

Survivor Incognito: Grounded Rules of Survival (Permadeath Edition)

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Game Settings

- Game Mode: Survival
- Difficulty: Medium
- Permadeath Active: Absolutely

Permadeath Rule

- Death = Game Over.
- No exceptions.
- No reloading saves to undo mistakes.
- One life. One run.

Respawn / Save Rules

- Respawn points may not be used.
- Manual saves may be created for technical backup only (e.g. crashes).
- Saves may not be used to recover from deaths or mistakes.
- Autosaves are the primary save method.

Food & Water Rules

- All food and water must be gathered naturally during normal gameplay.
- Stockpiles may be maintained in moderation for short-term safety (expeditions, raids, brief resource gaps).
- As a guideline:
 - Water reserves should not exceed 8-10 sips (roughly 3-4 days of travel).
 - Cooked food reserves should not exceed 2-3 full days of consumption.
 - Jerky may be stockpiled up to 5-10 pieces as emergency rations.
 - Mushroom stockpiles should remain under 20-30 units.
 - Smoothies and buff foods may be prepped for boss fights or emergencies but should not exceed 5-10 per type.

- Mass hoarding or indefinite stockpiles that fully eliminate survival pressure are not permitted.
- Dew collectors and aphid farms may be built but should not be mass-produced solely to remove survival tension.
- Any unintended glitches, bugs, or infinite generation of resources may not be exploited.

Crafting & Progression Rules

- All recipes must be unlocked through normal gameplay.
- No external guides, maps, or wikis allowed.
- BURG.L chips must be discovered organically.
- Science station upgrades permitted when unlocked.

Combat Rules

- All encounters are real threats.
- Retreat, avoidance, and stealth are allowed.
- Exploiting terrain glitches or AI weaknesses is forbidden.
- Random AI behavior may occur naturally - combat may continue.
- Panic-flailing is always allowed.

Base Building Rules

- Bases must serve survival needs.
- Keep builds practical - no mega-fortresses or infinite ziplines.
- Large expansions must be earned through survival progression.

Equipment Rules

- All gear must be earned or crafted through normal progression.
- Upgrades allowed when unlocked.
- No duplication glitches or inventory exploits.

Boss Rules

- Bosses may be attempted if reached naturally.
- Bosses may not be cheesed via terrain exploits.
- Retreat allowed - but death ends the run regardless.

Optional Science Rule (Advanced Variant)

- All BURG.L quests must be accepted when offered.
- Completion encouraged but not required.
- Optional rule for extra challenge.

Glitch & Cheese Policy

- No save-scumming.
- No terrain clipping.
- No duplication.
- No infinite resources.
- No exploit abuse.

The Arachnophobia Rule

- Arachnophobia Mode may be adjusted at any time.
- Player comfort always comes first.
- Using Arachnophobia Mode does not invalidate the run.