

A cruise ship wrecks and I wash up on an island with a few people. Over the next few days we build shelters and rescue more of the survivors as they wash ashore or we see them floating in the surf. In a week or so we stop swing people wash up and I start sending people out to scout the surrounding areas.

We find fruit trees and a river, and signs of other survivors, but we can't find them. After a few days one of my friends finds a clearing in the woods, and after a few weeks of messing around the area he finds an opening to a bunker with an overgrown, out of control greenhouse.

Meanwhile, far down the beach to our west we find another group of survivors living on the rocky cliffs. I invite them to join us on the beach, but after moving down their leader tries to take control of my people on the beach.

One of the people close to me double crosses me and runs me and the six others that are close to me off the beach and we retreat to the bunker that we kept secret from most of the beach survivors.

We stay in the greenhouse for a few days before finding a door to a much larger complex behind a false wall. While exploring we find a locked fence leading to a tunnel full of other survivors and let them into the complex.

Together we find supplies, MREs, and barracks. We hide the fact that we found a key to most of the complex. After going back to the beach and trying to let them know what we've found, we get chased off again. In a rash decision we destroy some of the shelters I built with a fire. Thankfully no one is hurt, but the people on the beach lose many of their shelters and stored food.

After a few days the tunnel survivors begin acting very protective of the food and supplies we gave them and try to prevent the seven of us from accessing most of the complex.

Eventually one of my people finds an elevator behind another false wall. We sneak into the main complex that the tunnel survivors control and open the locked supply room. Inside we find a few firearms and medical supplies. We take enough for us and lock the room back up. We get discovered and have to fall back to the elevator. We lock ourselves in and retreat down a floor, and disable the elevator controller on the top floor so they can't follow us down. Only five of us make it down.

Once we descend, we find a workshop with welding equipment and machining tools. We use these, and some scrap to cut off access to the lower floors completely so the tunnel survivors can't chase us down here.

We only have a few more days worth of food and begin to explore the lowest floors of the base. The workshop is B2, on B3 we find a service center with air shafts and electrical control, on B4

we find a storage sector and a locked door we can't open, and on B5 we find a small room with computers and through an electronically locked door we can see a submarine.

From the service center on B3 we find access ladders that lead back up to the top floor. Once climbing up, we find another storage room with more guns, food, and even explosives. While moving the supplies down to our level the tunnel survivors hear the ruckus, break down the security fence cutting off this section of the facility, and begin fighting us for the supplies. After one of my people gets shot, I throw a grenade and collapse the hallway cutting off their access to us, but killing several of them.

The one person in my group who was shot dies and we have to leave him here having no surface access to bury him. We move all of the supplies down to our floor.

From the service station we take a ladder down to the actual computer room on B5 and unlock the door to elevator access. We cannot access the computers to unlock the submarine lab, but one of the terminals does have some logs talking about the complex we're in.

Back in the service center we a janitor's key and are able to open the door on B4. Through it we find a long staircase and open the door at the top to find a New group of survivors taking refuge in what appears to be a processing center for the facility at the top of the steps. Because we opened up the staircase for them, and give them access to the storage room at the bottom, they let us go in and out through their building, and even trade fresh food for our MREs.

Filled with regret over the deaths I caused in the supply room days ago, I wander through the forest along a service road on my way to a communication station mentioned in the computer logs alone. Along the way I find four tractor trailers off the side of the road and two of my friend a from before the shipwreck.

They found the trailers full of food an equipment several days after they washed up and had been living in the trucks since. I tell them about the complex and the entrance trough the steps survivors building, but they decide to stay at their trucks. I trade them some guns in exchange for them bringing me food at the communication station.

Once I find the station and gain access to equipment I spend a week with the ELF (extremely low frequency) transmitter that was used to send messages to the submarine and start sending a message to anyone that might intercept it in hopes of getting everyone off the island. One of the girls in my group comes looking for me and tries to convince me to come back to the complex, as they managed to cut open the door to the submarine lab, but haven't yet tried to get into the sub. I tell her that someone has to tend to the transmitter in case something goes wrong because I don't want to face the others. She eventually convinces me to come back and open the sub.

We stop at the trailer and get my two friends to come inspect the submarine with us, and once back at the steps we get their leader to send two of her people to bring back the leaders of the

cliff/beach survivors, and the tunnel survivors. I also ask them to try to bring the friend who turned on me at the beach so I can show her I don't hold what she did against her.

The scouts come back with the three and I make my apologies to the tunnel leader for the deaths of his people, and to the cliffs leader, now the beach leader, for burning their supplies. I tell them we may have a way off the island, but ask them not to get everyone's hopes up incase the sub does not work, or we can't fit everyone.

We head down the stairs and into the elevator, going up to B2 to get the rest of my people, then down to B5 to enter the sub. After some effort we open the hatch on the sub's tower and enter.

Once inside we all split up to search for operating manuals so we can learn to pilot the sub off the island. I find the captain's quarters and a manual on operating the sub, the guy's from the trailers determine that the engines should be operational, but will require some fixes, and the girl from my group finds charts with our location. The steps leader and tunnel leader determine that we should be able to fit most if not all of the survivors we currently know about in the sub, and the cliff/beach leader and the rest of my group find extra fuel and the launch controller I'm the sub lab.

That's as far as I've gotten.

I think I'll end up staying because someone has to stay to launch the sub, and there's not enough room for everyone, so some of my friends refuse to leave without me, and they along with some others stay on the island for a few weeks longer, continuing to send the message with the ELF transmitter and hoping the ones who left will send help.