, while **questioning one's morality**.

EXPLORE

The world covers not only **bits of the past** but also the potential **means to secure the future** of your people.

WE ARE 11 bit studios...

...an independent publishing and game development company responsible for creating **This War of Mine** among the other titles. We are devoted to creating and publishing **meaningful games** able to **leave a strong mark** on widely understood popculture. Games giving **new perspectives** on seemingly well-known themes and genres.

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