
Frostpunk is a society survival game that puts the player in charge of building and managing both civilization and personal hope. Weaving together their own story with that of others, players must make crucial decisions on how to lead the people they rule. How will you forge this new world? The game is also an important message about humanity's quickening march towards self-destruction, what our world could become if we do not change course. Today, Frostpunk released its latest update with some changes to gameplay mechanics and additional content for players who bought the game. The new update for the game saw a quantity of core changes and additions, including a new Simulation mode, where keeping the population alive is at stake. In this mode, players will have full control over the elements of nature, from food to fire to air. In addition, there is new content for both single player and multi-player modes:

Newly added features include:

In addition to these changes and additions, all players who bought the game will get a free update with two extra scenarios also. The two scenarios in this update are:

Players can find out more information about the upcoming expansion on Steam and in-game events in Frostpunk's official community hub. What happened to Autumn? The leaves slowly fell to the ground and became a blanket, covering the once green and colorful world. The sun slowly disappeared behind the clouds and darkness covered everything. Out of chaos regained its strength and subdued Frostpunk with frozen, cold fist. Cities froze over and collapsed under the ice and snow and people were buried in it's claws. Our great cities under ice became lifeless tombs, but the citizens will not rest in peace. The last hope is fading, but we will not give up! We will dig out our ancient machines from the fall of civilization that still work to this day thanks to their well-designed structure. We will build our last cities, plug them with huge generators and keep the people warm. We are about to become the last bastion of humanity. New Features:

New Scenarios:

The free update that is coming with this update includes two new scenarios, "Floor One" and "Floor Two". These scenarios are available only for players who have bought the game. The first scenario - Floor One - introduces a unique mode where players will be able to construct cities under frozen ice by using primitive Icebreakers designed during the early development period of Frostpunk. Players will have no access to advanced buildings, technologies and services. Frostpunk in this scenario is a survival game where keeping the population alive is at stake. The second scenario - Floor Two - is an alternative version of the main campaign of Frostpunk with some new mechanics and challenges added. Leading an efficient society-building strategy is one of the most important features in Frostpunk, where every decision counts for something. The game focuses on survival management through its gameplay, which offers no room for mercy or mistakes during gameplay. On the other hand, there are some crucial decisions to make based on the player's point of view on certain situations like technological development or diplomatic solutions.

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