

CBS

Desolation



CBS: Desolation Manual

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CBS: Desolation – The Simulated Survival Game

CBS: Desolation is intended as a mini simulation game where the point of the game is to build the best possible settlement and defend it within the day limit by gathering resources, performing friendly and/or hostile expeditions to world settlements and zones. Each session has a day limit, and a set of zones by default, while some generated and some static.

While the game is single player oriented by default it can also be played with up to 4 players in skirmish mode on steam platform.

Game Modes

a) Story Mode

Story mode in the game can be considered a prologue to the most wonders of the entire game whilst allowing experiencing of most of the game functionality through out the story, telling the story of CBS: Desolation.

While most tasks in story mode will have progress updates, some of them will require more effort and several tries to perform.

b) Skirmish

Moreover to the story mode, players can choose to play skirmish runs taking 75 to 350 game-days, selecting starting world difficulty, zone count, starting resources and win condition for the skirmish session.

While skirmish runs can take longer, all sessions will increase difficulty the longer it takes and the longer game lasts more zones and dangers will start to rise. Hence carrying possible game difficulty to a larger scale.

c) Multiplayer

As of patch 1.1 the game will be allowing players to play multiplayer games online with friends on steam platform, throughout skirmish runs.

How to Play

a) Game Basics

While the game holds many features and has a lot of relative aspects to master they are also quite simple and relatively easy to understand.

While the win condition can vary from various skirmish sessions to story sessions, it is only lost when the total survivor count is reduced to zero. When that happens a game is lost, and the player has to load back to the last save or start over.

To play, player must use resources to build and supply settlers with food and water daily, to gain resources settlers must perform various types of expeditions to surrounding zones within the area. There are local sources of food and water too, like pocket farming, the well, it's props and the water barrel.

As all the settlements can get invaded or attacked on a weekly basis, hated world settlements will prefer and prioritise attacking to the hated renowned settlements, peaceful settlements will have better protection, others may not.

World seasons may change through out the game session, it might rain or snow over some periods of time, or may not do either during other times. As these do not affect directly just yet they leave only one thing to fight against for the settlers, hunger.

b) Population

In most games, players start with three settlers, and with better settlement upgrades and further structuring settlements may get more migrations daily.

While population is capped depending on water, food and housing resources, a good settlement will get allow better population growth.

c) Resources

As with everything, resources are required for pretty much all settlement upgrades, settling unit enhancements and further improvements.

While in-settlement options like pocket farming and well may bring small amount of safe resources, you will usually find yourself running after larger gains from supply runs, relic hunts or raids.

Most expeditions will bring resources depending on settler count and their dexterity values.

d) Inventory

The few ways to get items in the game are to run relic hunts and raids to locations, performing ransom or demand diplomacies.



While the inventory space is dependant on settlement upgrades, most items can be sold, trashed and used. Equipment items are equippable by most settlers, and sometimes have stat requirement and rarely require an enhancement too. Consumables usually hold resources or quick migrations to settlement.

Most relic hunts will result in at least one item, a common consumable or equipment. In which sometimes may reward an extra one, or a key item in a story mode.



e) Paragon



A paragon may visit your settlement every 7 days, offering to replace your existing one, in order to enhance your selection of units to it's own faction in return for resources. Existing factions are Madness Driven, Broken, Survivor and Military. An enhanced unit will always gain stats easier, perform better in situations like expeditions, defense or structure building.

f) Expeditions

There are several expedition types, starting with Scouting expeditions, which must be performed before a zone is accessible. Other expeditions are supply runs, relic hunts, diplomacy runs and raids.

g) Emissary Options

By building an emissary hut, players will be able to view renowns with world settlements in scouted zones, send or receive diplomacy expeditions to them and display further stats about the world settlements.

With diplomacy expeditions players are able to ransom and demand items, send support units to one another and perform raids to settlements. These expeditions are included in multiplayer games as well.

h) Invasions

As of 1.1 patch settlements will start to receive hostile attacks on occasion, with a limit of 4 days in between each. These are called invasions, which can be composed of various creatures or humans, clowns or madness driven.

Contact

For other information, complaints or support requests you may visit [sim-plistic website](#), read up on other news, fill out a contact form.