



CONTENT DOC

Stellaris Event Chain Mod

"Godly Gamble"

By Rudolf J.B. Buirma

Game Writer & Narrative Designer

WEB: www.rudolfbuirma.com

MAIL: contact@rudolfbuirma.com

TEL: 0031 (0)6 222 10 885

L.I.: [linkedin.com/in/rudolfbuirma](https://www.linkedin.com/in/rudolfbuirma)

TWIT: @Rudolf_Buirma

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1 Narrative Step-Outline

1.1 - Event Story Summary

A comical, high level research event chain, where a science ship encounters a supernatural omnipotent alien that challenges the ship's officer to a high-stakes game of riddles.

[> Click here to see the Event Logic Structure](#)

1.2 - Event Chain Overview

EVENT NAME	DESCRIPTION
• godly_gamble_category	# Anomaly found
1. godly_gamble.1	# First event
a. godly_gamble.1.a	- Initiates special research project
b. godly_gamble.1.b	- Cancels event
• GODLY_GAMBLE_PROJECT	# Special research project
2. godly_gamble.2	# Special research project success
a. godly_gamble.2.a	- Fires first hidden timed event
3. godly_gamble.3	# Anomaly lost
a. godly_gamble.3.a	- Ends event chain with minimal gains
4. godly_gamble.4	# 1st Hidden timed event
a. godly_gamble.4.a	- Starts second hidden timed event
5. godly_gamble.5	# 2nd Hidden timed event
a. godly_gamble.5.a	- Prematurely closes chain. > fires event 6
b. godly_gamble.5.b	- The great godly gamble. > Chance of firing either event 7, 8 or 9
6. godly_gamble.6	# Prematurely end event chain
a. godly_gamble.6.a	- Ends event chain with minimal gains
7. godly_gamble.7	# Epic win
a. godly_gamble.7.a	- Ends event chain with high gains
8. godly_gamble.8	# Success
a. godly_gamble.8.a	- Ends event chain with medium gains
9. godly_gamble.9	# Epic fail
a. godly_gamble.9.a	- Ends event chain with high losses

1.3 - Localization

l_english:

```
#####
```

```
# Paradox Work Test Mod
```

```
# Localization Text
```

```
# Godly Gamble Event Chain
```

```
# Written and coded by Rudolf J.B. Buirma
```

```
#####
```

```
# [Root.GetLeaderName] = Name of the active officer on the ship.
```

```
# [Root.GetName] = Name of the space object scanned by science ship.
```

```
# [Root.GetFleetName] = Name of the science ship performing the research.
```

```
# /n/n = New paragraph.
```

Anomaly Found

- **godly_gamble_category:0** "Curious Signals Detected"
- **godly_gamble_category_desc:0** "Our scientists have detected most unusual light signals emitting from a seemingly invisible rift near [Root.GetName]'s proximity. Science officer [Root.GetLeaderName] therefore officially requests permission to engage in a Special Research Project to observe and investigate the properties emitting from this mysterious anomaly.

First Event

- **godly_gamble_event.1.name:0** "White Hole Discovered"
- **godly_gamble_event.1.desc:0** "Spectacular news. Detailed research on the anomaly near [Root.GetName] concluded that the seemingly unnatural occurrence is some sort of miniature singularity, expelling tiny amounts of particles into existence. A sort of 'inverse black hole' as it were. This phenomenal discovery confirms that matter can actually come into existence through occurrences only theorised as 'white holes'. /n/nAnd if that wasn't mind boggling enough, this particular object even seems to be unexpectedly stable. Since it is continuously emitting light particles in a steady frequency. Revealing a clear multispectral light pattern that is orderly broadcasted into space. In a sense, it could be communicating with us... /n/nWe would like to attempt to communicate back with the source, potentially establishing the first ever interdimensional contact in the history of the universe."
- **godly_gamble_event.1.a:0** "Let's make history."
- **godly_gamble_event.1.b:0** "I don't trust it..."

Special Research Project

- **godly_gamble_PROJECT:0** "Chatty White Hole"
- **godly_gamble_PROJECT_DESC:0** "We may have discovered the first ever evidence of a white hole in the known universe and it is reaching out to us. Our scientists would like to recreate the transmission and communicate back with whatever lies beyond. Theoretically, white holes only exist for a very short time, so we must act quickly."

Event Failure

- **anomaly_failure.3.desc:0** "Alas, the curious rift has disappeared during our research. We may never know what it really was."

Special Research Project Success

- **godly_gamble_event.2.name:0** "First Contact of the Interdimensional Kind"
- **godly_gamble_event.2.desc:0** "Science officer [Root.GetLeaderName] would like to personally report that on this date, the crew of the [Root.GetFleetName] have successfully established communication with a white hole. After returning its own signals back into the singularity, we managed to alter the entropic, multicoloured light cloud to order itself into a patterned array of colours. This could potentially indicate the presence of some sort of interdimensional intelligence existing beyond our own time space dimension. We shall ambitiously continue our experiment as long as possible."
- **godly_gamble_event.2.a:0** "Make your people proud, officer."

Anomaly Lost

- **godly_gamble_event.3.name:0** "Singularity Lost"
- **godly_gamble_event.3.desc:0** "Alas, the curious supernatural singularity has vanished during our investigation. Although we believe to have observed a white hole, we were not able to establish that it was communicating with us or not. Either way, we are back to the hypothetical drawing board, concerning our scientific understanding of the laws of entropy."

1st Hidden Timed Event

- **godly_gamble_event.4.name:0** "Sudden Alien Occurrence"
- **godly_gamble_event.4.desc:0** "Urgent message from science officer [Root.GetLeaderName], /n/nWe have encountered a superintelligent, interdimensional alien. I repeat, we have made a first encounter of the interdimensional kind. /n/nA being has emerged from the white hole, appearing before us as a creature of many colours. Mounted upon what appears to be a Tiyanki gas grazer with a single pointed appendix protruding from its forehead. /n/nA voice now speaks to me from inside my mind, greeting me in our own language. It names itself Loptr. It says it comes in peace and has just begun chronicling the story of its life. /n/nMore updates will follow."
- **godly_gamble_event.4.a:0** "Absolutely mindboggling."

2nd Hidden Timed Event

- **godly_gamble_event.5.name:0** "Unrefusable Offer"
- **godly_gamble_event.5.desc:0** "Crucial update concerning the interdimensional contact between Loptr, the white hole alien and myself, officer [Root.GetLeaderName]. /n/nI wish to request your authorization on how to continue in my next step. /n/nLoptr has proclaimed itself to be a god and challenged me to a game of riddles. In return, it promises to grant me alone a single wish. However, if I lose, Loptr will omnipotently decide upon the fate of not only me, but also the ship and its crew. /n/nI do not know what Loptr is actually capable of. But seeing how an interdimensional alien, mounted upon a unicorned space whale just sprang into existence from a puff of rainbows, I am more than willing to believe anything at this point. /n/nI repeat, how shall we proceed?"
- **godly_gamble_event.5.a:0** "Blast the alien from existence!"
- **godly_gamble_event.5.b:0** "Play the game and win officer."

Prematurely End Event Chain

- **godly_gamble_event.6.name:0** "Sudden Disappearance"
- **godly_gamble_event.6.desc:0** "We have proceeded as you commanded, but directly upon accepting your order, the white hole alien has vanished from space, leaving behind no trail of its existence. Although the science officer seems somewhat shaken from

the encounter, we are happy to report that the ship and its crew are otherwise in perfect condition."

- **godly_gamble_event.6.a:0** "Excellent. Tell no one of what happened today."

Epic Win

- **godly_gamble_event.7.name:0** "A Scientist's Wish"
- **godly_gamble_event.7.desc:0** "Urgent message from science officer [Root.GetLeaderName], /n/nAfter a highly challenging game of riddles, I have successfully defeated the white hole alien in my mind. As a result I was allowed to make a single wish, in which I was equally as successful. However, Loptr instructed me never to reveal the wish to anyone, lest I endanger the life of any person who hears it. I can therefore report no further details concerning the wish. Directly after, Loptr vanished from space, leaving behind no trail of its existence. /n/nThe whole science team is baffled by our discoveries, but no recordings were made that could prove our encounter. All we have are the readings, but those alone have already significantly altered our modern understanding of the laws of physics."
- **godly_gamble_event.7.a:0** "Magnificent."

Success

- **godly_gamble_event.8.name:0** "Wish Upon A Star"
- **godly_gamble_event.8.desc:0** ""Urgent message from science officer [Root.GetLeaderName], /n/nAfter a highly challenging game of riddles, I have successfully defeated the white hole alien in my mind. As a result I was allowed to make a single wish. But due to the serious amount of stress I was under, I might have made a slightly less ambitious wish than I actually had intended to... However, Loptr instructed me never to reveal the wish to anyone, lest I endanger the life of any person who hears it. I can therefore report no further details concerning the wish. Directly after my wish, the alien vanished from space, leaving behind no trail of its existence. /n/nThe whole science team is baffled by our discoveries, but no recordings were made that could prove our encounter. All we have are the readings, but those alone have already significantly altered our modern understanding of the laws of physics."
- **godly_gamble_event.8.a:0** "Most excellent."

Epic Fail

- **godly_gamble_event.9.name:0** "Last Record"
- **godly_gamble_event.9.desc:0** "Shortly after the order was given, all communication was lost with the [Root.GetFleetName]. We believe that the white hole Alien named Loptr may have indeed had some sort of supernatural abilities and has fatally transformed the fate of the ship and its entire crew. The last transmission that we have is a voice recording of the officer shouting, 'Oh no, wait! I meant...' ending in a sonar frequency identical to the call of a Tiyanki gas grazer."
- **godly_gamble_event.9.a:0** "How very tragic."

Special Message

- **godly_gamble_event.9.a.tooltip:0** "Our science ship and its crew have mysteriously transformed into a Tiyanki gas grazer and it has teleported away."

2 Event Chain Script

2.1.1 - Anomalies

```
#####
# Paradox Work Test Mod
# Anomaly Event
# Godly Gamble Event Chain
# Written and coded by Rudolf J.B. Buirma
#####

anomaly = {
    event = godly_gamble_event.1
    category = "godly_gamble_category"

    weight = 1

    potential = {
        always = yes
    }
}
```

2.1.2 - Anomaly Categories

```
#####
# Paradox Work Test Mod
# Anomaly Categories
# Godly Gamble Event Chain
# Written and coded by Rudolf J.B. Buirma
#####

anomaly_category = {
    key = godly_gamble_category
    desc = godly_gamble_category_desc
    picture = GFX_evt_gas_giant
    level = 3
    risk = 30

    spawn_chance = {
        modifier = {
            is_planet_class = is_asteroid
            add = 2
        }
    }

    on_spawn = {
    }

    on_success = {
    }
}
```

```

on_fail = {
    ship_event = { id = anomaly_failure.3 }
}

on_critical_fail = {
    ship_event = { id = anomaly_failure.3 }
}
}

```

2.3.1 - Events

```

#####
# Paradox Work Test Mod
# Event List
# Godly Gamble Event Chain
# Written and coded by Rudolf J.B. Buirma
#####

```

```
namespace = godly_gamble_event
```

#Initial Anomaly Success

```

ship_event = {
    id = godly_gamble_event.1
    title = "godly_gamble_event.1.name"
    desc = "godly_gamble_event.1.desc"
    picture = GFX_evt_wormhole
    location = FROM

    is_triggered_only = yes

    immediate = {
        FROM = { save_event_target_as = loptr_position }
        create_ambient_object = {
            location = FROM
            type = "space_cloud_entity"
        }
        last_created_ambient_object = {
            save_event_target_as = loptr
            set_location = {
                target = event_target:loptr_position
                distance = 5
                angle = random
            }
        }
    }
}

option = {
    name = "godly_gamble_event.1.a"
    event_target:loptr = {
        enable_special_project = {
            name = "godly_gamble_PROJECT"
            owner = ROOT
            location = FROM
        }
    }
}

```



```

    }
    leader = {
        add_experience = 200
    }
    owner = {
        add_influence = 100
    }
}

option = {
    name = "godly_gamble_event.1.b"
    hidden_effect = { destroy_ambient_object = event_target:loptra }
}
}

```

#Special Project Success

```

ship_event = {
    id = godly_gamble_event.2
    title = "godly_gamble_event.2.name"
    desc = "godly_gamble_event.2.desc"
    picture = GFX_evt_wormhole
    location = FROM

    is_triggered_only = yes

    immediate = {
        fleet = {
            set_event_locked = yes
        }
    }

    option = {
        name = "godly_gamble_event.2.a"
        hidden_effect = { ship_event = { id = godly_gamble_event.4 days = 1 } }
        leader = {
            add_experience = 200
        }
        owner = {
            add_monthly_resource_mult = {
                resource = physics_research
                value = 6
                min = 60
                max = 150
            }
        }
    }
}
}

```

#Special Project Failure

```

country_event = {
    id = godly_gamble_event.3
    title = "godly_gamble_event.3.name"
    desc = "godly_gamble_event.3.desc"
    picture = GFX_evt_wormhole
}

```

```

    is_triggered_only = yes

    option = {
        name = UNFORTUNATE
    }
}

```

#1st Hidden Event

```

ship_event = {
    id = godly_gamble_event.4
    title = "godly_gamble_event.4.name"
    desc = "godly_gamble_event.4.desc"
    picture = GFX_evt_psionics
    show_sound = event_mysitc_reveal_02
    location = FROM

    is_triggered_only = yes

    option = {
        name = "godly_gamble_event.4.a"
        hidden_effect = { ship_event = { id = godly_gamble_event.5 days = 1 } }
    }
}

```

#2nd Hidden Event

```

ship_event = {
    id = godly_gamble_event.5
    title = "godly_gamble_event.5.name"
    desc = "godly_gamble_event.5.desc"
    picture = GFX_evt_psionics
    location = FROM

    is_triggered_only = yes

    option = {
        name = "godly_gamble_event.5.a"
        hidden_effect = { ship_event = { id = godly_gamble_event.6 days = 1 } }
    }

    option = {
        name = "godly_gamble_event.5.b"
        hidden_effect = {
            random_list = {
                35 = { ship_event = { id = godly_gamble_event.7 days = 1 } } #EpicWin
                55 = { ship_event = { id = godly_gamble_event.8 days = 1 } } #Success
                15 = { ship_event = { id = godly_gamble_event.9 days = 1 } } #EpicFail
            }
        }
    }
}

```

#Blasted Loptr

```

ship_event = {
    id = godly_gamble_event.6
    title = "godly_gamble_event.6.name"

```

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```

desc = "godly_gamble_event.6.desc"
picture = GFX_evt_gas_giant
location = FROM

is_triggered_only = yes

immediate = {
    destroy_ambient_object = event_target:loptra
    fleet = { set_event_locked = no }
}

option = {
    name = "godly_gamble_event.6.a"
    leader = {
        add_experience = 100
    }
}
}

```

#Epic Win

```

ship_event = {
    id = godly_gamble_event.7
    title = "godly_gamble_event.7.name"
    desc = "godly_gamble_event.7.desc"
    picture = GFX_evt_wormhole
    location = FROM

    is_triggered_only = yes

    immediate = {
        destroy_ambient_object = event_target:loptra
        fleet = { set_event_locked = no }
    }

    option = {
        name = "godly_gamble_event.7.a"
        leader = {
            add_experience = 250
        }
        owner = {
            add_monthly_resource_mult = {
                resource = physics_research
                value = 18
                min = 120
                max = 350
            }
        }
    }
}
}

```

#Success

```

ship_event = {
    id = godly_gamble_event.8
    title = "godly_gamble_event.8.name"
    desc = "godly_gamble_event.8.desc"
}

```

```

picture = GFX_evt_wormhole
location = FROM

is_triggered_only = yes

immediate = {
    destroy_ambient_object = event_target:loptra
    fleet = { set_event_locked = no }
}

option = {
    name = "godly_gamble_event.8.a"
    leader = {
        add_experience = 200
    }
    owner = {
        add_monthly_resource_mult = {
            resource = physics_research
            value = 4
            min = 40
            max = 100
        }
    }
}
}

```

#Epic Fail

```

ship_event = {
    id = godly_gamble_event.9
    title = "godly_gamble_event.9.name"
    desc = "godly_gamble_event.9.desc"
    picture = GFX_evt_star_pulsar
    show_sound = event_space_whale
    location = FROM

    is_triggered_only = yes

    immediate = {
        destroy_ambient_object = event_target:loptra
        fleet = { set_event_locked = no }
        kill_leader = { type = scientist show_notification = no }
        fleet = { destroy_fleet = this }
    }

    option = {
        name = "godly_gamble_event.9.a"
        custom_tooltip = "godly_gamble_event.9.a.tooltip"
        owner = {
            add_monthly_resource_mult = {
                resource = physics_research
                value = 4
                min = 40
                max = 100
            }
        }
    }
}

```

```

    }
}

```

2.3.2 - Events (Failures)

```

#####
# Paradox Work Test Mod
# Event Failures
# Godly Gamble Event Chain
# Written and coded by Rudolf J.B. Buirma
#####

```

```

ship_event = {
    id = anomaly_failure.3
    title = "DISC_FAILURE"
    desc = "anomaly_failure.3.desc"
    picture = GFX_evt_gas_giant
    show_sound = event_laboratory_sound
    location = FROM

    is_triggered_only = yes

    option = {
        name = "UNFORTUNATE"
    }
}

```

2.4.0 - Special Projects

```

#####
# Paradox Work Test Mod
# Special Projects
# Godly Gamble Event Chain
# Written and coded by Rudolf J.B. Buirma
#####

```

```

special_project = {
    key = "godly_gamble_PROJECT"
    cost = 15
    days_to_research = 30
    tech_department = physics_technology
    timelimit = 180
    picture = GFX_evt_physics_research

    event_scope = ship_event

    requirements = {
        shipclass_science_ship = 1
        leader = scientist
        skill > 2
    }

    on_success = {

```

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```

        ship_event = { id = godly_gamble_event.2 }
    }

    on_fail = {
        country_event = { id = godly_gamble_event.3 }
    }
}

```



2.5 - Ambient Objects

#Loki mounted on Giant Unicorned Rainbow Space Whale

```

ambient_object = {
    name = "shrine_object"
    entity = "space_cloud_entity"
    selectable = yes
    show_name = yes
    tooltip = "shrine_object_tooltip"
    description = "shrine_object_desc"
}

```