

## Quest Stuff

### Quest Notes:

- + Gather \*Food\*
- + Gather \*Supply\*
  - + Both trigger when low to need
- + Upgrade Base \*Facility\*
  - + Triggers when close to capacity limit
- + Lower Population
  - + Triggers when food/meds too low
- + Prevent Coup
  - + Triggers when fun low for 2 long
- + Find Survivors
  - + Triggers when high resources/low pop
- + Quell Panic
  - + Triggers by low resources/Lower Population Quest/Disaster/etc.
- + Improve heat suit
  - + Triggers when heat meter goes below 50% on an outing
- + Refugees
  - + Random trigger chance
  - + May need food, housing, resources
- + Bandits
  - + Random trigger chance
  - + May deter, eliminate, or fight
- + Wedding
  - + Random trigger when over 20 people
- + Birth
  - + Random Trigger when over 10 people

### Quest: Bandits

Trigger: 5% chance

Script: “Armed marauders are approaching with the setting sun. How will you handle this situation?”

Choices: Deter, Eliminate, Fight

If(Deter) Script:

- + “You attempt to negotiate with the bandits.”
  - + 50% Chance: Resources = Resources - 20;

- + 25% Chance: Population = Population - 10;
- + 25% Chance: Scrap = Scrap - 20;

**If(Eliminate) Script:**

- + “You throw a molotov cocktail instantly killing the bandits.”
  - + Scrap = Scrap - 10; Resources = Resources - 10

**If(Fight) Script:**

- + “You send your best men to protect the colony. They do not all survive.”
  - + Population = Population - 3;

**End Quest: Bandits**

**Quest: Birth**

**Trigger: 10% chance after Population >10**

**Script: “Hark! A child is born! Do you bring gifts to the newborn thing?”**

**Choices: Visit, Give Present, Carry On, Exile**

**If(Visit) Script:**

- + “What a darling child.”
  - + Population = Population + 1;

**If(Give) Script:**

- + “Here’s some toys for the baby and a broom for the stable.”
  - + Resources = Resources - 10; Population = Population +1;

**If(Carry On) Script:**

- + “You are the leader of a society on the brink of collapse. You don’t have time for mere trifles. You do nothing.”
  - + Population = Population + 1;

**If(Exile) Script:**

- + “I sincerely apologize, but we cannot afford anyone else living in this collective society.”

- + Population = Population - 3;

End Quest: Birth

Quest: Wedding

Trigger: 5% chance after Population >20

Script: “Two of your people are getting married and have invited you. Do you accept their invitation or send your regrets?”

Choices: Attend, Give Present, Carry On, Crash

If(Attend) Script:

- + “What a lovely ceremony.”
- + Resources = Resources - 10

If(Present) Script:

- + “Here’s some fine china.”
- + Scrap = Scrap - 10; Resources = Resources - 10

If(Ignore) Script:

- + “I reluctantly send my regrets.”
- + Resources = Resources - 10;

If(Crash) Script:

- + “I sincerely apologize, but we cannot afford a wedding as a collective society.”
- + Resources = Resources + 10

End Quest: Wedding