MARK OF A KING

An exercise in tracking lots of little people like a total non-stalker

Welcome to the challenge! Although you might be intimidated by the fact that there's a whole document to explain it, it's really not all that hard to conceptualize. It's just a lot of numbers, but thankfully computers are generally good at handling that.

You are the emperor of Blakeland, and you want to keep track of your citizens. You have fourteen towns in your empire: Andlingerville, Blairville, Clevelandville, Dillonville, Equadville, Fristville, Gaussville, Hoytville, Icahnville, Jadwinville, K-ville, Lewisville, McCoshville, and Nassauville. At the end of each month, a significant portion of your citizens like to move around. You commission a study to see how many citizens in each town move to each town, and the results are as follows:

From Andlingerville:

- 50% stay in Andlingerville
- 35% move to Equadville
- 15% move to McCoshville

From Blairville:

- 33% move to Andlingerville
- 50% stay in Blairville
- 10% move to Fristville
- 3% move to K-ville
- 4% move to McCoshville

From Clevelandville:

- 50% stay in Clevelandville
- 50% move to Gaussville

From Dillonville:

- 60% stay in Dillonville

- 10% move to K-ville
- 10% move to McCoshville
- 20% move to Nassauville

From Equadville:
- 2% move to Blairville
- 20% stay in Equadville
- 40% move to Hoytville
- 3% move to Lewisville
- 35% move to McCoshville

From Fristville:
- 12.5% move to Andlingerville
- 75% stay in Fristville
- 10% move to Jadwinville
- 2.5% move to McCoshville

From Gaussville:
- 12% move to Clevelandville
- 50% stay in Gaussville
- 18% move to K-ville
- 20% move to Lewisville

From Hoytville:
- 1% move to Clevelandville
- 20% move to Equadville
- 39% stay in Hoytville
- 10% move to K-ville
- 30% move to McCoshville

From Icahnville:
- 20% move to Blairville
- 20% move to Dillonville

- 50% stay in Icahnville
- 10% move to McCoshville

From Jadwinville:

- 0.8% move to Blairville
- 5% move to Equadville
- 1.5% move to Fristville
- 4.7% move to Gaussville
- 66% stay in Jadwinville
- 10% move to Lewisville
- 3% move to McCoshville
- 9% move to Nassauville

From K-ville:

- 12.5% move to Equadville
- 22% move to Fristville
- 0.5% move to Icahnville
- 2% move to Jadwinville
- 52% stay in K-ville
- 11% move to Nassauville

From Lewisville:

- 1% move to Andlingerville
- 2% move to Dillonville
- 1% move to Equadville
- 3% move to Hoytville
- 44% move to Icahnville
- 4% move to K-ville
- 45% stay in Lewisville

From McCoshville:

- 12% move to Blairville
- 20% move to Clevelandville

- 0.5% move to Dillonville
- 1% move to Hoytville
- 3% move to Icahnville
- 18.5% move to Jadwinville
- 15% move to Lewisville
- 30% stay in McCoshville

From Nassauville:

- 12% move to Dillonville
- 13% move to K-ville
- 5% move to McCoshville
- 70% stay in Nassauville

Assume your empire starts with 1,234 citizens, and that all of them are immortal and sterile (i.e. the total population never changes). After many, many years, find how many citizens are in each town.