**Main Story Event Chain**

**Event\_001: Calm after and before the storm**

**Message:**

We have bin stranded on this island for several days now. Most of the fleet got destroyed . We got out to safety but there might still be people out there. We need to use our last ship to scavenge for resources building up a stable economy in case more refugees arrive.

**Option\_001: Unpack the supplies and let's get out there**

Food: 100

Mats: 200

Money: 50

People: 20

**Event\_002: First wave**

**Message:**

Some of our fishermen have found people washing ashore. they look like they are part of our fleet. We need to choose what to do with them.

**Option\_001: Settle them down**

People: 20

**Option\_002: Get them on a boat out of here**

Stability: -1

**Option\_003: Give them food but dont allow them to stay**

Food: -60

**Event\_003: Message across the ocean**

**Message:**

We have already accepted this island as our new home but without help from the empire we might get in trouble. We will send a message through the merchant that visit our island. In the meantime we need to deal with the incoming refugees.

**Option\_001: Save anyone we can**

People: 50

**Option\_002: We cant save them all take help part of them**

People: 30

Stability: -1

**Event\_004: The response**

**Message:**

Because of the ongoing war the empire won't be there to help us. God save us

**Option\_001: Hold a feast to cheer people up**

Food: -100

**Option\_002: Invest in luxury products to improve happiness**

Money: - 100

**Option\_003: Only god can save is now**

Stability: -1

**Event\_005: The last wave**

**Message:**

Some of our merchants mentioned a large group of people heading our way in boats, looking for a place to live. These are the last of our fleets refugees. If we can handle them we can handle everything else in front of us.

**Option\_001: We have lasted this far more people shouldn’t be a problem**

People: 100

**Option\_002: We can take some but we're all doomed if we take them all**

People: 50

Food: -100

**Option\_003: Make it known that we no longer accept refugees.**

Stability: -1

**Event\_006: Survival of the fittest**

**Message:**

Nonmatter what we did it was for our own survival. And survive we did. Today we prove that we are the best of the Empires navy. settling a island without help and living to tell the tale.

**Option\_001: Victory after the storm**

Triggers special event waarmee de game word gewonnen.