BASE CAMP

A portable wall tent. A canvas wall tent with a cot to sleep on and a little wood stove to cook on, sold at Fort Aestrin packed in a worn old sea chest. Carry the chest aboard, sail anywhere and pitch the tent on any island's land. Whatever you leave inside is kept, as in a house.

PRICE	TENT	SLEEPS
1000 Aestrin Crowns	4.3 × 5.0 m, ridge 2.75 m	1 — the cot is a bed
STOVE	**PACKED**	**SAVE NUMBERS**
3 logs, about 3 h each	sea chest, 1.08 × 0.84 × 0.67 m, 20 kg	house 1255 · chest 32755

BUYING IT

Fort Aestrin, the map and instrument stall

The chest stands on the **map and instrument seller's** floor, between his crates and the tall crate stack. It is sold like any item in the game. Look at it and the game's words show `buy Base Camp - Wall Tent for 1000 Aestrin Crowns`. Press the **use** key to buy it: the chest goes straight into your hands.

Buying the chest is buying the tent. The price can move a little, as every item's does, with the Crown's rate and your reputation at the Fort.

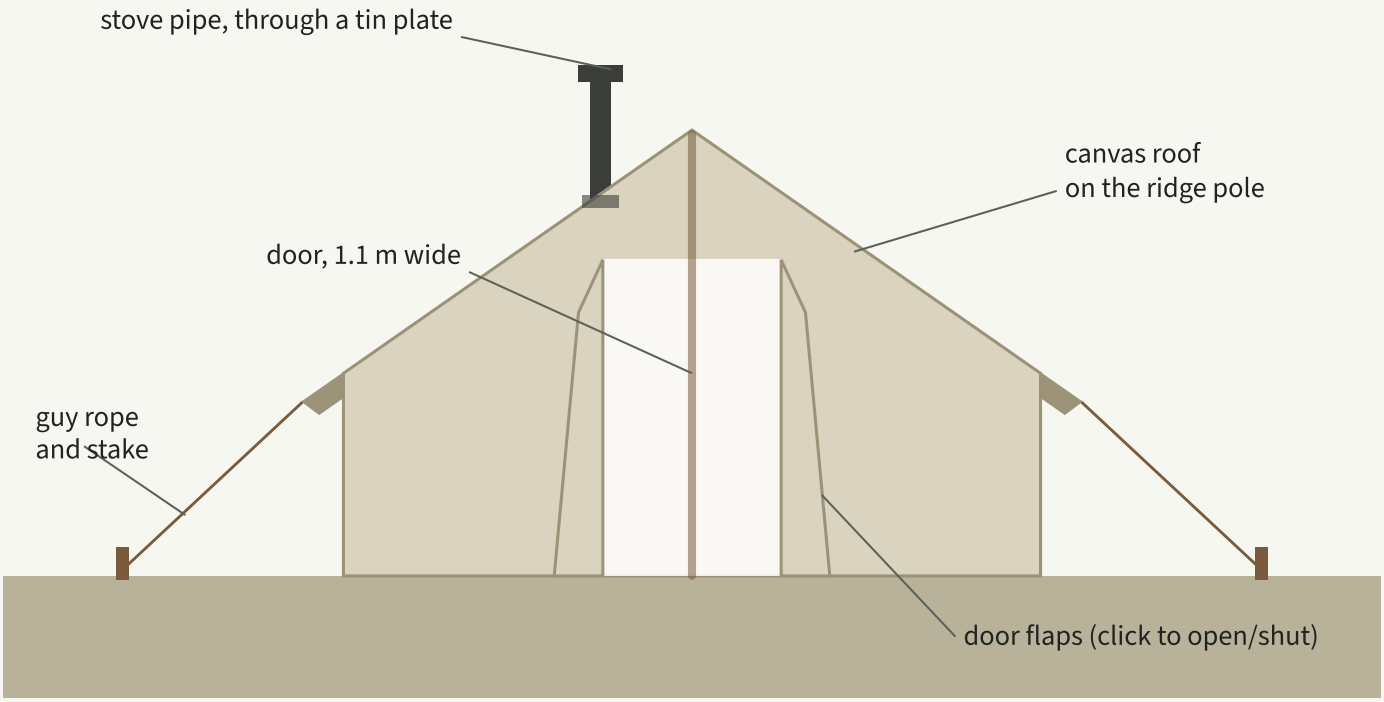
One tent per game: once bought, it is never offered again in that save. With *Lilith's Furniture* installed, its barrel cradle on that spot is moved about 1 m toward the street.

With Tamarack Island & Dalkey Reef

That mod has a wall tent of its own, sold at its lumber camp. Base Camp is the same tent on its own, for players who want the tent without the new islands. If you have both, you have two tents: they keep their own save numbers and chests and never mix.

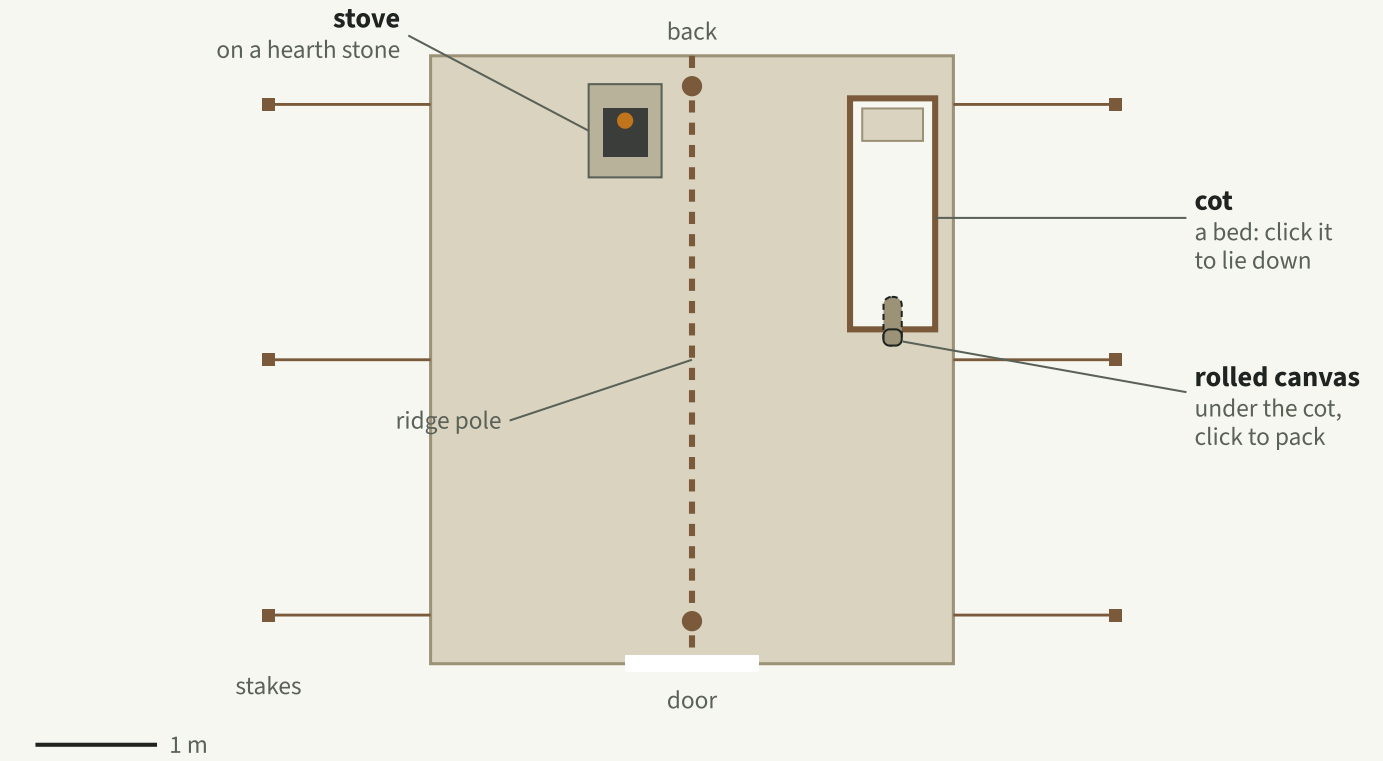
THE TENT

A wall tent of canvas on a ridge pole and two uprights, walls 1.25 m high, three guy ropes to stakes on each side. The stove's pipe goes out through a tin plate in the roof.



From the front. Drawn to scale from the mod's measurements; colours are only a guide.

Inside



From above, roof off. The rolled canvas lies on the floor under the cot (dashed), its end showing past the cot's foot. Plenty of floor left for your own things.

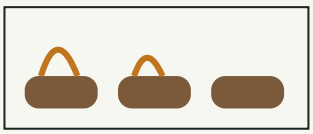
Living in it

- **The cot is a bed.** Click it and you lie down as in your own bed; any click gets you up.
- **Your things are kept.** Set things down inside and they are saved with your game, as in a house. They come back where you left them.
- **The flaps** roll up and down with a click.
- **Head room.** The roof is low at the sides. Standing, you stop where your head would meet the canvas. Crouch to get right to the walls; you stay crouched until you move back toward the middle.
- **Lantern hooks.** The game's lamp hook fixes to the ridge pole and the two upright poles, so you can hang a lantern there (and, with *HooksHangMore*, whatever that mod lets you hang). A hook in the tent is kept with it like any of your things.

THE STOVE

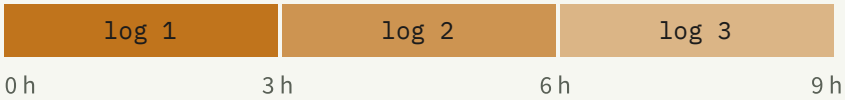
The tent's own little stove, standing on a hearth stone at the back. With *Better Stoves* installed it is its Tiny Stove; without it, it looks like the game's own Aestrin stove. It works the same either way. It is part of the tent, so it can't be picked up on its own.

Firebox: 3 logs



3 / 3 logs

One log burns at a time: a full stove lasts about 9 hours



game hours; the flames, light and smoke grow with the wood in it

```
stove
2 / 3 logs - burning
```

what it says when you look at it

Lighting it

- Hold a firewood log you have bought and click it on the stove. It goes in and lights straight away. Add up to 3.
- It won't take `Buy the firewood first.` wood you haven't paid for, `That wood is cargo for a delivery.` or more when `The stove is full.`
- While it burns you get the flames, firelight and door glow with a slow flicker, glowing coals, the logs in the firebox, the crackle, and smoke from the pipe. When the last log burns out it goes dark and quiet.

Cooking on it

- Hold a pot, pan or food and click it on the stove, its top or its front, or set it down on the top: it sits on the stove and cooks the game's own way, sizzling as it goes.
- One thing at a time: `There is something on the stove already.`
- Vittles and other mods see it as a lit stove.

Saved with your game

Its logs and how far the fire has burned are saved. Hours you spend away still burn its wood; loading a save burns nothing.

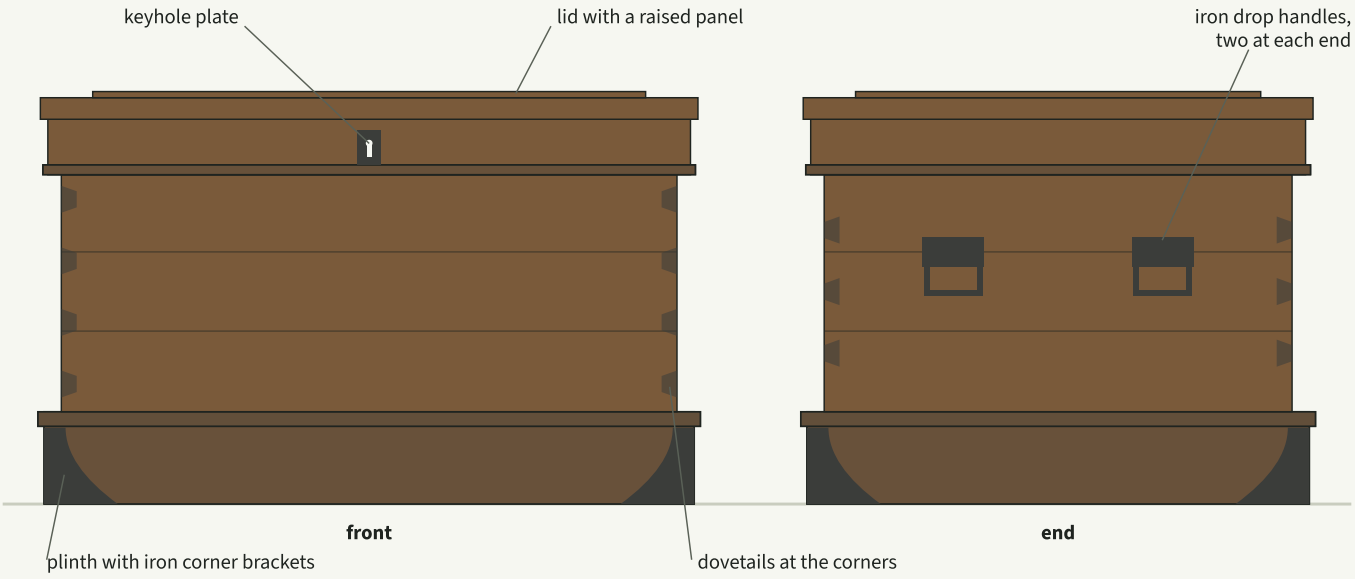
PACKING UP

1. Take your things out of the tent. You can keep what you are carrying.
2. Let the stove burn out.
3. Click the **rolled canvas** lying on the floor under the cot. Its end shows past the cot's foot.
4. The tent comes down, cot and stove too, and its **sea chest** is set down in front of you.

If it can't pack yet, it tells you why:

`Buy the tent first.`	It isn't yours yet.
`Take your things out first. (3 still in the tent)`	Something is still inside.
`Let the stove's fire burn out first.`	There is still wood burning.

> **Crates.** The things in a crate go with their crate. A crate in the tent counts as **one thing** in “still in the tent”, however much is in it. Carry a crate out of the tent and what is in it goes out with it: it no longer counts as left inside.



The packed tent: a worn sea chest, 1.08 × 0.84 × 0.67 m, 20 kg. Drawn to scale from the mod's own shape; in the game it is stained, grimy pine with dark iron fittings.

The sea chest

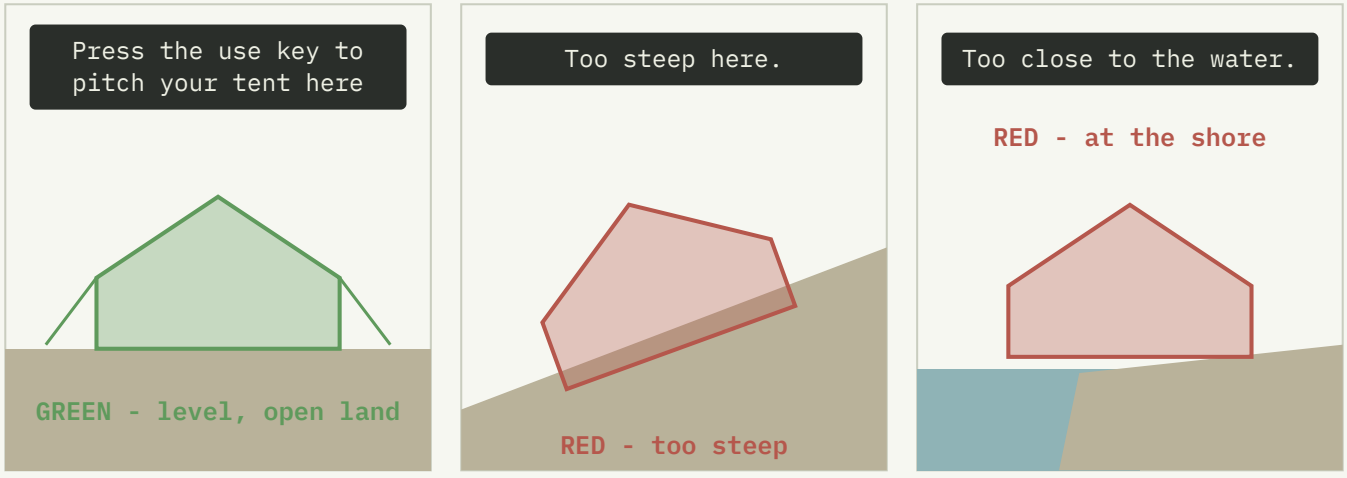
- The chest, **Base Camp - Wall Tent**, holds the whole tent: canvas, poles, guy ropes, stakes, the cot and the stove. It does not open.
- 1.08 m long, 0.84 m deep, 0.67 m high, 20 kg. Too big for a pocket: carry it in your hands.
- Set it aboard your ship and sail wherever you like. It is saved with your things like any other item.
- Your tent's place in the save stays kept for it, empty, while it is packed.

PITCHING IT

1. Pick up the chest and carry it onto land. While you just carry it, no outline shows; the words beside the chest say `Press the use key to choose a place for your tent`.
2. Press the game's **use** key (the one you eat or read with) while you hold the chest. This starts choosing a place; it does not pitch the tent yet.
3. Now a see-through outline of the tent follows where you look, within 8 m, its door facing you. Walk and look around for a good spot. **Green**: it fits. **Red**: it doesn't, and the words beside the chest say why.
4. On green, press **use** again. The tent goes up there and the chest is used up. On red, the use key only tells you why, and you keep choosing.

To stop choosing, set the chest down (or board a boat, or go into the water): the outline goes away. Pick it up and press use to choose again.

Only the chest in your hands pitches the tent. Setting the chest down never pitches it: put it down anywhere and it stays a chest. The press that buys the chest never starts choosing.



Once you have pressed use to choose a place, the outline follows where you look, a few times a second. Press use again while it is green to pitch the tent.

Why it won't fit

`Too steep here.`	Some ground under it is tilted too much, or it is more than 45 cm out of level across the tent.
`Too close to the water.`	Its ground is under 0.5 m over the sea, or the sea is within 1.5 m of it.
`Something is in the way here (a wall).`	A building, dock, wall, fence, tree or other solid thing stands where it would go.
`That is someone's house - pitch it in the open.`	It would be inside a house.
`That is not an island's land.`	You are looking at something that isn't an island's ground.
`Not enough land here for the tent.`	The land runs out under it.
`Too far - come closer.`	The spot is more than 8 m away.
`Not aboard a boat - pitch it on land.`	You are on a boat. Carry it ashore first.
`Not in the water.`	You are swimming.
`Not indoors - take it outside.`	You are inside a building.
`Your tent is pitched already.`	There is only one tent; it is already up somewhere.

Where it can go

On the land of any of the game's islands. Once up it stays with its island and shows when the island does.

SAVING AND LOADING

- Where the tent stands, which island, and which way its door faces are saved with your game. So is whether it is packed.
- When you load, the tent is put back up before your things are read, so your things return inside it, where you left them.

> **Good to know.** The chest is never taken by the game's far-item rule (the game clears away a bought thing left lying loose once you are 800 m from it): it stays where you set it, held still until you come back. There is one tent per game, so look after its chest: a chest lost at sea or destroyed is not replaced. On uneven ground the canvas can sit a little above the lowest point, up to about 18 cm. A save that holds the chest needs this mod, or Save Cleaner, to load, like any modded item.

Settings (F1, "Base Camp - A Portable Wall Tent")

- **For sale at Fort Aestrin** (on). A tent you have already bought is always kept.
- **Tent price in Aestrin Crowns** (1000).
- **Tent save number** (1255). Change it only if another mod uses 1255.
- **Sale spot nudge east** and **Sale spot nudge north** (0 m): move the chest for sale if it stands in something's way.

Base Camp - A Portable Wall Tent by Dixiecapt. The Tiny Stove model is by **olegiliushov** (open use licence), from *Better Stoves* (Dixiecapt with M.I.D.N); it shows when Better Stoves is installed and is not shipped with this mod.
Inspired by the wall tent of *Tamarack Island & Dalkey Reef*.

Made by Dixiecapt with the help of Claude (AI).

Guide for version 0.1.4 (beta), 26 November 2026. Drawings are made from the mod's own measurements.