

FrostHaul is a winter survival base builder. Your train crashed at the edge of a frozen valley. Build a camp around it room by room, keep the fires lit and your people warm, fed and sane. Then mend the engine and send a crew out on raids for the coal, iron and survivors the snow won't give you.

ABOUT

The Great Frost has buried the south. All that is left at the edge of the valley is a handful of survivors, a broken locomotive and a few crates. Lay out walls of log, stone, brick, boiler plate or cut snow, cell by cell. Floor the rooms, hang the doors, run steam from the boilers to the radiators.

Your people are not numbers. Each one has a name, a trade, needs and a breaking point. They haul, cook, build, study and stand watch on their own. You set the work, mark the stockpiles and decide who sleeps nearest the stove.

The weather never stops: light snow, heavy snow, ice fog and blizzards, on a forecast you can read. Some nights wolves and raiders come with the dark. When the camp needs what the valley can't give, mend the Ember Line and send a squad of up to four out to raid dead towns, freight depots and frozen warships. The camp keeps working while the train is away.

DEVELOPER
Prosper Forge (independent)

PUBLISHER
Prosper Forge

RELEASE
Q3 2027, Steam Early Access

PLATFORM
Windows PC

PRICE
To be announced

PLAYERS
Single-player

LANGUAGES
English

GENRE
Winter survival base builder, colony sim

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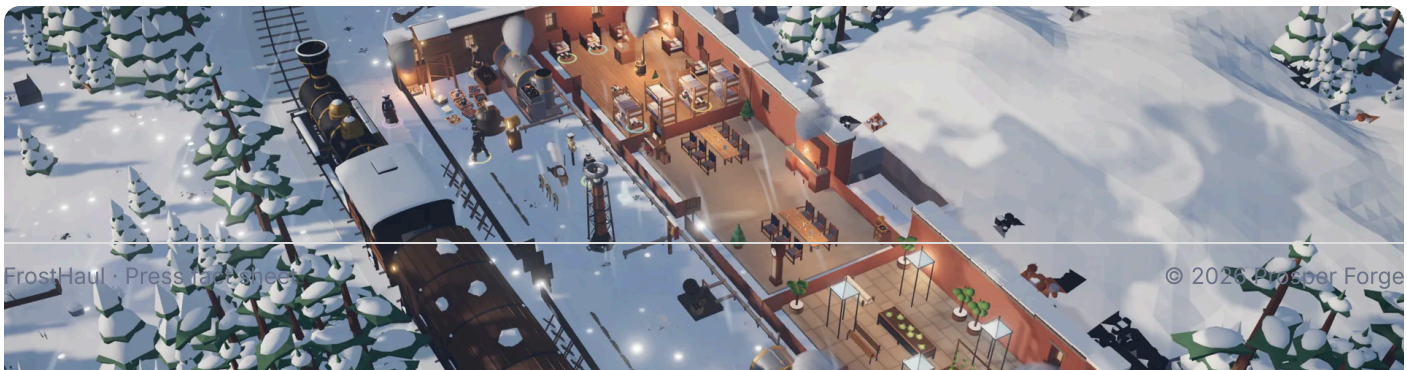


KEY FEATURES

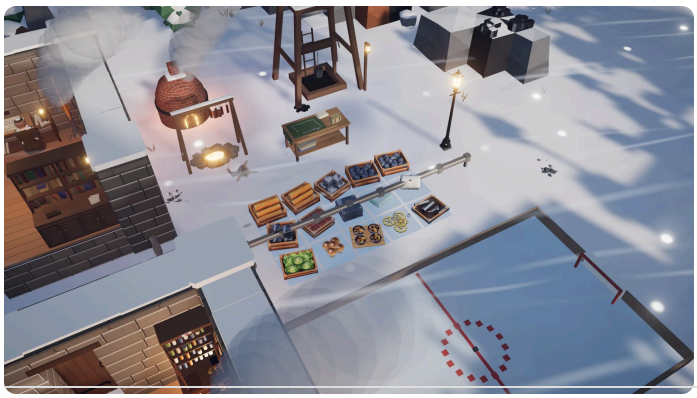
- **Build room by room.** Walls, floors, doors and furniture on a grid, from a log cabin to brick halls behind a plated yard wall.
- **Heat is life.** Fires, stoves, boilers, steam pipes and radiators. Cold gets in through every gap, and people freeze.
- **A crew with lives.** Names, trades, moods and injuries. They eat at the table, sleep in beds and remember the dead.
- **Make, stock and learn.** Workbenches with work orders, cooking, research, and stockpiles that visibly fill up.
- **Hold the camp.** Wolves, raiders and storms. Watchtowers, searchlights, sandbags and steam guns.
- **The train goes out.** Mend the Ember Line, send a squad north to raid, bring coal, iron, parts and survivors home.
- **Your camp, your rules.** Four difficulty sliders from Gentle to Brutal, three storytellers, and a crew you roll yourself.

HOW SNOW PLAYS

- **Storms bring the cold.** A blizzard drops the temperature; anyone caught outside starts to freeze. On raids, frostbite and hypothermia set in.
- **Deep drifts slow you down.** Paths, floors and cleared ground decide how fast the camp works.
- **Build with snow.** Walls of cut snow blocks go up fast and cost nothing but work.
- **Read the forecast.** See the snow coming and get everyone inside.
- **Frozen loot.** On raids, crates and doors freeze shut and must be chipped open or thawed by a fire.









Screenshots, videos, logos and key art: FrostHaul_PressKit.zip

All footage from the game in development; may change.