



Frostpunk Laws

And why I love them

Adaption

- Sawdust
- Child Labour
- Corpse Disposal
- Extended shift
- Dueling laws
- Hidden bonus, Cannibalism!
- More food, excellent
- More workforce
- Why need funerals?
- 10 hour work days, how nice
- Get Stabbed, suckers
- People die from hunger -> become food



Purpose



New Faith

- Public Penance (get whipped)
- Become a Cult
- Usually don't go full cult, too bothersome

Order

- Propaganda Center
- Become a Dictatorship
- Same with Dictatorship



Fear of the Storm

Food theft causes riots

Sir, we investigated the discrepancies between the Raw Food use and output of the Cookhouses. It turns out that cooks are stealing food! People are furious.

We caught 3 thieves. They say they wanted to secure their families before the storm shuts down the food supply.

3 people will be executed.

MAKE AN EXAMPLE OF THEM

POST GUARDS TO SUPERVISE THE COOKS

I WON'T ADDRESS THAT NOW