FROSTPUNK

Table of Contents

Introductions from your Frostpunk Dais

Hey Delegates,

Welcome to MiniMUNC 2022! My name is Ethan Wong, and I am going to be serving as a chair for this committee. I'm currently a senior at Stuyvesant, and I've been a part of Stuyvesant's Model UN since my freshman year, however I have been involved in Model UN since 8th grade. I've attended a couple of conferences throughout my time in Model UN, and while I have hosted this conference before, this will be my first time chairing a committee. Model UN has helped a lot with my public speaking skills and has also directed me to seek a greater education in international relations—it has had an extremely meaningful effect on me and I hope it can do the same for all of you! Outside of Model UN, I like to run and code, I'm a volunteer at my local food pantry, and I'm a second dan black belt in Tae Kwon-Do

In this committee, we'll be grappling with the effects of the Great Frost and exploring the wastelands of a post-apocalyptic Britain while we try to avoid the mistakes of other settlements. While Frostpunk is based on a video game, there are many ways that this committee can go completely off the rails and lead to becoming a very fun crisis. I highly recommend looking at the Frostpunk wiki and trying to find out about the history of Frostpunk, so that you can craft fun crisis arcs for the future! It is important that you all work together to build up New London as you all come from different positions and vie for different objectives. I'm excited to see how all of you interact with one another and work to make an insane story to tell!

As many of you will be new delegates, I am truly looking forward to working with all of you at MiniMUNC 2022, and I hope that everyone is looking forward to this committee! Be as creative as possible and the best of luck—I hope that you have a wonderful time at MiniMUNC! Don't be afraid to ask a question over email if there's anything you need.

Best of Luck,

Ethan Wong

ewong30@stuy.edu

Dear delegates,

It's going to be wonderful seeing you at MiniMUNC! My name is Shreya, and I'm currently a junior at Stuy. I look forward to all the remaining time I'll spend with Model UN, and I also look forward to seeing all of you when I act as your director for this conference. I'm also a part of Red Cross, Key Club, and Girls Who Code. In my free time, I like to binge quite literally anything and everything.

Frostpunk is a game with many possible conflicts and many possible solutions. It engages people because of its dystopian setting and range of characters. The concept of the game is a point of interest for many people, and I look forward to seeing how delegates tackle this issue. In the world of Frostpunk, there's the collapse of regular society in the nineteenth century, leading to the development of different groups trying to survive in a barren world. Seeing how delegates interact with each other, whether it be to gain power or form alliances, will definitely be something I look forward to seeing.

As is the case with every committee, there are multiple solutions and many ways that this conference could go. I look forward to seeing what you all come up with. Be open to ideas and try your best! Feel free to shoot me an email if there are any concerns.

Sincerely,

Shreya Das

sdas40@stuy.edu

Hello delegates!

My name is Alexander Panas, and I will be your crisis director for this committee! I'm so excited to not only be your crisis director but also to see how all of you handle this Frostpunk committee. I am a sophomore at Stuyvesant and have been a member of StuyMUN for the past year, and I'm truly honored to be your crisis director this MiniMUNC. Outside of Model UN, I'm a part of Stuyvesant's debate team and of the Sophomore Caucus, and in my free time I love to play tennis and soccer.

In terms of preparing for this committee, I advise that you read the background guide and get familiar with the world of Frostpunk, as this will help you greatly in committee, not only with planning and enacting your crisis arcs but also in interacting with other delegates. This brings me into my second point, which is to have fun with your crisis arcs and in the committee as a whole! The setting and tone of Frostpunk is a serious one, but this committee is all about coming up with the most creative and effective ways of achieving your agendas. This committee perfectly exhibits what I love most about crisis committees, which is how ridiculous and interesting you can get with the paths you take in this story.

I'm really looking forward to seeing you all in committee! If you have any questions or concerns, whether that be regarding the committee itself or more technical aspects such as parliamentary procedure, feel free to email me. See you at MiniMUNC!

Sincerely,

Alexander Panas

apanas50@stuy.edu

Committee Information

This committee will be a crisis committee. This means that unlike specialized or GA committees, there will be **no speakers list**. Debate will alter between moderated and unmoderated caucuses. Delegates can also use tools to further their agendas, including as **directives**, which are generally a shorter and more direct rendition of a resolution found in a GA committee, and **crisis notes**, which are sent to the chair and given to the back room. Crisis notes contain an action that an individual wants to take part in without the entire committee knowing.

Delegates should have a general understanding of **parliamentary procedure** before going to the committee, as the Frostpunk committee will be following such rules. However, the committee will be conducted a bit differently from a GA, and procedures may be elaborated on on the day of the committee.

Every delegate will be assigned a specific character with **"portfolio powers"** that dictate the extent of their ability to make certain actions throughout the committee. These portfolio powers play a part in limiting or enabling a person's ability to perform an action that is usually found in a crisis note.

Although MiniMUNC **does not require** position papers, we **highly recommend** writing one, as position papers are an amazing way to drive research and record any information that a delegate wishes to take with them to committee sessions. If anyone is to do so, make sure to submit the paper to the dais' emails (ewong30@stuy.edu, sdas40@stuy.edu, apanas50@stuy.edu) before **Sunday, October 16th.** Although position papers are accepted until the first committee session, we cannot guarantee feedback if it is submitted after the deadline. Any relevant question should also be addressed **via email.**

Finally, if there are any further questions about this committee or any more specific assignments, feel free to email the dais (ewong30@stuy.edu, sdas40@stuy.edu, apanas50@stuy.edu

Committee Background

This committee starts at 1 AGF (After the Arrival of the Great Frost), or the year 1887. The characters of this committee are now all inhabitants of New London, a settlement founded by survivors that fled London and fallen settlements including Winterhome and Tesla City. It also may be the last surviving settlement on the planet, at least to the knowledge of all those in this committee.

Charles Babbage

In 1822, English mathematician Charles Babbage was successfully funded by the British government to invent a mechanical calculator with the ability to systemize polynomial functions. His machine— the Difference Engine— yielded increased funding from the government. This funding would then be used by both Babbage and his acquaintance Ada Lovelace to build the Analytical Engine— the successor to his previous machine. This Analytical Engine functioned as a multi-purpose mechanical device, otherwise known as the first computer in the world of Frostpunk. Over the next few decades, the Analytical Engine would be slowly improved upon until the later invention of the Computational Engine, which was able to follow and complete more complex orders.

Invention of the Steam Core and the Automatons

In the years after Charles Babbage's inventions and contributions to the advancement of technology up until the Arrival of the Great Frost, two groundbreaking inventions occurred in succession. These were the Steam Core and the steam-powered Automaton. The Steam Core was invented by Professor Hawkins, a brilliant British scientist. Steam Cores became a revolutionary technology, bringing about a wave of prosperity to the British Empire and to the multiple other nations that adopted the technology, as well as massively accelerating the already ongoing Industrial Revolution. Using the mechanical power that the Steam Core provided, British engineer and scientist Johnson Townshend Phillips and his team of engineers invented the Automaton, a massive metal robot powered by Steam Cores that would go on to be instrumental in making Britain the first world superpower. These Automatons were mass produced, with one Automaton being able to produce labor that would take dozens of their human counterparts to do.

Arrival of the Great Frost

The summer of 1886 was when the Great Frost truly began. It started as a strange string of weather patterns—frost appeared during the summer, violent snowstorms in northern countries, never-ending rain in the Sahara, and a plummet in temperatures worldwide. In a dire attempt to find the source of the issue, the United Kingdom, along with several other countries, led expeditions North. Many of the British outposts were equipped with Heat Generator Towers to enable the prolonged study of this phenomena.

Meanwhile, the atmosphere of Britain and the rest of Europe continued to decline. Even the most reliable crops began to fail, and starvation started to set in—millions of people began to move south in the search of warmer climates and food. However, the south didn't have the inclination, nor the resources to handle the massive wave of refugees—many governments attempted to ignore the problem until the conflict worsened to a great extreme—leading to the collapse of southern civilization as people struggled over the remaining resources in the worsening climate.

In a final attempt to save the British people, parliament had arrived at two different solutions—the first was to send multiple ships with refugees to their colonies in South America, East and South Africa, India, and Australia, where the climate was warmer. The other plan involved sending icebreakers and Land Dreadnoughts with refugees to the resource-rich North, where the British Expeditions have already set down heat-producing generators and where the refugees could hopefully survive the environmental catastrophe and collapse of human civilization.

However, this final attempt failed to succeed when an apocalyptic ice storm came from the south, devouring all in its path and severing all communications and travel between Great Britain and the rest of the empire. Without any other option, Britain was forced to completely evacuate London and the rest of the country.

The Last Autumn + Heat Generators

After the initial consequences of the arrival of the great frost— pestilence, starvation, and rioting— the British government began mobilizing all remaining resources and executing a complete evacuation of the British Isles. Ships were acquired for the purpose of transporting both people and resources up North, where there was an abundance of coal.

This coal would be essential to the formation of a new invention: the Heat Generator Tower. The British Imperial Exploration Company was

tasked with the construction of these inventions for the creation of safe havens up North, where the people transported could survive. An example of one of these sites was New Liverpool, made to house refugees to the city. Alongside the British, the French were also sending people farther north to safer locations.

Winterhome

Winterhome was a settlement full of survivors of the Great Frost, akin to that of New London, with a heat generator. The settlement soon fell under military control, and by the fall of London the settlement had become a small city. It had access to advanced technology and plenty of manpower, allowing the citizens of Winterhome to build infrastructure frameworks and survive despite the ecological situation. However, with the news of London's collapse and the massive influx of refugees, fighting broke out in Winterhome which caused the military to crack down and enforce harsher rules on its citizens. The settlement ultimately collapsed when the generator exploded from a lack of oversight where almost all of Winterhome's citizens died from the initial explosion, the resulting chaos, or from the cannibalism and exposure to the cold that soon followed as resources were completely depleted.

Tesla City

Tesla City was a settlement that was originally founded by American survivors of an expedition led up north, led by American scientist Nikola Tesla. Similar to the British expedition, Tesla's mission was to study the strange weather patterns in anticipation of a catastrophic event like the Great Frost. In doing so, Tesla founded both Tesla City and Tesla Manufacturing, which became one of the largest production facilities in the world.

Tesla Manufacturing had a monopoly over all of Tesla City—with shares in every building. They also had the technology to be able to produce highly advanced pieces of technology, including prosthetics and steam cores. To ensure humanity's survival in this post-apocalyptic winter wonderland, Nikola Tesla ruled with an iron fist; anyone who couldn't work efficiently enough were exiled from the city. As a result, a lot of the citizens saw Tesla's utilitarian rule as dehumanizing.

At some point, however, Nikola Tesla attempted to implement an electric field designed to shield his city against the oncoming snow. While he succeeded in creating the dome, an unknown cause led to a disaster that only left behind scorched bodies and buildings, as well as Nikola Tesla and a small group of researchers in an insulated room. This small group was

found and rescued by New London scouts after the disaster.

Even though the area is now abandoned, Tesla City has been marked as a possible jackpot for the preservation of the future of humanity, as it appears to be the only place in the region that has the materials to manufacture steam cores.

The Founding of New London

New London was founded by a group of refugees that fled from London during its collapse. As this committee session opens, many people believe New London to be one of the last standing settlements of human civilization since the nearby cities of Winterhome and Tesla city have fallen.

New London is located inside of a massive cylindrical hole in the middle of a glacier, also known as The Pit. It is possible that this crater formed naturally around the perimeter due to the Heat Generator Tower's thermal radiation, or it was excavated to provide a stable base for the tower.

Since the Heat Generator was not covered by massive amounts of snow and ice upon its discovery by the refugees, it is believed that past expedition members used all of their coal resources to keep the site free of frost in order to make a habitable space in the advent it was discovered by refugees before they were forced to abandon the post for unknown reasons.

After months of traveling, the Land Dreadnoughts sent as a last-ditch effort by London ran out of coal, forcing the group to abandon ship and they had to make a trek to the closest generator site. Many died due to hunger and hypothermia, and even though thousands were separated by a blizzard, a small group of 80 under the leadership of the captain was able to reach the site. These survivors began to restart the generator and set up basic infrastructure, including a Medical Post, Cookhouse, multiple Hunter's Huts, and a fully functional workshop with the intention of letting in any other survivors. This makeshift settlement was the start of what would become New London.

Present Issue

This committee starts after scouting missions to Winterhome and Tesla City brought back the most talented survivors and scientists in order to tackle the issue.

Questions to Consider

Consider these questions in your research and during committee:

1. How has your character been affected by the Great Frost?
2. Does your character benefit from the founding or continued survival of New London? How so?
3. What role does your character play in the survival of upcoming civilizations?
4. What relations does your character have or have the potential to form with others?
5. What resources and/or innovations are required to further your character's motivations? How can they be acquired?

Committee Positions

Johnson Townshend Phillips

Johnson Townshend Phillips is a British engineer and scientist, and the inventor of the Automaton. After presenting his invention to the British Government, Phillips was offered a fortune to sell the patent to his invention. Phillips accepted the deal, but demanded to be made the Head Engineer and overseer of the project that would undertake the mass production and distribution of the Automaton. In the evacuation of London and Britain as a whole, Phillips escaped with his long-time friend Nikola Tesla, and the two went on to found Thermal City by an abandoned Heat generator. For a brief period, the two worked alongside each other to ensure the survival of all the residents of the city. However, after a heated dispute over how to address the city's various potentially catastrophic issues, Tesla and a gang of his henchmen forced Phillips out of the city, stealing all of his belongings in the process. This included Philips's blueprints for the Automaton.

Gerald Graham

Gerald Graham is a former senior British Army commander who helped found the settlement of Winterhome after the evacuation of the British Isles. Many of the surviving units under Gerald Graham's command in the British Army followed him to Winterhome. Gerald Graham soon established military governance over the settlement, promising to create a stable government with himself as its leader, and using his position of authority and his small group of soldiers to rule with an iron fist. Winterhome eventually collapsed due to riots, the explosion of the settlement's Heat Generator, and the subsequent chaos. Gerald Graham and a few of his soldiers survived the collapse, and were rescued by New London scouts. Since his arrival in New London, Gerald Graham has been appalled by the lack of a strong government and believes that instability is the settlement's greatest threat.

George Nares

George Nares was an officer in the Royal Navy and an Arctic Explorer, who is now the Captain of a Land Dreadnought from London. His extensive combat experience and his multiple expeditions into extremely harsh environments made him the clear choice to be the captain of one of the few Land Dreadnoughts sent out during the

evacuation of the British mainland. After said Land Dreadnought ran out of fuel, George Nares and the 80 civilians under his command searched for other settlements on foot, eventually finding the collapsed Winterhome before arriving at the abandoned heat generator that would become the center of New London. George Nares is considered the founder and now unofficial leader of New London. George Nares seeks to maintain stability and ensure the survival of New London through a communal approach, with everyone contributing to a greater good.

Nikola Tesla

The Serbian-American inventor Nikola Tesla is famous for his creation of Tesla City after the collapse of civilization. As a member of the survivor of the American Expedition northwards to research the weather patterns during the advent of the Great Frost. Throughout his time in Tesla City, Nikola Tesla became infamous due to his inventions and rapidly advancing technological knowledge despite the Great Frost. However, in the disillusion that he wants to ensure humanity's survival in this frozen wasteland, Tesla has come to support the ideal that settlements must be ruled with an iron fist and utilitarian mindsets. This ultimately culminated to the fall of Tesla City to one of Tesla's failed experiments—where he was found by New London scouts in an insulated testing room along with a team of scientists. Tesla was accepted into New London, and wishes to succeed where he failed at Tesla City—he wishes to rule to ensure humanity's survival *at any costs* and is a prominent figure within the settlement because of it.

Jill Jekyll

Jill Jekyll is a British botanist who spent most of her young life living on her family farm. Once she became an adult, she moved to London, where she spent the next 15 years working in the field of agriculture and botany, eventually becoming the Chief Botanist in the scientific department of the Ministry of Agriculture, Fisheries and Food in the British Government. In the events of the Arrival of the Great Frost, Jill Jekyl was chosen as one of several scientists devoted to researching innovative ways of growing food in the increasingly harsh conditions. Jill Jekyll and her team of scientists ended up creating the first Hothouse, a building powered by steam that could house and grow a variety of crops and withstand extremely low temperatures. The blueprint for Jill Jekyll's invention was distributed to many other botanists and scientists in preparation for the evacuation. Jill Jekyll herself successfully fled to New London, accompanied by a few scientists. Her

and her team are the only ones at the new settlement with the knowledge and equipment necessary to build and operate the innovative Hothouses.

Carl Anton Larson

Carl Anton Larson is a Norwegian Antarctic explorer, whaler, and navigator, and a pioneer in all three of these fields. Carl Anton Larson was appointed by the British government to lead one of the several expeditions into the North tasked with establishing outposts and equipping them with Heat Generator Towers in an attempt to discover the origins of the drastic change in climate that would come to be known as the Arrival of the Great Frost. With the oncoming total collapse of society brought by the Great Frost, the British government tasked Carl Anton Larson and multiple other explorers, military officials, and scientists with leading the evacuation of the British Isles. Using his knowledge of the location of different heat generator stations, Carl Anton Larson led a group of survivors to the already established settlement of New London.

Heinrich Hertz

Heinrich Hertz is a German physicist known primarily for his work in electromagnetism, Hertz has recently managed to produce radio waves in his experiments on electromagnetic waves. He is one of the top scientific minds at the time, and people are now looking to him to develop inventions that allow for communication over long distances. This would revolutionize the interactions between different sections of New London— especially outside the Pit— and allow for more sophisticated technology at the foundation of current society. Upon his arrival at New London, Hertz is looking both to form alliances with other great minds and to advance society on his own terms.

Charles Stewart Parnell

Though he was once respected as an Irish politician and a powerful land reformer, Parnell's years of glory have begun to decline. Since his forced candidature of William O'Shea and his subsequent affair with his wife, the public opinion of him has dropped. Parnell's current hope is to use his abilities both as a politician and as a party member to offer a level of organization and control to the people of New London. He hopes to work with other city planners to bring this hope to life. Parnell wants to achieve the same level of public respect that he had before, and he hopes that New London will once again give him that position of power.

Jagadish Chandra Bose

Bose was tweaking the final results of his study in London when the Arrival of the Great Frost occurred. After receiving the news of the death of his wife, Abala, Bose fled to New London and now waits for news of his nephew, Debendra. A well-accomplished biologist, physicist, and botanist, Jagadish is currently looking to form useful alliances with others to ensure his own survival. He has formed an alliance with Heinrich Hertz in order to further their research into the radio, and he looks forward to working with Jekyll for innovative methods of harvesting. He is, on his own time, planning an expedition into northwestern Europe in hopes of both finding his nephew— something which he hopes to work with George Nares for achieving.

Marie Curie

Marie Curie is a Polish and French physicist, currently using her research into radioactivity to look into medication for the people of New London. During her time in Tesla City, she discovered the beneficial effect of radium on certain cancer cells and used her knowledge to help treat the people there. She is working towards forming a separate medical sector in New London that would provide hospitality for the sick. During her time in Tesla City, Curie formed a strong relationship with Nikola Tesla that she hopes to expand upon in New London. Her current aspiration is to use her scientific knowledge and medical influence to open up an area of her own, where she can begin building her own society.

A.N. Whitehead

Being both a mathematician and a philosopher, Whitehead is in a position to help several parts of New London. As a philosopher, he is currently supporting Gerald Graham's rise to power and agrees with the push for a stronger government. He is hoping to help establish an official governmental and legal system throughout New London, one which he can oversee and maintain. As a mathematician, he is currently helping Heinrich Hertz with the implementation of radar into communication devices. Whitehead also was a mentor in the philosophy of Bertrand Russell, meaning that he looks to the other man most often for an ally. Whitehead firmly believes that only by uniting the people of New London will the city stand a chance of survival. His current ambition is to ally himself with Johnson Townshend Phillips and help further develop the Automaton.

Betrand Russel

Bertrand Arthur William Russel is a British philosopher and mathematician that strongly opposed British idealism but rather, preached analytic philosophy that focuses more on the observable world to develop philosophical thought rather than the British idealist ideologies of individualism and government-people relationships. As such, Russel is a pacifist who has made attempts to aid in the reformation of New London's government in the hopes that it can flourish and support all its people to unite them all under one similar cause. Prior to the Great Frost, Russel worked alongside his mentor A.N. Whitehead, who soon became his close ally, in the field of logic, and hopes to be of assistance in aiding Heinrich Hertz's creation of the radio. Similar to Whitehead, Russel aims to ally himself with Johnson Townshend Phillips and hopes to help rebuild New London in his preferred image.

Carl Benz

Carl Benz is a German Engine designer that studied locomotive engineering for the past four years of his life. However, Benz has come from a background of locksmithing, sheet-metal factory managing, but a failed business soon transformed his career to that of the renewal of transportation. Using the power of the steam core, Benz was able to create the first industrial vehicles that were available for public use. His inventions ultimately led him to be a late recruit to Tesla's expedition before the Great Frost occurred—under the guide of Tesla and his team of scientists, Benz was able to aid in Tesla's scientific discovery and in the creative uses of the steam cores. However, he greatly disagreed with Tesla's later governance of Tesla City—leading to his exile from Tesla City until he was later found by New London's scouts. Similar to Johnson Townshend Phillips, Benz holds a grudge against Tesla for his actions, but values socioeconomic and technological advancement above all.

Gustave Eiffel

Alexandre Gustave Eiffel is a French Civil Engineer and one of the survivors of the horrors of Winterhome. Similar to the other survivors, Eiffel refuses to discuss how he survived the conditions of Winterhome's collapse, but he has offered his services to help build up the infrastructure of New London with his extensive history of his construction of railways, viaducts, and bridges across France. Eiffel was drafting the ideas for the Eiffel Tower for the 1889 Exposition Universelle around the time of the Great Frost, where he then escaped to

Winterhome. Seeing the firsthand effect of military rule on Winterhome, Eiffel greatly opposes Gerald Graham's rise to power and believes that the ruling system that Graham and Tesla try to uphold are erroneous.

William Speirs Bruce

Born in 1867, William Speirs Bruce is one of the world's most experienced polar scientists during his time, and studied natural sciences including botany and practical zoology. As a result of this, he requested to the University of Edinburgh that he be sent to Winterhome's initial expedition in order to study the viability of the survival of life if colder conditions were to worsen. Similar to Eiffel, Bruce refuses to talk about how he managed to survive the collapse of Winterhome, but the settlement of New London has welcomed him with open arms due to his unique skillset and input on polar expeditions, and knowledge of the surrounding tundra flora and fauna. While Bruce does have a distaste towards military-style totalitarian rule, he values scientific discovery above all, and wishes to explore the frozen wasteland in the hopes that there is something–or someone out there to help New London.

Works Cited

"Lore." Frostpunk Wiki. Retrieved September 7, 2022, from https://frostpunk.fandom.com/wiki/Lore

Disclaimer: