

Survivor Incognito: Customloper Settings

Customloper Survival Settings

Customloper is a personalized survival challenge in The Long Dark-combining Interloper-level weather with adjusted wildlife and loot settings. It's designed to create pressure and unpredictability, without the grind or gear starvation of a true Interloper run.

Recommended Starting Region

If you're trying Customloper for the first time, start in Mystery Lake or Mountain Town. They offer solid shelter options, steady loot, and safeish movement between key points.

Day 1 Survival Priorities

- Find indoor shelter before nightfall.
- Craft a torch early-visibility matters.
- Stick to solid ice. Don't gamble on weak patches.
- Loot fast. Weather flips in seconds.

Run Rules Summary

- Permadeath is on-no second chances.
- Cheat Death is disabled.
- Trader is allowed.
- Cougar is active.
- No exploits or shortcut abuse.

Custom Code: 8Ins-mmpZ-KJWb-pNeG-gW4F

Game Start

Baseline Resource Availability: Medium

Starting Time of Day: Dawn

Starting Weather: Clear

Indoor Spawns Permitted: No

Survivor Monologue: Yes

Environment

Visit survivorincognito.co.uk for more

Survivor Incognito: Customloper Settings

Length of Day Multiplier: 1x
Weather Variability: Very High
Blizzard Frequency: Very High
World Gets Colder Over Time: High
Wind Variability: Medium
Aurora Frequency: Medium
Fire Overcomes Ambient Air Temp: No
Endless Night: No

Health

Calorie Burn Rate: High
Thirst Rate: Medium
Fatigue Rate: High
Freezing Rate: High
At-Rest Condition Recovery Rate: High
Condition Recovery Rate: High
Hypothermia Recovery Time: High
Frostbite Rate: High
Cabin Fever: Yes
Intestinal Parasites: Yes
Dysentery: Yes
Sprains: Yes
Food Poisoning: Yes
Broken Ribs: Yes
Rest as a Resource: Yes
Scurvy (Vitamin-C Drain Rate): Medium
Fires Prevent Freezing: No
Wake Player When Freezing Near Fire: No
Birch Bark Tea Crafting: Yes

Gear

Item Decay Rate: High

Survivor Incognito: Customloper Settings

Loose Item Availability: Medium

Empty Container Chance Modifier: Medium

Stick, Branch, and Stone Respawn Frequency: Medium

Starting Gear Allocation: Medium

Rifle Availability: Yes

Revolver Availability: Yes

Harvestable Plant Availability: High

Reduce Container Item Density: Low

Wildlife Spawns

Cougar Spawn Chance: Low

Wolf Spawn Chance: Medium

Timberwolf Spawn Chance: Medium

Deer Spawn Chance: High

Rabbit Spawn Chance: High

Bear Spawn Chance: Medium

Moose Spawn Chance: Medium

Time to Wildlife Respawn: Medium

Reduce Wildlife Population Over Time: Low

Wolf Spawn Distance: Close

Predator Grace Period: Yes

Wildlife Behavior

Wildlife Smell Range: Medium

Scent Increase from Meat/Blood: Medium

Passive Wildlife: No

Wildlife Attacks During Rest: Yes

Wolf Fear: Medium

Timberwolf Morale: Medium

Wildlife Detection Range: Medium

Wildlife Struggle

Struggle Bonus: Medium

Visit survivorincognito.co.uk for more

Survivor Incognito: Customloper Settings

Struggle Condition Damage Modifier: None

Struggle Clothing Damage Modifier: Low

Struggle Damage Severity: Medium

Survivor Incognito: Customloper Settings

Optional Challenge Modifiers

Want to add more tension or purpose to your Customloper run? Choose one or more of the following.

No Grace

Disable Predator Grace Period in the custom settings.

Hostile wildlife can spawn from Day 1.

Why: No buffer. No mercy. Survive now-or don't.

The Cold Shoulder

You may not sleep in any indoor structure (cabins, trailers, etc.).

Vehicles, caves, and outdoor bedrolls are allowed.

Why: A roof is a luxury. You're not here for comfort.

Sticks and Stones

You may not use rifles, revolvers, or bows.

Rocks, torches, knives, hatchets, and flares are allowed.

Why: This isn't hunting. It's improvising under pressure.

The Short Leash

You must stay in your starting region until Day 15.

Explore fully, adapt to limitations, and make do.

Why: Don't run from the cold. Learn to survive it.

Cold-Blooded

You may not eat hot food or drink warm drinks.

You lose warmth bonuses and comfort.

Why: The wild doesn't heat your meals-so neither do you.

No Map, No Mercy

No surveying, no charcoal use, no looking at the map screen.

Navigate by memory and landmarks only.

Why: If you don't know where you are, you'll learn-fast.

Dead Weight

Survivor Incognito: Customloper Settings

You must carry 5kg of non-essential weight at all times (e.g. ruined gear, rocks, sticks).

Inventory pressure every step of the way.

Why: Survival is heavy. Regret is heavier.

Ashes to Ashes

You must light at least one fire every in-game day.

Demands fuel, matches, and planning.

Why: If you let the fire die, something else might too.

Scavenger's Law

You may only loot each named building or shelter once.

No return trips. One sweep, one haul.

Why: Miss it? Too bad. The wild won't wait.

Dead Drop

Every 10 in-game days, you must build and abandon a supply cache with useful items.

You lose gear and supplies by design.

Why: Think ahead. Plan for a future you might not reach.

Survivor Incognito: Customloper Settings

Frequently Asked Questions

Q: What is Customloper?

A: A custom difficulty with Interloper weather but fairer loot and wildlife. It's for players who want to sweat without breaking.

Q: Is it harder than Interloper?

A: Not exactly. Weather is the same, but you'll find gear-and have a better shot.

Q: Why not just play Interloper?

A: Because scavenging for matches every run gets old. This balances fear with fun.

Q: Doesn't this go against easier difficulty play?

A: No. This is easier Interloper-not easy mode. It's tough, but fair.

Q: Where should I start?

A: Mystery Lake or Mountain Town.

Q: Can I tweak the settings?

A: Yes. This is just a base-you can adjust for your own chaos.

Q: Where do I enter the code?

A: Survival Mode > New Game > Custom > Use Code.